



WONDROUS ONE SHOTS

Reclamation of the Sky Tower

By Dungeon in a BOX

Adventure Overview

RECLAMATION OF THE SKY TOWER is a one-shot adventure for four to six characters of 12th level, and can be played as a standalone session, or integrated easily into an ongoing campaign.

The party learns that a chaos-worshipping sorcerer named Raxis has overtaken a floating tower and has re-purposed it to house the *Severing Construct* - an arcane artifact capable of draining magic from the world. Through it, Raxis intends to make himself the sole magic-wielder in the realm. The party must make haste to the storm-wrapped Sky Tower, clear out Raxis's minions, and finally eliminate the mad sorcerer.

Adventure Background

THE SKY TOWER

High above the land, for over three centuries, secret meetings were held in the Sky Tower of Akhradim. A forum of the realm's most influential leaders would devise hidden plans, all for the benefit of the world below - far from

any prying eyes and ears. The tower's meetings were organized and overseen by the Sky Temple Conclave - a cadre of wizards who advised rulers of the realm.

The open exchange of ideas led to some of the realm's most innovative advances in society - matters of the arcane, and so on. The common population has no idea that the Sky Tower exists. In accordance with long-honored teachings of Akhradim, maintaining secrecy was critical to protecting the productive meetings held within its walls.

Just days ago, the tower was overtaken by **Raxis**, a powerful and evil sorcerer whose actions were fueled by spite and rejection. He slaughtered the members of the conclave and activated a dangerous artifact - the *Severing Construct*.

RAXIS, HARBINGER OF CHAOS

Raxis is a human male who appears to be in his late twenties. He was once a promising wizard apprentice with great potential. However, he became fixated on the nature of chaos - which he attributed as the cause of all suffering. He left the scholarly path and embraced the practice of chaos sorcery. It became Raxis's obsession to

DUNGEON IN A BOX

presents:

► WONDROUS ONE-SHOT ◄ RECLAMATION OF THE SKY TOWER

For more information on this adventure, the Greenwold, and the rest of the Dungeon in a Box campaign, check out our site:

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gain control over the uncontrollable nature of magic and total command of chaos.

Fearing how dangerous he could become if not guided, **Elezar**, an esteemed wizard of the Alabaster Academy, recommended Raxis be added to the Sky Tower Conclave. Elezar wanted Raxis to weigh in on ideas and plans that involved stretching what was possible through magic - and keep an eye on him. The move was controversial among the other members, and in the end his efforts were in vain.

Raxis now wishes to rule in the place of the conclave that sought to suppress him; he had made the Sky Tower his lair, from which he will have a bird's eye view of magic departing from the rest of the world - unless he is stopped.

After Raxis seized control of the tower, he imprisoned Elezar. But the old archmage managed to escape his rampage with the aid of a griffon named Auroven. The Severing Construct has drained Elezar's magic, but left him alive. He now hastily seeks heroes who can put a stop to Raxis.

THE SEVERING CONSTRUCT

Raxis proved remarkably talented at constructing arcane artifacts and machinery. *The Severing Construct* is the culmination of his skill.

The artifact feeds on chaos, using it to destroy and siphon magic from the world around it. By its power, Raxis intends to cement himself as the only true spellcaster in the world.

Raxis has been testing prototype versions of his *Severing Construct* in secret for weeks, temporarily draining magic out of the surrounding realm. *The Severing Construct's* power causes spells to inexplicably fail and magic items to malfunction.

The machine also emits a field of volatile arcane energy that can unnaturally strengthen one's innate abilities, if they embrace the tides of chaos. At any point during the adventure, the players may choose to embrace the wellspring of chaos created by the construct (see **Chaos Seeds**, pg 4).

If the construct is allowed to power up entirely, not only will all magic be drained from the realm, but magical creatures will also wither and die.

Reading the Entries

This adventure references the three primary 5e sourcebooks—monster entries are found in the **MM**, spells and rules for players are in the **PHB** and game rules & treasure are found in the **DMG**.

