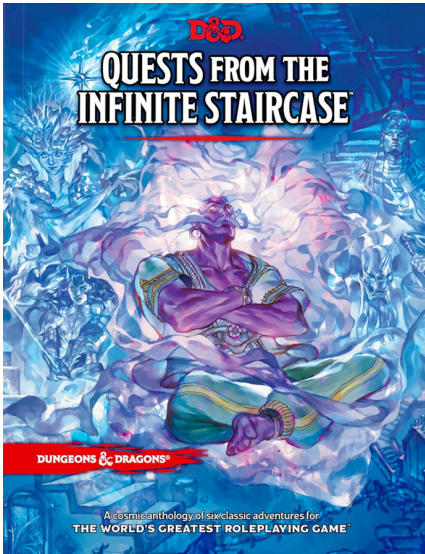
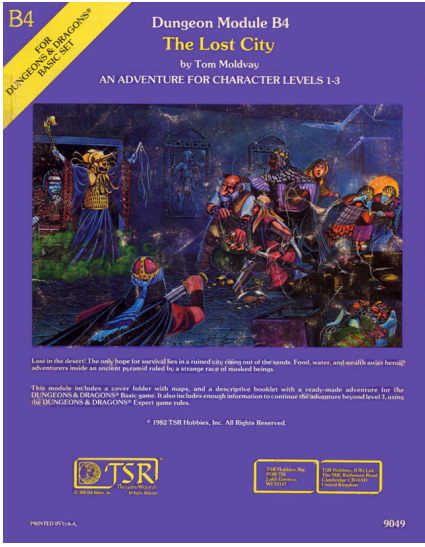
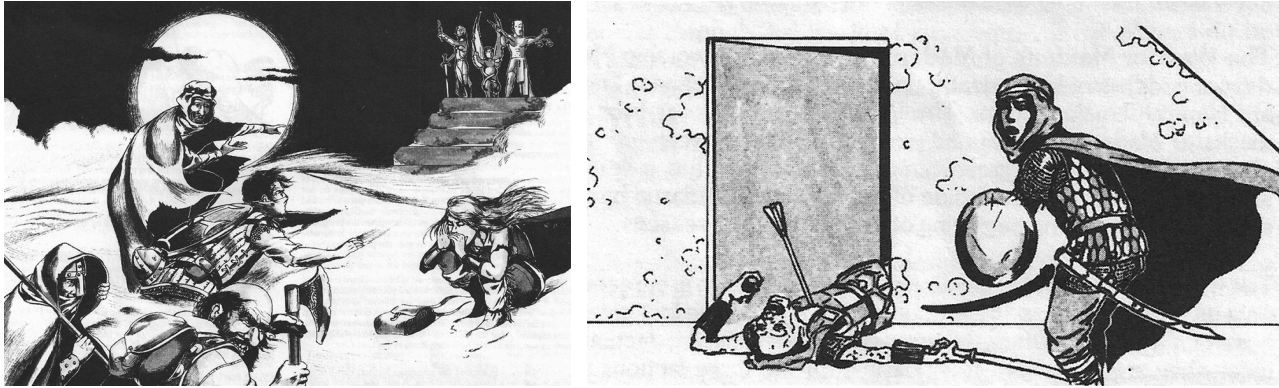











