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CURSE OF THE SUNKEN CASTLE

EXPLORE A CASTLE THAT FELL INTO THE SEA AND DEFY THE WILD MAGIC THAT KILLED ITS RESIDENTS!

Adventure Primer

CREDITS

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RUNNING THE ADVENTURE

To run this adventure, you need the Fifth Edition core rulebooks.

> Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under a specific circumstance, as described in the text.

The core 5th Edition monster book contains stat blocks for most of the creatures found in this adventure. Monster stat blocks created specifically for this adventure will be included at the end. When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block in the core monster book. If the monster is not included in the core monster book, it will be included in the appendices of the adventure.

Adjusting Encounters

This adventure contains advice for adjusting encounters based on the number of characters in the party. You are empowered to modify the number of enemies in an encounter and their hit point totals as you see fit. If you need to adjust the difficulty of an encounter during combat, you can alter hit point totals without the player characters ever knowing and have enemies retreat or reinforcements arrive as needed.

Abbreviations

The following abbreviations are used throughout this adventure:

hp	hit points		LG	Lawful good
AC	Armor Class		CG	Chaotic good
DC	Difficulty Class		NG	Neutral good
XP	experience points		LN	Lawful neutral
pp	platinum piece(s)		N	Neutral
gp	gold piece(s)		CN	Chaotic neutral
ep	electrum piece(s)		LE	Lawful evil
sp	silver piece(s)		CE	Chaotic evil
cp	copper piece(s)		NE	Neutral evil
NPC	nonplayer character			

Curse of the Sunken Castle

Curse of the Sunken Castle is a Fifth Edition adventure for 3 to 7 characters of 7th to 8th level. The adventure is optimized for five characters with an average party level (APL) of 8, though characters of 7th level can survive this adventure if they are extremely cautious and rest between encounters.

The characters are asked by a local mage to track down a group of explorers that have gone missing on a recent expedition. This adventure begins on a remote island detailed in DMDave's Mystery Island. The characters and NPCs are incapable of escaping from the island; however, this adventure could be transplanted to any coastal region.

RUNNING THIS ADVENTURE

Before running your first game session in the sunken castle, review the contents of Perimus, the Sunken Castle below.

Character Advancement

Ideally, the characters are at least 8th level when they first arrive at Perimus, the Sunken Castle. If the characters complete either of the following objectives, they advance in level:

- Defeat The Conductor, The Devout, and The Craftsman.
- Break the curse corrupting the castle by completing the ritual in the Beacon Control Station.

GETTING THE QUEST

Pandora Blair is an academic (human female **mage**) that's been stationed on the island for several years. She's been observing the unusual magical activity surrounding the island, trying to identify its source. She recently sent a research party to an anomaly in the northern bay of the island. They have been gone for over a week.

To kick off the adventure, Pandora tracks down the characters and approaches them from twenty feet in the air atop a *broom of flying*. She lands and says:

> "I need your help. My crew sailed out to a castle that simply appeared in the northern bay, and they haven't returned. There were five of them, and it's been nearly a week since they left. You seem to be the most capable people on this island. Can you help?

If characters want to hear more or leave an opening for Pandora to keep talking, she adds:

> "The castle in the northern bay is radiating wild conjuration and necrotic magic. It's clearly not from this island, but I suspect it may provide valuable information about our entrapment here. If nothing else, it might contain supplies to make surviving here easier."

When the characters are ready, they must make their way to the castle.

REACHING THE CASTLE

Pandora has attempted to fly into the storm, but traversing it without the heft and anchoring provided by the boat proved exceedingly dangerous. Therefore, she advises that the characters use a boat and can provide them with a makeshift sailing boat. If the party takes her up on the offer, Pandora leads them to a boat that she's anchored on the shore of the northern bay. Before the characters can use the boat, Pandora dispels *glyph of warding* cast on the steering wheel and the capstan (which is used to raise the anchor).

It takes an hour to sail from the shore to the edge of the storm by boat, or an hour and a half to reach by walking, swimming, or flying. From there, the characters will have to spend two hours trying to push through the storm to reach the castle. When the characters reach the edge of the storm, read the following:

> A massive storm wall rises into the sky above, blotting out the sun and turning day to night. Violent winds whip the seawater at the base of the storm into a fury, a sign of the tempest that lurks further in.

After entering the storm, the tumultuous waves, heavy rain, and strong winds inflict the following effects:

- Dexterity checks and saving throws, and Wisdom (Perception) checks that rely on hearing or sight, are made at disadvantage.
- Unprotected flames that are torch-sized or smaller are extinguished.
- Ranged weapon attack rolls are made at disadvantage.

To traverse the storm, the characters will make skill checks from either the "Walking, Swimming, or Flying" or "Sailing Through the Storm" sections below.

After each check is resolved, roll a d20 and consult the Chaos Storm Hazards table.

Walking, Swimming, or Flying Through the Storm

The characters must succeed on three Strength (Athletics) checks. The DC begins at 15. On a success, the characters progress, and the DC increases by 5. Any character that fails takes 7 (2d6) bludgeoning damage from the physical forces of the storm. A character that fails by 5 or more must succeed on a DC 13 Constitution saving throw or be knocked unconscious (see "Falling into the Water" below).

Sailing Through the Storm

The sailing boat is outfitted with enough ropes for each character to secure themselves to the boat. To traverse the storm, the characters must make three group checks. For each group check, the characters must take one of the following actions:

- *Hide.* A character that hides counts as a failure for the group check; however, they are protected from the chaos storm hazards.

- *Steer the Ship.* The character must succeed on a DC 15 Wisdom (Survival) check to steer the ship. A character with proficiency in water vehicles can use it in place of Survival. A character proficient in Athletics, Perception, or Survival or proficient with water vehicles can provide help.

- *Secure the Ropes.* The character must succeed on a DC 15 Strength (Sleight of Hand) check. A character with proficiency in water vehicles can use it in place of Sleight of Hand.

- *Man the Oars.* The character must succeed on a DC 15 Strength (Athletics) check. A character with proficiency in water vehicles can use it in place of Athletics.

To determine success, if at least half the group succeeds, the whole group succeeds.

Chaos Storm Hazards

d20	Chaos Storm Hazard
1–5	No hazard.
6–15	**Inclement Weather.** A huge wave, a surge of wind, or violent undersea current slams into the characters. Each creature must succeed on a DC 15 Strength saving throw or take 7 (2d6) bludgeoning damage. On a failure by 5 or more, if the creature is not secured, they are thrown 30 feet in a random direction.
16–17	**Lightning Strike.** Each character must succeed on a DC 15 Constitution saving throw or become deafened for 1 hour.
18–19	**Conjuration Surge.** A surge of conjuration magic summons a killer whale 30 feet above the ship. It crashes into the water, clipping the side of the ship. Each character on the ship must succeed on a DC 13 Dexterity saving throw to avoid being crushed or take 22 (4d10) bludgeoning damage.
20	**Necrotic Surge.** A surge of necrotic magic ripples through the water and across the boat. Each creature must succeed on a DC 15 Constitution saving throw, taking 11 (2d10) necrotic damage on a failure or half as much damage on a success. On a failure by 5 or more, the character takes one level of exhaustion.

Falling into the Water

A character that falls into the water can attempt to avoid drowning by using an action to make a DC 15 Constitution (Athletics) check. Characters who can breathe water succeed automatically, and unconscious characters fail automatically. On a failure, the character begins choking on water and can survive for a number of rounds equal to their Constitution modifier (minimum of 1 round). At the start of their next turn, they drop to 0 hit points and are dying, and they can't regain hit points or be stabilized until they can breathe again. At the GM's discretion, a character that dies may instead wake up eight hours later on the island shores at 1 hit point and four levels of exhaustion.

A character can use their reaction to jump overboard after a character that has fallen in the water. Otherwise, a character can attempt to spot a creature that has fallen overboard by using an action or reaction to make a DC 20 Wisdom (Perception) check. Characters have two rounds to reach an overboard character before they are beyond the line of sight. A character that is not tethered to the boat in some way (such as by rope) is at risk of drowning in the water as well.

Entering the Castle

After the characters reach the eye of the storm, read the following:

> Crossing into the eye of the storm, winds from all directions create unpredictable waves that tower as tall as fifty feet. Rising above the waves is a massive, sprawling stone structure standing in defiance of the storm.

Once the characters reach the castle, they will need to find an entrance. The castle's drainage pipes let out 30 feet above the sea, at roughly the same height as a boat's mast. A character attempting to jump from the mast to a drainage pipe without the aid of climbing gear or magic must succeed on a DC 15 Dexterity (Acrobatics) check or plummet to the deck of the ship and take 10 (3d6) bludgeoning damage.

Characters may attempt to ascend further up the castle. Regardless of the method being used to ascend, going to the second floor requires a successful DC 15 Strength (Athletics) check to avoid being blown away by the storm winds. The DC increases by 5 for each additional floor beyond the first.

If the characters enter through the drainage pipes, begin in **area 1**. Otherwise, pick a random location on the floor that the characters enter.

If the characters used Pandora's sailing boat, ten minutes after the characters enter the castle, their ship is smashed to pieces against the side of the castle by the storm.

PERIMUS, THE SUNKEN CASTLE

Perimus, otherwise known as the sunken castle, is a massive structure haunted by aberrations that were once humanoid researchers.

Decades ago, Perimus was subject to a burst of wild magic that tore the castle from its original location and deposited it atop a rocky outcrop in the sea. The surviving inhabitants did their best to adapt to the castle, but lingering magic from the planar shift wrought horrific changes on their bodies, eventually claiming their lives.

