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The Secrets of Egdod's Tower

An adventure for Characters Level 2 to 4, Part Two of Oakheart Frontier

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This session is a continuation of “[A Golem Comes to Town](#),” within my **Oakheart Frontier** campaign. However, much of it could be adapted to another campaign or story. In my party's campaign, they decided to take possession of Egdod's tower, and make it their new base of operations (before understanding its true nature). This makes for an easy session hook, but you could also simply let your party explore the tower for valuables, or have Teacup suggest that it has unfinished business in the tower before departing.

In this session the adventurers will discover that Egdod's tower was not only the home of an eccentric wizard and his Iron Golem. It was also a repository for a powerful and dangerous relic, The Eye of Adia. Egdod's tower was enchanted with wards and seals to keep it hidden from those who would seek the Eye. When Egdod's body was removed from the tower, it broke the last of those wards. Now the remnants of an ancient empire is stirring, and seeks to take back the Eye for their evil purposes.

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Exploring Egdod's Tower

Egdod the Wise has been laid to rest. His Iron Golem, Teacup, having been freed from its programming, has agreed to join your party for a time, as it decides what to do with its existence.

With Teacup's permission, you've decided to make Egdod's tower your base of operations, and makeshift home. But before you settle in, you need to explore the tower more carefully.

Egdod's Tower consists of a series of circular rooms connected by a spiral staircase.

[Egdod's Tower Map, Ground Floor](#)

[Egdod's Tower Map, Top Floor](#)

[Egdod's Tower Map, Middle Floors](#)

When the players first find the tower, the ground floor and the top floor are seemingly normal, static rooms. Through investigation and experimentation, the players can discover that the tower is actually a mutable space that can accommodate an unknown number of floors and rooms, which can change contents and configuration for those who understand the magical mechanisms.

Egdod's Tower is potentially an extremely powerful artifact, so think about how you want to integrate it into your story. It can serve as a useful Deus Ex Machina any time a campaign gets stuck, but players might try to abuse its power in unexpected ways. Feel free to add limiting mechanics to it as necessary.

The ground floor of the tower is an open circular room about 12 meters wide, with stone walls and a 12-foot-high timber ceiling. The floor is mostly stone, but a colorful circle of glass stones are set into the floor near the door in a pattern that reminds you of snowflakes. There is a spiral staircase set in the wall farthest from the door.

Along one side of the wall is a rustic kitchen with a water spigot, a coal stove, an iron kettle, and cupboards that stretch from the floor to the ceiling. The cupboards are mostly empty, but a few shelves are stacked with porcelain cups.

Along the opposite side of the room is a workshop area. There is a forge, an anvil, some tools scattered around, and a rack of weapons and other items. Unfortunately the weapons are all rusted beyond repair.

Detect Magic will reveal that the glass mosaic on the floor contains a built-in automated **Detect Evil** (Divination) spell, which will come into play later. Searching the kitchen area will not reveal any items of interest, but the water spigot is also enchanted with a permanent **Create Water** (Transmutation) spell, and will produce up to 10 gallons of fresh water each day. The workshop area has a forge, an anvil, and a variety of basic crafting tools.

The ground floor includes the front door, which is the only entrance/exit to the tower. The ground floor contains a kitchen area with an oven, a water spigot, and storage cabinets containing about 100 tiny porcelain cups, but nothing else of value.

You ascend the spiral staircase and enter Egdod's former study, and are shocked to see a very different scene from the last time you were here. Previously the room was empty save for stacks of porcelain cups, a layer of dust, and a small bed holding Egdod's mortal remains. But now it's been transformed. The bed is gone, as are the cups. In its place is a fully furnished study befitting a wizard.

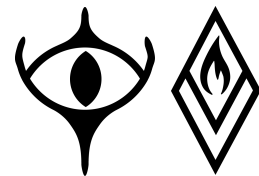
- Off to one side of the room you see a large wooden desk, cluttered with books, scrolls, quills and half-used inkwells.
- To the right side of the desk is a workbench covered with a colorful tablecloth. On top of the table is a small object made of colored glass.
- On the other side of the desk is a bookstand holding a large book open to a half-written page. The letters on the page glow and pulse faintly.
- On the other side of the room is a wooden table surrounded by six simple wooden chairs. On the table is a large map.
- There is a door leading out to a balcony. On the balcony is a brass telescope. Next to the door is a wooden chest.

Detect Magic will sense Illusion spells from the open book and from the map laying on the table; and unknown magic auras from the glass object on the workbench and from inside of the chest.

