




The Statue Heist

An artisan's contest. A stolen legacy. A sleeping horror underneath.

 The Drifting Crown

 Level 3-5

 1-2 Sessions

 3-5 Players

The statues are gone. The sculptor with them. A man everyone trusts is lying. And beneath the earth, something that hasn't moved in centuries is about to.

CZE & PEKU · DUNGEON INFLUENCE

TABLE OF CONTENTS

| | |
|------------------------------------|-----------|
| Setting & Location | 3 |
| Introduction | 3 |
| DM Info — The Truth | 4 |
| NPCs | 4 |
| Adventure Flow | 7 |
| Outcome Branches | 7 |
| Beginning — Corwin's Summons | 8 |
| Magister's District | 8 |
| The Museum | 10 |
| Pete & The Airship | 12 |
| Temple Entrance | 13 |
| Chamber 1 — The Oath Room | 14 |
| Chamber 2 — The Army | 15 |
| Boss Chamber | 15 |
| Sealing Mechanic | 17 |
| Ending | 18 |
| Magic Items | 18 |
| Linked Notes | 19 |

Setting & Location



This adventure starts on the flying collection of islands called **The Drifting Crown** — where your characters live. The central island, **The Crown Gem**, is home of the **Horizon Keepers**.

Your characters are — you decide which — new, aspiring, or veteran members of the famous adventuring guild known as the Horizon Keepers. Our adventure will be a mission of the Horizon Keepers.

THE HORIZON KEEPERS

An elite adventuring guild entrusted with the most important work within the Drifting Crown. Their duties include:

- Tracking the movements of the drifting islands
- Sending expeditions down to the surface world
- Recovering artifacts and ancient knowledge
- Handling dangerous threats that emerge from the Crown
- Mapping smaller islands before they drift away

Introduction

PLAYER PITCH

Months ago, whilst mapping an island now referred to as **SoftEarth**, explorers made a remarkable discovery — a magically pliable, marble-like substance that surrenders to the intent of whoever handles it. Shape it, leave it undisturbed for a few days, and it hardens to stone with a perfect memory of your vision.

The **Horizon Keepers** investigated and declared it safe. Now the whole artisanal community of **The Drifting Crown** is buzzing — bakers, tailors, stoneworkers alike are racing to realise their grandest visions in this extraordinary material.

A contest is underway in the **Magister's Market**. The finest statues will be displayed in the Horizon Keepers' Library Courtyard for centuries to come. And on this beautiful morning atop the Drifting Crown —

several of the most promising statues have disappeared.

Get Inspired

DM NOTE

Encourage yourself and your players to connect to the story and characters at the table. You don't have to prep this before the game — during the game, ask yourself and the players: "Would your character know this NPC for any reason? Are you a frequent visitor of the fancy Magister's District?" — "Would your character have been to SoftEarth before for any reason?" — and if so, give the players the knowledge they would otherwise have had to work for, or not have at all.

You DON'T have to know the answer to all questions — just make it up with whatever feels right and believable. Flavor the interactions and the world with whatever feels right at the moment. This world is a gift from you. Modify it to your heart's content.

DM Info — The Truth

Hidden from Players

KALDORZEN

Kaldorzen is an ancient primordial earth being, imprisoned beneath SoftEarth millennia ago by order of a knightly order. She takes many forms and is always identified by her **red glowing eyes**. She has the power to give sentience to stone and once led armies that slaughtered thousands in lands far away. She can read minds.

When the island collided with the Drifting Crown Isles, the resulting earthquakes cracked her prison's inner seal — not enough to break the outer magical seal, but enough to wake her and create an entrance wide enough for **Gorrath** to fit through during an expedition.

Medusa is her sister — together, Medusa turns enemies to stone and Kaldorzen makes them into soldiers.

GORRATH'S PACT

Kaldorzen can read minds. She found **Gorrath's** deepest fear — his wife **Melandra** is gravely ill — and made him a pact: her freedom, in exchange for her curing Melandra.

To free her: Gorrath must bring her statues to build an army large enough to defeat **Merandiel Frostborn**, the lich guarding the outer seal. He must also bring her **Tarin StoneChisel** to sculpt that army.

Gorrath stole the **Ring of Gravity** from the museum's collection, transported the statues overnight via **Pete's airship** under the guise of archaeological cargo, and kidnapped Tarin. His plan: once Kaldorzen cures Melandra, he runs away with her and never looks back. As long as Melandra lives, he doesn't care if she hates him for what he's done.

The Clock

How quickly players identify Gorrath determines how finished Tarin's dragon is when they arrive:

FIGURE IT OUT EARLY

Race to the dungeon — dragon is **debuffed** (weakened, partially formed).

GORRATH DECEIVES THEM

He travels with them and takes the long route — dragon is at **full health**.

NPCs



Gorrath IronHand

VILLAIN Chief Archivist & Curator

Tall, dark-skinned, white dreads, dark robes. Anyone who knows Gorrath knows him as a kind, principled man — trusted with powerful artifacts for decades. That reputation is his greatest weapon.

