

THE DM TOOL CHEST

STORM MAIDEN'S REQUIEM

UNCOVER THE TRAGIC TALE OF THE STORM MAIDEN
AND QUELL THE TEMPEST IN THE REMNANTS OF A SHATTERED SPIRE



STORM MAIDEN'S REQUIEM



Storm Maiden's Requiem is a Fifth Edition adventure for **three to five characters of 7th to 9th level** and optimized for **four characters with an average party level (APL) of 8**. The fragmented Storm's Tear

hangs ominously in the sky, cradled in the heart of a raging tempest. Ascend to its perilous heights, uncover the tragedy of the Storm Maiden, and wrest control from the storm itself!

This adventure is set in the Freelands campaign setting and is easily adapted into an existing campaign with a small town set in the foothills of a nearby mountain range.

ADVENTURE RULES

The 5th Edition core rulebooks are recommended to run this adventure. A free copy of the 5th Edition System Reference Document (SRD) and basic rule set can be found online and can be used in place of the core books.

A boxed description like this is meant to be read aloud or paraphrased for the players. These suggested prompts may be used or disregarded at the GM's discretion.

In this adventure are references that point to information presented outside the module. Magic items, spells, and equipment are *italicized*, and their descriptions are located in either the core rulebooks or the 5th Edition SRD.

NPC and creature names are **bolded** to indicate the stat block referenced for combat purposes. These statistics are located in the core 5th edition monster guidebook, the 5th Edition SRD, or presented in an attached Appendix.

BACKGROUND

Storm's Tear was not always a fractured curiosity of lightning and crystal floating amidst the clouds. Master Conjuror Orlin Vess constructed the crystalline tower as a bastion of magical innovation on the peaks of the eastern range of the Motionless Mountains. Wizards, sorcerers, and arcanists across the realm were drawn to its halls and formed the Stormbinders' Conclave, each contributing to the spire's burgeoning knowledge and power.

The youngest of these arcanists was a tempestuous prodigy named Phaedra Skybinder, later known to many as the Storm Maiden. Fascinated by storms in a distant coastal town since childhood, Phaedra was eager to harness their raw energy. She became a fixture in the

tower's highest levels, her eyes forever studying the heavens.

A fatal blend of ambition and curiosity led Phaedra to an experiment that would transform her life and the spire itself. She aimed to tether a storm's heart to a magical relic, the tempest orb, intending to capture its power and study its intricacies. However, storms are creatures of whim and fury. When Phaedra called down the lightning to imbue the orb, she underestimated its strength.

In a blinding explosion, the heart of the storm merged with the tempest orb, its power too great for the young arcanist to control. The unleashed storm energy, magnified by the orb, caused a massive arcane shockwave that shattered the spire into floating fragments, levitating into the clouds due to the storm's residual magic.

Phaedra herself was changed. Touched by the storm's heart, she became a living conduit for its energy, her form shifting into a being of raw elemental power. Grieving the loss of her peers and overcome by guilt, her mind fractured. The Storm Maiden is trapped in a constant state of flux and attempts to use the raw magic coursing through her to pull the spire and the spirits trapped within back together.

Over time, the Storm Maiden's control over her powers and sanity has waned, resulting in increasingly violent and erratic storms spreading from the spire. These storms began affecting the world below, causing mysterious weather patterns and magical disturbances in the nearby town of Hailstone and its surroundings.

Dr. Percival Lumentwist, a respected scholar and Hailstone's self-proclaimed weather enthusiast, started noticing these abnormalities. When a particularly violent storm caused local well water to develop unpredictable magical properties, he realized the connection with Storm's Tear. Aiding the increasingly distressed townsfolk, Lumentwist seeks assistance from seasoned adventurers to solve the predicament.

ADVENTURE SUMMARY

The party is tasked with investigating Storm's Tear, a fragmented crystalline spire causing unusual weather and magical disturbances. Ascending to the hovering shards across bridges made of arcane magic and lightning, they must navigate the spire's floating fragments, discover the spirits of scholars trapped within its halls, and uncover the tragic tale of the Storm Maiden.

Arriving at the uppermost fragment, they confront the Storm Maiden and the volatile orb. From here, the adventurers have multiple paths: attempt a ritual to free the Maiden from her cursed state, destroy the orb, or wrestle control of the powerful magical item for themselves.

ADVENTURE HOOKS

Here are a few ways to get your characters hooked into this adventure:

A RISING STORM

Dr. Percival Lumentwist, the eccentric weather scholar of Hailstone, has been tracking an unusual pattern of violent storms for months. His research points to an epicenter: Storm's Tear, the fragmented wizard's tower in the nearby Motionless Mountains. Dr. Lumentwist believes the magical energies are growing to a cataclysmic level that threatens to destroy the entire region. He has put out the word to adventurers willing to brave the mountain's dangers and stop whatever is causing the raging storms.