Tales from the Ivory Tower

IVORY TOWER ADVENTURES		CAMPAIGN SEASON S30 (D&D 2024)	
1	Ivory Tower Adventures sites.google.com/site/ivorytowersg	Season Title Dungeon Master Started Ended	S30 (D&D 2024) Sun.Ark.War 8 Jun 2025
2	Organiser Venue	Players of Potpourri Kampong Ubi Community Centre	
3	Character Creation	1. Player resources: PHB 2024 or D&D Beyond Basic Rules https://www.dndbeyond.com/sources/dnd/br-2024 . 2. Ability scores: 27 points. 3. Alignment: Evil alignments are not available (including familiars/companions/summons/etc.). 4. Hit points: Fixed. 5. Starting equipment: GP option is not available. No buying/selling/trading until the game starts. 6. Level up your character to the current PC level. You do not receive additional equipment from levelling up. 7. Guest stars and drop-in/one-off players may use https://www.fastcharacter.com/ to roll a character on the spot.	
4	House/Variant/DMG Rules	1. There is a cumulative penalty every time you roll a new character. 2. You may not give Heroic Inspiration to another PC. 3. Diagonal movement per square counts as 5 feet, 10 feet, 5 feet, 10 feet, and so on.	
5	Bookkeeping	1. Roll your character before the session. 2. Bring your character sheet, bookkeeping materials, and polyhedral dice (electronic dice are not permitted for use).	
PROLOGUE			
			

The Lost City		B4 (1982)					
		<p><i>Centuries ago, this land was the capital of a prosperous kingdom. Through advancements in magic and technology, the people reclaimed land from the desert and transformed their city into a paradise. After the deaths of the last great monarchs, the people honored them by erecting a massive step pyramid that served as an important city hub for years.</i></p> <p><i>The fall of this civilisation began when workers digging under the ziggurat discovered a gnarled jet-black horn jutting from a mysterious obelisk.</i></p>					
<p><i>In the center of the city towered a step-pyramid. It had five step-like tiers, each 20' high. The bottom-most tier was almost completely covered with sand. On top of the highest tier were three 30' tall statues.</i></p> <p><i>The slab of stone that hid the secret entrance to the pyramid is now held open by the dead body of a hobgoblin. The body has a large crossbow bolt sunk deep in its chest.</i></p>							
Ep01	<p>8 Jun 2025</p> <p>Buried ziggurat in the deep desert</p> <p>In the middle of a ruined city, lies an ancient ziggurat buried deep in the desert sands. The party proceeded to explore and discovered people of the long dead civilisation are still eking out a living while fending off the cultists who worship a timeless evil.</p> <p>Join the Guardians of Gorm</p>	<p>[Aaron N] Marcus Illya Zahir^ Human (F:MI-Druid) Soldier Bard 1</p> <p>Level Up! Bard 2</p>	<p>[W Ming] May1825-1^ Human (F:MI-Cleric) Soldier Fighter 1</p> <p>Level Up! Fighter 2</p> <p>+Weapon of Warning (spear)</p>	<p>[Stanley N] Thalorien Human (F:MI-Wizard) Wayfarer Fighter 1</p> <p>Level Up! Fighter 1, Bard 1</p> <p>+Potion of Healing</p>			<p>^ PCs are carried over from Tales from the Ivory Tower Ep03 18 May 2025.</p>

	Join the Warriors of Madarua  [XP Milestone] Level up to L2		Branded by Madarua	Branded by Gorm			
	The Guardians of Gorm (left) The Warriors of Madarua (right)						
Ep02	22 Jun 2025 Factions in the ziggurat The party joined the various active factions in the ziggurat, each of them branded by forgotten gods. They were advised to escape and return when they are strong enough to fight against the timeless evil. After more exploration, the party descended into the fourth tier. Join the Mages of Usamigaras  Descend to Tier 4 [XP Milestone] Level up to L3	[Aaron N] Marcus Illya Zahir Bard 2 Level Up! Bard 3 (Dance) +Wand of Secrets Branded by Usamigaras	[W Ming] May1825-1 Fighter 2 Level Up! Fighter 3 (Champion) +Brass jar with Continual Flame	[Stanley N] Thalorien Fighter 1, Bard 1 Level Up! Fighter 1, Bard 2 +Brass jar with Continual Flame			
	The Mages of Usamigaras						
Ep03	13 Jul 2025	[Aaron N]	[W Ming]	[Stanley N]			

