

Crown for Strahd

CS007



Lerdo and Rosa

Introduction: The Heroes in Ravenloft receive a letter from Ezris a semi-known wizard about asking for your help on making an item that could potentially stop Strahd. But he wants to make sure the party can get to him first. If they can meet him in person he will help them. So now the party must find his home.

A 2-hour adventure for 3th-5th Level characters

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The ties Lord Neverember has made to the throne are at best questionable. I feel we need a new Leader one who powerful, One who is wise, One Who cares for the People of Neverwinter. And I know just the man dragon elf for the position!

—Primrose trying to convince the Son's of Neverwinter.

Part 1

This adventure works best with the Ravenloft setting. Read or paraphrase the following 'Your party receives a letter that reads. Dear friends. I'm going to cut straight to the point. I'm not friend of Strahd and I'm full aware neither are you. Please meet me at my tower in lake Zarovich. If you can find my tower that is more then proof that you can potentially stop Strahd. Your soon to be ally Pankun Ezris

(Pankun Ezris uses stats for mage)

If the party goes to Vallaki first they can try to get some information.

With a dc12 investigation they can find out that there is a couple who has been going on dates at lake Zarovich at night.

With a dc14 persuasion around town about stories of a underwater tower in lake Zarovich.

With a history check dc 8 they learn The Ezris name comes from a long line of wizards

If they battle use map A

when the party gets to the lake at night read or paraphrase the following. 'In the distant you can see a couple laughing in the distance. The Male figure dives in to the lake. A few minutes go by and you don't see him resurface.'

If approached the party sees a woman in her late teens. With a few moles one that has a few hairs coming out of it. Unkempt knot filled brown hair. Big brown eyes, in brown tattered uncomfortable clothes showing that she probably is poor. With an odor that reeks of week old dead fish.

In reality she is a sea hag and that guy was her marrow lover.

Some things they might ask her?

What is your name? 'Glenda Hourshap or I was until my family disowned me. ' 'she looks down sadly'

Why do you smell so badly? 'well my boyfriend is a fisherman and I don't have anywhere to go so I sleep under some of the peers.'

What are you doing here? 'Well I'm on a date. Its safer in the lake then in the woods.' 'she giggles and snorts'

Have you seen anything about a tower in the lake? 'I've only heard rumors but as you can see there is no tower' 'she points to the lake and there is no tower there.

If there is a female character in the group she will say. 'Oh my I noticed how beautiful your hair is. I think I could tell you something i've seen but in return can I have your hair? All of it? So I could make a wig. And feel almost as beautiful as I want to feel?'

If asked about what happened to the guy.' She looks at the lake and starts thinking. I guess he has hasn't gone up in a while would you mind going to check to see if he's ok?'

if the party tries to leave or go into the water her and the marrow attack. Unless the party gave her the hair.

When she has 12 hit points or less read or paraphrase the following.

'please don't kill me i'm sorry. My Boyfriend convinced me to attack you. He is the one who wanted to hurt you. ' 'tears start flowing from her eyes' 'I never asked to look like this. I didn't always look like this I use to be such a cute little girl. Please spare me and i'll tell you what I know,'

if they spare her or gave her the hair she tells the party this. And reward them xp as if they killed her anyway. 'I've seen a human come out from the lake. The tower only appears in the reflection in the lake when the moon is in certain position. I've seen him walk out from that island near the other edge and walk into it from the water. I never seen him under the water so it might be a portal.'

If the party waits a few hours a image of the tower appears in the lake. If they walk off the island to the image of it go to Ezris 's tower

Part 2

When the party gets through read or paraphrase the following. 'When you go through the lake you see this tower 20 ft tall. You quickly notice some growls looking they see a couple assault drakes who are gold rather than blue.' there are 2 assault drakes (use stats from Horde of the Dragon Queen) after the battle have a party member notice a preseodragon fly into a window in the tower. The tower does have a 10 ft wide and tall door.

Opening the door the party is greeted with a Booming voice that talk in a third person. 'The adventurers who entered the tower are halted by a the most splended being in the land.

Quelling His curiosity of questions. Like What do they want in the Tower of Ezris?'

This is Cyffop A spectator He is loyal to the Ezris family line. He does not bound to Ezris but rather considers him a close friend. He lives in the first floor of the tower. The only person he allows to enter without challenging is Ezris himself.

He doesn't attack unless attack or if the party goes on the stairs towards Ezris 's room. He speaks in a third person and insists that there are monsters that aren't really there.

'Adventurers have come wandering for what their true motives are. None know. But perhaps some would be glorified to tell this magnificent specter what they doing here.'