WELL OF WHIMSY

Following a severe storm, the residents of Hailstone wake to find their town's central well water shimmering with iridescent hues. Anyone drinking from it began experiencing random magical effects, causing a variety of outcomes from the delightful to the hazardous. One man grew a pair of feathery wings overnight, a woman's voice was replaced with melodious bird song, while another started uncontrollably belching fire.

After the resident weather expert Dr. Percival Lumentwist realizes the enchanted water is linked to the magical storms emanating from Storm's Tear, Mayor Eldra Sturmwald pleads with the characters to seek a cure. Hailstone's folks, though initially amused, are increasingly distressed as the unpredictable magical effects disrupt daily life and threaten their safety.

RELICS OF THE STORM

A renowned dwarven wizard, Alaric Stonegazer, known for his extensive collection of curiosities, contacts the adventurers. The wealthy collector discovered an intriguing document referencing Storm's Tear, a once thriving bastion of magical innovation, now reduced to a fragmented spectacle amidst a violent, ceaseless storm. The document hints at countless magical relics lost within the spire during its catastrophic destruction.

The sheer thought of such knowledge and power lying unclaimed intrigues Alaric. However, he is well aware of the perils of the spire and its storm present. He offers a significant reward in gold—and a possible item from his collection—to the characters if they brave the storm, enter Storm's Tear, and retrieve any artifacts they find.

HAILSTONE

This mountainous village, built in the Black Hills region of the Freelands along the foothills of the Motionless Mountains, takes its name from the frequent hailstorms that batter the area during the winter seasons. Hailstone is a hamlet of resilience, its slate-roofed buildings sturdy and built to weather storms. It's a quaint community of about 200 souls, primarily human, with a scattering of dwarves and gnomes attracted by the rocky terrain and alpine beauty. The streets are lined with tall evergreens that provide a windbreak and give the village a sense of living within a deep, green forest.

Hailstone's proximity to Storm's Tear has led to a culture centered around weather phenomena. Its central plaza features a massive sundial, while weathervanes adorn most buildings. The villagers, though wary of the spire's erratic magic, are captivated by the ethereal beauty of the hovering tower fragments. Storm-watching has become a local pastime, with families gathering to observe the lightning-dazzled spectacle from their homes or the village square.

The town's leadership is shared between Mayor Eldra Sturmwald, a pragmatic woman known for her diplomatic skills, and Captain Brin Stronghand, the grizzled leader of the local militia, who ensures the town's security and coordinates response to any storm-related incidents. Both are concerned about the escalating storms and are eager to protect their community.

MAYOR STURMWALD



HAILSTONE RUMORS

d6 Rumor

1	Storm's Tear was once a wizard's paradise where arcane secrets were exchanged like pleasantries. (True)
2	Dr. Lumentwist was once an apprentice in Storm's Tear before the accident. (False)
3	A ghostly figure is sometimes seen wandering the streets during heavy storms, whispering regrets. (True, this is a projection of the Storm Maiden)
4	There's a secret tunnel from Hailstone directly to the spire. (False)
5	Bixie Dewdrop, one of the owners of The Shivering Sylph, has been brewing an ale infused with the magically altered well water. (True)
6	Captain Brin Stronghand lost his arm to a magical beast conjured by one of the storms. (False, he lost it to a rockslide)

IMPORTANT LOCATIONS

- **Mayor's Office.** This sturdy, single-story building is where Eldra Sturmwald manages town affairs.
- **Stormwatch Barracks.** Home to the town's small militia, led by Captain Brin Stronghand. It's also the hub of storm-preparation efforts.
- **The Shivering Sylph.** Hailstone's tavern and inn run by jovial gnome sisters Bixie and Dixie Dewdrop. It's the heart of the community, famed for its spiced potato stew and warm hospitality.
- **Lumentwist Observatory.** The home and workspace of Dr. Percival Lumentwist, filled with weather-tracking equipment and a telescope aimed at the spire.

RUMORS AND INFORMATION

The characters can pick up various rumors and information by spending time in the town's tavern or speaking with any residents. However, these rumors can be misleading. Use the Hailstone Rumors table to determine what rumor the characters a resident shares:

IMPORTANT NPCs

The following NPCs are some of the more prominent residents of Hailstone and the most likely to interact with the characters while in town.

MAYOR ELDRA STURMWALD

A no-nonsense human woman with an age-worn yet commanding aura, Eldra Sturmwald (**noble**) stands tall despite her advancing years. Her greying hair is bound in a practical bun, while her sharp hazel eyes reveal an innate perceptiveness and a shrewd mind. An old border collie named Stormpaws is her steadfast companion and loyal protector.

Eldra exudes a stern exterior, but beneath lies a fiercely dedicated leader who deeply loves her town. Her knowledge about Storm's Tear is limited to its cur-

rent volatile state. Still, she is astutely aware of the mounting distress in Dr. Percival Lumentwist and suspects that he holds critical information.