- **Monsters** are listed in **bold**.
- **Spells** are listed in *italics*.
- **Sidebars** like this, provide optional rules and supplemental adventure information.

Adventure Hooks

CHAOS IN THE AIR

If the GM has planned to run this adventure in advance for a campaign, they can foreshadow ominous signs of magic malfunctioning in their travels and questing leading up to the events of **RECLAMATION OF THE SKY TOWER**. If the GM is running the adventure as a one-shot, then they can summarize these details before beginning the adventure.

A FRIEND IN TROUBLE

One or more of the party may know Elezar, having learned magic from him as an apprentice - perhaps at the Alabaster Academy. They have received word that Elezar failed to report back to his post at the Academy a few days ago and has been missing since. This is unlike the archmage, and worrying. The message instructs them to investigate the matter at the Academy. However, while on their way, they are intercepted by Elezar, being carried on the back of Auroven.

A REVELATION

Read the following aloud:

A sudden jolt of wind gathers above your heads. You look up to see a flying creature rushing downward at blinding speed! As it lands mere feet from you, you can see the creature's large wings batting downward to lessen the impact. There is a robed man strewn lifelessly

atop the creature's muscled, lion-like body. Its eagle eyes look worried.

Any character that knows Elezar (LG high elf **archmage** with 5 hit points and zero remaining spell slots) recognizes him as the robed man, who shows signs of intense injury and fatigue.

Elezar, with some effort, can explain the information contained in the **Adventure Background** section (see pg. 2), pertaining to the Tower's secret purpose, and Raxis' hostile takeover. He also shares the following information:

- He was imprisoned by Raxis - kept alive so that the sorcerer could test the efficacy of his

Severing Construct on a strong spellcaster. It proved to be a gruelingly effective device.

- The *Severing Construct* is only hours - maybe less - from being fully complete. Once it is, it can envelop the entire realm in an anti-magic wave, making Raxis the only spellcaster left.
- Raxis has created three **antimagic beacons** (see Tower Map Features pg. 6), which act as transmitters that will expand the *Severing Construct's* magic-dispelling field across the world below. He does not know what they look like, or where they are within the tower. The party will need to find and disable them!
- Just before being severed, he managed to use a *sending* spell to contact Auroven, an old ally. Auroven flew to the tower, and succeeded in a risky rescue of the old archmage.

Chaos Seeds

Included in your box are six **Chaos Seed tokens**. These tokens represent the raw manifestations of chaotic energy created by Raxis.

The Chaos Seed tokens are laid out on the table, three of them displaying the chaos side, three of them displaying stability. Unless otherwise specified, they may be used by the players or GM at any time during play as free actions.

A player may flip the defined number of Chaos Seeds from **stable to chaos** to create the specified effect. The GM is encouraged to facilitate a tug-of-war wherein they and the players flip tokens regularly. If they wish to challenge the players, the GM should leave as many tokens displaying the chaos side in the final encounter as possible. Since chaos-facing tokens fuel Raxis's Legendary Actions, the more he has to use once the encounter begins, the deadlier the encounter.

PLAYER ACTIONS

- **1 Chaos Seed** - choose between the following:
 - Add +5 damage to any damage roll (using the same type of damage).
 - Ignore the effects of an *antimagic zone* spell when using a spell slot of level 1-3.

- **2 Chaos Seeds** - choose between the following:

- Add +5 to any roll's result, after it has been rolled, but not before the GM has said whether the result was successful.
- Ignore the effects of an *antimagic zone* spell when using a spell slot of level 4-7.

- **3 Chaos Seeds** - Take an extra action this turn.

- **4 Chaos Seeds** - Regain the use of any expended class ability that ordinarily needs a short or long rest to recharge.

As the players use Chaos Seed tokens, they gain powerful benefits - but they also play into Raxis's plan.