General Features

Doors. Most of the doors in the castle are plain wooden doors with AC 15, 4 hit points, and immunity to psychic and poison damage. A door can be forced open with a successful DC 15 Strength (Athletics) check. A creature that is proficient with thieves' tools can pick a locked door with a successful DC 13 Dexterity check.

Adamantine Doors. Adamantine doors have AC 23, 18 hit points, a damage threshold of 5, and immunity to psychic and poison damage. An adamantine door can be forced open with a successful DC 25 Strength (Athletics) check. A creature that is proficient with thieves' tools can pick a locked adamantine door with a successful DC 20 Dexterity check.

Aberrant Curse. Any humanoid that is killed in the castle slowly becomes an aberration. Unless *gentle repose* is cast, a dead humanoid's body is twisted into an unrecognizable mass of flesh after 12 hours. The curse afflicting the body cannot be removed without *wish, true resurrection*, or similar spells. After another 12 hours, there is a 20 percent chance that the body forms into a **gibbering mouther** and a 10 percent chance that they become a **flesh golem**.

Missing Crew. A summary of the whereabouts of the missing crew:
- Ishmoz (male human) died at sea.
- Purban (male human) died at sea.
- Hedley (male human) is in the dungeon, area 3.
- Bran (male dwarf) is in the workshops, area 7.
- Senga (female human) is in the music hall, area 9.
- Ostara (female half-orc) is in the library, area 16.

Wandering Monsters

While many of the castle's halls are vacant, the castle is inhabited by a variety of dangerous creatures. Characters may encounter aberrations, undead, golems, monstrosities, and oozes as they explore. After each hour, the characters spend exploring the castle, or each time the characters conduct a thorough search of an unnumbered area on the map, roll percentile dice and consult the Perimus Encounters table to determine if the party has a random encounter.

Perimus Encounters

d100	Encounter
1-50	No encounter.
51-60	One **black pudding** for every two characters.
61-70	One **gibbering mouther** for each character.
71-75	Two **flesh golems.**
76-80	One **ghost** and one **will-o'-wisp** for every two characters.
81-85	One **roper** for every two characters.
86-90	One **wraith** for every two characters.
91-95	One **chuul** for every two characters.
96-00	One **invisible stalker** quietly follows the characters and waits for an opportunity to strike. Re-roll this table, ignoring results of 96-00.

Exploring the Castle

As the characters explore the castle, call the players' attention to any numbered locations on their current floor or any adjacent floors; these areas are the most intact, and signage throughout the castle offers directions. Unless the players say otherwise, assume that the characters explore at a cautious rate of 100 feet every 5 minutes. Each location is approximately 600 feet apart, or 30 minutes at a cautious pace.

Searching an unnumbered location takes 30 minutes and requires a check for random encounters. Roll once on the Perimus Treasures table to determine if the characters find anything of value in the location.

Perimus Treasure

d20	Treasure
1-10	No treasure.
11-12	5 (2d4) 25 gp pieces of jewelry.
13-14	5 (2d4) 50 gp historical artifacts.
15	A *spell scroll* of *grease* (or another *spell scroll* containing a1st level spell of your choice).
16-20	An intact book, scroll, or etching written in Common that reveals one piece of Perimus Lore (determined by rolling a d20 and consulting the Perimus Lore table below).

Perimus Lore

As the characters explore Perimus, they piece together a picture of what life was like in the castle. Whenever a location instructs you to reveal some piece of Perimus lore, roll a d8 and refer to the Perimus Lore table. If you get a result that's come up before, roll again or choose a different result.

Perimus Lore

d8	Lore
1	The castle was once the seat of power of a powerful group of mages.
2	Few, if any, people lived outside of the castle. It was built to provide for most people's needs.
3	At least one generation of children grew up inside the castle, never knowing life outside its walls.
4	Many of the inhabitants were taught to use basic cantrips such as *light* and *prestidigitation*.
5	The castle's mages were experimenting with conjuration and necromancy magic.
6	The walls and floors of the castle bear scars of teleportation and necromantic magic gone awry.
7	After the castle was stranded, the dead began to rise as mangled aberrations.
8	In the chaos after the castle was stranded, several cults formed. Out of them, a cult worshipping ocean crustaceans became the most dominant.

The Accursed of Perimus

When the characters reach the third floor where hydroponics is located, they are assaulted with a piercing sensation of being watched as **The Mentor** (see Appendix D) becomes aware of their presence. The Mentor was a human before the castle's curse turned it into a powerful aberration. Now, it holds dominion over the entire castle, wandering the halls of the castle, and turning creatures it finds into **flesh golems**. The Mentor is accompanied by three **shadows** that remain within 15 feet of it at all times.

For every hour that passes, there is a 20 percent chance that The Mentor catches up with the characters. Only characters that flee the castle are spared its corrupting touch.

Perimus,
the Sunken Castle
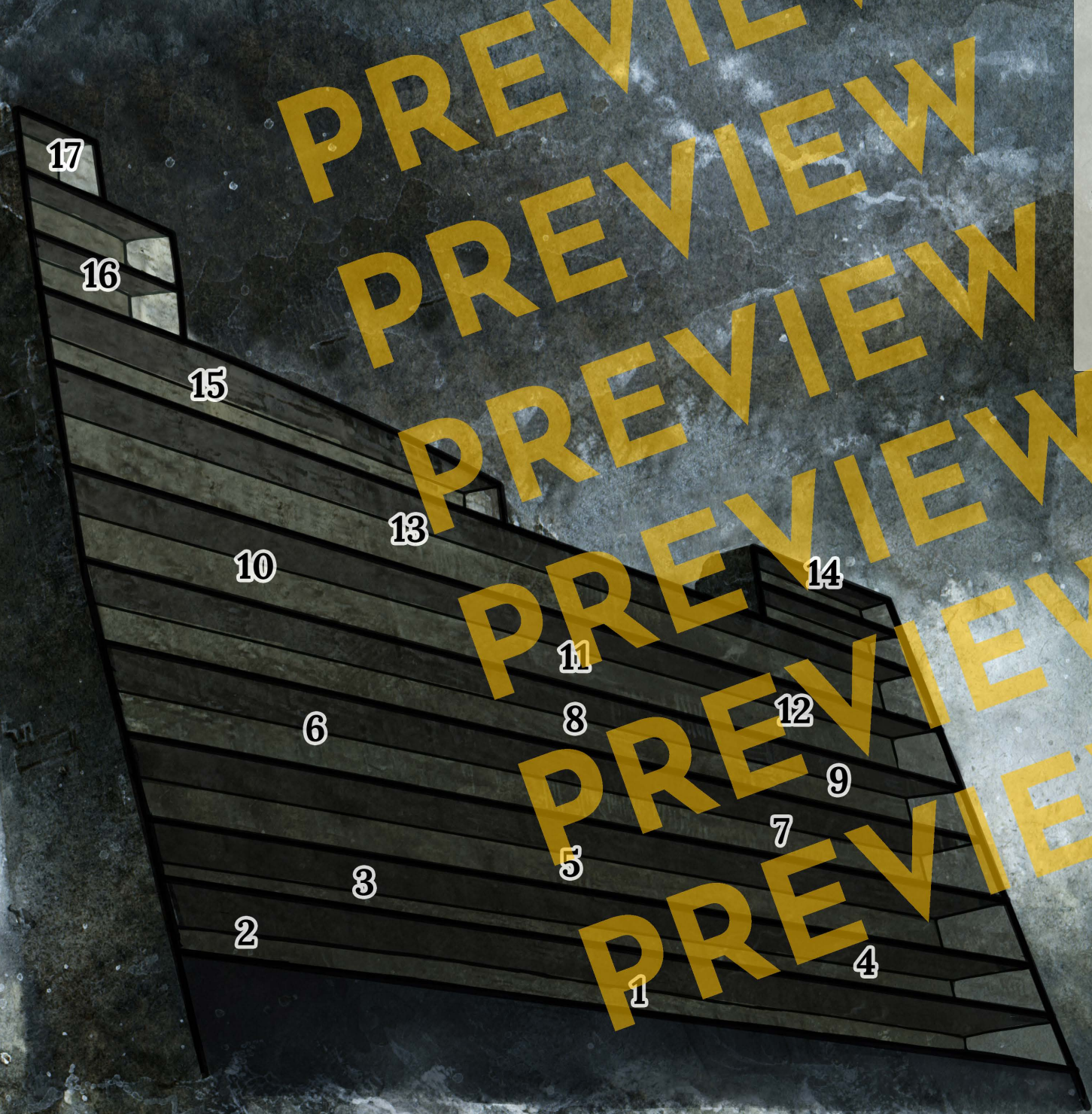
Floor 1
1. Sewers
2. Mortuary

Floor 2
3. Dungeon
4. Iceworks

Floor 3
5. Hydroponics

Floor 4
6. Cistern
7. Workshops

Floor 5
8. Market
9. Music Hall

Floor 6
10. Living Quarters
11. Coral Temple
12. Hall of Preservation

Floor 7
13. Guard Command Post

Floor 8 – East Wing
14. Observatory

Floor 8 – West Wing
15. Library

Floor 9
16. Research Labs

Floor 10
17. Beacon Control Station

PERIMUS, THE SUNKEN CASTLE LOCATIONS

The following locations are keyed to the map of Perimus, the Sunken Castle.

Floor 1

1 - Sewers

Characters can enter the castle through several drainage pipes spilling refuse out into the sea. As the characters begin exploring this floor, read the following:

> Seawater and refuse wash out of the large, 15-foot-wide pipes leading into the castle. The pipes converge in an expansive maze of 30-foot-tall corridors with arched ceilings. Bioluminescent algae cast an eerie green glow on the walls and the sounds of sloshing water echo throughout the underbelly of the castle.