Eldra is direct and forthright, wasting no time on trivialities. She addresses the characters earnestly, requesting aid, laying bare the dire circumstances her town faces. However, her distrust for outsiders can lead her to second-guess their motives. The party must prove their dedication to Hailstone's well-being to earn her trust.

Trait. "Patience and strategy are the keys to weathering any storm."

Bond. "My heart beats in sync with Hailstone's pulse. I'd give my life to protect it."

Flaw. "I trust my instincts over advice, sometimes to my own detriment."

CAPTAIN BRIN STRONGHAND

A stocky, one-armed dwarf with a face weathered by storms and age, Captain Brin Stronghand (**knight**) is the steadfast leader of Hailstone's local militia. Captain Stronghand's sturdiness belies his age, and his presence commands respect. He lost his right forearm in a rockslide over a decade ago. His remaining hand is always firmly gripping the hilt of his warhammer while his deep, booming laughter often resonates through the town square.

Brin is a battle-hardened warrior, a force to be reckoned with in physical combat, but he feels powerless against the unpredictable, magic-infused storms. He has heard rumors of a ghostly figure manifesting amidst the storms but has yet to witness it himself.



CAPTAIN STRONGHAND



DR. LUMENTWIST

Brin greets the characters with a gruff demeanor, initially wary but intrigued by the potential allies in Hailstone's predicament. His candid communication style and his war stories, often sprinkled with humorous asides, show his resilient spirit. However, his hyper-vigilance can lead him to perceive threats where none exist, causing potential misunderstandings with the adventurers.

Trait. "Storms scar us, but it's our choice to wear them as badges of endurance."

Bond. "I owe this town a life debt, and I intend to repay it with unwavering protection."

Flaw. "Every shadow seems threatening to me, leading to frequent false alarms."

DR. PERCIVAL LUMENTWIST

This eccentric gnome is characterized by unruly white hair and a squint that seems perpetually affixed to his face as if constantly scrutinizing the horizon. Dr. Percival Lumentwist is often spotted hunched over intricate weather charts or diligently observing the sky through his telescope, with a steaming mug of blackcurrant tea never far from reach. He suspects a link between the floating fragments of Storm's Tear and the aberrant storms, a correlation further confirmed by glimpses of a spectral figure seen amidst the tempests.

When meeting the party, Dr. Lumentwist exhibits a combination of keen curiosity and sincere appreciation. His discourse is filled with complex meteorological terms and tangents, making his explanations fascinating but sometimes challenging to follow. His passion for his research is contagious, but it often leads him to overlook basic necessities like eating or sleeping.

Trait. "Each storm sings its unique melody. We must simply learn to decipher the notes."

Bond. "My calling is to comprehend the storms' enigmas and shield our world from their wrath."

Flaw. "My research engulfs me so completely that I often neglect elementary tasks and self-care."

BIXIE AND DIXIE DEWDROP

These jovial gnome twins are easily identified by their rosy cheeks and vibrant green eyes. Bixie's coppery curls dance with every giggle, while Dixie's strawberry-blond bob is woven into a tidy braid. Running the Shivering Sylph with enviable synchronization, their infectious laughter permeates the establishment, a beacon of warmth amid the storm.

The Dewdrop sisters welcome the adventurers with open arms, serving them hearty meals and frothy ale with an extra dash of enthusiasm. Bixie is the culinary maestro, delighting guests with her delicious but occasionally eccentric dishes, while Dixie's knack for striking up engaging conversations makes patrons feel at home. They express concern about the enchanted well water on their clientele and the town. Unaware that their ale contributes to the unpredictability, they unwittingly are the primary source for spreading the water's effects.

Trait. "A nourishing stew and a warm hearth can pacify even the wildest storm." (Bixie) / "The fiercer the storm outside, the brighter our hearth shines." (Dixie)

Bond. "Our mission is to ensure every traveler departs Hailstone with a contented heart and a sated belly." (Both)

Flaw. "I let my culinary creativity run wild, sometimes with unpredictable results." (Bixie) / "I'm quick to trust, making me an easy target for deception." (Dixie)

WELL OF WHIMSY

In the heart of Hailstone stands the Wellspring of Whimsy, an unassuming stone well that serves as the town's primary water source. A low wall surrounds the well, with a wooden roof protecting it from Hailstone's frequent storms. Its crank-and-pulley system is well-maintained, and the village children often hold races to see who can draw water the fastest.

Following a recent powerful storm, the water drawn from the well began to display peculiar magical properties. The water shines with prismatic light, and those who consume it experience random effects, altering their physical or mental states in unpredictable ways. The enchanted water doesn't seem harmful but has resulted in bizarre occurrences around town.

While some of these changes have been innocuous or beneficial—such as changing hair color, heightening senses, or causing bursts of uncontrollable laughter—others have been less convenient. These less desirable effects range from causing harmless items to float around a person to transmuting spoken words into harmless creatures like frogs or butterflies. More severe cases have included uncontrollable fire-breathing, turning body parts invisible, and temporarily changing individuals into small, harmless animals.