GM ACTIONS

Throughout the adventure, the GM may also use a Chaos Seed token to pose a greater challenge to the players, by flipping a Chaos Seed token from **chaos to stable**, as follows:

- **1 Chaos Seed** - choose between the following:
 - Impose disadvantage before a player character makes an attack roll, ability check, or saving throw.
 - The GM may twist the narrative to the party's disadvantage, or add a mechanical benefit to their enemies. Each encounter gives an example of how the GM can do this, should they elect to do so.

- There's no time to spare. Once the foul machine is complete, it will begin to sever the world's connection to magic forever. Only swift action by a group of heroes can stop the madman.

If the party agrees to help, Elezar can provide access to the tower via griffon. He nods at Auroven, and a moment later several other griffons majestically swoop down, landing next to them. Each character receives their own **griffon** as a mount. Each griffon has maximum hit points, and gains the following trait:

- **Loyal Mount.** When its rider takes damage from a single source that did not also target the griffon, the griffon may use its reaction to halve the damage. The griffon takes the remaining damage.

The griffon acts on its own initiative, but will listen to their riders advice or commands. Elezar will not accompany the party unless they demand it. Raxis has used the *Severing Construct* to remove his spellcasting ability, and it will not be returned until the artifact is destroyed. Auroven will stay with Elezar to protect him.

UNCLOAKING CHAOS

When the party takes flight, read the following aloud:

You soar through the skies at blinding speed, the rush of wind biting at your garments. As you clutch your griffons, you find yourselves higher than the clouds. Suddenly, as if parting a veil, the faint image of a tower can be seen floating in the distance. Then, the skies rapidly grow gray, and you lose sight of the tower as dark storm clouds enclose it. Thunder echoes from the storm, as clouds form into the shape of a snarling visage. "All the world's magic will soon belong to me - including your own. You are unworthy to wield it like the rest. Return home - lest you wish to perish in my tower." Only the bottom of the tower can be glimpsed- revealing a single entry point - a wide landing platform.

THE COMING STORM (HARD)

The storm and projection are Raxis' doing. Unless the party turns back, the shadowy face

in the clouds morphs into a snarling dragon's visage, letting out a deafening roar. A **young red shadow dragon** emerges from the clouds and attacks the airborne party!

Furthermore, Raxis uses a *control weather* spell to form a thunderstorm and further complicate their battle with the shadow dragon. At the start of each turn, each character must succeed on DC 16 Wisdom (Animal Handling) check, or have disadvantage on all saving throws until the end of their next turn.

On initiative count 20 (losing ties), the storm attacks each character. They must succeed on a DC 14 Dexterity saving throw, or take 1d10 lightning and 1d10 thunder damage, or half as much on a successful save - unless they rolled a 20 or higher, in which case they take no damage.

The dragon attempts to prevent the characters from reaching the tower, and will pursue them until defeated. Once it has been reduced to 78 hit points or fewer it dissipates - along with some of the storm clouds.

If the party attempts to fly higher into the storm, they are unable to reach the tower and must repeat the Dexterity saving throw each turn.

Chaos Seed. In this encounter, the GM can use a Chaos Seed to re-roll a failed check to recharge the shadow dragon's shadow breath.

The GM should remind the party that they can make use of 2 Chaos Seeds to add bonuses to their rolls. This may come in helpful, since rolling 20+ proves especially useful in this encounter.

Tower Encounters

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The following encounters take place in the Sky Tower. Each begins with a section of read-aloud text that describes the location. Use the maps and Skinny Minis included in your box to stage the encounters. Read the following aloud when the party attempts to land on the tower:

1A. LANDING PLATFORM (MEDIUM)

Your griffon mounts nosedive toward the tower's landing platform. Just before they reach the it - a crackle of red lightning bursts forth, sending

all of you into a dizzying roll! The griffons' momentum just carries them to the platform, where they collapse lifelessly to the ground.

Raxis has used the *Severing Construct* to lash out at the party. The griffons, as magical creatures, were killed by the blast - their essence severed from their bodies. They cannot be healed or revived while in the tower. A DC 10 Intelligence (Arcana or Medicine) check discerns these facts.