Corrupted by a desperate pact. He stole the Ring of Gravity, transported the statues, and kidnapped Tarin — all to save his dying wife Melandra. He will lie, delay, and misdirect. If cornered, he fights.

Statblock: Mage + 3 legendary actions (1 item per action)
See: Museum — Gorrath Fight



Corwin

AUTHORITY Headmaster, Horizon Keepers

Bushy white beard, matching brows, perpetually grumpy expression. Runs the Horizon Keepers with a cluttered desk and a small army of enchanted owls. Sends players on the mission — grumpy but not hostile.

Melandra

CIVILIAN Gorrath's Wife

Pale, white-haired, visibly unwell — found seated near the museum entrance wrapped in a shawl. Warmly thanks the players for investigating. Has no idea what Gorrath has done. *"He's barely slept, haven't you dear."*

Alexandra StoneChisel

ALLY Tarin's Sister

Short, messily-tousled red hair, bright blue eyes, stone-dusted leather apron. Sculptor's assistant — she helped Tarin with his secret dragon project. When he vanished she immediately sought out the guards. Frantic and desperate.

"My brother — Tarin — he's missing! He wouldn't just abandon his project. Something must have happened to him."



Tarin StoneChisel

CAPTIVE Master Sculptor & Earth Sorcerer

One of the finest artisans on the Crown — works with Mold Earth and earth spells alongside traditional stoneworking. The armoured gryphon fountain in the Magister's Square is his. His contest piece was being kept secret — assembled in parts, each seen separately by different people.

Held in the boss chamber, forced to sculpt Kaldorzen's dragon. **Not corrupted** — stops the moment someone reaches him.



Arinath-Pierre

WITNESS Baker, Magister's Market

Tall, slender half-elf, white moustache, high cheekbones, hair in a manbun. Polite, arrogant, professional. Made a Minotaur for the contest. Sells dragon-shaped eclairs and baguettes shaped like small animals.

"Oui — Tarin got rid of the competition, that's what he did! He'd rather no one win than lose himself. I bet he has those statues in his workshop!"



Agnes Fasthand

WITNESS Tailor, Magister's Market

Purple hair in a comically oversized bun with a ball of wool on sewing needles tucked into it. Corset, flowing dress, heeled martens boots. Made an Owlbear for the contest.

"I don't know who would've taken it — why would they even need one, anyone can make... anyway, if you do find those statues and on your way back lose all but the owlbear... I could find time in my calendar for you."



Crok Ruthesk

MERCHANT Magical Pop-Up Shop

Half-crocodile beastling with alarming teeth and a habit of hissing mid-sentence. Playful and calculating. His shop looks sandwiched between two buildings — barely wide enough for two people — but opens into a surprisingly large magical space inside.

If players are stuck he offers Speak with Animals or footstep-tracking goggles — on loan, in exchange for a future favour.

Goal: Opening trade with a distant kingdom — something keeps blocking the deal.

Secret: Quietly investigating the secrets of Wysteria.

Pete**TRANSPORT** *Airship Pilot*

Chatty, old gnome, messy hair. Deeply unqualified-feeling for someone trusted with an airship. Opens every negotiation high and immediately starts second-guessing himself the moment anyone hesitates.

Remembers taking Gorrath recently: *"Oh, Gorrath? Yeah — yesterday, early. Big load of cargo, wouldn't say what. Archaeological dig, he told me. Seemed in a hurry."*

**Merandiel FrostBorn****GUARDIAN** *Lich, Keeper of the Seal*

Became a lich in pursuit of saving his family — and was tricked. Decided to make something good of his immortal life. Has spent centuries contracted to guard crypts housing dangerous things.

Casts Zone of Truth and asks the party's intention. Those with honest intentions are allowed to pass. *"The seal has been broken — somehow another entrance has been opened. Kaldorzen must be awake."*

Adventure Flow**1****Investigation — The Market Plaza**

Statues and Tarin are missing. Players investigate the plaza — stone fragments near buildings, a trail leading north that soon disappears. NPCs point in different directions. Crok Ruthesk can help with a magic item if players are stuck.

2**Puzzle / Exploration — The Museum**

Clues and testimony lead to the museum. Gorrath is found with his sick wife Melandra. Players can investigate missing items, the covered Medusa's Might wing, and Gorrath's study. His default is to lie — and to offer to guide them on a long route to buy Tarin time. Players must decide whether to trust him.

3**Setback — Getting There & The Dungeon Entrance**

Players take Pete's airship to SoftEarth. The dungeon entrance seal is already cracked open. Sacrificing something of value to the brazier summons Merandiel Frostborn, who shares what he knows and points them toward magic items in the first chamber. The frescoes show Kaldorzen in many forms — all with red glowing eyes.

4**Climax — The Dungeon**

The stone army waits in the second chamber, sealed in magical ice. The boss chamber: Tarin mid-sculpt, stone creatures awakening, Gorrath's betrayal. Players must damage Kaldorzen to half health, then protect one reader reciting the sealing oath uninterrupted for **3 rounds** within **60 ft**.

