

Conversion Notes for 'The Accursed Tower'

From D&D 2nd Edition to 5th Edition



An adventure for 1st – 3rd level characters

Converted by Simon Collins

Introduction: The original ‘Accursed Tower’ adventure module was released by TSR in 1999, right at the last gasp of 2nd Edition D&D. Written by R.A. Salvatore & The Seven Swords (Salvatore’s gaming group), the adventure features cameo appearances by two of Salvatore’s famous characters from his novels, Regis the Halfling and the dark elf Drizzt Do’Urden. The adventure is split into three sections: a largely uneventful caravan journey from Luskan to Icewind Dale; researching the background information and location of the main dungeon; and the eponymous dungeon itself – a sunken tower occupied by a host of cursed undead and a dangerous array of traps.

Experienced DMs may consider weaving this adventure into the ‘Legacy of the Crystal Shard’ adventure, if they own it.



DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player’s Handbook*, *Monster Manual*, *Dungeon Master’s Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

Not for resale. Permission granted to print or photocopy this document for personal use only.

How to Use This Document

This conversion document requires that you have a copy of 'The Accursed Tower' module, either the original hard-copy version or the digital version at dndclassics.com.

This conversion gives DMs guidelines on converting the module to D&D 5th Edition rules and advice on adventure preparation. A list of the monsters in the module is arranged alphabetically for ease of use and most refer to the monster stat block in the D&D 5th Edition Monster Manual. Any unique creatures have a concise stat block that can be found at the end of the Monsters section. Magic items are also listed alphabetically – when you come across them in the text, simply refer to the alphabetical list to find the conversion details.

If a page listing is preceded by an abbreviation, it refers to the following: DMG (Dungeon Master's Guide), MM (Monster Manual), and PHB (Player's Handbook). All other page numbers refer to page numbers in the original 'The Accursed Tower' module.

Magic Items

1. *Bracers of defense AC2*: suggest changing to *bracers of defense* (DMG 156)
2. *Bracers of defense AC5*: suggest changing to *bracers of defense* (DMG 156)
3. *Dagger +1*
4. *Dagger +2*: suggest reducing to *dagger +1*
5. *Figurine of wondrous power (onyx panther)*: base on *figurine of wondrous power (onyx dog)* (DMG 170) but use panther stats (MM 333)
6. *Greataxe +2*
7. *Hat of disguise*: use *hat of disguise* (DMG 173)
8. *Icingdeath*: suggest changing to *frost brand scimitar +2* (DMG 171)
9. *Longsword +1*
10. *Luckstone +2*: treat as *stone of good luck (luckstone)* (DMG 205)

11. *Mace +1*
12. *Mace +2*: suggest changing to a *mace +1*.
13. *Mithral chain mail +4*: suggest changing to *mithral chain mail +2* (DMG 182)
14. *Pendant of detect animals*: as an action, allows the wearer to detect animals as per the *locate animals and plants* spell. The pendant has 3 charges and it regains 1d3 expended charges daily at dawn.
15. Priest Scroll: 1st level: *cure wounds* x 2, *detect magic*, *healing word* x 2, *sanctuary*; 2nd level: *enhance ability*, *hold person*, *protection from poison*
16. *Potions of healing*: 2d4+2 hp regained (DMG 187-8)
17. *Ring of elemental command (water)*: as per *ring of elemental command (water)* (DMG 190-1) but also allows movement through solid ice at half speed and acts as a *ring of warmth* (DMG 193).
18. *Ring of protection +1*: *ring of protection* (DMG 191)
19. *Ring of protection +2*: *ring of protection* (DMG 191)
20. *Robe of eyes*: use *robe of eyes* (DMG 193-4)
21. *Ruby pendant of beguiling*: This pendant allows the wearer to use an action to create an effect as per the *mass suggestion* spell using an 8th-level slot (Wisdom save DC 20).
22. Scroll with Clerical Spells: 1st level - *cure wounds* x 2, *continual flame*, *speak with dead*
23. *Medium Shield +1*: *Shield +1*
24. *Shortsword +1*
25. *Spear +1*
26. *Twinkle*: suggest changing to *defender scimitar +3* (DMG 164-5)
27. *Wand of magic missiles*: use *wand of magic missiles* (DMG 211)
28. Wizard's Scroll: 1st level: *charm person*, *color spray*, *comprehend languages*, *detect magic*, *sleep*

Traps

Trap Door Collapse (p. 16): Once 20 points of damage are applied to the trap door, the trap door and the ground within a 10 ft. radius collapses. Anyone within the radius must make a DC 15 Dexterity save, or fall 10 feet to the ground below, suffering 3 (1d6) damage.