Each character must make a DC 15 Dexterity saving throw in order to land on their feet.

Tower Map Features

Walls. The Sky Tower is made of magically-enchanted, 10-ft.-thick stone walls that are immune to the effects of spells that would alter its form, such as *stoneshape*. It has 30-ft.-tall ceilings, unless otherwise stated.

Light. The tower is dimly-lit by wall sconces and candles.

Warded. It is impossible to teleport or *plane shift* into or out of the tower. This does not affect such movement *within* the tower's walls, provided the antimagic beacons are deactivated.

Antimagic Beacons. Raxis has installed beacons throughout the tower - which blanket each level in an *antimagic zone* spell. This disables all magic items and prevents spellcasting. The players can flip Chaos Seed tokens in order to ignore the effects of this for a turn (see pg. 4). The beacons are ordinary objects that Raxis has imbued with the antimagic effect. However, each beacon/object bears some clue of Raxis's tampering, as described in each encounter's section. Once a beacon on a tower level is destroyed, the effect is removed only on that tower floor/map. Each level has its own beacon that must be destroyed in order to permanently disable its *antimagic zone*.

On a failure, they are prone at the start of the next encounter.

Immediately upon landing, two stone guardians detach themselves from the stonework walls and attack the party, fighting to prevent them from breaching the tower. The guardians use the stats of a **shield guardian**, but with the following changes: they have 127 hit points and are Medium-sized. Raxis currently possess the control amulet for both guardians.

Chaos Seed. The GM may use a Chaos Seed token to have a stone guardian activate the spell stored within it. Both guardians have *confusion* currently stored.

1B. ENTRANCE CHAMBER (EASY)

Large doors open into the tower, revealing a guards' post - now abandoned. Once inside, a strange feeling of magical suppression washes over you, and your magic items are suddenly lifeless - the effect of the Severing Construct. The sound of heavy metal footsteps thudding against the stone is plainly audible - drawing steadily nearer!

The area near the entrance is difficult terrain. It shows signs of violence - bloodstains and half-destroyed weapon racks. There are two +1 *halberds* (DMG, pg. 213) among the wreckage.

An enhanced **gorgon** has been stationed down the hall by Raxis to defend the level and attacks the party on sight. It has 154 hit points, and gains the Multiattack action: make one Gore and one Hooves attack. In addition its Trampling Charge pushes a character who is knocked prone 5 ft. away from the gorgon. It spends the first round trying to catch as many of the party as they can in its Petrifying Breath and subsequent turns trying to push a character into the trapdoor space (T).

An **imp** loyal to Raxis hides in the room, waiting to activate the **warded lever** (L). The imp stays hidden under cover of its *invisibility* ability. When a player character enters the space of the trapdoor, the GM may use a Chaos Seed token to instantly have the imp activate the lever as a free action. The character must

succeed on a DC 15 Dexterity saving throw or fall through the trapdoor and begin free-falling. A free-falling character may roll a d6 at the start of their turn. On a 5-6, Auroven and Elezar swoop in to pick them up and return them to Room 1A. On a 1-4, the character continues falling. If not stopped, they will hit the ground in three rounds, taking 20d6 bludgeoning damage.

Warded Lever. The lever in this room is protected by a spell ward, which can be identified as abjuration with *detect magic*, or discerned with a DC 16 Intelligence (Arcana) check. Anytime a creature touches it who is not a fiend or undead, they take 3d10 fire damage.

1C. DINING ROOM

The large dining table has a rotting feast left atop it. Surrounding it are a number of vases in various sizes and decoration. A large mural is painted on the wall nearest it.

Antimagic Beacon. A giant mural (B) is painted on one wall, depicting the god of magic looming over the world below with outstretched hands.

A DC 13 Wisdom (Perception) check notices that the painting has been recently altered so that the face of the god of magic resembles the face the party glimpsed in the storm clouds - that of Raxis.