Effects caused by the water are temporary and usually wear off after a few hours. However, there are exceptions based on the effect's intensity and the affected in-

dividual's constitution. Despite the unpredictable nature of these magical effects, the enchanted water doesn't appear to cause any physical harm.

If a character drinks from the well or partakes of the ale in the Shivering Sylph, roll a d10 on the Enchanted Water Effects table to determine the result and duration.

ENCHANTED WATER EFFECTS

d10 Effect

1	For 1d4 hours, your ears grow to resemble a rabbit's, and you have an advantage on Perception checks based on hearing.
2	For 1d6 hours, each time you make any ability check or saving throw, you emit a harmless, multicolored smoke puff with a loud burp.
3	For 1d6 hours, your feet turn into those of a duck, and you have disadvantage on Dexterity (Acrobatics) checks but enabling you to swim at your normal walking speed.
4	For 1d8 hours, your body emits a 20-foot radius of bright light and an additional 20 feet of dim light.
5	For 1d10 hours, your skin adapts to mimic your surroundings, offering advantage on Stealth checks.
6	For 1d4 hours, your tongue lengthens like a frog's, and you have disadvantage on Charisma (Persuasion) checks but enabling you to grab objects up to 10 feet away that weigh up to 1 pound.
7	For 1d12 hours, your eyesight sharpens, allowing you to see fine details up to 1 mile away as if they are just 100 feet away and providing advantage on Perception checks based on sight.
8	For 1d6 hours, you can understand and verbally communicate with beasts as per the speak with animals spell.
9	For 1d12 hours, your skin hardens like bark, adding +2 to your Armor Class but reducing your movement speed by 10 feet.
10	For 1d8 hours, your spoken words are encapsulated in colorful bubbles that float and pop after a few seconds, audibly releasing your spoken words at that time.

TRAVELING TO THE SPIRE

The journey from Hailstone to Storm's Tear covers a distance of approximately fifteen miles, moving through various terrain types. The party begins their trek through a dense alpine forest, transition to rocky slopes, and finally arrive at the spire's base, where jagged remnants are strewn about the mountainside. The entire journey takes a full day of travel on foot, assuming fair weather and minimal interruptions.

Once the characters arrive at their destination, read aloud the following:

The grueling journey reaches its climax with a breathtaking sight. High above the final ridge, fragments of crystalline stone, ranging from the size of pebbles to houses, seem to defy gravity. These shards hover, performing a slow dance amidst a wild tempest marked by occasional arcs of rogue lightning, casting a colorful glow across the snow-kissed slopes.

Pulses of arcane energy weave between the fragments, forming bridges of raging lightning. Portions of grand chambers, hallways, and staircases are preserved within these larger shards. Beneath the crystal fragments, the spire's base is a crumbled ruin, its stones stripped bare by the relentless winds.

STORM'S TEAR

Storm's Tear stands—or rather, floats—as a testament to a time of arcane mastery and a disaster that followed. Its location within the Motionless Mountains is a prominent feature in the landscape, a physical peculiarity that draws the eye from miles away.

Originally a single crystalline spire, it is now a conglomeration of numerous floating fragments. These fragments vary in size, with some as small as a few feet across, while others encompass enough space for entire rooms and corridors. All fragments carry remnants of the original structure: some display ornate carvings, others hold remnants of bookshelves and furniture, and some larger pieces retain partial rooms or hallways. The crystalline material of the spire gives each fragment a semi-transparent quality, refracting sunlight during the day and moonlight at night into a myriad of colors.

Between these floating fragments, a network of storm energy forms transient bridges. These bridges, created from condensed storm winds, can appear solid one moment and unstable the next.

A constant storm rages through the area around the spire. Clouds swirl above the floating fragments, casting a mix of shadow and diffused light onto the landscape below. The weather intensifies closer to the spire, with winds picking up and multi-colored lightning illuminating the floating structure.

The foot of the spire, or where it used to stand, is a leveled expanse of scorched earth and fractured crystal remnants. Beyond this immediate vicinity, the mountains resume their natural demeanor—snowy slopes and hardy mountainous flora, though even these show signs of weathering from the constant storm above.

LINGERING STORM MAGIC

The shattered spire is a nexus of uncontrolled storm magic. The air is electric within its walls, and the very stones pulse with residual magic. This unpredictable energy manifests in two significant ways:

Magic Absorption. The very fabric of the spire has absorbed years of storm magic. When a spell of 1st level or higher is cast within the spire, roll a d6. On a roll

of 6, the spellcaster absorbs some of this lingering energy, causing their next spell of the same level or lower to be cast as if one level higher, to a maximum of 5th level. The spellcaster can choose not to use this effect, but if unused, the effect dissipates after 1 hour. If the spellcaster decides to hold onto this energy and absorbs more, the spell they cast fails, and they take 2d8 force damage from the backlash, losing all stored energy.