Cyffop doesn't attack unless attack first or if they try to go up the stairs.

they might ask some questions.

Who are you? 'The adventurers question who is this might specter is name. The name that has been given to him is Cyffop.'

What are you doing here? 'The Wizard named Ezris and his housemate Cyffop live here.'

can we go see Ezris? 'Ezris buddy of Cyffop doesn't seek visitors.'

but we have a letter! 'The Adventurers pull a forgery upon Cyffop. They should be considered lucky that Cyffop doesn't harm them for their counterfeit.'

Where do those stairs lead? 'To arrive in the sleeping quarters of Ezris all one must do is follow them up.'

Where is this place? 'A place between the realms and Ravenloft this tower stands. Free from Strahd and free from threats of the world.'

Are you in his service? 'Free to do as he pleases Cyffop is. No master controls the specter but he rather stay with a friend who he enjoys company with.'

How long have you known Ezris? 'father, son and child have Cyffop known. This is the best when he is home.'

We say a presudragon what is that about? 'A pest that fills this tower. Should Cyffop see it again a blast will be delivered.

most other stuff he doesn't really answer or continue to a first person.

Part 3

When the party enters through the stairs read or paraphrase the following.

' As you open the door up the stairs leading the top of the stairs. You see a now graying human male in comfortable robes. Sitting in a lounge chair.' 'Hello there my friends I'm sorry for all the trouble you must have gone through. But I needed to make sure you could handle yourselves.' a presudragon flies up on his lap before flying out the window.' ' Pankun Ezris is what my parents called me. I'm one of the Last of the Vera bloodline and I welcome you to my home I wish you to make yourselves at home. I built my home in between planes so I could keep an eye on Strahd. We both know I'm not a friend of him.' he a spectral hand holds up a tray with some glasses and wine on it' Drink you deserve it. rest up for the night.'

So Let me ask have you heard of the Hall of Heroes?' he stops and pours himself some wine,' It's a place where heroes are placed and echos of them are created of them at different stances of life.' he take a few sips and puts the glass down on his desk.' Echos don't work well here. Instead of only lasting about a minute they stay indifferently. Usually until madness fully corrupts the mind.

There is a place in the hall that allows each person to explore the deeds of older heroes so they might give new information. One of my blood line who I know is in that hall is my Great Great Great Great Uncle Nim-Aer. You see about a few years ago s stranger came in with the supposed crown of Neverwinter. It offered her powers. If you can figure out a way to make it. We might be able to stop Strahd once and fer all. I bet you have some questions and I'll gladly answer the best I can. 'he sits back into his chair.)

whats the deal with that specter? he sighs. 'Cyffop was nice as far as they go. But he did have a condition that would have killed him. I tried to talk to him to let me help but his pride wouldn't let me. He would have been killed in a few months by it. But I do apologize if he didn't let you pass or if he gave you trouble.'

we saw a presudragon what was that? 'That is my familiar fang. He can be a little cheeky at times but he doesn't have a bad personality.'

How did you get your tower in this place? He smirks 'its just another safeguard. I know Strahd is looking for it but he can't find it. And I know some creatures know about it but most I've made to think it's just illusions from the fog.'

If you have some sort of high magical blood line why do you need our help? 'I did a little bit of adventuring when I was younger but I'm mostly a scholar. More so then a fighter. And age hasn't been as kind to me as some I have known.

Why don't you like Strahd? 'What that man has become is sickening. I'm not the only one who agrees. He must be stopped! I think we can agree it's for everyone's best interest.'

Whats an Echo? 'An Echo is a physical illusion of a creature during a certain moment of it's life. They normally only last for a minute but for some reason the mist of this place prevent them from dispersing making them unstable. Strahd doesn't like them because he cannot control them. They are summoned by an echo scroll. The Scroll can only be activated by one of two ways. You must be part of the same group in Faerun (Harper/Emerald Enclave/etc) or must be able to read the mixed languages at the same time (each language that creature knew at that moment in it's life),

Where do we get these Echo scrolls from? 'the Hall of Heroes supplies them. But the more powerful the creature at that moment the less of them are produced. But they don't give them out except to the groups of Faerun but in limited amounts and controlled amounts.'

Where you part of those factions? 'No I never was apart of any of them. But I've done my homework.'

Can you go to the hall of Heroes? 'No But I know of a way that you can get there.'

Can you come with us? 'No I need to preform a ritual so you can go.'

How will we get back? 'The Hall of Heroes has many entrances and exits. I would ask a guardian.'

Whats a guardian? 'It is the caretakers of the Hall.'