	<p>Undead museum</p> <p>On Tier 4, the party encountered each type of undead creature as if they were touring an undead museum: skeletons, zombies, ghouls, shadows and even a mummy. While each was more powerful than the last, the party proved unstoppable as they trampled over them all. Except for the Ghost of the King who informed them that the exit is one tier below but they will have to be strong enough to open it.</p> <p>NPC: Ghost of the King</p> <p>Converse with the King  Long rests taken  [1]</p>	<p>Marcus Illya Zahir Bard 3</p>	<p>May1825-1 Fighter 3</p> <p><i>"We have to burn them all."</i></p>	<p>Thalorien Fighter 1, Bard 2</p> <p>+Magic rapier (?)</p>			
		<p>The helpless maiden sobbed and wailed at her failure to protect the King's tomb from the party's greedy hands.</p> <p>One by one, Regald's party members collapsed. When Regald opened his eyes, the maiden's long flowing hair covered the entire tomb chamber. All his party members were buried deep beneath the dark black strands. His only source of light was a dim subdued glow from May's light spell.</p> <p>Knowing that his comrades were moments away from death's door, Regald used his bare hands to dig through the hair, hoping to find someone. Anyone.</p>					
Ep04	<p>27 Jul 2025</p> <p>The wails of a helpless elf handmaiden</p> <p>The party plundered tomb after tomb with impunity. The Grand Advisor's, the Queen's, and even the beloved King's tomb were desecrated. Those sworn to honor the ancient traditions also aided in the looting. The Queen's handmaiden, distraught and angered, chastised the party for their disrespectful behaviour. Alas, she is alone and helpless, what can she do but to sob and wail.</p> <p>Lay the Queen's spirit to rest  Do not desecrate the King's tomb </p>	<p>[Aaron N] Marcus Illya Zahir Bard 3</p> <p><i>Dying...</i></p> <p><i>Clothes torn and tattered</i></p>	<p>[W Ming] May1825-1 Fighter 3</p> <p><i>Dying...</i></p>	<p>[Stanley N] Thalorien Fighter 1, Bard 2</p> <p><i>Dying...</i></p> <p>+Magic scepter (?)</p>	<p>[Nick F] Rolen High Elf Sage Druid 3 (Moon)</p> <p><i>Dying...</i></p>	<p>[Jared F] Regald Human (F:Lucky) Criminal Rogue 3 (Assassin)</p> <p><i>A flesh wound away from dying...</i></p> <p>+Magic potion (?)</p>	

	The Queen's tomb						
Ep05	<p>10 Aug 2025 (played on Roll20) The Oathsworn takes another oath</p> <p>Regald swore a blood oath to the handmaiden, thereby sparing the party from untimely deaths. The Ghost of the King led the party to Tier 5. The party's habit of looting earned another haunting, this time by the former leader of the Mages of Usamigaras. The party met a pair of copper fox sisters and May1825-1 bought a potion from them.</p> <p>Pacify the handmaiden Receive the Kingly Gift Descend to Tier 5 Long rests taken</p>	<p>[Aaron N] Marcus Illya Zahir Bard 3</p> <p>+Potion of Healing +Magic robe (?)</p> <p><i>Haunted (again)</i></p>	<p>[W Ming] May1825-1 Fighter 3</p> <p>+Potion (?)</p>	<p>[Stanley N] Thalorien Fighter 1, Bard 2</p> <p>+Inspiration! (party name)</p>	<p>[Nick F] Rolen Druid 3</p>	<p>[Jared F] Regald Rogue 3</p> <p><i>Sworn a blood oath to the handmaiden</i></p>	
	Adventuring Party	THE OATHSWORN Traits: Oaths, Haunted					
		<p>Regald used his daggers to skin the owlbear corpse eagerly, hoping that it would fetch a good price. He was still perplexed that the pit he fell into only contained brittle bones from past victims.</p> <p>"What happened to all their possessions?" he asked but not really hoping for an answer.</p>					