This mural has been enchanted by Raxis to act as one of the three beacons in the tower amplifying the *Severing Construct's* antimagic aura. If it is destroyed, the antimagic field on this floor ends.

Destroying the mural requires dealing at least 5 damage to it. The mural has AC 10, immunity to psychic damage, and resistance to all other damage.

1D. PANTRY & KITCHEN

While well-stocked with food and wine, a DC 14 Wisdom (Perception) or Intelligence (Arcana) check discerns that the provisions have been corrupted by the concentration of chaotic magic in the area. Any creature who consumes an item from the pantry rolls on the Wild Magic Surge table (PHB, pg. 104), only using results 51-00 (re-roll as needed).

2. LOOKOUT GALLERY

A staircase leads upward. Each step accompanied by a sense of dread as a magic-stifling effect washes over you. Ahead are rows of statues which depict wizened mages from various eras.

A **cambion** and a **chain devil** are stationed here, having been recruited to Raxis's nefarious cause and summoned to the tower through an evil ritual. The fiends are hiding behind statues, ready to ambush the party when they arrive. A DC 20 Wisdom (Perception) check spots them before they can attack. On a failure, the party is surprised.

All of the statues (with the exception of the antimagic beacon in the northern wing, see below) were made to honor the tower's previous leaders, dating back centuries.

Antimagic Beacon. A character who investigates all the statues, or who makes a DC 14 Intelligence (Investigation) check recognizes that one of the statues (B) was defaced by Raxis to replace the face of Akrhadim with his own. This statue has been enchanted by Raxis to act as one of the three beacons in the tower amplifying the *Severing Construct's* antimagic aura. If it is destroyed, the antimagic field on this floor ends.

The statue's AC is 18; it has 15 hit points, immunity to psychic damage, and resistance to all other damage.

Chaos Seed. The GM may use a Chaos Seed token to cause the chain devil's Animate Chains ability to recharge. This can only be done once.

3A. LIBRARY

As you advance upward, your nostrils are stung by the stench of death, and your ears filled with the ominous ringing of a bell. You stand before a ransacked library.

The library is filled with many books on history and arcana. While in the library, characters gain advantage while making either of those ability checks. A DC 13 Intelligence (Investigation) reveals a book containing records of past meetings. Although damaged, it recounts Raxis's attempts to push for radical plans, which were rejected by the Council. This check

also finds a spell scroll of *Speak with Dead*, and a *Manual of Bodily Health* (DMG pg. 180) in the library.

3B. STUDY & MEETING ROOM

This study appears to have hosted formal meetings. There are fine wooden tables and shelves, a roaring fireplace, and a gaudy chandelier hanging from the ceiling. But your attention is drawn by groaning undead figures. They wear the remnants of Tower leaders, matching the statues. They turn their gaze upon you. One of them rings a bell as the others prepare to attack!

In this once-dignified meeting room of the Sky Tower's Council, Raxis has transformed some of the slain council members into undead. Two of the undead are **wights**. One of them is the **bell-toller**, who uses the stats of a **revenant** with the following special trait:

- **Bell-Toller.** When an undead is defeated within 100 ft. of the bell-toller, the bell-toller rings its bell as an immediate free action, which causes the undead creature to be reduced to 10 hit points instead.

The bell-toller avoids melee combat, and uses its Vengeful Glare to paralyze foes who threaten to close the distance. The other wights attack the party.

The party may elect to speak with the fallen councilors through the use of the *Speak with Dead* scroll found in the Library (3A), or similar magic. If the party does so, the councilors retain their identities from before they were turned to wights, and can mournfully share the information found in the Adventure Background section (see pg. 2) as it pertains to Raxis and the tower's takeover.

Additionally, they can provide useful information about the *Severing Construct* and the final battle with Raxis - including revealing Raxis' traits (as listed in his stat block), and that the *Severing Construct* is more powerful, the more that chaos that is generated around it.