Maze. The sewers are a corroded maze of outlets into the sea, winding tunnels, and collapsed debris. Finding a path out requires a DC 20 Wisdom (Survival) check. On a success, the characters identify two possible routes out: they can either follow intermittent floating flesh to **area 2** or chunks of ice to **area 4**. On a failure, an hour passes, and the tide continues to rise (see Hazard: Tides below) before they may attempt another check.

Hazard: Tides. When the characters enter, the water is 2 feet deep. Every twelve hours, high tide submerges the sewers in 12 feet of water. In the six hours preceding high tide, the water levels rise 2 feet per hour, and in the following six hours, it recedes 2 feet per hour. Characters that are shorter than the water and do not have a swim speed must succeed on a DC 13 Constitution saving throw at the end of each hour spent swimming, taking one level of exhaustion on a failure.

Encounter: Fish Food. At the end of each hour spent in the sewers, there is a 20 percent chance that the characters encounter a **swarm of quippers** eating a partially-dissolved mass of flesh covered in mouths (a dead **gibbering mouther**). The swarm disperses when the characters approach. The mass of flesh is wearing a tattered, corroded chain shirt.

2 - Mortuary

Approaching through the sewers, the tunnels lead to a large stone double-door with rusted metal ornamentations. Every few minutes, partially-dissolved chunks of gibbering mouther flesh extrude from a 2-foot-wide disposal chute to the side of the door. Nearby, a spiral ramp leads to the floor above (**area 3**).

Decorated Doors. The ornate double-doors are 6 feet thick and weigh 400 lbs. The hinges on the other side of the doors are jammed. Opening the doors with physical force requires 30 minutes and a successful DC 20 Strength (Athletics) check. If a character is on the inside of the door, they can break the hinges, reducing the DC to force the door open by 5. A character that investigates the metal ornaments and succeeds on a DC 18 Intelligence (History) check recalls that the metal ornaments bear the iconography of an ancient god of the dead.

Disposal Chute. A creature that is Small or smaller can enter the mortuary through the disposal chute. The chute connects to a drainage channel that's dribbling diluted acid and chunks of flesh.

Once inside, the characters can traverse the mortuary. Read the following:

> The large stone doors open to an elongated lobby flanked by shrines to a variety of gods. A drainage channel runs down the right-hand side of the room. The broken remains of a desk sit at the far end of the hall in front of a closed door. A piece of wood dangling from a rope over the desk reads "Reduce, Reuse, Recycle" in Common.

If the characters proceed through the door at the far side of the room, they enter the preparation room. There are some stacks of wood for constructing coffins discarded in a corner. The bulk of the room is filled with makeshift wooden cylinders being spun by a lanky, shriveled humanoid. Nearby, another shriveled creature is chopping up mounds of mouth-covered flesh.

Encounter: Mortician. There are two shriveled creatures (treat as **flesh golems**) in the preparation room. The creatures have been twisted and corrupted by latent necrotic magic. When disrupted, they attempt to knock any creatures that enter the room unconscious and put them in the tanks (see Hazard: Compost Tanks).

Hazard: Compost Tanks. There are ten compost tanks in the room, half of which contain the dissolving bodies of gibbering mouthers. These wooden tanks are filled with an acid bath used to dissolve bodies. Magical runes carved into the wood replenish the solution in perpetuity. A creature that enters the tank takes 11 (2d10) acid damage when it enters the tank and at the start of each of its turns. 5d10 days after a creature is killed by the solution, their body is liquified and transported to hydroponics (**area 4**) to serve as nutrients.
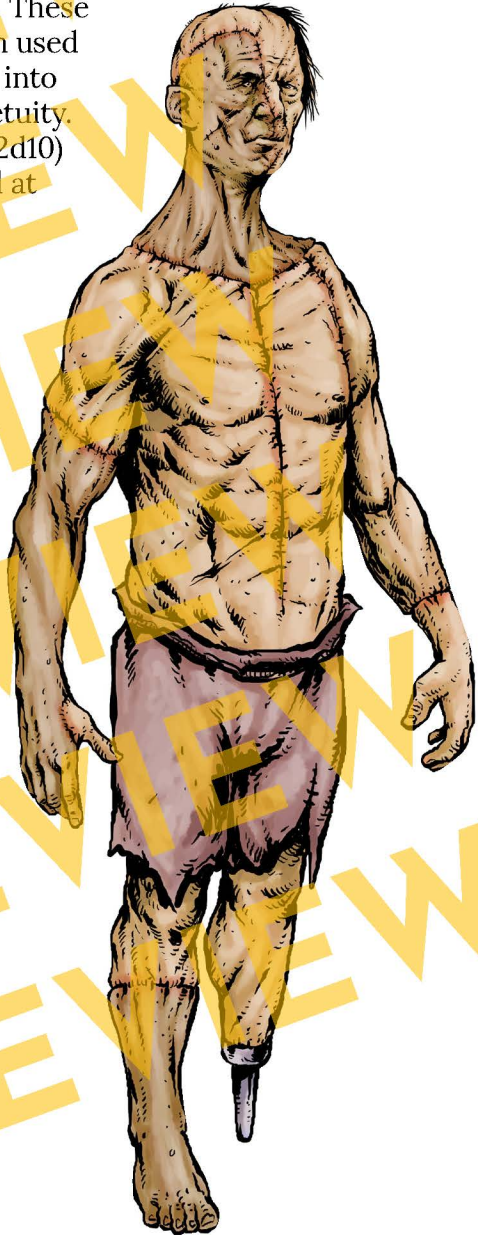
Floor 2

3 - Dungeon

A reinforced wooden door lays smashed on the ground in front of the entrance to the dungeon. Characters that proceed through the doorway enter a mostly abandoned maze of cell-lined halls.

Cell Doors. All of the iron grate cell doors have *arcane lock* cast on them. Each cell has a unique password known by the ghost jailer (see Ghost Jailer below). Many of the cells contain soggy, decomposing bodies or **gibbering mouthers** wearing the tattered remains of dull gray uniforms.

Encounter: Ghost Jailer. If the characters spend at least 30 minutes searching the dungeon, they find a cell being guarded by a sleeping **ghost** wearing plain leather armor and wielding a shortsword. A successful DC 11 Dexterity (Stealth) check is required to sneak up to the jailer without it waking up and a successful DC 20 Dexterity (Sleight of Hand) check is required to swipe the cell keys from it. If the jailer is alerted, it demands that the characters stay at least 40 feet away and responds to aggression by possessing and imprisoning the characters in open cells. If the characters behave, the jailer can be convinced to trade its prisoner for another living creature with a DC 13 Charisma (Persuasion) check.

Lost Explorer: Hedley. Hedley is a scrawny human man (CN **commoner**) with patchy blonde stubble. He is currently huddled in the far corner of the damp cell that the ghost is guarding, wearing leather armor a few sizes too big for him. Hedley is shell-shocked from his experiences on the castle. The characters can get him to focus and relax with a successful DC 15 Charisma (Persuasion) check. On a success, Hedley can provide the following information:

- Two members of the crew, Ishmoz and Purban, died at sea.
- The remaining five members of the crew barely made it aboard the castle before their ship was smashed to pieces.
- Hedley got separated from the others in the sewers and stumbled his way into the dungeon, where the ghost possessed and jailed him.

4 - Iceworks

After the castle was plane-shifted to sea, this wing of the castle was adapted into a workshop for collecting, freezing, and then melting water to desalinate it. Lanterns containing blue mold draw in the heat of anything in the area, turning the ward frigid.

Hazard: Overgrown Lanterns. Due to neglect, many of the lanterns that once safely contained blue mold have been overgrown and broken. Traversing through this ward of the castle subjects creatures to the effects of blue mold (see "Blue Mold" below).

Icemaker. If the characters spend at least 30 minutes exploring the iceworks ward, they find a circular chamber with several cube-shaped stone casts coated in blue mold. Water coming from drainage outlets in the ceiling drips into the casts, which begins to freeze as the blue mold withdraws the heat from the water. Many of the casts are overflowing, coating the room in ice.

Blue Mold. Blue mold feeds on warmth, drawing heat from anything nearby. A patch of blue mold typically covers a 5-foot square, but with enough fuel, it can expand to cover sprawling areas. The temperature around blue mold is always frigid.

When a creature moves within 5 feet of the mold for the first time on its turn or starts its turn there, it must make a DC 12 Constitution saving throw, taking 11 (2d10) cold damage on a failed save, or half as much on a successful one.

Blue mold is immune to fire, and any source of fire brought within 5 feet of a patch causes it to instantly expand up to 10 feet outward in the direction of the fire. A patch of blue mold exposed to an effect that deals cold damage is instantly destroyed.

Floor 3

5 - Hydroponics

The halls of the hydroponics ward are filled with rows of green, lively plants growing in water basins. The plants grow in stark contrast to the decaying castle around them.

Starchild. Characters that spend at least 10 minutes exploring the hydroponics are greeted by a charitable and enigmatic young fey woman (**Starchild**, see Appendix D) that goes by the name Starchild. She has light blue skin, glowing eyes, and short ethereal antlers sprouting from her forehead. She's been tending to the plants in the years since the castle's descent into madness.

Starchild avoids conflict with the characters and is willing to help them survive the horrors of the castle, however, convincing her to leave the plants behind to wither requires a successful DC 17 Charisma (Persuasion) check. She responds to attempts at intimidation or deception by revoking any offers of aid and demanding that the characters leave. If aggrieved, she will only relent if the characters apologize and succeed on a DC 20 Charisma (Persuasion) check.

She can provide the characters with the following information:

- She's protected the hydroponics ward from The Mentor's attention. Creatures of her choice in the hydroponics ward can't be detected or seen by The Mentor.

- She can inform the characters about the aberrant curse (see "General Features") that afflicts dead humanoids in the castle.