Electrical Discharge. The spire's residual energy occasionally discharges, causing small arcs of lightning to flash through the floating fragments. At the start of each hour, roll a d20. On a roll of 18 or higher, an electrical discharge occurs. Each creature within the spire must make a DC 14 Dexterity saving throw, taking 1d8 lightning damage on a failed save, or half as much damage on a successful one.

FLYING

The uncontrolled storm magic surrounding the spire makes flying a treacherous proposition. Characters attempting to fly within 300 feet of the spire must succeed on a DC 15 Strength (Athletics) check every minute to maintain control in the gusting winds. On a failed check, the character is blown 1d6 x 10 feet away from the spire and takes 1d6 bludgeoning damage per 10 feet moved from the buffeting winds. Characters hit by electrical discharges (see above) while flying must succeed on a DC 15 Dexterity saving throw or fall, taking falling damage as appropriate.

THE TEMPEST ORB

A marvel of arcanist innovation, the tempest orb was crafted initially to harness the untamed energy of storms. The crystalline sphere, about the size of a human head, pulses with an eerie blue light, seeming to mimic the tempestuous sky on a stormy night.

Phaedra Skybinder's failed experiment fundamentally altered the orb. Instead of merely drawing power from the storm, the orb began to amplify the storm's intensity, tapping into the Plane of Storms. It transformed from a tool for harnessing storm energy into an unpredictable container for an entire storm's essence.

The direct exposure to the storm heart during the accident transformed Phaedra into the Storm Maiden, a being of living storm energy. The orb and Phaedra became intrinsically linked; she is essentially its keeper, her life force intertwined with the swirling vortex within the orb. She exists in a constant state of flux, her form alternating between her human appearance and a raw elemental being. As time passes, she has less control over her transformations, which are becoming more erratic and unpredictable.

DESTROYING THE ORB

The Storm Maiden has kept the power within the orb in check while attempting to restore the spire to its for-



FRAGMENTED THRESHOLD

mer state. However, the increasingly erratic storms emanating from Storm's Tear suggest that her control is waning. If the orb were to rupture unchecked, the release of energy could trigger a cataclysmic storm capable of ravaging the entire region, if not more.

The characters can destroy the tempest orb, freeing the contained storm energy in a controlled manner to prevent a catastrophic explosion. However, doing so will end the Storm Maiden's existence, given her connection to the orb, and destroy the remnants of Storm's Tear.

FREEING THE STORM MAIDEN

While it might seem that destroying the tempest orb would also result in Phaedra's death due to their linked existences, there is a way to save the Storm Maiden while neutralizing the orb's threat. The challenge lies in carefully disconnecting Phaedra's life force from the orb.

Hidden within Storm's Tear are records of a ritual that, when performed correctly, can separate an individual's life force from a bound elemental entity, freeing the person from the bond while leaving the power untouched. However, performing this ritual requires substantial arcane prowess, potent magical ingredients, and a deep understanding of elemental magic.

PERFORMING THE RITUAL

The party must collect two components: the sigil of storms (found in area 4) and the sealant elixir (found in area 5). Once the components are assembled, the ritual must be conducted on the tempest orb itself (area 6). As the party performs the ritual, they must also deal with the fury of the Storm Maiden.

GENERAL FEATURES

These general features are prominent throughout Storm's Tear unless otherwise noted in the area descriptions.

Ceilings, Floors, and Walls. Storm's Tear's walls, floors, and ceilings are composed of a once-shining crystal, now dulled and scarred with the damage of the catastrophic event. Veins of conductive metals weave through the crystalline walls, gleaming with stored energy. Ceilings stand roughly 15 feet high unless specified otherwise. Walls and floors are occasionally cracked or broken, evidence of the spire's instability.

Doors. The spire's doors are made from reinforced ironwood and have a magical glyph of warding, now faded and almost imperceptible. These doors are sturdy and

resistant to common forms of damage. Most doors are swollen or stuck due to age and need a successful DC 15 Strength (Athletics) check to be forced open.

Lights. Storm's Tear is brightly lit by the bursts of lighting from outside that illuminate through broken windows and holes in the tower.

Climate. Storm's Tear is damp and cold, the air thick with the smell of rain and the low rumble of distant thunder. Storms outside rage constantly, their winds and rain occasionally finding their way into the spire's interior through broken windows and holes in the walls.

Storm Bridges. The bridges that connect the spire's fragments are formed of arcing arcane lightning. A creature using the bridge must make a DC 15 Dexterity saving throw to cross swiftly, taking 4d8 lightning damage on a failed save and half as much damage on a successful one.



ORLIN VESS

KEYED LOCATIONS

The following descriptions correspond to the keyed locations on the provided map on page 10.

1. FRAGMENTED THRESHOLD

The spire's base is the battered entrance to Storm's Tear, characterized by scattered, floating platforms that bridge the gap between the spire's fragmented sections. The ghost of Master Conjuror Orlin Vess can be found here, along with an orb capable of temporarily stabilizing the storm bridges. There are storm bridges connecting the base to areas 2 and 3.