5**Resolution**

Kaldorzen sealed → Tarin rescued, army never walks. Dragon weakened → harder fight, still winnable. Failure → Kaldorzen escapes, puts Tarin back to work, army grows. The stone army in the second chamber remains either way — someone will have to deal with that eventually.

Outcome Branches

FIGURE IT OUT EARLY

Players expose Gorrath at the museum — confrontation, possible chase. They race to the dungeon with the location extracted from Gorrath or from Pete. Dragon is **debuffed** when they arrive.

GORRATH DECEIVES THEM

Gorrath travels with them, guides them the long way. Betrayal happens on the way or at the dungeon entrance. Dragon is at **full health**. If he runs, he ends up fighting alongside Kaldorzen.

PARTIAL FAILURE

Sealing interrupted — dragon awakens **weakened**. Scroll can still seal Kaldorzen if players protect the reader long enough.

FAILURE

Kaldorzen escapes. She puts Tarin back to work building a larger army. When it's ready, Gorrath sends it against Merandiel. If she wins that fight, nothing stops her — a campaign-level threat.

Beginning — Corwin's Summons

HOOK

In the morning, many of the statues are gone. The artisans are going wild — they have been working for days! And **Tarin StoneChisel** is missing too. The Horizon Keepers' initial assumption: *"Perhaps statue-eating monsters? Came over for a midnight snack? Who's to say — we've seen weirder islands come and go. Just handle them."*

DM NOTE

Ask each player where and how their character is found when their owl arrives. Read the letter aloud for each player, then send the next owl. Keep Corwin grumpy but not hostile — he summons them to his office and gives details there. Use the owl as a cue to move the scene forward: *"The owl takes off, heading toward the hill above the Magister's District."* Then move to the next player.

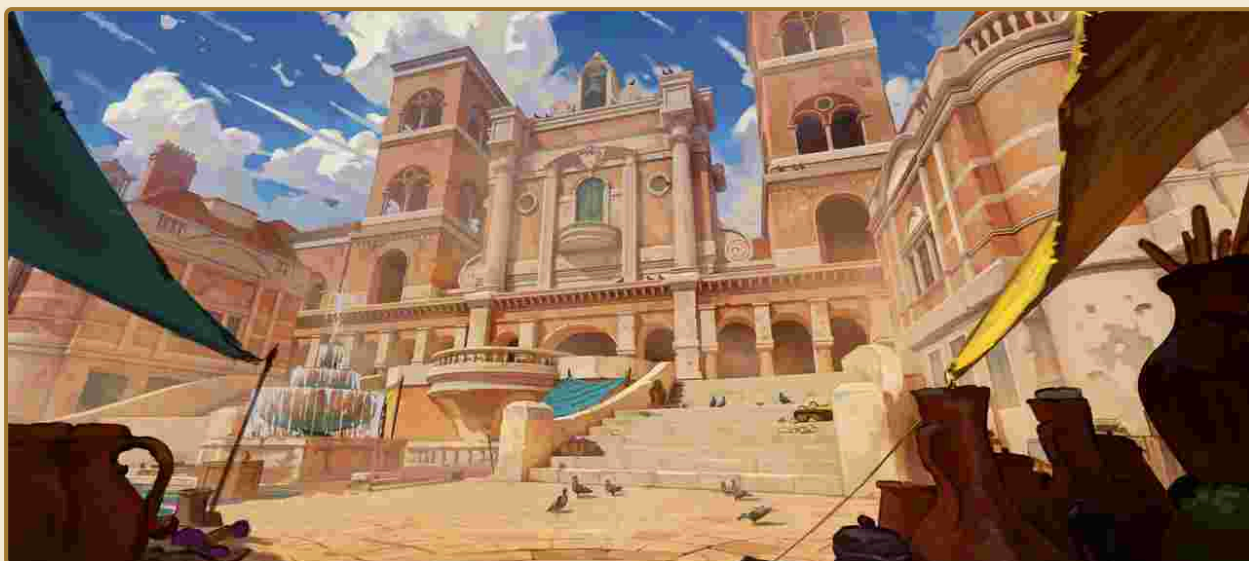
READ ALOUD — CORWIN'S OFFICE

The door opens onto a tall, book-lined office where afternoon light spills through two long windows behind a heavy wooden desk. The desk is cluttered with parchment, ink pots, and a small army of owls — some perched on stacks of books, some blinking from the window frame. In the centre sits Corwin, the headmaster, with a bushy white beard and matching brows, his face grumpy as always.

He does not look up. A pale, translucent magical hand moves above the desk, bending letters into tight little scrolls. One by one it seals them with wax, ties each with a pale cord, and passes the finished parcel to a waiting owl.

When the first owl stretches its wings and launches into the air, as it flies through the Drifting Crown looking for your character — where does the owl find you? Please describe your character for us.