Magical Circle Illusion (p.18-19): Anyone making a DC 15 Intelligence (Investigation) check notices this trap before triggering it. A successful DC 15 Intelligence (Arcana) check allows the effect to be deactivated. Otherwise, as soon as the circle is contacted a *programmed illusion* is activated, requiring a DC 15 Intelligence saving throw to discern; otherwise a PC experiences the illusion as described, awakening 1 minute later.

Needle Trap (p. 19-20): A DC 15 Intelligence (Investigation) check allows a character to notice this trap. A DC 15 Intelligence (Investigation) check determines how to disarm the trap. A DC 15 Dexterity check using thieves' tools disables it. When triggered, a creature takes 1 piercing damage and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour but suffers no additional poison damage.

Secret Room Glyph (p. 21): Anyone making a DC 15 Intelligence (Investigation) check notices the glyph. A successful DC 15 Intelligence (Arcana) check allows the glyph to be deactivated. If triggered, a creature must make a DC 15 Dexterity saving throw; if the creature fails it takes 11 (2d10) fire damage, or half on a success.

Spider Book Trap (p. 21): Anyone making a DC 15 Intelligence (Investigation) check notices the magical trap before triggering it. A successful DC 15 Intelligence (Arcana) check allows the effect to be deactivated. If triggered, a **giant spider** is conjured (see monsters section below for stats).

Iron Chest Glyph (p. 21): Anyone making a DC 15 Intelligence (Investigation) check

notices the glyph before triggering it. A DC 15 Intelligence (Arcana) check allows the glyph to be deactivated. If triggered, a creature must make a DC 15 Dexterity saving throw; if the creature fails it takes 5 (1d10) fire damage, or half that on a success.

Pit Trap (p. 22): A successful DC 15 Wisdom (Perception) or Intelligence (Investigation) check discerns the rotting floorboards and the safe passage around the edge of this pit. This trap cannot be deactivated. Characters must make a DC 15 Dexterity saving throw or fall 20 feet into the pit, but take no damage as they land in water.

Lab Door Glyph (p. 22): Anyone making a DC 15 Intelligence (Investigation) check notices the glyph before triggering it. A successful DC 15 Intelligence (Arcana) check allows the glyph to be deactivated. If triggered, a creature must make a DC 15 Dexterity saving throw; if the creature fails it takes 5 (1d10) lightning damage, or half that with a success.

Javelin Trap (p. 23): A DC 15 Intelligence (Investigation) check allows a character to notice this trap. A DC 15 Intelligence (Investigation) check determines how to disarm the trigger mechanism on the door latch, followed by a DC 15 Dexterity check using thieves' tools to disable it. If triggered, the barbed javelin makes a ranged attack with a +8 bonus against the first creature within 30 feet of the door, inflicting 3 (1d6) piercing damage on a successful hit. The javelin is attached to a spiked block, which then topples backwards into a 10-foot deep pit, dragging the victim with it. The victim then falls into the pit unless they make a DC 15 Dexterity saving throw; if unsuccessful, they take 3 (1d6) falling damage and an additional 11 (2d10) piercing damage from the spikes. On a success, the barbed javelin is pulled out before the victim falls, but still does 3 (1d6) piercing damage.