- She's aware of three humanoids that passed through to the upper floors. They seemed determined to find magical resources in the castle.

Floor 4

6 - Cistern

Desalinated water from the iceworks center is stored here, in the cistern. The water dried up, leaving behind empty reservoirs caulked with wax, sand, and hair. The walls and arched ceilings are decorated with extensive illustrations of god-like crab figures. In the dark corners of the cistern, there are skeletal remains shed by gibbering mouthers.

Skeletal Remains. A character that succeeds on a DC 13 Wisdom (Medicine) check can determine that many of the skeletons in this chamber died fighting one another, likely over the last drops of desalinated water.

Rowboats. For every 10 minutes that the characters spend exploring the cistern, they find one rowboat that can fit up to three medium creatures. There is a 50 percent chance that the characters encounter creatures from the Perimus Encounters table (see "Wandering Monsters")

The bleak halls of the castle give way to a series of rooms with workbenches, ash-covered forges, weaving looms, and other tools of creation.

Engineer's Shop. A powerful thumping reverberates through the floors of this area. If the characters spend at least 30 minutes searching this area, they discover a cluttered old metalworking shop with a strange crab-shaped contraption hung up in a network of chains and pulleys. When a creature enters the shop, the face of a scared man creeps up from inside the crab-machine's cockpit (see "Lost Explorer: Bran" below). The man pops the machine's hatch and whispers that the characters need to hide before the big monster comes back.

To convince the man that the area is safe, a character must succeed on a DC 16 Charisma (Persuasion or Deception) check. On a success, the man tries to climb down, but gets tripped up and makes an extremely loud crashing sound as he falls through metal chains and knocks over a table. When this occurs, a thumping vibration in the ground begins moving toward the sound. Give the players one round to prepare for an encounter with The Craftsman (see Encounter: The Craftsman below).

Encounter: The Craftsman. The Craftsman (see Appendix D) is a massive, muscular man with pockmarked skin and a metallic head that was corrupted by the aberrant curse.

Lost Explorer: Bran. Bran (NG dwarven male **thug** with Athletics +6) is unusually muscular: almost every single one of his veins is visible when he is not flexing. His shirt and pants are short and undersized. He is bald-headed but has large white tufts of hair around his ears. Despite his strength, Bran is a timid himbo.

Treasure: *Apparatus of the Crab.* The apparatus hung up on chains is inoperable. However, if the characters spend 5 minutes and succeed on a DC 13 Intelligence (Investigation) check, they can find a hidden backroom containing enough *apparatus of the crab* machines to fit the entire party and the four surviving explorers, but the machines are made from scraps and fall apart after 10 hours of use. There are detailed notes written in Common that provide the following information:

- The bulk of the notes detail instructions on how to operate the crab-like machines. The characters understand all of the mechanisms detailed in the *apparatus of the crab* item description.

- In the notes' margins there are increasingly frustrated ravings about a crab-worshipping cult and the mad priest that leads them. The scribblings indicate that the priest and their goons were forcing the craftsman to build machines for them by threat of violence.
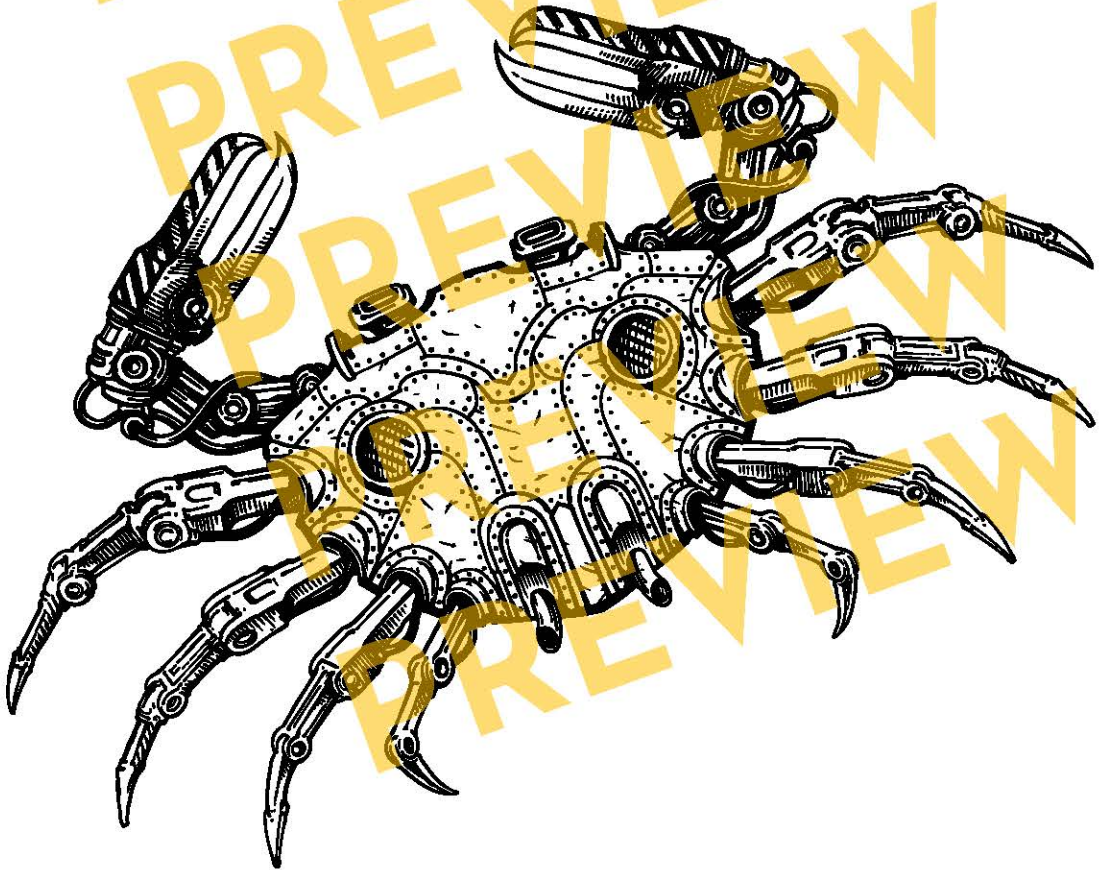
Floor 5

8 - Market

A market winds through this ward of the castle. Some tarp-covered shops are set out in open floor space; however, most shops are built into recesses in the walls.

The market is filled with dozens of half-formed **gibbering mouthers** wandering aimlessly. The gibbering mouthers have not fully lost their humanoid impulses and as such don't outright attack the characters. However, their gibbering does make it difficult to traverse the area. Characters that travel through the market take four times longer than normal and must succeed on a DC 11 Wisdom saving throw or gain the following form of short-term madness: the character begins babbling and is incapable of normal speech or spellcasting.

Off-key piano notes reverberate through this expansive, decadent series of chambers decorated with red velvet carpets and drapes.

Lost Explorer: Senga. Senga is a human woman (CG **scout**) with a dry personality that lights up when she's sharing music with others. Her skin is marred by burns. She wears faded leather armor and keeps her brown hair in a short pixie cut. Her green eyes dart around the room actively observing anyone and anything. Senga is trapped in the Conductor's charm and cannot willingly leave the orchestra. She is currently playing flute in the Conductor's orchestra.

Encounter: The Conductor. In the heart of the music hall is a large stage fit with a piano being played by a **flesh golem**. Four pacified **gibbering mouthers** are playing wind instruments in the orchestra pit, led by a faceless boney figure coiled in brass pipes (**the Conductor**, see Appendix D). Seated among the aberrations is a human woman (Senga, see above).

Creatures that enter the hall must succeed on a DC 15 Wisdom saving throw or become charmed by the Conductor for 1 hour and be magically compelled to join the orchestra. Charmed creatures can repeat this saving throw at the end of each hour or if they take damage. The Conductor takes notice of any creatures proficient in Performance or proficient with an instrument and instructs them to perform a solo. To perform the solo, a character must succeed on a DC 13 Charisma (Performance) check. On a success, the Conductor splits the gibbering mouther orchestra into two groups, assigns one group to the characters that succeeded on their solos, and prepares to play the piano with one of the groups (see Battle of Bands on the next page). On a failure, a creature is shoved away by two of the gibbering mouthers. If all of the characters fail, the Conductor attacks them in a fit of rage. Neither the Conductor nor the gibbering mouthers will follow the characters out of the music hall.

Battle of Bands. To resolve the battle of bands, the characters must make a series of checks contested by the Conductor. The characters make three group checks: Charisma (Performance), Dexterity (Sleight of Hand), and Wisdom (Insight). If desired, a character can replace one of these skill checks with a Charisma check using an instrument that they are proficient with. After each check, the creatures on the side that lost the contest take 16 (3d10) psychic damage. If a creature fails the contest by 5 or more, they have disadvantage on their next check.

If the characters succeed on at least two out of the three contested performance checks, the Conductor is incapacitated in awe for 1 minute. All creatures that it had charmed are no longer charmed. The gibbering mouthers bumble around the chamber aimlessly. Senga, if she is still present, snaps out of the Conductor's charm and encourages the characters to run.

If the characters lose the battle, the Conductor attacks them in a fit of rage. Neither the Conductor nor the gibbering mouthers will follow the characters out of the music hall.

Floor 6

10 - Living Quarters

A sing-song tune echoes through the empty halls of the living quarters. Many of the rooms have overturned beds, broken dressers, and scattered personal belongings.

Encounter: Dancing Child. If the characters spend at least 30 minutes exploring this area, they encounter the dancing child:

At the far end of a dark hall marked by rotting wood and peeled wallpaper, a child making a sing-song tune steps out from around the corner. Her featureless face stares out for a moment before three more faceless children step out around it. Together, the four clasp hands and begin dancing down the hall, singing in Abyssal.