Magister's District



READ ALOUD — ARRIVING AT THE MARKET

The Magister's District opens before you like something out of an old painting — wide cobblestone streets lined with clay-coloured buildings, columns and arched doorways carved with reliefs of figures and creatures you half-recognise. A large town square opens up, surrounded by artisanal shops and buildings. The air smells of warm bread and something else underneath — something earthy and faintly sweet, like fresh soil after rain, but richer.

The square is busy. Dozens of canvas tents fill the space, most still tied shut — statues inside, drying, waiting for their moment. At the centre, a stone gryphon rears up from a fountain, armoured and mid-leap, water running off its wings.

Three tents near the far end catch your eye — their flaps wide open, the sculpting platforms inside bare. Whatever stood on them is gone.

Near the edge of the square, a woman is speaking to two guards in hushed but urgent tones — her hands moving, her voice tight. She hasn't stopped looking around since you noticed her.

SCENE GOAL

Gather clues, identify the missing statues and Tarin's disappearance, and find the trail. Key leads: Alexandra at the guards, Arinath-Pierre and Agnes for suspicious details, Crok Ruthesk at the magic shop. Let players drive — if they get derailed, have Pierre bump into them and destroy a tray of dragon eclairs, demanding payment.

Clues

The statues were not dragged — no drag marks. **Perception or Investigation DC 14** — stone fragments near building edges wherever statues were taken, as if something large and heavy grazed the corners while floating. The trail leads north but disappears after a few hundred feet.

Only statues resembling **dangerous creatures or weapons** are missing. No one else was entering dangerous creatures in the contest.

What Tarin was making was a secret — he assembled parts separately. Some NPCs saw a tail, a wing, a claw. Nobody saw the whole thing.

IF PLAYERS ARE STUCK

Crok Ruthesk walks by into his shop. He can offer goggles that show footsteps or a Speak with Animals scroll — on loan, in exchange for a future favour.

NPC Locations

The Museum



DM NOTE — KEEP THEM GUESSING

All clues point toward the museum and Gorrath — but everything known about Gorrath's character points the opposite direction. Keep the players guessing. When one clue implicates him, remind them how trusted he is. When they start to suspect, give them something else to wonder about. Don't confirm until they force it.

READ ALOUD — ARRIVING AT THE MUSEUM

*The museum sits at the quieter edge of the Magister's Market — a wide stone building with carved relief panels running along its outer walls, each depicting a different island the Drifting Crown has passed through. Inside, the air is cool and still. Display cases line the walls, filled with relics and artifacts gathered from dozens of expeditions. At the far end, a corridor is sealed off behind a shimmering arcane wall — the words **MEDUSA'S MIGHT — ENTRANCE PROHIBITED** hang above it in glowing letters.*

Near the entrance you see two figures who don't notice you at first — one kneeling beside the other, holding her hand. Seated on a chair is an ordinarily dressed, white-haired, pale-looking woman, visibly weak. Beside her, kneeling, is a tall man in dark robes with black skin and white dreads. They are deep in conversation. Do you let them finish — or interrupt?

Melandra & Gorrath

Melandra greets the players warmly: *"Gorrath has been so worried — he's barely slept. Haven't you, dear."*

Gorrath dismisses her gently — *"You must rest, Melandra, please"* — and guides her toward the back before turning to the players. To them: polite, distracted: *"Terrible business. I'm sure it'll sort itself out — these things usually do."*

Insight DC 13 — he is worried, but not about the statues.

He guides the players toward his study to discuss details in private.

Inside the Museum

Perception or Investigation DC 14 — several empty display mounts. Items are missing — either on Gorrath's person or in his study.

MEDUSA'S MIGHT WING

The shimmering arcane wall blocks a side corridor. **Arcana DC 12** — it is an illusory barrier, not a force wall. Players can walk straight through.

Inside: two large empty pedestals where the **Kaldor & Vorbi HardSteel** warrior statues once stood. Along the walls, **six petrified humanoids** in various poses. A placard reads: *"Adventurers lost to the Medusa of Serpent's Nest. The island has since vanished. Kept here in the hope that one day it returns."*

History DC 14 — Serpent's Nest was an island the Drifting Crown passed years ago. Without killing the medusa, the petrification cannot be reversed.

Gorrath's Study — Items on His Person

| ITEM | NOTES |
|------------------------------------|--|
| Ring of Gravity | On Gorrath's hand. 10 ft radius, DC 14 STR save or lifted. Objects up to 2,000 lbs affected automatically. 3 charges, regains at dawn. |
| Lodestone Compass | Always points toward the nearest magical ruin or artifact. |
| Slow Necklace | Casts <u>Slow</u> (DC 16 WIS save). |
| Gauntlet of the Earthshaker | Strike causes 15 ft shockwave, DC 13 STR save or knocked <u>prone</u> , 3d8 on fail. Stone fails automatically. |
| Magical Powder Pouch | Throw or crush: casts <u>Blindness/Deafness</u> or <u>Hold Person</u> . |
| Untouchable Armring | Teleports a player 30 ft in opposite direction (reverse <u>Misty Step</u>). DC 15 WIS save or relocated. |

Gorrath Confrontation

If players present evidence, press him about the ring, or accuse him directly — Gorrath's composure cracks. His default: pivot, not deny. He tells them one of the ruins he surveyed recently seemed unusual — almost like a cracked prison — and offers to take them there himself. His real intention is the long route.