		<p>The corpse of the owlbear moved suddenly.</p> <p>He wanted to yell in horror, desperate to alert the rest of his party. No word came from his mouth, he could not even breathe.</p>					
Ep06	<p>24 Aug 2025</p> <p>Escape from the ziggurat</p> <p>After skinning an owlbear and being engulfed by a gelatinous cube, the party encountered the copper fox sisters again. This time they were running away from two ogres who alleged that the sisters cheated them. The party decided to stay neutral when May1825-1 discovered that the potion he bought was a fake. The cultists of Zargon interrupted the party's rest and a bloody fight erupted. The party killed the cultists and finally exited the ziggurat through the main entry chamber before they could take the third long rest.</p> <p>Save the copper fox sisters Appease the vengeful ogres Bonus: both of the above Kill the cultists of Zargon</p> <p>[XP Milestone] Level up to L4</p>	<p>[Aaron N] Marcus Illya Zahir Bard 3</p> <p>Level Up! Bard 4 (Fey-Touched)</p>	<p>[W Ming] May1825-1 Fighter 3</p> <p>Level Up! Fighter 4 (Str+2)</p>	<p>[Stanley N] Thalorien Fighter 1, Bard 2</p> <p>Level Up! Fighter 1, Bard 3</p> <p>+Spell scroll (?)</p>	<p>[Nick F] Rolen Druid 3</p> <p>Level Up! Druid 4 (War Caster)</p>	<p>[Jared F] Regald Rogue 3</p> <p>Level Up! Rogue 4 (Defensive Duelist)</p>	

	ITEM	DESCRIPTION	CHARGES
	Party Treasure		
	Antitoxin, Potion of Healing	Carried over from Tales from the Ivory Tower Ep03 18 May 2025.	
Ep01	Potion of Healing Potion Common	A gift from the Guardians of Gorm. You regain 2d4+2 Hit Points when you drink this potion.	
Ep01	Weapon of Warning (spear) Weapon (Any Simple or Martial) Uncommon (Requires Attunement)	A gift from the Warriors of Madarua. As long as this weapon is within your reach and you are attuned to it, you and allies within 30 feet of you gain the following benefits. Alarm. The weapon magically awakens each subject who is sleeping naturally when combat begins. This benefit doesn't wake a subject from magically induced sleep. Supernatural Readiness. Each subject has Advantage on its Initiative rolls.	
Ep02	Wand of Secrets Wand Uncommon	A gift from the Mages of Usamigaras. While holding it, you can take a Magic action to expend 1 charge, and if a secret door or trap is within 60 feet of you, the wand pulses and points at the one nearest to you.	3 - 1 = 2
Ep02	Brass jar with Continual Flame	Looted from the Astrologer's burial room. The effect casts Bright Light in a 20-foot radius and Dim Light for an additional 20 feet. It looks like a regular flame, but it creates no heat and consumes no fuel. The flame can be covered or hidden but not smothered or quenched.	
Ep03	Magic rapier (?) +1 rapier Weapon (Any Simple or Martial) Uncommon	Dropped by the mummy (B31). You have a bonus to attack rolls and damage rolls made with this magic weapon.	
Ep04	Magic potion (?)	Found in the embalming room (B37).	
Ep04	Magic scepter (?) Wand of Paralysis Wand Rare (Requires Attunement by a Spellcaster)	Wielded by the "Queen" (B43). While holding it, you can take a Magic action to expend 1 charge to cause a thin blue ray to streak from the tip toward a creature you can see within 60 feet of yourself. The target must succeed on a DC 15 Constitution saving throw or have the Paralyzed condition for 1 minute. At the end of each of the target's turns, it repeats the save, ending the effect on itself on a success.	5
Ep05	Potion of Healing Poison	Found in the Consultation Room (B50).	
Ep05	Magic robe (?) Cloak of Protection Wondrous Item Uncommon (Requires Attunement)	Found in a bedroom (B46). You gain a +1 bonus to Armor Class and saving throws while you wear this cloak.	
Ep05	Potion (?) Fake potion	Sold by the copper fox sisters (B56).	
Ep06	Spell scroll (?)	Inside the corroded box (B58).	