Warded Lever. Whichever undead has the highest initiative uses its first action to pull a hidden warded lever (L), which functions like the warded lever in the entrance chamber (1B).

Wondrous Add-On

If you purchased the XL Skinny Mini terrain pieces, assemble them and place the floating tower sections onto the map and remove them as needed if destroyed during the battle (see the **Severing Construct Table**, pg 9).

The lever shuts a portcullis (P) in the doorway the players just entered through, preventing them from retreating.

Antimagic Beacon. The chandelier in this chamber has been enchanted by Raxis to act as one of the three beacons in the tower amplifying the *Severing Construct's* antimagic aura. If it is destroyed, the antimagic field on this floor ends.

A DC 14 Intelligence (Perception) check notices glowing magic runes embedded onto the chandelier's inner frame. Its AC is 10; it has 20 hit points, resistance to poison damage.

Every time the bell-toller rings its bell, it causes the baubles on the chandelier to jingle and chime.

RAXIS ON THE BRINK (DEADLY)

As you proceed upstairs, the stone gives way to soft earth. The tower's top level is a fragrant botanical garden. A familiar-looking gaunt man stands across the way, clad in dark garments that contrast with his pale, exposed chest. Streaks of some dark liquid have been smeared across his unsteady eyes. Behind him is a large, metal machine, surging with magical enchantment. A dome of crackling arcane energy gradually expands from it.

The moment the party enters the area, Raxis raises his hands, and with a primal roar, sends a blast of arcane energy through the tower. It is so strong that it splinters the tower's stonework, causing the entire level to fracture into floating platforms.

The Chaos Seed tokens play an important role in this final battle. Be sure to keep track of them throughout the combat.

SEVERING CONSTRUCT TABLE

1D6	EFFECT IF 4 OR MORE TOKENS ARE CHAOS	EFFECT IF 3 OR MORE TOKENS ARE STABLE
1	You are blinded until the end of your next turn.	You gain advantage on your next attack roll made over the next round.
2	You regain 1d10+10 hit points, or a spell slot of level 1d3. Your choice.	You take 2d10 necrotic damage
3	You are subject to the <i>slow</i> spell until the end of your next turn.	You are subject to the <i>haste</i> spell until the end of your next turn.
4	A shockwave of chaotic energy ripples out from the construct. It deals 3d6 force damage to all creatures within 20 ft. of it. Additionally, it destroys one of the floating pieces of the tower terrain. Any creature on it may use their reaction to attempt to leap onto terrain within their standing jump distance. If they cannot, or fail, they begin freefalling (see pg. 6 for freefalling effect).	
5	You teleport randomly to a space within 30 ft., decided by the GM.	As a free action, teleport to a space of your choice within 30 ft.
6	Double the total damage dealt from your next damage roll.	Halve the total damage dealt from your next damage roll.

The sorcerer spends early rounds attempting to humiliate his opponents - which he hopes will break their will, and goad them into a desperation that will cause them to use Chaos Seeds for themselves (which will free them up for him to use). He will fight to the death. He is not content to see his plan to sever the world's connection to magic fail now.

- **The Severing Construct (SC)** is magically protected. It has an AC of 17, 60 hit points, resistance to all damage, and immunity to psychic and poison damage. Each time it takes damage, the creature who damaged it must make a roll on the **Severing Construct** table and be subject to the result's effect. If the construct is destroyed, Chaos Seeds are removed from play - as the manifestations of chaos subside. Raxis can no longer use any of his Legendary Actions.