Read aloud the following when the party enters this area:

The fragmented ruins of the crystal spire pose a defiant silhouette against the stormy sky. Jagged crystals and fractured stones are all that remain of its base. A solitary pedestal covered in runes, seemingly untouched by the surrounding maelstrom, stands in the center of the ruins. A small crystal globe wrapped in brass sits on top.

A character who succeeds on a DC 15 Intelligence (Arcana) check can discern that the runes on the pedestal are part of a spell matrix designed to store magical energy. If a character touches the orb, they summon the ghost of the spire's creator, Orlin Vess. Read aloud the following:

Upon brushing the crystal, soft light pulses, swirling wind ensues, and a spectral figure emerges. Robed, gaunt, and with a regal stance, he radiates with blue energy, matching the shimmering crystal's hue. A tangled, spectral beard reaches his waist, his eyes carrying an ageless wisdom. A translucent tome rests in his hands, its spectral pages gently fluttering. His voice, wind's sigh, resonates. "Adventurers, you have stirred me from my eternal vigil. I am Orlin Vess, once master of this place, now bound to it even beyond death. Have you come to end my torment?"

Orlin can explain the history of Storm's Tear, including Phaedra Skybinder's role in its downfall, and provides details about the tempest orb, including the catastrophe it triggered, as outlined in the "Background" section. He asks the party to destroy the tempest orb and end the curse on the spire. Additionally, Orlin can explain the instability of the storm bridges, emphasizing the importance of the globe atop the pedestal in stabilizing them and preventing the complete collapse of the remaining spire shards.

USING THE GLOBE

The palm-sized crystal globe wrapped in rune-etched brass is a key that manipulates the storm bridges (see General Features). A character can use an action to acti-

vate the globe's power and solidify a storm bridge for 1 minute, negating its damaging effects. However, the key initially only has enough energy for three uses. The globe can be recharged in area 2 for an additional charge. Alternatively, a spellcaster can sacrifice a spell slot of 2nd or higher level to give the orb a charge, with each level above 2nd granting an additional charge (for example, a 3rd level spell slot grants 2 charges).

While the bridges are stabilized, crossing from one fragment to another doesn't require an ability check. However, the bridges instantly revert to their unstable form after 1 minute. In such a case, characters on the bridges must succeed on a DC 15 Dexterity saving throw or fall, landing on a lower fragment or even to the ground below.

2. SHIFTING STAIRWELL

This fragment stands 50 feet above the ground and has storm bridges connecting to areas 1 and 4. The walls of this stairwell constantly rearrange themselves.

The world suddenly tilts as you enter this spiral stairwell. Stone steps dance, twirl, and shift in a relentless choreography of chaotic magic. In the center of the stairwell, rune-inscribed rings pulse with rhythm, their glow harmonizing with the surreal performance. Murals of fantastical creatures stretch along the inner wall, their vibrant colors awash by the pulsating light show.

The corridors and stairs in this area are in constant flux, rearranging themselves every few minutes. If the party attempts to traverse the stairwell without solving the runic puzzle, they find their path changing unpredictably and leading them in circles. A character who succeeds on a DC 18 Intelligence (Survival) check unlocks the chaotic pattern of the stairs to successfully navigate to the stairwell's top, where a storm bridge to area 4 is located.

MURALS:

The murals depict creatures associated with the various elements that are etched into the rings on the floor. The order of murals from the bottom to the top of the stairwell:

- **Fire Mural (Dragon).** Vivid reds and oranges paint the tale of a ferocious dragon mid-roar, flames billowing from its open maw.
- **Water Mural (Siren).** Shades of blues and greens intermingle to craft the image of a beautiful siren, her song symbolized by colorful musical notes floating around her.
- **Earth Mural (Treant).** Rich browns and vibrant greens portray a colossal treant, its sturdy limbs spread wide to shield the thick forest behind it.
- **Air Mural (Roc).** Light blues and whites make up the image of a graceful roc, its enormous wings spread wide as it soars among wispy clouds.
- **Aether Mural (Celestial Being).** Deep purples and glittering golds depict a radiant celestial being, its form partially composed of twinkling stars.

RUNIC PUZZLE

The centerpiece of the stairwell is a series of rune-etched rings set directly into the stone floor. A stone pedestal stands at the western edge of the rings with a slot designed to fit the globe from area 1 on top. The rings can control the magic causing the shifting stairwell's instability by using the globe as a focus. A character proficient in Arcana or who succeeds on a DC 15 Intelligence (Arcana) check recognizes the runes etched into the rings as ancient symbols for the elements.