Monsters

1. **Beartrid Winters:** treat as Commoner (MM 345, CR 0 (10 XP))
2. **Damien Morenus, Crypt Thing:** See **Unique Creatures** below.
3. **Dell Tannerson:** treat as Commoner (MM 345, CR 0 (10 XP))
4. **Derek, Captain of the Guard:** See **Unique Creatures** below.
5. **Dorthy Winters:** treat as Commoner (MM 345, CR 0 (10 XP))
6. **Draft Horse:** Draft Horse (MM 321, CR ¼ (50 XP))
7. **Gargoyle:** Gargoyle (MM 140, CR 2 (450 XP))
8. **Goblins:** Use Goblin (MM 166, CR ¼ (50 XP))
Goblin Leader (MM 166, CR 1 (200 XP))
9. **Hairy Spider:** treat as Giant Wolf Spider (MM 330, CR ¼ (50 XP))
10. **Kallas Winters:** treat as Veteran (MM 350, CR 3 (700 XP))
11. **Kinnuki:** see **Unique Creatures** below.
12. **Large Spider:** Giant Spider (MM 328, CR 1 (200 XP))
13. **Mimic:** Mimic (MM 220, CR 2 (450 XP))
14. **Mini Flesh Golem:** Treat as flesh golem (MM 169) but as if it had 4 levels of exhaustion (PHB 291) so then CR 2 (450 XP).
15. **Monster Skeleton:** Treat as Minotaur Skeleton (MM 273, CR 2 (450 XP))
16. **Normal Rats:** treat as Swarm of Rats (MM 339, CR ¼ (50 XP))
17. **Ogre:** Ogre (MM 237, CR 2 (450 XP)) with Poisoned condition (PHB 292)
18. **Parcilla:** treat as Commoner (MM 345, CR 0 (10 XP))
19. **Poltergeist:** Poltergeist (MM 279, CR 2 (450 XP)) plus has the following additional trait: any character hit by its telekinetic thrust ability must make a DC 11 Wisdom saving throw or drop what they are holding and flee in terror from the

room for 2d4 rounds. With a successful save, the character is immune to any subsequent attempts to frighten the character.

20. **Rafferty Tannerson:** treat as Scout (MM 349, CR ½ (100 XP))
21. **Sims Winters:** treat as Commoner (MM 345, CR 0 (10 XP))
22. **Skeletons:** Skeleton (MM 272, CR ¼ (50 XP))
23. **Sundew:** See **Unique Creatures** below
24. **Tairis:** treat as Commoner (MM 345, CR 0 (10 XP))
25. **Wild Dogs:** treat as Wolf (MM 341, CR 1/4 (50 XP)); suggest that Drizzt leaves 3 wolves for PCs to battle if 1st level or 6 if 2nd level.
26. **Yarmuth the Ghoul:** Ghoul (MM 148, CR 1 (200 XP))
27. **Zombie:** Zombie (MM 316, CR ¼ (50 XP))
28. **Zombie Cats:** treat as Zombie (MM 316, CR ¼ (50 XP)) except slashing damage

Unique Creatures

Celerum the Black (Peddywinkle), (Medium humanoid (human), chaotic evil): **AC** 15 (*bracers of defense*); **hp** 27 (5d6+10); **Spd** 30 ft.; **S** +0, **D** +3, **C** +2, **I** +4, **W** +3, **Ch** +0; **Saving Throws** Int +7, Wis +6; **Skills** Arcana +7, Deception +3, History +7, Sleight of Hand +7; **Senses** passive Perception 13; **CR** 2 (450 XP); **Human.** Celerum has the Human race traits (PHB 31). **Wizard.** Celerum has the class features of a 5th level Wizard (Necromancy School) (PHB 113-119). **Charlatan.** Celerum benefits from the features of the Charlatan background (PHB 128). **Quarterstaff.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) bludgeoning damage; **Spellcasting.** Spell Save DC = 14, Spell Attack Bonus = +6. *Spells Prepared/Known:* Cantrips (4): *chill touch, friends, minor illusion, poison spray.* 1st-level Spells (4

slots): *color spray*, *disguise self*, *grease*, *mage armor*. 2nd-level Spells (3 slots): *alter self*, *invisibility*, *suggestion*. 3rd-level Spells (2 slots): *fireball*, *nondetection*.

Damien Morenus, Crypt Thing (Medium undead, neutral): **AC** 15 (natural); **hp** 53 (6d8+24); **Spd** 30 ft.; S +2, D +3, C +4, I +1, W +1, Ch +1; **Damage Resistances** bludgeoning, piercing and slashing damage from nonmagical weapons; **Damage Immunities** poison; **Condition Immunities** charmed, paralyzed, poisoned; **Senses** passive Perception 10; **CR** 3 (700 XP); **Teleport** (1/day). Damien teleports up to eight victims anywhere within/above the tower unless targets make a DC 12 Wisdom saving throw. **Claw. Melee Weapon Attack**: +5 to hit, reach 5 ft., one target. *Hit*: 6 (1d8+2) slashing damage.