Aftermath
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In the end, if the party succeeds, they have defeated a truly epic foe - and saved the rest of the realm from being cut off from their capacity to channel arcane magic. Back on the surface, word spreads rapidly of their triumph. Two weeks later, the party is asked to attend

a formal gathering of rulers - to honor their heroism. The rulers bestow the party with a number of rewards in a formal ceremony:

They receive medals (DMG pg. 229) that signify them as "Heroes of the Sky Tower". This grants a medal-wearer advantage on any checks made in a social interaction where they are speaking with someone who recognizes the medal's significance, and views their act favorably. They also receive a parcel of land (DMG pg. 229), as defined by the GM. A monument will be constructed on the land - a beautiful bronze collection of statues, built expertly in the characters' likenesses. Near the display is a magical pool, enchanted by the rescued archmage, Elezar. The pool will be kept under the most extensive guard that the realm can muster. Only the party is allowed to access it. It has the following properties, all of which can be activated once every seven days:

- Drinking from the pool mimics the effects of a *potion of vitality* (DMG, pg. 188).
- A weapon submerged in the pool becomes a +2 magic weapon for the next 72 hours.
- A spellcaster who rubs the liquid from the pool over their forehead can cast one spell they have prepared without expending a spell slot.

RAXIS

Medium Humanoid (Human), chaotic evil

Armor Class: 18 (*chaos robes, ring of protection*)

Hit Points: 133 (19d6+57)

Speed: 30 ft.

STR	DEX	CON
12 (+1)	14 (+2)	20 (+5)
INT	WIS	CHA
22 (+6)	10 (+0)	18 (+4)

Saving Throws Strength (+2), Dexterity (+9), Constitution (+12), Intelligence (+7), Wisdom (+1), Charisma (+11) (+1 to all from *ring of protection*)

Skills: Arcana (+12), History (+12), Athletics (+7)

Damage Resistance all damage from spells; non-magical bludgeoning, piercing, and slashing (from *stoneskin*)

Damage Immunities psychic (from *mind blank*)

Senses passive Perception 15

Languages Common, Elven, Draconic, Abyssal, Primordial, Infernal

Challenge: 17 (18,000 XP)

TRAITS

Chaos Robes. This minimal, dark robe, missing a chest covering, functions as a *robe of the archmagi* (DMG pg. 194). The benefits are already included in Raxis's stat block. If they are ever removed from his body, they crumble to dust.

Magic Resistance. Raxis has advantage on saving throws against all spells and magical effects.

Legendary Resistance (3/day). If Raxis fails a saving throw, he can choose to succeed instead.

Mind Blank. Raxis is immune to any effect that would sense his emotions or read his thoughts, divination spells, and the charmed condition. The spell even foils *wish* spells and spells or effects of similar power used to affect his mind or to gain information about him.

Fueled by Chaos. When an enemy within 100 ft. of Raxis is reduced to 0 hit points or fewer, he turns a Chaos Seed to the chaos side.

ACTIONS

Punch. Melee Weapon Attack, +7 to hit, 5 ft. reach, one target. 1d4+1 bludgeoning damage.

Spellcasting. Raxis is a 19th-level spellcaster and knows the following spells, using Charisma. His Spellcasting bonus is +12 and his save DC is 20.

- Cantrips: *firebolt* (4d10), *thaumaturgy*, *thunderclap*, (4d6)
 - Level 1 (4/day) *absorb elements*, *bane*, *chromatic orb*, *shield*
 - Level 2 (3/day) *detect thoughts*, *hold person*, *misty step*, *see invisibility*, *shatter*, *silence*
 - Level 3 (3/day) *counterspell*, *dispel magic*, *fireball*, *vampiric touch*
 - Level 4 (3/day) *banishment*, *confusion*, *stoneskin**, *wall of fire*
 - Level 5 (3/day) *hold monster*, *greater restoration*, *telekinesis*
 - Level 6 (2/day) *circle of death*, *harm*, *true seeing*
 - Level 7 (1/day) *delayed blast fireball*, *heal*, *plane shift*
 - Level 8 (1/day) *mind blank**
 - Level 9 (1/day) *power word kill*
- *Already cast on Raxis before an encounter, having expended one of his available spell slots.