Will you help us get Strahd? 'I have some more work I need to do but if I can get it done soon enough I will join you. Some of my companions a drow named Rosa and a gnome named Lerdo are out to gather some allies for an assault.'

what assault? 'Lerdo and Rosa came to me asking for my help. And in about a month there will be an assault on castle Ravenloft. There was also a blue dragon born named George who will help but he went to scout'

when the party is ready to move on.
Read or paraphrase the following. 'you may rest for now. First thing in the morning I will use this echo scroll and preform a ritual to prevent it from leaving but it will take all of my concentration and I cannot assist you. Should you defeat it fast enough grab onto it as it disappearing and you should go to the Hall of Heroes.' he pulls out a scroll. 'This is the only one I have. It is of one my my Great Great uncles. He was known for his fighting styles. Don't worry it's not Nim-Aer it is Dyras Aera. And he was trained for a while by Nim-Aer though. When your ready please step outside my tower and I will summon it. I rather not my living space to be destroyed. But Once in the Hall of Heroes there is event I want you to look into. There was a time in Neverwinter a person came claiming to be a lost heir. Nim-Aer played a

very minor part but he was there. I want you to discover about this crown. Weather it was real or fake if we can re-learn how to make this crown of Neverwinter we might be able to recreate it and use it against Strahd. I think we might have a fighting chance to save this land. If you can find out how to make it I will gladly help you build it.'

see below for stats on Dyras Aera

When Dyras is defeated read or paraphrase the following. 'you lay a fierce blow on this echo. From its wounds, it glow a blinding light. Before it goes through it's entire body. A moment later it disappears.' When you wake up you are in a hallway of a stone building. You hear a voice. 'I see very clever. That is one way to enter the hall of heroes' As you look up you see an Elderly human male with a cane and armor approach you.

Stat Blocks

Dyras Aera (echo)

medium humanoid. Chaotic Good

AC 19 (18 plate +1 duel wielder)

Hit points 57

Speed 30 ft

| | | | | | |
|--------|-------|--------|--------|--------|-------|
| STR 18 | DEX 8 | CON 16 | INT 12 | WIS 13 | CHA 8 |
| +4 | -1 | +3 | +1 | +1 | -1 |

Saving throws str+7, Con+6

languages: common, elfen,

Passive perception 14

Challenge rating 3 (900xp)

Duel wielder. Can add mod damage to second weapon. Can Duel wield weapons even if they do not have the light ability. While wielding a melee weapon in each hand gains +1 to ac. Can use Bonus action to make another attack each turn. If you made an attack this turn.

Echo: When this creature dies it does not leave a body and all of it's equipment disappears.