The chest is locked (DC 16) and contains:

- 400gp
- 1 liter of oil in a jar
- A **Lantern of Revealing**
- A set of magical **Bone Dice**

The map on the table is a [Map of the Oakheart Frontier](#). There are icons showing settlements and ruins, some of which are labeled. The map is enchanted with a permanent, unbreakable **Illusory Script**. The illusion could be seen through by a creature with **Truesight**, or by shining a **Lantern of Revealing** on it. If the illusion is broken, a series of glyphs appear in different locations on the map: a lidless spiked eye. There's also one glyph that is different, a stylized diamond-shaped lantern. [Here's a reference map for the glyphs](#). Before the table session I used [an invisible UV ink pen](#) to draw the glyphs, and then gave the party [a UV flashlight](#) to represent using the lantern.



The book on the bookstand is a thick journal with a blue leather cover. About half of the book is filled with tiny handwriting, but it seems to be written in a code or language you

can't understand. The other pages are blank. However, the last written page is hastily written in Common, and glows and pulses faintly. (See **Egdod's Journal Entry at the end of this document**)

Egdod's Journal Entry also has the lantern glyph drawn in **Illusory Script** (invisible UV ink) near the words "Night Caravan."

The glass object on the table is a small cylinder about two inches tall and one inch wide, made of translucent milky glass. Both ends of the cylinder are capped with gray glass. There are two slots cut in the glass at regular intervals.

Next to the cylinder is a wooden box, a cube a little more than 2 inches in each dimension. The lid of the box is inlaid with a silver design, shaped much like Egdod's tower. The inside of the box is divided in half and lined with soft blue felt. One half is empty, but looks like it would perfectly hold the glass cylinder. The other half holds five glass disks, each a different color. They look like they could fit into the empty slots on the cylinder.

The glass cylinder is a control mechanism for magically reconfiguring the tower for different purposes. Placing a disk into one of the slots will cause an entirely new room to appear within the tower. As-is, each of the un-slotted disks create empty rooms. Any equipment, furniture, inanimate objects or animate creatures placed in a room will remain intact and in stasis if the room disk is removed or repositioned. The disks representing the top floor study and the ground floor kitchen are solidly attached to the cylinder and can't be removed or replaced. If the cylinder is currently on a middle floor and someone tries to remove the disk representing the floor, they'll find it solidly attached.

If a disk is placed into an empty slot, the tower will immediately start to rumble and shake for about twenty seconds, and anyone inside the tower will feel an unnerving sense of *stretching*. The newly inserted disk will glow briefly and then fade to normal. There will now be a new floor within the tower, initially empty but potentially equipped in the future with whatever the party wants to acquire and place there. The exterior dimensions of the tower won't change as floors are added or removed. The exterior dimensions of the tower are 20 feet across and 50 feet tall.

If the cylinder and box is taken outside of the tower, and the lid of the box is closed, the tower will instantly disappear along with everything (and everyone) inside. Everything will be put into stasis in a pocket dimension, and no time will seem to pass within the tower. If the box is opened while outside, the tower will reappear following **Instant Fortress** mechanics. If you think

allowing creatures to be contained in the tower is too OP or hackable for your table, feel free to use more standard Instant Fortress rules.

Give the players some time to explore the study and its items, and experiment with the mechanics of **Egdod's Portable Tower**.

If they decide to leave the tower (or if you decide they've had enough time), begin the following encounter.

Agents of the Deathless Empire

You hear a sound like a low note played from a glass flute. It's coming from the cylinder (or box, if they've already put it in the box). The cylinder is pulsing an angry red.

If any players think to look out from the balcony, skip the next box. If they head downstairs to the ground floor first:

The glass mosaic on the floor is pulsing with light. The branch of the snowflake design pointing toward the front door has changed to a bright angry red as well.

Outside the tower is **Egdod's garden**, where you previously fought off an infestation of giant moths, and where Egdod's skeleton is now buried.

At the far end of the garden, from the forest path, you see movement. Shambling figures are approaching slowly but deliberately. Skeletons in rusted armor and rotting leather. Leading the group is a skeleton with a tattered red cape. It stops and peers at an object in its hand, then points at the tower and utters words in a language none of you understand, its voice cold and dry like the sound of dead crinkling leaves.

[Map of Egdod's Garden](#)

If the players discover the mechanics of Egdod's Instant Tower just as the battle begins, you may need to have Teacup give them a hint to open the box and re-activate the tower. Just put it back where it was and don't worry about positioning rules for now.

There are three **Skeleton Archers**, one **Skeleton Knight**, two **Skeleton Soldiers**, and a **Skeleton Captain**. (I'm using miniatures from the excellent [Epic Encounters Arena of the](#)

[Undead Horde](#) box set. Feel free to adjust numbers or creature stats as desired.) They will start from the far end of the garden map, approach the tower, try to gain entry, and attack the players.