The small, faceless child is looking for somebody to dance with. The child is a **cloaker** with the following changes:

- *New Feature: Shroud of Darkness.* Non-magical bright light within 30 feet of the child becomes dim light.

The child prefers to walk and uses her Phantasms feature to create illusory clones to dance with. She sings "ring around the rosie, a pocket full of posies" in Abyssal as she moves toward the characters. The child doesn't attack for as long as at least one creature dances with her. If provoked, the child relies on hit and run tactics to wear the characters down.
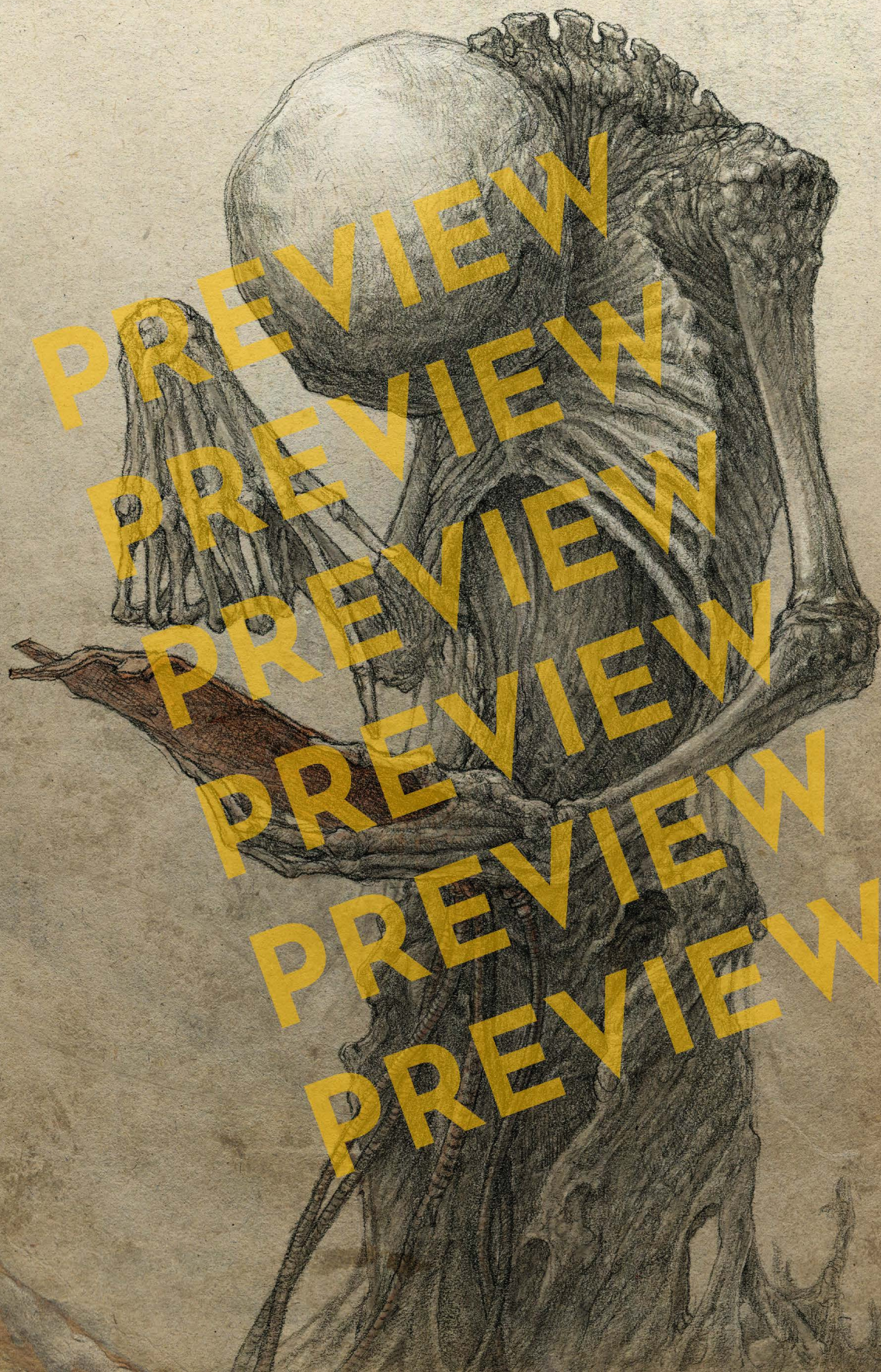
11 - Coral Temple

An otherwise unassuming temple nestled in the heart of the castle is smeared with paint depicting a colossal crab rising out of the sea and carrying the sea-bound castle to safety.

Characters that proceed into the temple are greeted by a creature casting the *gate* spell with a *spell scroll*:

Inside, the walls and floors are covered in poorly-illustrated murals depicting a crustacean savior. At the front of the room, a tall skeletal figure with a featureless bulbous head is reading over the soiled fragments of a scroll. The creature lifts its head from the page, its bones creaking with effort, and raises both of its arms. A 20-foot-wide, 20-foot-tall shimmering blue portal opens in the space above the creature to a place deep under the ocean. Water pours out as a gargantuan crab is pulled through the gate and thrown onto the floor of the temple. The floor begins buckling under the crab's weight. Overhead, the portal closes.

Encounter: The Devout and the Crab. The lanky, faceless creature is **The Devout** (see Appendix D), the priest that led the crab-worshipping cult that fomented in the castle. The Devout's goal is to protect the crab. If the colossal crab escapes the castle, The Devout blames the characters and lashes out at them.

The **colossal crab** (see Appendix D), however, is confused and disoriented. It fixates on smashing through the castle walls to escape as quickly as possible. On its turn, it spends its action attacking the walls. At the end of each of the crab's turns, roll on the Near Miss table (on the following page). After it attacks the walls for 3 rounds, it breaks through and scuttles over the edge, dropping into the sea below. The descent to the sea is 60 feet.

Near Miss

d6	Event
1–2	*Flying Debris.* Each creature within 30 feet of the crab must make a DC 14 Dexterity saving throw, taking 14 (4d6) bludgeoning damage and falling prone on a failure. A creature that succeeds on this saving throw takes half as much damage and does not fall prone.
3–4	*Close Call.* A character you choose within 10 feet of the crab must make a successful DC 14 Dexterity saving throw to dodge a stray attack from the crab as it attacks the castle walls. On a failed save, the creature takes 14 (4d6) bludgeoning damage.
5–6	*Fallen Crabs.* 2 (1d4) **giant crabs** fall off of the colossal crab as it violently attacks the walls. These crabs scatter and lash out at nearby creatures, acting immediately after the colossal crab's turn.

A chipped stone veneer plastered over the wooden walls of the castle marks the halls leading up to the Hall of Preservation, a museum of non-magical artifacts that the mages of Perimus have collected.

Foyer Exhibits. The foyer's focal exhibit is a **zombie** capable of speech due to a complex set of airbags and pipes installed in its chest cavity. The zombie can engage in simple conversations, but it has a poor grasp on the passage of time. It waits patiently for creatures to step up to the iron cage that it's sealed in to talk to it, and otherwise waves politely to creatures that look nervous.

A sign in front of the zombie reads: "Behold, the fruits of your labor, dear citizens! Product of the Perimus Research Labs."

Main Exhibit. The main exhibit of the hall of preservation is a **mummy lord** that is under the effects of an *imprisonment* (slumber) spell. When the characters go to the main exhibit, read the following:

Standing atop a round pedestal is a linen-wrapped creature adorned in gem-encrusted jewelry with its arms thrust out threateningly. Sand swirls slowly around the creature on display.

A sign in front of the exhibit reads "Anuke, empress of Heloni, was a powerful woman raised from the dead by the priests of her empire. As a nearly immortal being, Anuke has long-since outlived her empire and its people. Credit to Inorim for donating this invaluable specimen to the people of Perimus."

A creature that investigates the exhibit and succeeds on a DC 13 Intelligence (Medicine) check notices that the mummy is still alive, simply asleep. A character that succeeds on a DC 19 Intelligence (Arcana) check understands that the mummy lord is under the effects of *imprisonment*.

Floor 7

13 - Guard Command Post

> The halls surrounding the barracks and guard stations in this area of the castle are littered with the skeletal remains of armored guards and armed civilians.

Downfall of the Guard. A character that succeeds on a DC 10 Wisdom (Medicine or Survival) check determines that the armed civilians were attempting to push through the guard.

Command Post. Characters that spend 30 minutes searching the command post discover a large briefing room with four *crystal balls* (see below). There are two **flesh golems** for every three characters idling in this room, each wearing the tattered remains of scale armor.

Command Post: Crystal Balls. Of the four *crystal balls*, three are typical *crystal balls* and one is a *crystal ball of mind reading*. Each of the *crystal balls* has a powerful enchantment placed on them to prevent theft. If a *crystal ball* is removed from the command post, it ceases to function and blinks bright red from inside. In addition to the normal rules of *scrying*, the *crystal balls* can be used to view each of the areas prior to this one and the exterior of the armory (see Armory below).

Armory. Characters that spend an additional 30 minutes searching the command post discover the armory. The armory is locked behind an adamantine door with several dents beaten into it. Several skeletons litter the floor around the door.

Inside of the armory is a grim scene:

> A table and several cabinets are shoved against the adamantine door. Beyond the barricade, a single human skeleton lays propped against the north wall hiding beneath a shield.

Treasure. The skeleton is hiding beneath an *animated shield* and holding an arcane focus. Additionally, there is one suit of plate armor, ten suits of scale armor, fifty scimitars, twenty shortbows, and fifty quivers containing twenty arrows each.

Floor 8: East Wing

14 - Observatory

Situated on the uppermost floor of the eastern edge of the castle, this area features a plethora of panoramic windows that have been shattered by the storm. Frigid rain and wind pelt every inch of the space. The rain-soaked wood floors sag and creak beneath the slightest weight.