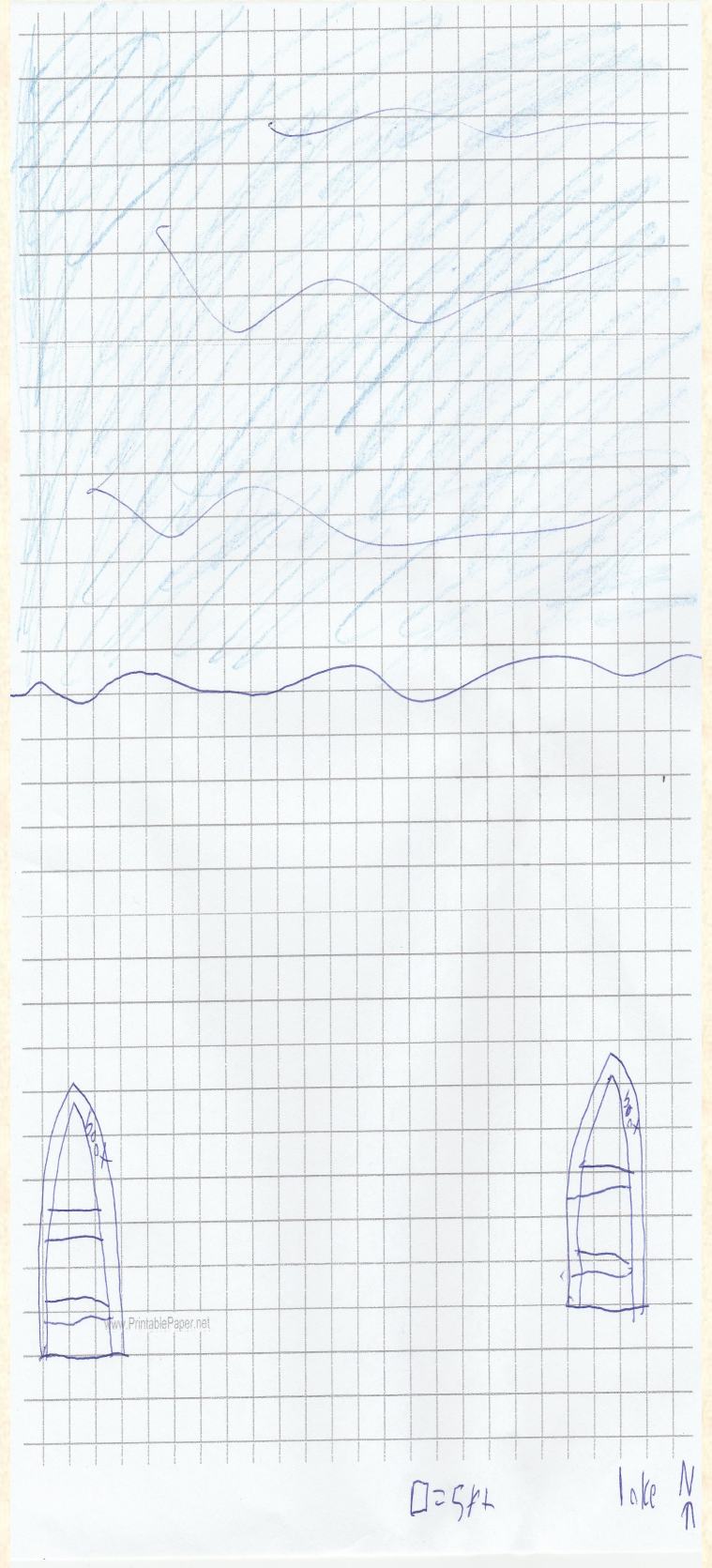
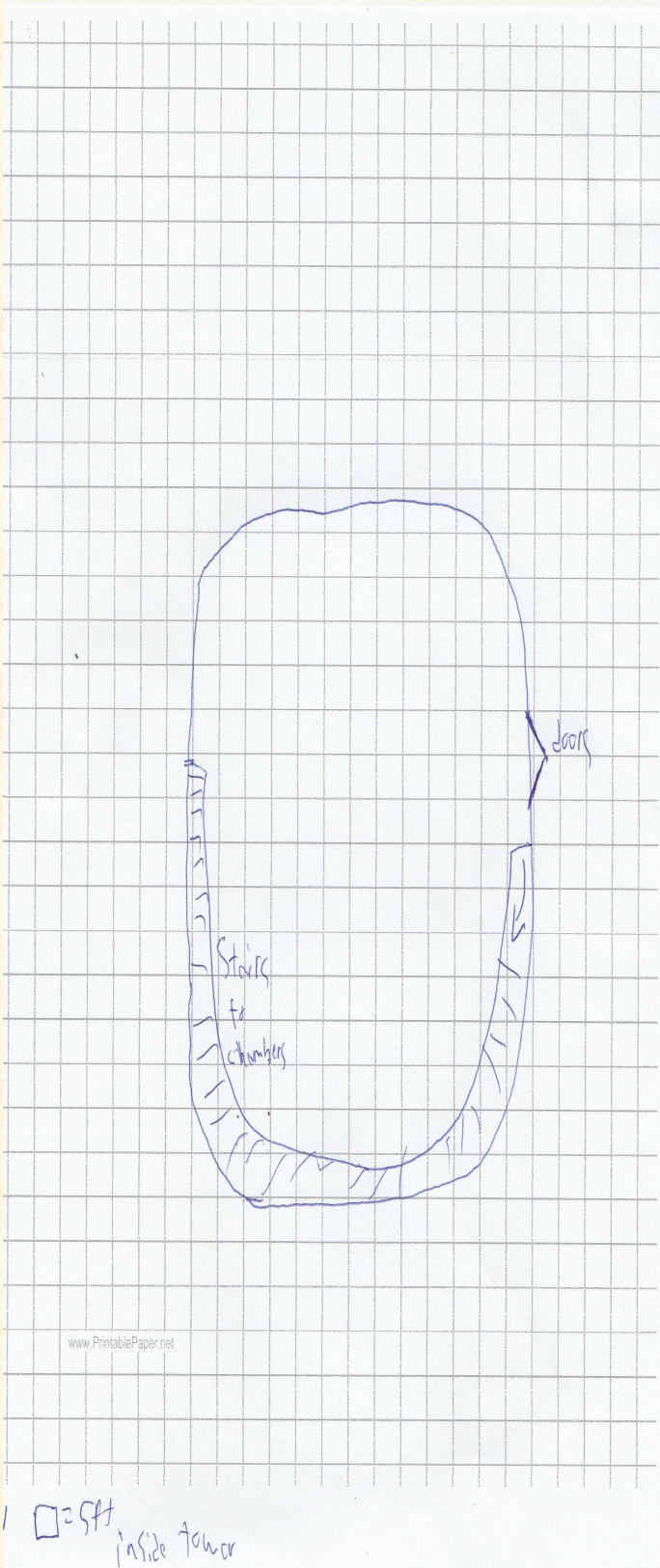
Short breather. Once can use bonus action to heal d10 +3 hit points.