Players or Teacup could bar the front door to gain some time, but they will attack the door which has 25 HP and an AC of 10.

Players could use ranged attacks from the balcony, which will give them +2 to AC and +2 to attack against targets on the ground.

Teacup will roll initiative and be present during the battle, but will not initially choose to fight. On its turn it will ask the players how it can assist, and will follow orders within the boundaries of its programming (it won't harm living beings or intentionally damage constructed objects). However, it could be convinced to attack if reminded that skeletons are not alive and thus are not covered by Teacup's rules.

Don't let the players just rely on Teacup to tank the whole battle, have most of the skeletons try to bypass it in favor of attacking the players. If the players get Teacup to block the entrance or a stairwell, have most of the skeletons climb the exterior of the tower and attack through the balcony. A skeleton will take two turns to climb from the ground to the balcony, and will fall if hit by a ranged attack. Don't hesitate to add a second wave of reinforcements if players and Teacup are doing too well. Be cinematic, think **World War Z**, Battle of Helm's Deep, **RRR** police station fight.

If the players try to exploit the Tower's floor mechanics, roll with it. Can they trap some skeletons in stasis? What if a player or Teacup gets trapped with them? If they end up with a glass disk holding a bunch of skeletons, what will they do with it? Keep them in stasis forever? Fight them at their leisure after a rest or after setting up traps? **Egdod's Portable Tower** is likely to cause some weird emergent situations, so be prepared to improvise.

The **Skeleton Captain** is carrying a **Witching Compass** that guides them toward the Eye of Adia. Rather than pointing North, the compass will point toward the Eye, which is secretly embedded inside of Teacup's body. If a player picks up the compass, it will point toward wherever Teacup is. Describe it only as pointing in a direction, and let them figure out the situation through hotter/colder trial and error. Teacup has no idea that the Eye is inside of it, no idea why it's there, what it does, or how to remove it.

The Night Caravan

Looking forward to the next session, **The Night Caravan** is a mysterious, loosely organized network of individuals and safehouses throughout the **Oakheart Frontier**. The average citizen doesn't know of the Night Caravan at all. The few people who interact with it know it as an organization which helps protect orphans, outcasts, refugees, and slaves escaping from the **Gnoll Lands**. But the true history and purpose of the Night Caravan is far older.

You can continue this story in part three:

[The Night Caravan](#)

Creatures and Items

Teacup, Iron Golem *Large construct, Lawful Neutral*

AC 20 (natural armor), Hit Points 200, Speed 30 ft.

STR 24 (+7) DEX 9 (-1) CON 20 (+5) INT 11 (+0) WIS 11 (+0) CHA 11 (+0)

Damage Immunities: Fire, Poison, Psychic; Non-magical Bludgeoning, Piercing, Slashing

Condition Immunities: Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Fire Absorption, Immutable Form, Magic Resistance, Magical Attack

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft, one target. Hit: 2d8 bludgeoning damage

Teacup will always refuse to attack any living creatures.

Skeleton Archer *Medium undead, Lawful Evil*

AC 13 (armor scraps), Hit Points 13, Speed 10 ft.

STR 10(+0) DEX 14 (+2) CON 15 (+2) INT 6 (-2) WIS 8(-1) CHA 5 (-3)

Darkvision 60ft. Passive Perception 9.

Vulnerable to Bludgeoning, Resistant to Fire, Immune to Poison and Exhaustion.

All attacks count as Magical when targeting Teacup.

Short Bow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., Hit: 1d6+2 piercing damage.

Short Sword. Melee Weapon Attack: +4 to hit, reach 5ft., Hit 1d6+2 piercing damage.

Deathless Soldier *Medium undead, Lawful Evil*

AC 16 (rusty armor), Hit Points 20, Speed 10 ft.

STR 16(+3) DEX 11(+0) CON 14(+2) INT 11 (+0) WIS 11(+0) CHA 5 (-3)

Passive Perception 10.

Vulnerable to Bludgeoning, Resistant to Fire, Immune to Poison and Exhaustion.

All attacks count as Magical when targeting Teacup.

Great Mace. Melee Weapon Attack: +3 to hit, reach 5ft., Hit 2d6 bludgeoning damage.

Deathless Knight *Medium undead, Lawful Evil*

AC 18 (rusty plate), Hit Points 30, Speed 10 ft.

STR 16(+3) DEX 12(+1) CON 17(+3) INT 9 (-1) WIS 11(+0) CHA 9 (-1)

Passive Perception 9.

Vulnerable to Bludgeoning, Resistant to Fire, Immune to Poison and Exhaustion.