Vantage Point. From atop the castle, characters can see several hundred feet out into the storm. If the colossal crab escaped the coral temple (**area 11**), any character that looks out at the sea notices a large circular disk treading through the water. A character that succeeds on a DC 10 Wisdom (Survival) check deduces that the disk is the colossal crab and notes that its current path puts it at risk of running through a small hamlet on the island's shore.

Hazard: Soaking Rain. Characters that spend at least 30 minutes in this area become soaked by the frigid rain. Each additional minute that the characters remain in the observatory requires the characters to succeed on a DC 10 Constitution saving throw or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures that are naturally adapted to living in ice-cold water or frigid environments.

Floor 8: West Wing

15 - Library

> The chambers of this expansive ward are lined with reams of books and scrolls, many of which have decayed beyond recognition.

Lost Explorer: Ostara. Characters that enter the library discover three dead gibbering mouthers and Ostara, a dark-skinned female half-orc (CN **mage** with *mage armor* cast upon herself and one 3rd-level spell slot remaining) draped in fineries. She is haphazardly searching through the library's shelves, throwing ruined books aside. She is impulsive, with half-smiles and amber eyes that beguile others. She is relieved to be interrupted by creatures that aren't aberrations, and happily answers any questions that the characters ask to the best of her ability. She can provide three pieces of lore from the Perimus Lore table that the characters have not already learned. In addition, she can share the following information:

- The castle's mages were attempting to teleport the entire castle, but the attempt went askew and suffused the entire castle in a volatile mixture of conjuration and necromantic magic.
- The latent conjuration magic is responsible for the massive storm surrounding the castle.
- The latent necromantic magic is responsible for the curse that turns the dead into aberrations.
- Ostara found designs indicating that after the castle was stranded, they began building a magical beacon designed to negate the latent magics surrounding the castle. Ostara believes that the beacon was nearly complete before the last survivors died.

Ostara is convinced that they can repair the magical beacon and that her crew's sacrifices to reach this point don't have to be in vain. If the characters do not want to pursue this course of action, she can be convinced by another scholar to abandon the plan with a successful DC 30 Intelligence (Persuasion) check. Each lost explorer that the characters have kept alive decreases the DC by 3. On a failure, she insists on following through with her plan to fix the castle with or without the characters. If Ostara goes to repair the magical beacon alone, she is killed by aberrations and turned into a **flesh golem** by the curse. The castle remains standing, a testament to the dangers of magic and the hubris of mages.

Floor 9

16 - Research Labs

> The plain wooden doors and floors of the castle give way to adamantine-plated doors, floors, and walls. Many of the doors are either left ajar or broken off their hinges.

The research labs were once used to run a wide variety of magical experiments, analyze results, and share information.

Undead Servants. Characters that spend 15 minutes exploring the research labs stumble across a series of rooms dedicated to the creation of pacified undead capable of speech. There are seven **zombies** stuck in metal cages. In one of the rooms, a **zombie** is loose, walking on a large treadmill, its legs reduced to stubs from years of unrelenting labor. The zombies understand Common and are capable of speaking about simple concepts.

Teleportation Experiments. Characters that spend a total of 30 minutes exploring the research labs discover a large room with glass walls peering into smaller adjoined rooms with a variety of objects placed inside of them.

Beacon Prototype. Characters that spend an hour exploring the research labs find a large room with several desks pushed together in the center. Faded notes are scattered across the tables and on the floor. Set out on the center of the table are several crystal rods of various widths, lengths, and colors.

Beacon Prototype: Crystal Rods. A character that investigates the crystal rods and succeeds on a DC 14 Intelligence (Arcana) check recognizes the crystal rods as magic catalysts used to amplify the magical potency of specific rituals; cultivating the appropriate rod for a ritual is an extremely time-intensive task due to the trial-and-error process required.

Beacon Prototype: Notes. A character that investigates the faded notes and succeeds on a DC 17 Intelligence (Arcana) check can piece together that the notes detail research into a ritual designed to diffuse latent magical energy in a surrounding area.

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17h

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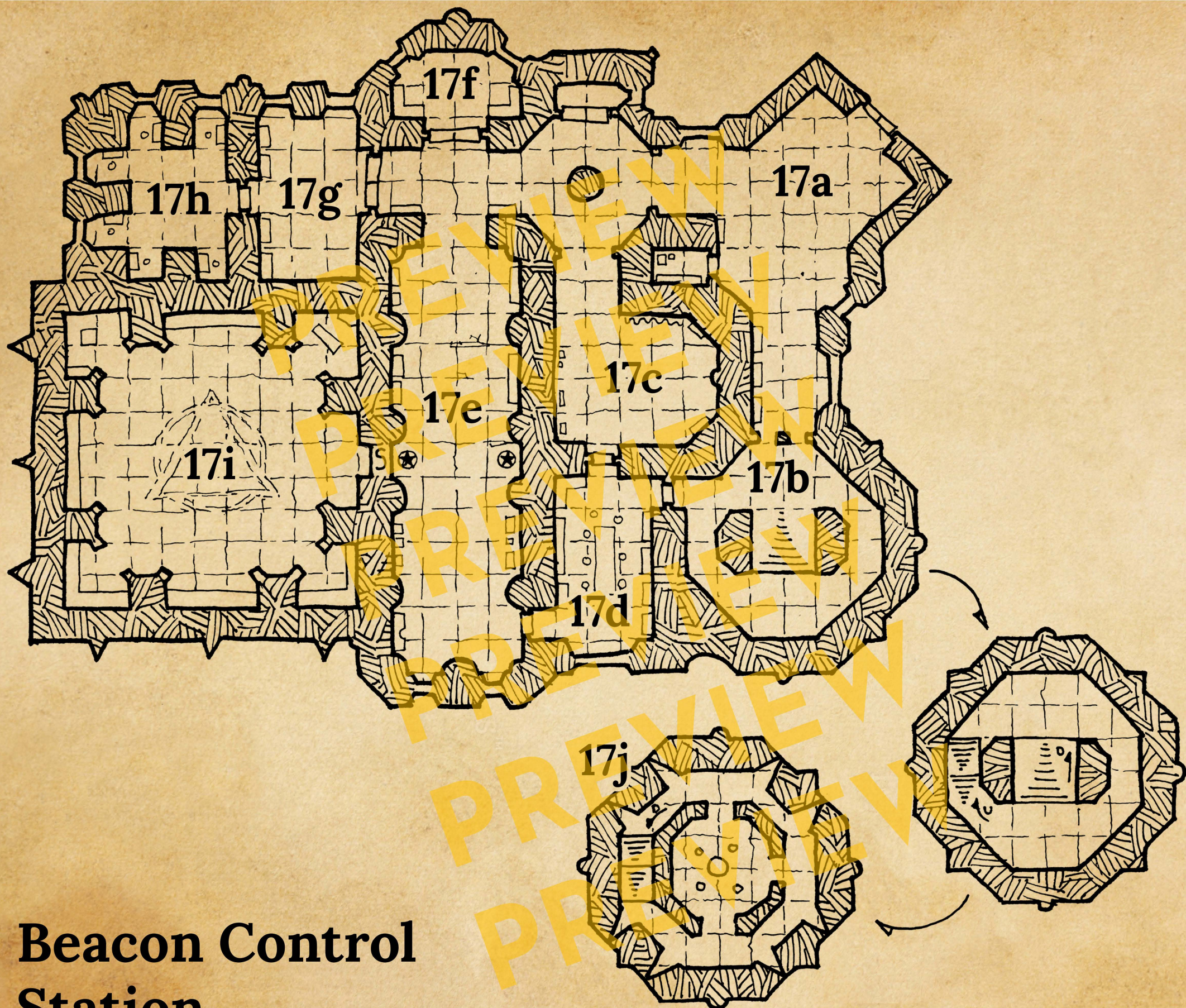
**Beacon Control
Station**

Floor 10: Beacon Control Station (17a-17j)

The beacon control station is situated at the highest point of the castle.

The station, the interior of which is shown in the Beacon Control Station map, has the following recurring features:

Ceilings. The ceilings are 12 feet high.

Walls and Floors. The walls and floors are made of wood with a stone veneer.

Doors. Doors are made of steel-reinforced wood. They have AC 20 and 18 hit points. A locked door can be opened by succeeding on a DC 20 Strength (Athletics) check. A creature that is proficient with thieves' tools can pick a locked door with a successful DC 18 Dexterity check.

Lighting. The interior is dimly lit by sunlight shining through the eye of the storm overhead.

17a. Foyer.

There are several suits of armor in the foyer and the adjoining halls, each wearing blue cloaks.

Encounter: Animated Armor. There is one **animated armor** for each character in the party. Each animated armor is wearing a blue cloak, which are **rugs of smothering**. When the characters enter this room, the animated armors guide the characters to the waiting room (**area 17c**), where they expect the characters to wait until their appointment time. As the original occupants of the castle are all dead and there is no appointment, the characters are tasked with waiting indefinitely. If the characters refuse to wait, the animated armors and their cloaks treat them as intruders and attack.

When the characters reach the waiting room, one of the armors begins emanating a cheerful tune played on a viola. After 30 minutes, a pre-recorded message plays from one of the animated armors, announcing the following: "Thank you for waiting patiently. Somebody will see you shortly. In the meantime, if you must relieve yourself, ask the guards to see you to the washrooms."

A character that wants to convince an animated armor that it needs to go to the washroom must make a DC 13 Constitution (Performance) check. On a success, one of the animated armors escorts the character to the communal bathroom (**area 17h**).

17b. Stairs.