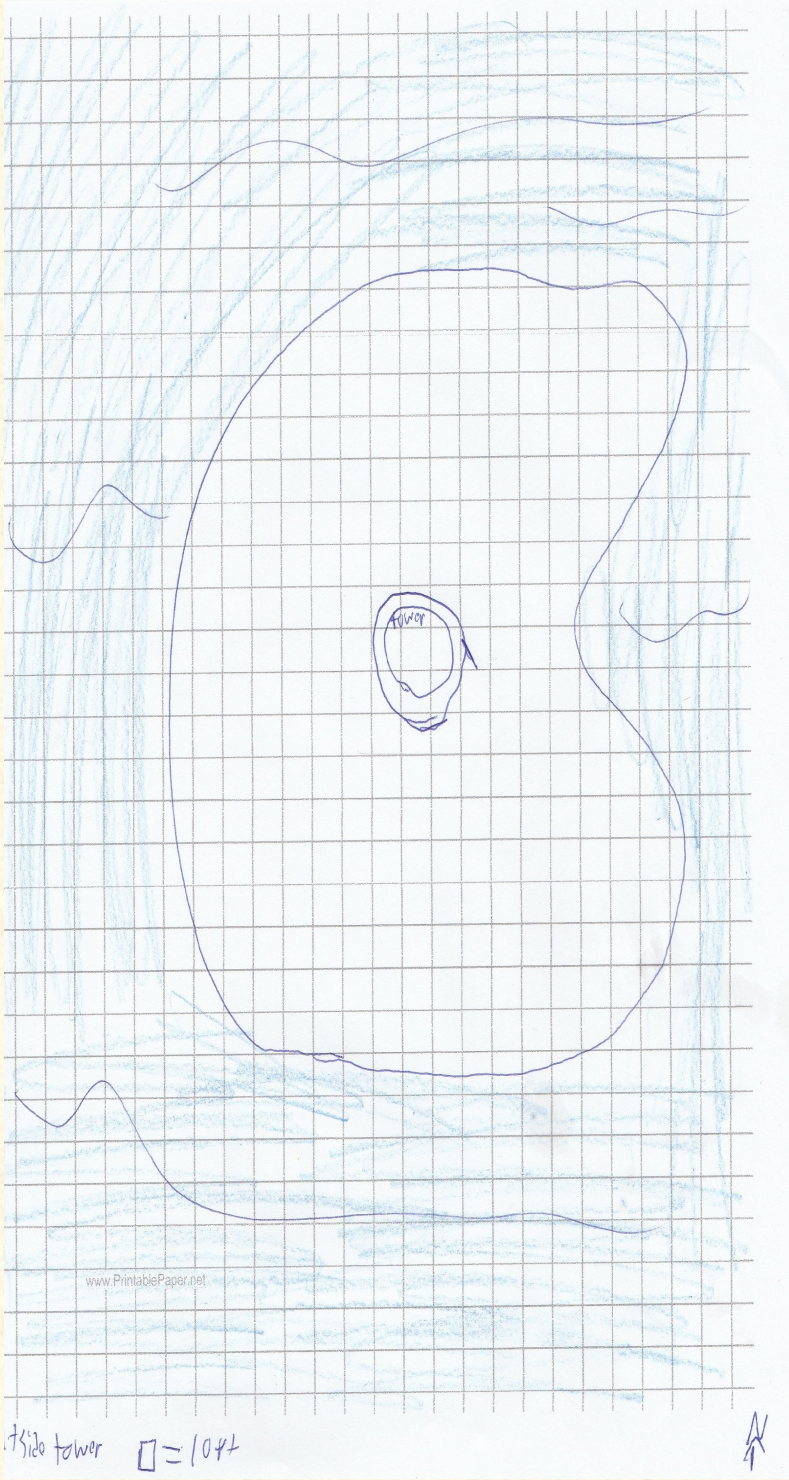
Arcane swordsman. :cannot be disarmed while conscious. Weapons he wields are considered magical. His two long swords are considered Arcane Focus.

Multi attack: this creature can make 2 long sword attacks each turn (3 if they use their bonus action)

Long sword. Melee weapon attack: +7 to hit, reach 5ft, one target. Hit 7 (1d8+4) slashing damage

maps





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