LEGENDARY ACTIONS

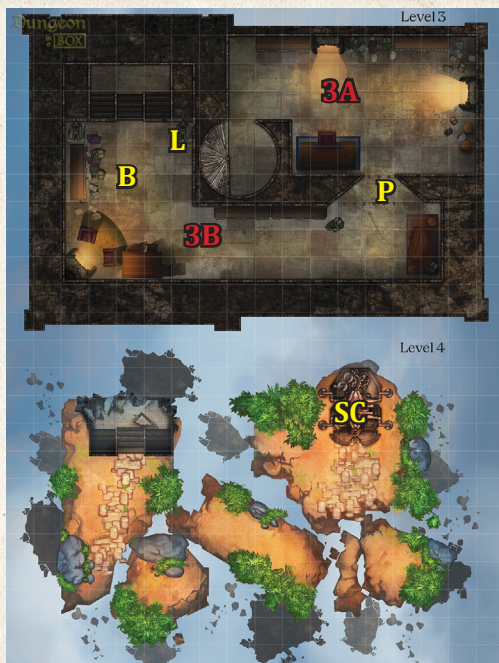
Raxis can take any number of legendary actions, choosing from the options below, by expending the defined number of Chaos Seeds - flipping them from chaos to stable. Legendary actions can only be used one at a time, and only at the end of another creature's turn.

(1 Chaos Seed) **Empowered Strike.** Raxis makes a Punch attack that deals an additional 3d6 force damage on a hit. The target must then succeed on a DC 15 Strength saving throw or be pushed back 10 ft. and knocked prone.

(3 Chaos Seeds) **Drain Magic.** Raxis drains one or more spell slots from an enemy target within 60 ft. of him.

He rolls 1d8, and may remove any number of spell slots equal to his total. For example, if he rolled a 5, he could remove one 5th-level spell slot, or a 3rd-level and 2nd-level spell slot. Raxis regains a single spell slot equal to half of his roll total, rounded down, to a minimum of level 1.

(4 Chaos Seeds) **Death Aura.** Raxis gains the following aura, which requires concentration, up to 1 minute. Each creature that starts its turn within 20 ft. of Raxis takes 20 necrotic damage, and has their maximum hit points temporarily reduced by 10. If a creature is reduced to 0 hit points or fewer from this aura, it dies. Reduced max hit points are restored to living creatures after completing a long rest.

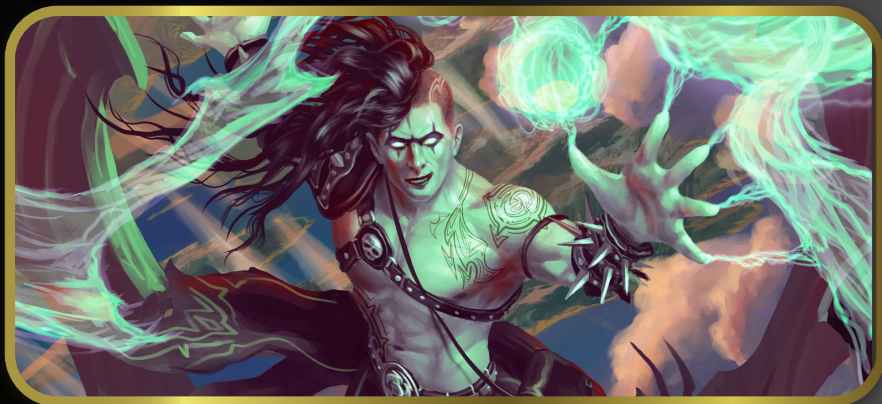


Higher or Lower Level?

If this adventure is being played by a party of player characters of higher or lower experience level, refer to the difficulty adjustment guide available at our website.

Reclamation of the Sky Tower

Prepare to take your table into this wondrous one-shot!



Embrace Chaos...

- Your party learns that a legendary aerial tower has been overtaken by a deranged sorcerer. To defeat him, they will need defuse the chaotic magic he's created - and perhaps even channel it themselves, should they dare!
 - This epic-tier Wondrous One-Shot is intended to be played as a stand-alone adventure, compatible with 5e.
 - Use the Sky Tower maps to run the adventure presented in this one-shot!
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