A 10-foot-wide set of ornate stairs ascends upwards into a tower. These stairs lead up two flights to the beacon (**area 17j**).

17c. Waiting Room.

This mundane room has a few seats. There is nothing else of value.

17d. Meeting Room.

This room features an elongated desk with ten stools knocked over around it. There are empty, broken glass cabinets along the walls.

17e. Grand Hall.

This wide hall features several smashed cabinets and two stone busts tucked into alcoves.

Secret Lever. A character that investigates the hall and makes a successful DC 14 Intelligence (Investigation) check discovers that the eastern statue's nose can be turned upside down. When turned, a portal shimmers into existence in front of the statue, connecting the hall to **area 17i** where an arcane sigil is laid out on the floor.

17f. Overlook.

This small room boasts an unparalleled view of the length of the castle, looking out toward the observatory (**area 13** of Perimus, the Sunken Castle).

17g. Storage.

The room is bare except for four wooden cabinets.

Treasure: Cabinets. Three of the cabinets are locked. One of them contains 5 (2d4) gems worth 50 gp each.

17h. Communal Bathroom.

This room features six doorless alcoves. Inside of each alcove is a toilet, respectfully facing toward a wall. Black ichor bubbles quietly in the toilets and coats the floor.

Encounter: Black Pudding. There is one **black pudding** for every two characters in the party. When a creature reaches the center of the room, the black puddings squeeze through the seams of the floor, surrounding the creature.

17i. Arcane Sigil.

A large, faded arcane sigil is painted on the floor of this room.

Repairing the Sigil. To repair the sigil, a character proficient in Arcana must succeed on a DC 20 Intelligence (Arcana) check. The DC is reduced by 5 if they received the beacon's design plans from Ostara in the library (**area 16**).

Spare Crystal Rods. Set against the northern wall are five crystal rods. Each rod is 10 feet tall and weighs 40 pounds. These rods can be used in the beacon (**area 17j**).

17j. Beacon.

The beacon is a set of four metal rods surrounding one large crystal rod that extends 30 feet into the air.

Inspecting the Beacon. A character that inspects the beacon and succeeds on a DC 14 Intelligence (Investigation) check identifies hairline fractures running through the length of the crystal rod, damaging its structural integrity. Characters proficient with jeweler's tools have advantage on this check.

Activating the Beacon. To activate the beacon, a creature that can cast spells must spend 1 hour attuning the beacon and then make an Intelligence (Arcana) check. The DC starts at 25. Repairing the arcane sigil in **area 17i** reduces the DC by 5. Using a new crystal rod from **area 17i** reduces the DC by an additional 5. Ostara or Starchild can perform this task if nobody else is willing or capable. On a success, read the following:

> The beacon bursts alive with swirling white light that pierces the sky. The latent magic in the storm begins pouring into the beacon's light from above, breaking the clouds apart. Meanwhile, black wisps rise from the castle's floor and pour into the beacon. The latent magic energy pouring into the beacon moves quicker and quicker until there's nothing left. The beacon's light snaps out of existence. Looking out over the horizon, the skies are finally clear.

All of the aberrations within the castle become incapacitated, and then wither and die over the next 2d4 weeks.

On a failure, the beacon shatters and, instead of drawing in the latent energy outside, it draws on the attuned character's magic. The attuned character takes 17 (5d6) psychic damage, and their intelligence score is reduced by 1d4. The character dies if this reduces their Intelligence score to 0. Otherwise, the reduction lasts until *greater restoration* or a similar spell is cast on the character. Characters can retrieve another crystal rod from **area 17i** to try again.

LEAVING THE CASTLE

The Storm Remains. If the characters do not dispel the storm, they will have to traverse out of the castle through all of its inhabitants and travel through the storm again to get back to the island. Characters that find the *apparatus of the crab* machines in the workshops (**area 7**) can use these to safely traverse through the storm.

The Storm is Dispelled. If the characters dispel the storm, the aberrations of the castle no longer pose a threat, and they can use either the rowboats found in the cistern (**area 6**) or the *apparatus of the crab* machines found in the workshops (**area 7**) to get back to the island safely.

CONCLUDING THE ADVENTURE
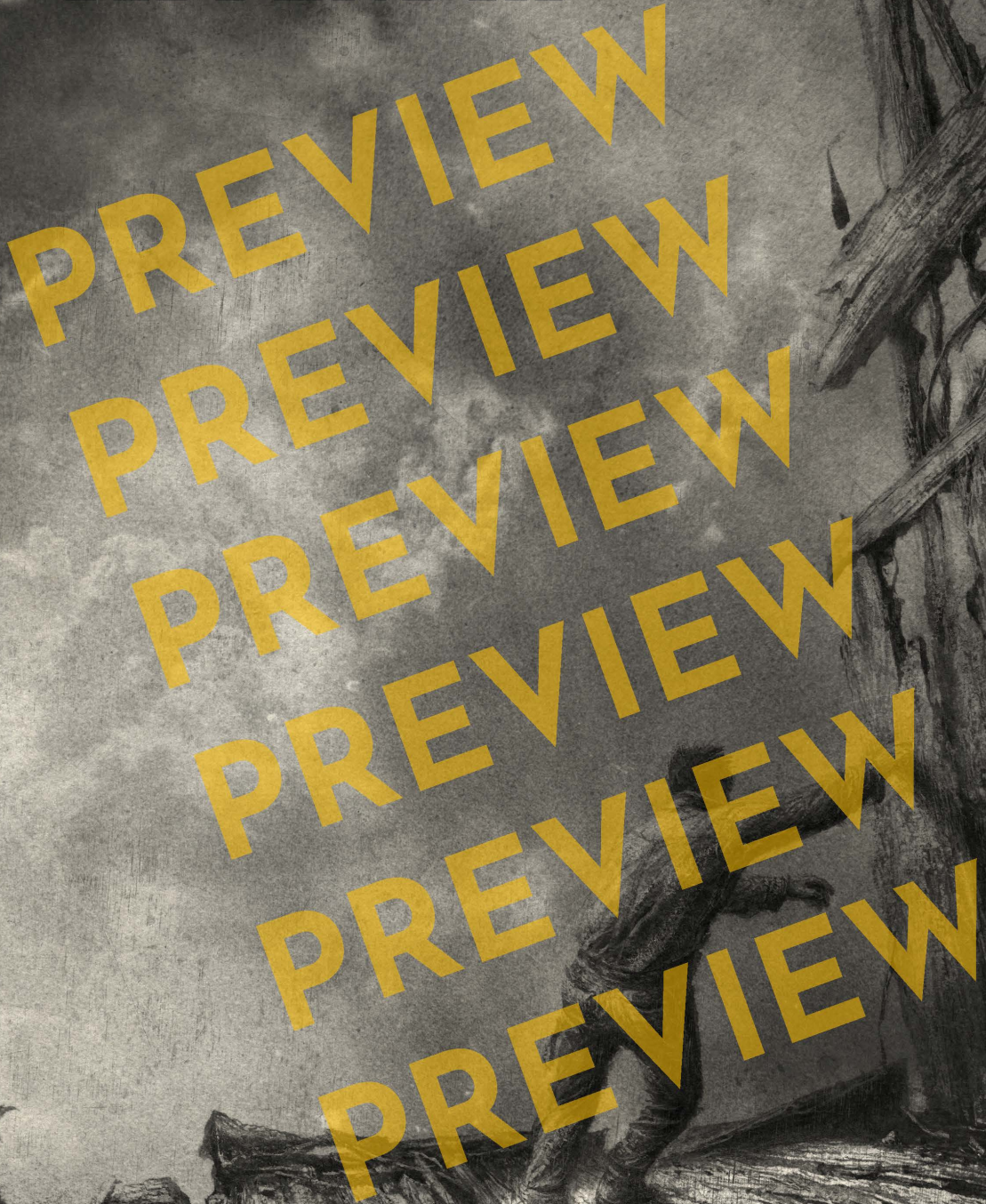
In anticipation of the characters' return, Pandora has set up a small campground with medical supplies and rations on the shore. She can heal each character for 12 (1d6 + 9) hit points and reduce exhaustion by one level.

Recovered Explorers. If the characters recovered any explorers alive, Pandora runs up and hugs the recovered explorers exuberantly. She thanks the characters for their help and offers to provide aid any way she can. She is willing to share spells from her spellbook.

Colossal Crab. If the colossal crab from the coral temple (**area 11**) escaped into the sea, Pandora reports that she saw a massive crab skittering inland. She expresses concern that the crab may be territorial and put the nearby settlements in danger.

APPENDIX

COLOSSAL CRAB

The colossal crab is a monstrous crustacean from the depths of the elemental plane of water. It is territorial and highly aggressive.

COLOSSAL CRAB

Gargantuan monstrosity, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 233 (15d20 + 75)

Speed 50 ft., burrow 25 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21	15	20	1	9	3
(+5)	(+2)	(+5)	(-5)	(-1)	(-4)

Saving Throws Str +10, Dex +7, Con +10

Skills Stealth +7

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Frightened, Paralyzed

Senses blindsight 60 ft., passive Perception 9

Languages --

Challenge 15 (13,000 XP)

Amphibious. The crab can breathe air and water.

Freedom of Movement. The crab ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Siege Monster. The crab deals double damage to objects and structures.

Actions

Multiattack. The crab makes two claw attacks.

Claw. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 27 (4d10 + 5) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the creature is restrained. The crab has two claws, each of which can grapple one target.

Fling. One Large or smaller object held or creature grappled by the crab is thrown up to 50 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 14 Dexterity saving throw or take the same damage and be knocked prone.

Legendary Actions

The crab can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The crab regains spent legendary actions at the start of its turn.

Detect. The crab makes a Wisdom (Perception) check.

Skitter. The crab moves up to half its speed.