Derek, Captain of the Guard (Medium undead, lawful evil): **AC** 16 (chainmail); **hp** 60 (8d8+24); **Spd** 30 ft.; S +1, D +3, C +3, I -1, W +0, Ch -2; **Damage Immunities** poison; **Damage Vulnerabilities** bludgeoning; **Condition Immunities** exhaustion, poisoned; **Senses** passive Perception 10; **CR** 2 (450 XP); **Greatsword +1. Melee Weapon Attack**: +5 to hit, reach 5 ft., one target. *Hit*: 9 (2d6+2) slashing damage.

Drizzt Do'Urden (Medium humanoid (drow), chaotic good): **AC** 20 (*mithral chain shirt* +2); **hp** 120 (16d10+32); **Spd** 30 ft.; S +1, D +5, C +2, I +3, W +3, Ch +2; **Saving Throws** Str +6, Dex +10; **Skills** Animal Handling +8, Athletics +6, Nature +8, Perception +8, Stealth +10, Survival +8; **Senses** darkvision 120 ft., passive Perception 16; **CR** 10 (5,900 XP); **Dark Elf**. Drizzt gains Dark Elf (Drow) race traits (PHB 23-4). **Ranger**. Drizzt gains class features of a 16th-level Ranger (Hunter Archetype – Horde Breaker, Escape the Horde, Whirlwind Attack, Stand Against the Tide), (PHB 90-93); **Outlander**. Drizzt gains

benefits of the Outlander background (PHB 136-7). **Multiattack**. Drizzt can make three attacks per turn. **Icingdeath. Melee Weapon Attack**: +13 to hit, reach 5 ft., one target. *Hit*: 8 (1d6+5) slashing damage plus 3 (1d6) cold damage. **Twinkle. Melee Weapon Attack**: +13 to hit, reach 5 ft., one target. *Hit*: 11 (1d6 + 8) slashing damage. **Spellcasting**. Spell Save DC = 16, Spell Attack Bonus = +8. Spells Known (Slots: 4/3/3/2): *animal friendship*, *ensnaring strike*, *freedom of movement*, *hunter's mark*, *lesser restoration*, *pass without trace*, *protection from energy*, *speak with animals*, *spike growth*

Frost Lizard (Small monstrosity, neutral evil): **AC** 14 (natural); **hp** 13 (3d6+3); **Spd** 20 ft.; S +0, D +3, C +1, I -2, W +1, Ch -1; **Damage Immunities** cold; **Senses** passive Perception 13; **CR** ½ (100 XP); **Glide**. The frost lizard can glide on snow and ice at a speed of 30 ft.; **Snow Camouflage**. The frost lizard has advantage on Dexterity (Stealth) checks made to hide in snowy terrain; **Multiattack**. The frost lizard can attack with two claws. **Claws. Melee Weapon Attack**: +5 to hit, reach 5 ft., one target. *Hit*: 2 (1d4) slashing damage. **Spit Ice Ball (Recharge 5-6). Ranged Weapon Attack**: +5 to hit, range 10 ft., one target. *Hit*: 7 (1d8+3) bludgeoning damage.

Frost Man (Medium humanoid (frost man), lawful neutral): **AC** 15; **hp** 28 (4d8+8); **Spd** 30 ft.; S +0, D +0, C +2, I +0, W +1, Ch -1; **Damage Immunities** cold; **Damage Vulnerabilities** fire; **Senses** passive Perception 14; **CR** ½ (100 XP); **Battle Axe. Melee Weapon Attack**: +3 to hit, reach 5 ft., one target. *Hit*: 4 (1d8) slashing damage. **Cold Breath (Recharge 5-6)**. The frost man exhales a blast of freezing wind in a 15-foot cone. Each creature in the area must make a DC 11 Dexterity saving throw, taking 13 (3d8) cold

damage on a failed save, or half as much damage on a successful one.

Hoar Fox (Small monstrosity, neutral evil): **AC** 14; **hp** 10 (3d6); **Spd** 40 ft.; S +0, D +4, C +0, I -2, W +1, Ch -1; **Damage Immunities** cold; **Damage Vulnerabilities** fire; **Senses** passive Perception 13; **CR** ½ (100 XP); **Glide**. The frost lizard can glide on snow and ice at a speed of 30 ft.; **Snow Camouflage**. The frost lizard has advantage on Dexterity (Stealth) checks made to hide in snowy terrain; **Bite**. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 3 (1d6) piercing damage. **Cold Breath (Recharge 5-6)**. The fox exhales a blast of freezing wind in a 15-foot cone. Each creature in the area must make a DC 10 Dexterity saving throw, taking 6 (2d6) cold damage on a failed save, or half as much damage on a successful one.