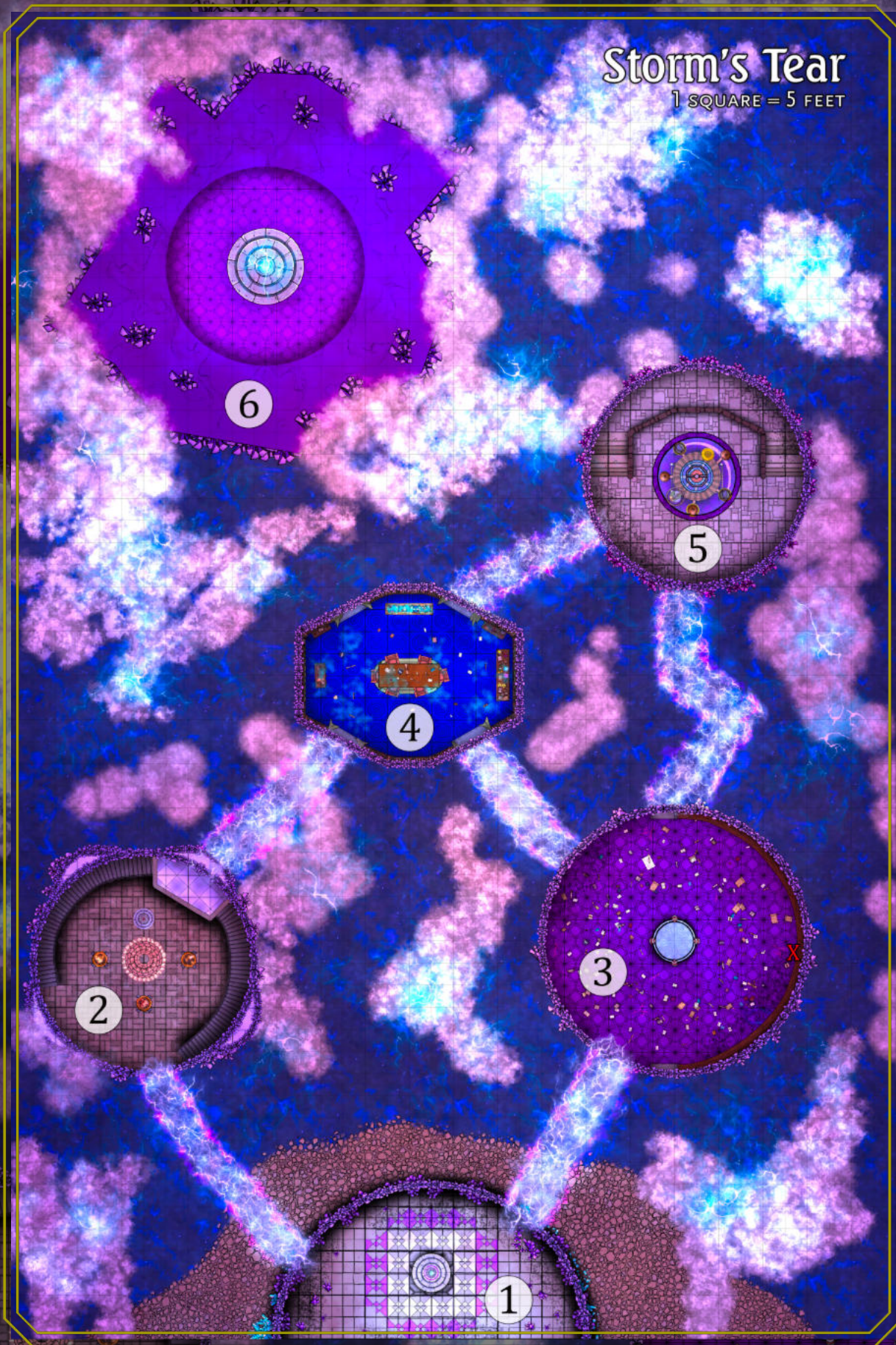
Solving the Puzzle. The puzzle consists of five separate circular rings, each etched with symbols representing the elements depicted in the murals as described above. The rings are designed to rotate independently and must be aligned with the correct symbols facing the pedestal to stabilize the stairwell. Once the rings are aligned in the proper order from the smallest ring (fire) to the largest ring (aether), placing the globe on the pedestal solves the puzzle. This stops the shifting magic within the stairwell, locking the paths into a stable layout. Additionally, the puzzle transfers a charge of elemental energy into the globe, allowing the party to solidify an additional storm bridge (see the "Using the Globe" section, page 8).

Tempest Trap. If characters place the globe in the pedestal without properly aligning the rings first, an elemental tempest whips through the area. Each creature in the area must make a DC 15 Dexterity saving throw, taking 1d8 damage of a random type determined by rolling a d6 on the table below on a failed save, or half as much damage on a successful one.

d6	Damage Type
1	fire damage
2	cold damage
3	lightning damage
4	poison damage
5	thunder damage
6	force damage

Storm's Tear

1 SQUARE = 5 FEET



3. TIME-LOCKED CHAMBER

This fragment floats 100 feet above the ground and is a vault with unpredictable gravity fluctuations with storm bridges connecting it to areas 1, 4, and 5. It houses a formidable guardian and a magic-nullifying device. The room is also a museum of arcane academia, with various artifacts from the spire's past hidden amongst its contents.