Insight DC 15 (automatic for highest roller) — he is guiding them somewhere, not helping them.

IF PLAYERS PUSH FURTHER — FIGHT BREAKS OUT

Gorrath tries to slow players down and escape by crashing through a study window. At DM's discretion, run a **Chase Skill Challenge**. Resource-draining but not deadly. After the fight each item he carries has

1d4/2 charges remaining.

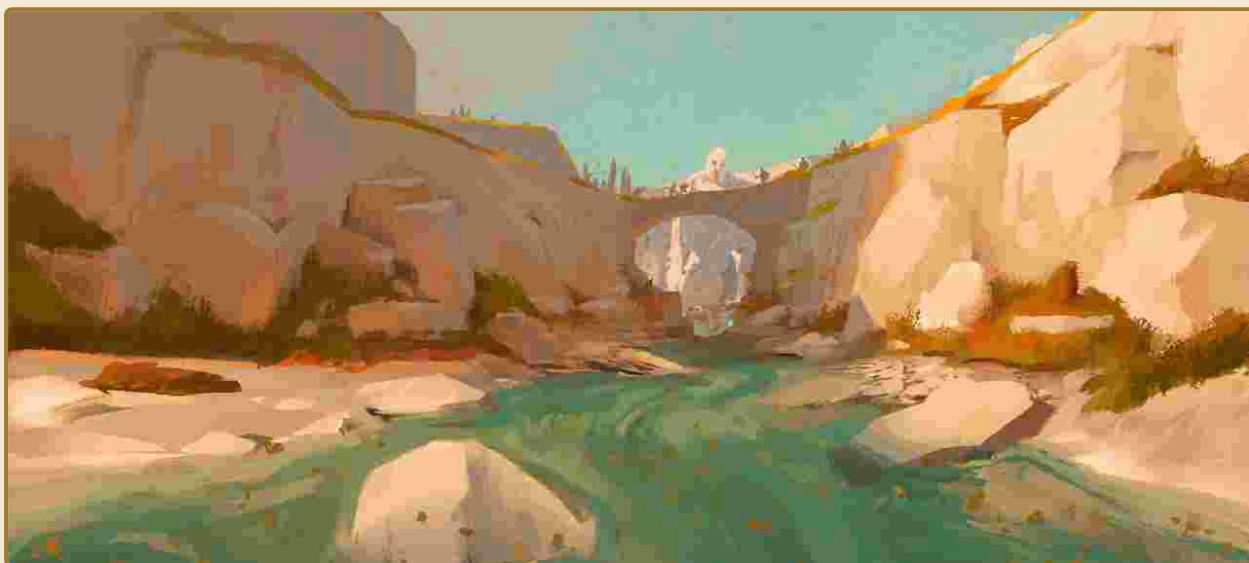
| ROUND | ACTION |
|-------|---|
| 1 | Uses <u>Slow Necklace</u> (DC 16 WIS save) — catches as many players as possible, then backs away. |
| 2 | Untouchable Armring — teleports a player 30 ft in opposite direction (DC 15 WIS or relocated). |
| 3+ | <u>Shield</u> / <u>Counterspell</u> reactively, tries to disengage and flee. |
| 4 | Powder Pouch — <u>Blindness/Deafness</u> or <u>Hold Person</u> . |

SECRET DOOR

Perception or Investigation DC 15 — one wall panel doesn't quite match. A false door. Behind it: the HardSteel statues crated and ready to move tonight.

If Gorrath escapes: he runs to Kaldorzen's side. If cornered and captured: **Intimidation or Persuasion DC 20** to get the dungeon location. Mentioning Melandra or offering to help her lowers it to DC 14.

If players can't get the location from Gorrath, **Pete** at the airship docks remembers taking him recently.

Pete & The Airship

Pete runs the ship that goes to SoftEarth — transporting explorers, archaeologists, Horizon Keepers. He's not hard to convince, but he *will* ask for a magic item upfront. He opens high. Any pushback — a raised eyebrow, a sigh, "really?" — and he starts offering to take less. He'll settle for coin, a promise, or a good story. Mention Horizon Keeper business and he folds immediately.

PETE ON GORRATH

"Oh, Gorrath? Yeah — yesterday, early. Big load of cargo, wouldn't say what. Archaeological dig, he told me. Seemed in a hurry." He can point players to the exact landing spot on SoftEarth.