Kinnuki (Medium humanoid (human), chaotic good): **AC** 18 (unarmoured defense, *bracers of defense*); **hp** 153 (13d12 + 4d8 + 51); **Spd** 40 ft.; S +5, D +3, C +3, I +2, W +3, Ch +2; **Saving Throws** Str +11, Con +9; **Skills** Athletics +11, Nature +8, Perception +9, Survival +9; **Senses** passive Perception 19; **CR** 12 (8,400 XP); **Human**. Kinnuki gains Human race traits. **Barbarian**. Kinnuki gains class features of 13th level barbarian (PHB 47-49) and Totem Warrior (Bear) Primal Path (PHB 50); **Cleric**. Kinnuki gains the class features of a 4th level cleric with the Life domain (PHB 57-61); **Outlander**. Kinnuki gains benefits of the Outlander background; **Multiattack**. Kinnuki can attack twice per turn with his greataxe; **Greataxe** +2. *Melee Weapon Attack*: +13 to hit, reach 5 ft., one target. *Hit*: 13 (1d12+7) slashing damage; **Spear** +1. *Ranged Weapon Attack*: +10 to hit, range 20/60 ft., one target. *Hit*: 7 (1d6+4) piercing damage. **Ritual Spells**. Kinnuki can cast the following as ritual spells only: *beast sense, speak with animals, commune with*

nature. Spellcasting. Spell Save DC = 16, Spell Attack Bonus = +8. *Spells Prepared/Known*: Cantrips (4): *guidance, light, sacred flame, spare the dying*. 1st-level (4 slots): *bless, cure wounds, purify food and drink*. 2nd-level (3 slots): *augury, continual flame, hold person, lesser restoration, protection from poison, spiritual weapon*.

Regis (Small humanoid (halfling), neutral good): **AC** 14 (natural); **hp** 13 (3d6+3); **Spd** 25 ft.; S +0, D +3, C +2, I +1, W +2, Ch +2; **Saving Throws** Dex +6, Int +4; **Skills**. Deception +8, Insight +5, Perception +5, Persuasion +8, Sleight of Hand +6, Stealth +6; **Senses** passive Perception 15; **CR** 4 (1,100 XP); **Halfling**. Regis gains benefits of Lightfoot Halfling race traits (PHB 28). **Rogue**. Regis gains benefits of 7th-level Rogue class and Thief archetype features (PHB 95-97). **Criminal**. Regis gains the benefits of the Criminal Background (PHB 129); **Mace** +1. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 4 (1d6) bludgeoning damage.

Sundew (Medium plant, unaligned): **AC** 13 (natural armor); **hp** 44 (8d8 + 8); **Spd** 10 ft.; S +2, D +3, C +1, I -4, W +0, Ch -1; **Damage Resistances** piercing damage, fire; **Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 10; **CR** 2 (450 XP); **Multiattack**. The sundew makes six slam attacks. If at least half of the attacks hit a Medium or smaller target, the target is restrained (escape DC 11). **Slam**. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 2 (1d4) bludgeoning damage and the target must make a DC 11 Constitution saving throw or take 2 (1d4) acid damage. If the sundew gets a natural 20 on an attack roll, the sundew's tendril has hit the victim's face – the sap from the tendril clogs up the nose and mouth and the victim begins to suffocate (PHB 183). The sap can be dissolved in any acidic liquid such as alcohol or vinegar.

Random Encounters

Table 2-A

1. **Wounded Yeti:** Yeti (MM 305, CR 3 (700 XP)) with 4 levels of Exhaustion (PHB 291)
2. **Scouting Party #1:** Orc (MM 246, CR ½ (100 XP)) and Gnoll (MM 163, CR ½ (100 XP))
3. **Hungry Bear:** Brown Bear (MM 319, CR 1 (200 XP))
4. **Wild Horses:** treat as Riding Horse (MM 336, CR ¼ (50 XP))
5. **Insane Ogre:** Ogre (MM 237, CR 2 (450 XP))
6. **Scouting Party #2:** Goblin (MM 166, CR ¼ (50 XP)) and Bugbear (MM 33, CR 1 (200 XP))
7. **Destroyed Caravan**
8. **Frost Lizards:** See **Unique Creatures** below.