All attacks count as Magical when targeting Teacup.

Great Axe. Melee Weapon Attack: +4 to hit, reach 5ft., Hit 1d12 slashing damage.

Deathless Captain *Medium undead, Lawful Evil*

AC 17 (rusty splint), Hit Points 40, Speed 10 ft.

STR 16(+3) DEX 12(+1) CON 14(+2) INT 10 (+0) WIS 11(+0) CHA 10 (+0)

Passive Perception 12, Athletics +5, Perception +2

Vulnerable to Bludgeoning, Resistant to Fire, Immune to Poison and Exhaustion.

Captain makes two Longsword attacks. All attacks count as Magical when targeting Teacup.

Longsword. Melee Weapon Attack: +5 to hit, reach 5ft., Hit 1d10+3 slashing damage.

Bone Dice *Wondrous item, uncommon, 1lb*

Allows the party to play Gambit during rest periods, if desired.

Or can be used to play gambling games with NPCs at taverns or camps, etc.

The first time the bone dice are used to play Gambit, and each time after that, after the game each player will have “misplaced” one coin of the value they played with. The coins will magically appear in the dice bag.

A gray cloth bag containing a set of dice carved out of bone and inlaid with silver. The symbols on each face of the dice are strange, but it's still clear what the value each face represents. The set is perfect for playing a game of [Gambit](#).

Lantern of Revealing *Wondrous item, uncommon, 1lb*

While lit, this hooded lantern burns for 6 hours on 1 liter of oil, shedding light in a 30-foot radius. Invisible creatures and objects are visible as long as they are in the lantern's light. You can use an action to lower the hood, reducing the light to dim light in a 5-foot radius.

Egdod's Portable Tower *Wondrous item, rare, 1lb*

Egdod's Portable Tower mechanics are described above.

A 2-inch square wooden box, with a silver inlaid image of a stone tower set into the lid. The inside of the box is divided in half and lined with soft blue felt. One half holds a cylinder about two inches tall and one inch wide, made of translucent milky glass. Both ends of the cylinder are capped with gray glass. There are two slots cut in the glass at regular intervals. The other half of the box holds five glass disks, each a different color. They look like they could fit into the empty slots on the cylinder.

Ancient Bone Dagger *Magical Cursed Dagger, 1lb*

Always has Advantage to hit, 1d4 piercing damage.

(This advantage does *not* automatically trigger a Rogue's Sneak Attack.)

The first time the Ancient Bone Dagger is used in combat, its owner becomes cursed with attachment and will be unwilling to let the knife out of their possession. Every time the owner takes the knife out of its sheath, they must pass a DC13 Dexterity check or they will “accidentally” cut themselves and take 1d4 damage. If they try to keep it unsheathed when not in combat, they'll have to make another saving throw every hour that it's unsheathed.

The dagger's blade is about 6 inches long and slightly curved. The blade is made of bone of unknown origin, and engraved with a strange flowing pattern. The handle is made of ebony wood. It's slightly cold to the touch. It's held in a leather sheath.

Witching Compass *Wondrous item, uncommon, 1lb*

The compass needle is enchanted to always point toward the **Eye of Adia**. The farther away from the Eye it is, the more it will twitch back and forth, becoming more steady as it gets closer. If the compass is directly above or directly below the Eye, it will spin wildly.

This small, round compass fits comfortably in the palm of your hand. It's made of polished brass with a glass face. Underneath the glass is a needle made of ivory, which twitches and vibrates. The needle seems to be pointing toward a target, but not North.

Egdod's Journal Entry

I suggest printing this on textured paper and cutting it out, or even writing it in a real journal!

MY TIME IS SHORT. I MADE A MISTAKE, AND NOW I PAY THE PRICE.

I HAVE PLACED A WARD OF CONCEALMENT OVER THE TOWER, THE GARDEN, AND THIS ROOM.
IT WILL LAST FOR AS LONG AS MY BODY REMAINS WITHIN THE TOWER. HOPEFULLY MY GOLEM
WILL JUST BECOME DORMANT WITH MY DEATH, AND THE WARDS WILL LAST INDEFINITELY.

BUT SOME DAY, ONE WAY OR ANOTHER, IT MAY FAIL. IF THAT HAPPENS,
AGENTS OF THE DEATHLESS EMPIRE WILL AWAKEN. THEY WILL COME FOR THE EYE OF ADIA.

MY TOWER, MY GOLEM, AND THE EYE MUST BE PROTECTED.
IF YOU'RE READING THIS, THE WORST HAS ALREADY COME TO PASS.
THE NIGHT CARAVAN CAN HELP. TAKE THE TOWER WITH YOU.

-EGDOD