READ ALOUD — ARRIVING AT SOFTEARTH

The island rises out of the clouds slowly — pale and warm, sandstone cliffs catching the morning light like something half-carved. As Pete brings the ship down, you see the rocky terrain up close: cream-coloured, with a faint warmth to it that stone shouldn't have. The air smells of it immediately — that earthy sweetness you noticed back in the square, but stronger. More concentrated.

The ship hovers over a shallow canyon, turquoise water threading between pale boulders below. Somewhere ahead, past a natural stone arch, the cliffs close in. Pete points: "He went that way." He drops the rope ladder. "Should I wait here — or come back?"

READ ALOUD — APPROACHING THE ENTRANCE

The canyon narrows. Lush, dense vines climb and cover the face of a cliff in front of you. The wind picks up — strong enough to whip your hair across your face — and for just a moment the curtain of leaves pulls back. Beneath it: stone. Cut stone. Columns, half-buried in the cliff, carved with symbols you don't recognise. The wind dies. The vines settle back.

HISTORY DC 13

The carvings are not decorative. A prayer. Addressed to something beneath the earth.

Temple Entrance

SCENE OVERVIEW

The tomb's outer entrance. Players discover a sacrificial puzzle guarded by **Merandiel Frostborn**. The lich is not hostile — he evaluates intentions and grants passage if they appear genuine. He points them toward magical items in the first chamber.

READ ALOUD — INSIDE THE CAVE

The path after the entrance is more cave than construction, but there is a definite route to follow. You go deep into the earth — far enough that you begin to doubt there is an end to this place. Completely dark. No dust. The air is still and silent. There is a disturbing feeling creeping up the back of your neck the deeper you go.

You reach a dead end in a large cavern and find yourself facing giant double doors, tens of feet high.

Frescoes line the walls. At the centre, against the far wall, is a statue of an earth elemental: taking a knee, palms upward, holding something up. Before it sits a small brazier, burning with golden magical fire.

EXAMINING THE FRESCOES

Old and cracked — but they tell a story of battle, ending with the imprisonment of the figure in the central statue. The creature takes many different forms across the panels, but every form has the same thing: **red glowing eyes**, depicted glowing on the frescoes even now.

"You surmise you are standing in the entrance to a prison, meant to keep something — or someone — in."

INSCRIPTIONS ON THE STATUE

"If time comes when we can't stand guard — the dead shall guard he who has been locked."

"Only those may pass who prove their worth. Sacrifice that which they hold dear."

THE CRACKED WALL

The doors are sealed — but the wall beside them is not. A fissure splits the rock, wide enough to squeeze through. The magic holds the lock; the stone did not. This was carved wider by something — wide enough for a large person to fit through. Fresh marks.

The Sacrifice Puzzle

Throwing something of value into the brazier begins the ritual. At DM's discretion — if the sacrifice doesn't feel genuine, roll a percentile or ask for a Persuasion check. As they make the final sacrifice, a lich appears.

Merandiel FrostBorn

Merandiel materialises — calm and deliberate. He casts *Zone of Truth* and asks their purpose. Those with honest, good intentions are allowed to pass.

"The seal has been broken. Somehow another entrance has been opened. Kaldorzen must be awake — you must move quickly."

He knows where the sealing scroll is and can direct them to the First Chamber.

Chamber 1 — The Oath Room

CHAMBER OVERVIEW

A ceremonial chamber housing six statues locked in an oath ritual. The central paladin holds a sword inscribed with the sealing instructions. Players must speak an oath to unlock a hidden chamber where magical items and the sealing scroll are stored. The scroll is critical — the only way to seal Kaldorzen after she's weakened.

READ ALOUD

With an almost deafening sound, the giant stone wall lowers into the floor. Dust stirs — you cover your faces. When it settles, a small chamber opens before you, perhaps the size of the entrance hall, with an open arch leading into a much larger and completely dark space beyond.

This room is illuminated. A golden, soft glow emanates from the eyes of six statues on small pedestals — all pointing their swords inward toward the centre. A paladin who looks carefully recognises this as a ritual — they are taking an oath. But the central paladin holds his sword horizontally, which is very unusual. There is something written on the blade.

INSCRIPTION ON THE SWORD

"To those who fight for those who can't — tell me your oath and my sword shall yield."

When any party member speaks an oath aloud, a stone door opens in the wall — revealing a small hidden chamber.

The Hidden Room — Magic Items & the Scroll

Inside: magic items laid out on stone tables, some recognisable from the entrance frescoes. And a **sealing scroll**.

THE SEALING SCROLL

Must be read aloud, uninterrupted, for **3 rounds** within **60 ft** of Kaldorzen — but only **after she is brought to half health**. The scroll activates at that moment. Both hands occupied, cannot move, cannot attack, cannot cast. If interrupted for any reason, the round counter resets — it does not pause.

Chamber 2 — The Army

READ ALOUD

This chamber is completely dark and extremely cold — other than the faintest source of light at the very far end. Anyone have a light source?