Table 2-B

1. **Giant Owl:** Giant Owl (MM 327, CR ¼ (50 XP))
2. **Wolves:** Wolf (MM 341, CR ¼ (50 XP))
3. **Giant Lynx:** treat as Tiger (MM 339, CR 1 (200 XP))
4. **Hoar Foxes:** See **Unique Creatures** below.
5. **Raiding Party:** Orc (MM 246, CR ½ (100 XP)) and Gnoll (MM 163, CR ½ (100 XP))
6. **Hungry Bear:** Brown Bear (MM 319, CR 1 (200 XP))
7. **Frost Man:** See **Unique Creatures** below.
8. **Scouting Party #2:** Goblin (MM 166, CR ¼ (50 XP)) and Bugbear (MM 33, CR 1 (200 XP))

Images and Maps

There are a few instances where relevant images are placed significantly far away from the textual descriptions in this module, so notes on these have been included below:

Road to Icewind Dale (p. 4): When the PCs first meet Peddywinkle, show them the picture of the merchant, which is not found until p. 8.

The Journey (p. 5-9): The inside cover shows the map of the journey along with the progress on a day-by-day basis (marked 1 to 21 along the trail on the map).

The Goblin Camp (p. 6): It may be advantageous to draw out a map of the goblin camp based on the description from as there is none given in the module.

Targos and Beyond (p. 10-17): The map for the area the PCs must travel around in this section is actually found on p. 19.

Wolf Attack (p. 13): Show the players the frontispiece art with Drizzt attacking the wild dogs, when describing the attack.

The Sea of Moving Ice (p. 14): The picture showing Drizzt talking to Kinnuk is on p. 17.

Into the Forest (p. 15): The picture of the ‘stone circle’ is actually found on p. 23.

Meditation Room (p. 28): The image for Damien Morenus can be found on p. 30.

Miscellaneous Rules & Info

Weather (p. 5): Refer to the DMG 109 to determine the weather on the journey. If a 15-17 on the temperature section, or an 18-20 on the Wind or Precipitation section, is rolled, the effects of Extreme Cold, Strong Wind and/or Heavy Precipitation (DMG 110) should come into play.

Other Hazards (p. 5): Freeing the wagon requires a DC 20 Strength check (with advantage if helped by another character). Anyone with the land vehicles proficiency can fix the wagon wheel. Other hazards could include slippery or thin ice (see DMG 110-111).

Encounter in the Pass (p. 6): Anyone with passive Perception of 15 or more can spot the scroll case. Anyone with passive Perception of 15 or more (or making a DC 15 Perception check) hears the argument.

The Sea of Moving Ice (p. 14): Any character falling in a seal hole should suffer the effects of Extreme Cold (DMG 110) every hour unless dry clothes are available or they are returned to the camp.

Conjuring Room (p. 18-19): Any character with passive Perception of 10 or more can spot the magical circle. Any character making a DC 10 Intelligence (Arcana) check can identify it as a circle of protection. Any character with passive perception of 15 or more or those who make a successful DC 10 Intelligence (Investigation) check can discover the trap door.

Parlor (p. 20): The read-aloud descriptions in this section contain an error. The final sentence in the first read-aloud section should read: “The southeast window looks out into darkness...”.

In addition, the heading for the following read-aloud section should be entitled ‘Southeast window’.

Guard Post (p. 20): The read-aloud section should also note that a door in the east wall leads to an empty storage closet. A *lesser restoration* spell or a paladin’s *lay on hands* ability can cure any disease contracted from the skeletons’ rusty weapons.

Laboratory (p. 22): A DC 10 Intelligence (Arcana) check identifies the jars’ contents. PCs should make a DC 10 Constitution saving throw when the locker is opened or become incapacitated for two turns.

Barracks (p. 23): PCs making a DC 15 Intelligence (Investigation) check find the loose coins.

Ghoul Room (p. 26): Characters who fail a DC 10 Dexterity saving throw fall into the rushing water.

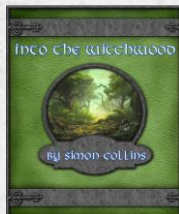
Dining Room (p. 26): Characters searching this room find the items mentioned with a successful DC 10 Intelligence (Investigation) check.

Buried Room (p. 26): Characters crawling through this area must make a DC 15 Dexterity (Stealth) check or cause a partial collapse of the debris doing 2 (1d4) bludgeoning damage. Digging causes a more significant collapse, requiring a DC 15 Dexterity saving throw of anyone within 10 feet of the collapse. Those who fail begin to suffocate (see DMG 183) whilst those that succeed take 5 (2d4) bludgeoning damage.