Claw Attack or Fling. The crab makes one claw attack or uses its fling.

STARCHILD

Starchild is a youthful fey woman with light blue skin, glowing eyes, and short ethereal antlers sprouting from her forehead. Charitable as she is enigmatic, she often finds herself helping desperate people in unusual places.

STARCHILD

Medium fey, chaotic good

Armor Class 17 (natural armor)

Hit Points 147 (14d8 + 84)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21	15	22	15	16	20
(+5)	(+2)	(+6)	(+2)	(+3)	(+5)

Saving Throws Dex +6, Wis +7, Cha +9

Damage Immunities lightning, thunder

Senses darkvision 120 ft., passive Perception 13

Challenge 11 (7,200 XP)

Innate Spellcasting. Starchild's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *detect evil and good, detect magic, druidcraft*

3/day each: *create food and water* (can create wine instead of water), *plant growth, tongues, wind walk*

1/day each: *creation, invisibility, nondetection, plane shift*

Magic Resistance. Starchild has advantage on saving throws against spells and other magical effects.

Speak with Beasts and Plants. Starchild can communicate with beasts and plants as if they shared a language.

Actions

Multiattack. Starchild makes three quarterstaff attacks.

Quarterstaff. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) magical bludgeoning damage plus 3 (1d6) lightning or thunder damage (Starchild's choice).

Create Whirlwind. A 5-foot-radius, 30-foot-tall cylinder of swirling air magically forms on a point Starchild can see within 120 feet of herself. The whirlwind lasts as long as Starchild maintains concentration (as if concentrating on a spell). Any creature but Starchild that enters the whirlwind must succeed on a DC 18 Strength saving throw or be restrained by it. Starchild can move the whirlwind up to 60 feet as an action, and creatures restrained by the whirlwind move with it. The whirlwind ends if Starchild loses sight of it.

A creature can use its action to free a creature restrained by the whirlwind, including itself, by succeeding on a DC 18 Strength check. If the check succeeds, the creature is no longer restrained and moves to the nearest space outside the whirlwind.

THE CONDUCTOR

In life, The Conductor was a human maestro that metamorphosed into an aberration by a curse. It retained its former intense devotion to orchestral performance, which manifests as powerful magic it can inflict by waving its batons.

THE CONDUCTOR

Large aberration, lawful evil

Armor Class 17 (natural armor)

Hit Points 104 (11d10 + 44)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
10	14	18	14	15	18
(+0)	(+2)	(+4)	(+2)	(+2)	(+4)

Saving Throws Int +5, Wis +5, Cha +7

Skills Perception +8

Senses blindsight 120 ft., passive Perception 17

Languages Deep Speech, telepathy 120 ft.

Challenge 8 (3,900 XP)

Magic Resistance. The Conductor has advantage on saving throws against spells and other magical effects.

Non-Euclidean Movement. As a bonus action, the Conductor can teleport up to 30 feet to an unoccupied space it can see.

Unmade Nature. The creature does not require air, food, drink, or sleep.

Actions

Orchestral Command. The Conductor performs two random baton patterns, choosing one or two targets it can see within 60 feet of it:

1. *Holding Pattern.* The targeted creature must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

2. *Thrust.* If the target is a creature, it must succeed on a DC 15 Strength saving throw or the Conductor moves it up to 30 feet in any direction. It is restrained by the Conductor's telekinetic grip until the start of the Conductor's next turn or until the Conductor is incapacitated.

3. *Slow Dance.* The targeted creature must succeed on a DC 15 Wisdom saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

4. *Death March.* The targeted creature must succeed on a DC 15 Wisdom saving throw or take 36 (8d8) necrotic damage. The target dies if this reduces it to 0 hit points.

THE CRAFTSMAN

In life, Perimus' master fabricator was a large human male who perished in his workshop while building submersible machines. Cursed upon his death to become an aberration, the metal object that crushed his skull was permanently fused into its new form, the Craftsman.

THE CRAFTSMAN

Large aberration, lawful evil

Armor Class 14 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20	9	18	3	8	1
(+5)	(-1)	(+4)	(-4)	(-1)	(-5)

Damage Immunities acid, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

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

Senses blindsight 20 ft., passive Perception 9

Languages Deep Speech

Challenge 9 (5,000 XP)

Acid Absorption. Whenever the Craftsman is subjected to acid damage, it takes no damage and instead regains a number of hit points equal to the acid damage dealt.

Berserk. Whenever the Craftsman starts its turn with 60 hit points or fewer, roll a d6. On a 6, the Craftsman goes berserk. On each of its turns while berserk, the Craftsman attacks the nearest creature it can see. If no creature is near enough to move to and attack, the Craftsman attacks an object, with preference for an object smaller than itself.

Once the Craftsman goes berserk, it continues to do so until it is destroyed or regains all its hit points.

Immutable Form. The Craftsman is immune to any spell or effect that would alter its form.

Magic Resistance. The Craftsman has advantage on saving throws against spells and other magical effects.

Magic Weapons. The Craftsman's weapon attacks are magical.

Non-Euclidean Movement. As a bonus action, the Craftsman can teleport up to 30 feet to an unoccupied space it can see.

Unmade Nature. The creature does not require air, food, drink, or sleep.

Actions

Multiattack. The Craftsman makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the *greater restoration* spell or other magic.

Haste (Recharge 5–6). Until the end of its next turn, the Craftsman magically gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can use its slam attack as a bonus action.

THE DEVOUT

The Devout was a human woman that led a group of desperate people to worship a god-crustacean on the promise that it would free them from the Sunken Castle. In death, her intensity fed her transformation into an aberration.

THE DEVOUT

Large aberration, lawful evil

Armor Class 16 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
16	17	14	16	15	18
(+3)	(+3)	(+2)	(+3)	(+2)	(+4)

Saving Throws Dex +7, Con +6, Wis +6, Cha +8

Skills History +7, Perception +6

Senses blindsight 120 ft., passive Perception 15

Languages Deep Speech, telepathy 120 ft.

Challenge 9 (5,000 XP)

Non-Euclidean Movement. As a bonus action, the Devout can teleport up to 30 feet to an unoccupied space it can see.

Unmade Nature. The creature does not require air, food, drink, or sleep.

Spellcasting. The Devout is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks), and it needs only verbal components to cast its spells. It has the following wizard spells prepared:

Cantrips (at will): *mage hand, minor illusion, ray of frost*

1st level (4 slots): *charm person, detect magic, sleep*

2nd level (3 slots): *detect thoughts, hold person*

3rd level (3 slots): *lightning bolt, water breathing*

4th level (3 slots): *blight, dimension door*

5th level (2 slots): *dominate person*

Actions

Psychic Blast. *Ranged Spell Attack:* +8 to hit, range 60 ft., one creature. *Hit:* 7 (1d6 + 4) force damage, and the target must make a DC 16 Constitution saving throw, taking 31 (7d8) psychic damage on a failed save, or half as much damage on a successful one.

THE MENTOR

The Mentor is an amalgamation of wizards and scholars that died and reformed into an aberrant horror. The Mentor stands at an imposing nine feet, five inches tall. Loose flesh drapes over its faceless, compound head, supported by a thick conjoined neck and six skeletal bodies.

Domain

The Mentor wields violent control over the Sunken Castle. It stalks the halls in search of creatures that need to be removed from the castle and spellcasters that it can absorb into its form.

Tactics

Its Detect Sentience feature allows it to track down creatures from afar, long before its targets are aware of the impending attack. When it gets closer, it uses its telepathy to probe for spellcasters, offering them untold knowledge and power in a bid to buy time to get close enough to strike. If possible, it will use its telepathy to bait creatures into isolating themselves.

The Mentor is functionally immortal within the confines of the castle for as long as the curse creating aberrations is active, however it does not enjoy the pain of death and avoids taking unnecessary attacks.

THE MENTOR

Large aberration, lawful evil

Armor Class 17 (natural armor)

Hit Points 135 (18d10 + 36)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
21	9	15	18	15	18
(+5)	(−1)	(+2)	(+4)	(+2)	(+4)

Saving Throws Con +6, Int +8, Wis +6

Skills History +12, Perception +10

Senses blindsight 120 ft., passive Perception 20

Languages Deep Speech, telepathy 120 ft.

Challenge 10 (5,900 XP)

Compound Head. The Mentor has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

Detect Sentience. The Mentor can sense the presence and location of any creature within 300 feet of it that has an Intelligence of 3 or higher, regardless of interposing barriers, unless the creature is protected by a *mind blank* spell.

Non-Euclidean Movement. As a bonus action, the Mentor can teleport up to 30 feet to an unoccupied space it can see.

Rejuvenation. If it dies, the Mentor returns to life in 5 (2d4) hours and regains all of its hit points. Only a *wish* spell can prevent this trait from functioning.

Unmade Nature. The creature does not require air, food, drink, or sleep.

Actions

Multiattack. The Mentor makes three slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage, and the target is grappled (escape DC 15) if it is a Huge or smaller creature.

Enslave (3/Day). The Mentor targets one creature it can see within 30 feet of it. The target must succeed on a DC 14 Wisdom saving throw or be magically charmed by the Mentor until the Mentor dies or until it is on a different plane of existence from the target. The charmed target is under the Mentor's control and can't take reactions, and the Mentor and the target can communicate telepathically with each other over any distance.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the Mentor.

Legendary Actions

The Mentor can take 3 legendary actions, choosing from the options below. Only one legendary option can be used at a time and only at the end of another creature's turn. The Mentor regains spent legendary actions at the start of its turn.

Slam. The Mentor makes one slam attack.

Psychic Drain (Costs 2 Actions). One creature charmed by the Mentor takes 10 (3d6) psychic damage, and the Mentor regains hit points equal to the damage the creature takes.

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