This gigantic hall stretches further than your torchlight can reach — tens of feet tall, filled with row upon row of pillar-like pedestals. Atop each one stands a figure. Their arms, their torso — they are not humanoid. They wear no armour. You soon realise what you are looking at: earth elementals. Primordial warriors. Hundreds of them — enough to threaten cities. Kingdoms.

But they are not moving. Each one is encased in ice — thick, pale blue, perfectly smooth. The cold radiates off them in waves. Whatever imprisoned Kaldorzen imprisoned her army alongside her, sealed in the same moment, frozen mid-stance. Some still have their fists raised. Some are mid-step. The ice has held for centuries.

It is still holding. For now.

DM NOTE — LET IT LAND

Nothing attacks here. The ice is immune to all low-level magical damage — instantly evident that whatever created it is beyond conventional means. This chamber is atmospheric. Give the players a moment to feel the scale of what is at stake, then push them toward the light at the far end.

Boss Chamber





READ ALOUD

The chamber opens up around you — you feel dwarfed by its sheer size, lost in its darkness. The only light comes from a single break in the rock overhead, a beam falling straight to the far end. It illuminates a tiered altar with wide stone steps. At the top: a giant stone dragon, one wing complete, the other a skeleton of half-formed stone. Below the dragon, moving earth like water — Tarin, sculpting.

At the top of the steps, coiled low, a stone serpent. Two glowing orbs of red. A voice booms through the chamber: "You brought the scroll... it seems I'll have to deal with you myself." The red eyes flare. Kaldorzen begins channelling her essence into the stone dragon.

Torches all over the walls flare up one by one — revealing a rocky, devastated cavern, shaken by earthquake, filled with crevices and jagged rocks. Two large figures leap and land between you and Kaldorzen — a stone Owlbear and a stone Minotaur.

GORRATH'S BETRAYAL

Whether he was travelling with the party or arrived separately — here, he reveals himself. He attacks from behind or the flank. If he fled from the museum, he is already at Kaldorzen's side.

Throughout the fight, Kaldorzen reads players' minds and taunts them with what she finds.

Combatants

Owlbear — 57 HP. Resistance: bludgeoning, piercing, slashing from nonmagical attacks. Vulnerability: thunder.

Legendary Action: Leap 40 ft — **DEX DC 15** or knocked prone and take **1d10** in 10 ft radius.

Minotaur — Resistance: bludgeoning, piercing, slashing from nonmagical attacks. Vulnerability: thunder. Charges recklessly when moving at least 10 ft.

TELL

The Minotaur drives its waraxe into the stone floor. Cracks snake outward from the impact — energy glowing through them, brightest at the epicentre. The closer you stand, the stronger the trembling underfoot.

MITIGATE

Move as far as possible from the impact point before the Minotaur's next turn.

RESOLUTION

Within 20 ft: **DEX DC 16** — full **2d8** on fail, half on success. **25 ft or more:** DEX DC 16 — half on fail, none on success.

Dragon (Kaldorzen's Vessel) — Resistance: bludgeoning, piercing, slashing from nonmagical attacks. Vulnerability: thunder. Replace cold flavour with earth — cold breath becomes **stone pillar eruption**, cold damage becomes bludgeoning. **Lair Action (Initiative 20)**: one pillar erupts beneath a player — **DEX DC 14** or **2d8 bludgeoning** and knocked prone.

Gorrath — Mage statblock + 3 legendary actions. Prioritises locking down the scroll-reader. Tries to escape if losing.

Tarin

Tarin is **not hostile**. He is under duress, not corrupted. The moment someone reaches him and calls out, he stops sculpting. Physically unharmed but shaken — he won't say much at first. Let players lead.

Sealing Mechanic

TRIGGER

Once Kaldorzen hits half health, the dragon staggers — a visible crack appears across her chest and golden light bleeds through. The scroll in a player's hand activates and begins glowing. This is the moment.

THE MECHANIC

One player reads the scroll for **3 rounds** within **60 ft** of Kaldorzen:

- Both hands occupied. Cannot move. Cannot attack. Cannot cast.
- **Counter resets** on any interruption — does not pause.
- Each successful round: the crack on the dragon widens, light gets brighter.
- The dragon's lair action now specifically targets the reader — stone pillars and walls try to cut them off from the party.

The fight shifts from *"kill the dragon"* to *"protect the reader while finishing the dragon off."*

ROUND 3 PAYOFF

The crack shatters open. A deep vibration through the floor, through everyone's bones. Golden light explodes outward — Kaldorzen's voice cuts off as her essence is pulled screaming back into the prison, like water rushing into a drain. The dragon goes still. Begins to crumble, piece by piece. The torches die one by one.

Ending

SUCCESS — KALDORZEN IS SEALED

The crack tears open. Golden light explodes outward from the dragon's chest, flooding the chamber, and Kaldorzen's voice cuts off as her essence is pulled back into the prison at the far end of the chamber — like water rushing into a drain — until there is nothing left of her. The dragon crumbles, piece by piece. The torches die one by one, until only the pale column of light from the ceiling crack remains.