Level Three, Hallway (p. 27): Anyone with a passive Perception of 15 or more can spot the stone statue.

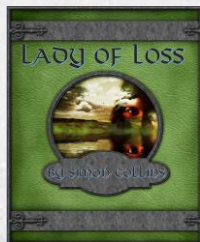
Thank you for downloading *The Accursed Tower* conversion. Check out my adventures on the Dungeon Master's Guild:

into the witchwood



Many of the local lords had gathered for a peace moot. A perfect opportunity for the demon-possessed Aeldrith Forkbeard to murder them all in cold blood. The PCs, attending the moot, must now flee for their lives. Harried by a Northlander warband, the party is forced to flee into the dreaded Witchwood. To reach the safety of the Kingdom of Marshes they must traverse the depths of the forest, avoiding Northlander raiders and the strange creatures of the Witchwood. The adventure also takes the PCs into the Feywild, where time runs strangely and memories are fragile. Finally, they must face the chilling Gatekeeper guarding the Feywild portal that allows the PCs to return to the Material Plane. *Into the Witchwood* is a D&D adventure suitable for 4-6 PCs of 1st level. It is estimated to run approximately 8 hours.

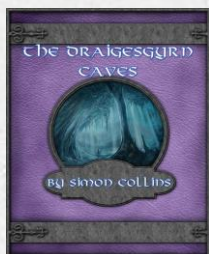
LADY OF LOSS



The village of Trunton is the focus of conflict between the ruling paladin of the God of Vengeance and secretive cultists. As the PCs become embroiled in the unrest, a series of supernatural events lead them to investigate a ruined tower outside the village. When they

discover the grim secrets underlying the situation, whose side will they take? *Lady of Loss* is a D&D 5e adventure for characters of 3rd level, estimated to run approximately 8 hours.

THE DRAIGESGYRN CAVES



The gnome village of Clefton is built on the sides of a deep gorge, their homes built safely into the gorge walls. But for the past two nights Clefton has suffered the attacks of sightless creatures that crawl down the walls and steal away the gnomes' loved ones. It's

up to the PCs to follow the creatures' trail back to *The Draigesgyrn Caves* and put an end to their threat. As the PCs explore the unusual cave complex, they may discover the caves are the empty husk of a colossal dragon, buried many years ago beneath a landslide. In

the depths of these caves they encounter the dread spirit of the dragon rider and an entrance to the Underdark. Will they seal the entrance or will they begin a new adventure deep underground? *The Draigesgyrn Caves* is a D&D 5th Edition adventure suitable for four to five PCs of 5th level and estimated to take 4-6 hours. The adventure could be set in any mountainous area. In the Forgotten Realms, it might be set in the Fairheight Range on the Moonshae Isles. The end of the adventure introduces an option to begin an Underdark adventure or campaign.

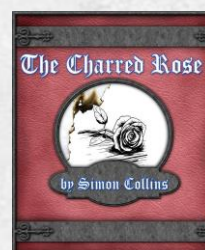
temple of the sphinx queen



Buried in the desert sands of Mulhorand, near the city of Mishtan, lies an ancient stone statue of a sphinx queen. After a fierce sandstorm reveals a huge tablet etched with hieroglyphs between the statue's paws, the PCs must translate the strange writing to find the secret entrance into the *Temple of the Sphinx Queen*. The conclusion offers three optional endings for DMs to choose from to suit their players, including a wicked trap, a twist that leads to further adventures, or a tough climactic combat suitable for a one-shot.

Temple of the Sphinx Queen is a D&D 5th Edition adventure suitable for three to four PCs of 1st level and estimated to take 4-6 hours.

THE CHARRED ROSE



The Charred Rose is an adventure of Gothic horror set in the realm of Sithicus in the Ravenloft D&D setting. The adventure is suitable for 3-4 PCs of 4th level and should last 4-6 hours. Lord Daralion of Maldev's bard is required for the upcoming Rose Festival but the bard has not returned from his

mother's funeral in the nearby village of Kardan. Lord Daralion looks for the PCs to visit the village and ensure the bard's safe and quick return. But more than one horror lies hidden and awaiting the searchers in the depths of the woods of Sithicus.

You can contact me at simoncollins65@gmail.com