The sealing re-anchors the prison's magic. The ice in the second chamber holds. The army is not going anywhere — not today.

FAILURE — KALDORZEN ESCAPES

She's free — but not yet done. To truly escape she needs Merandiel defeated, and her current army isn't enough. She puts Tarin back to work, pulling stone from the island and the ruins. Once the army is ready, Gorrath sends it against Merandiel's forces. If she wins that fight, nothing stops her.

Aftermath

Tarin — physically unharmed but shaken. Doesn't say much at first. If players approach him gently, he'll eventually talk. Let them lead.

The ice army — remains. Kaldorzen's sealing re-anchors the prison's magic and the ice holds. Players may ask what happens to them. The honest answer: someone will have to deal with that eventually. Not today.

Gorrath — Three Branches**CAPTURED AT THE MUSEUM**

He learns from the players that it's over. The pact is void. The cure never came. It lands hard. He cooperates fully and doesn't resist. Whether he faces consequences is a player decision.

FLED & FOUGHT ALONGSIDE KALDORZEN

When she's pulled back into the prison, his reason to fight vanishes. He stops. Falls to his knees, filled with despair. Everything he did — for nothing. What happens next is up to the players.

MELANDRA'S FATE — DM'S CALL

Darker ending: The pact is void. Melandra's illness continues. Gorrath got nothing. His betrayal cost everyone and bought him nothing.

Leave it open: The players now know about Melandra. They could seek another way — a lead on the medusa, a healer, something. Gorrath has a reason to cooperate rather than simply collapse. Recommended if you want the door open for a follow-up.

Magic Items

Found in the hidden room off the First Chamber. Some recognisable from the entrance frescoes. Curated specifically to help against Kaldorzen — lightning, force, teleportation, strength.

| D10 | ITEM | EFFECT | CHARGES |
|-----|--|---|-----------|
| 1 | Spear of the Shattered Sky | Throw → lightning storm (15 ft radius, 4d8 lightning , DEX DC 14). Fail: knocked <u>prone</u> . Spear reforms in hand. | 1 use |
| 2 | Orb of Volcanic Ruin | Throw → lava burst (20 ft radius, 5d6 fire + difficult terrain 1 round). | 1 use |
| 3 | Cape of Elusion | Reaction when hit — halve the damage. | 1 use |
| 4 | Stonebreaker Maul | +1 maul. On hit, + 2d6 force vs stone creatures/objects. | 3 procs |
| 5 | Ring of Thunder Step | <u>Teleport</u> 90 ft + thunder explosion (3d10 thunder , 5 ft). | 1 use |
| 6 | Potion of Giant Strength (Hill) | STR becomes 21 for 1 hour. | 1 use |
| 7 | Figurine of the Marble Guardian | Summon a Stone Owlbear for 2 rounds. | 1 use |
| 8 | Blade of Echoing Strikes | Spectral echo deals + 1d8 damage once per turn. | 5 rounds |
| 9 | Gloves of Shaping Earth | <u>Mold Earth</u> at will; once: stone spike line (3d8). | 1 big use |
| 10 | Horn of the War Titan | All allies gain advantage on attacks for 1 round. | 1 use |

Linked Notes

Young White Dragon

Large, dragon, Chaotic Evil

Armor Class 17 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 40 ft., burrow 20 ft., fly 80 ft., swim 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 18 (+4) | 10 (+0) | 18 (+4) | 6 (-2) | 11 (+0) | 12 (+1) |

Saving Throws Dex +3, Con +7, Wis +3, Cha +4

Skills Perception +6, Stealth +3

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Common, Draconic

Challenge 6

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

ACTIONS

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

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing damage plus 4 (d8) cold damage.

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

Cold Breath (Recharge 5-6). The dragon exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.

Minotaur

Large, monstrosity, Chaotic Evil

Armor Class 14 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 18 (+4) | 11 (+0) | 16 (+3) | 6 (-2) | 16 (+3) | 9 (-1) |

Skills Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages Abyssal

Challenge 3

Charge. If the minotaur moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Labyrinthine Recall. The minotaur can perfectly recall any path it has traveled.

Reckless. At the start of its turn, the minotaur can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Greataxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 17 (2d12 + 4) slashing damage.

Gore. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage.

Owlbear

Large, monstrosity, Unaligned

Armor Class 13 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 20 (+5) | 12 (+1) | 17 (+3) | 3 (-4) | 12 (+1) | 7 (-2) |

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Challenge 3

Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

Multiattack. The owlbear makes two attacks: one with its beak and one with its claws.

Beak. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 10 (1d10 + 5) piercing damage.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

Mage

Medium, humanoid (any race), Any alignment

Armor Class 12 (15 with mage armor)

Hit Points 40 (9d8)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 9 (-1) | 14 (+2) | 11 (+0) | 17 (+3) | 12 (+1) | 11 (+0) |

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages any four languages

Challenge 6

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage 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, fireball, fly 4th level (3 slots): greater invisibility, ice storm 5th level (1 slot): cone of cold

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.