A towering brass golem etched with intricate runes and symbols stands in the center of this chamber. Discarded tomes and cryptic diagrams lie scattered around its motionless figure. Without warning, gravity suddenly inverts for a moment, lifting the papers and books into the air before changing again, dropping them with heavy thuds and flutters.

The chamber is subject to fluctuations in gravity. On initiative count 20 (winning ties) during combat or the end of every minute outside of combat, roll a d6 on the Gravity Effects table to determine the effect for that same duration.

GRAVITY EFFECTS

d6	Effect
1	Standard gravity keeps everyone grounded with no alterations to their abilities.
2	In a slightly lessened gravitational pull, jump height and distance increase by 50%. Disadvantage is imposed on all melee and ranged attack rolls due to disorientation.
3	Under intensified gravity, jump height and distance are halved, and movement speed decreases by 50%. However, the increased force grants advantage to melee attacks.
4	In a gravity-free zone, all characters float in free-fall, able to move only by pushing off surfaces within 5 feet of them. Without another surface to reach, they remain immobile.
5	Gravity reverses and everyone falls towards the ceiling. Characters must succeed on a DC 15 Dexterity saving throw lets a character grab onto a nearby surface to avoid the fall on a success or taking 1d6 bludgeoning damage on a failure.
6	Gravity shifts and characters are pulled 10 feet towards a random direction. Roll a d4 to determine the direction: 1-North, 2-East, 3-South, 4-West. A successful DC 15 Strength saving throw resists the pull. A character hitting a wall takes 1d6 bludgeoning damage and is knocked prone.

TIME GOLEM

The **time golem** (see Appendix) can manipulate time and is immune to the gravity effects in the area. This imposing construct is built of intricate gears inscribed with arcane symbols and was used to guard the academy's more powerful artifacts. These were destroyed in the arcane storm that swept through Storm's Tear, leaving only the golem behind.

Upon detecting intruders, the golem powers up in a whirl of arcane energy and shifting gears before requesting credentials (found in area 4) in a mechanical voice.

Absent these credentials, the characters may convince it of their benign intentions with a DC 17 Charisma (Persuasion) check or DC 20 Intelligence (Arcana) check. Failure results in the Golem becoming hostile. However, if the party convincingly presents its mission to stabilize the spire, the Golem ceases hostilities and powers back down. It will not leave the area and views any attempts to inspect it as an act of hostility, regardless of credentials.

TREASURE

A character searching the room finds a seemingly ordinary set of brass scales (5 gp) tucked away amid the scholarly clutter. When perfectly balanced with exactly 500 grams of weight on each side, the scales transform into a fine golden object encrusted with precious gems worth 500 gp.

Magic Mouth Riddle. A *magic mouth* spell is on the wall adjacent to the scales (marked on the map with a red X). When a character steps with 10 feet of the mouth, the spell poses the following riddle:

"I number five, but when combined, I become two. I am the key to both time and tasks, what am I?"

The answer is "hands." The riddle refers to the five fingers on each hand, which when combined, form two hands. Hands are associated with tasks (work) and time (as in the hands of a clock). If the characters answer correctly, the *magic mouth* reveals the secret of the scales and how to activate its transformation.



4. HAUNTED LIBRARY

This ghostly library floats 75 feet above the ground, filled with the ghosts of scholars and cursed books.

Bookshelves packed with ancient tomes and scrolls line the walls of this library. Hushed whispers fill the air, their eerie hum resonating with a chilling, otherworldly cadence. Apparitional scholars float among the stacks, spectral quills scratching away at ethereal parchment. A collection of books is displayed across one wall and bound by ghostly chains.

GHOSTLY SCHOLARS

The six ghostly scholars (**specters**), now ethereal echoes bound to the library, shimmer in a spectral array of pastel hues, their translucent forms garbed in the tattered remnants of their academic regalia. Characters can gain their attention with a successful DC 15 Charisma (Persuasion) check; the ghosts otherwise ignore them. If successful, these remnants of the academia's intellectual elite may share their extensive knowledge about the spire. However, any disrespectful or aggressive approach results in the mild-mannered specters turning hostile.

Among the spectral scholars, one figure stands out—an older man with a distinguished beard, glinting spectacles hovering before hollow eyes and dressed in ethereal robes. Dean Thekonius Krol, the last head of the institution, assumes the role of spokesperson for the group. He shares the following information with the characters:

- Details about Phaedra's involvement in the tempest orb project, underscoring her sense of responsibility for the disaster (as outlined in the “Background” section, page 1).
- Dean Krol can share a ritual to destroy the tempest orb (see “Freeing the Storm Maiden,” page 7), freeing the spirits trapped within the fragments.
- The sigil of storms, one of the components needed for the ritual, is here in the remnants of the library, but he is unsure of the location of the other component, the sealant elixir, needed for the ritual.
- The chained books were once part of Phaedra's private collection and are cursed. Each contains powerful knowledge that can prove beneficial.
- The orrery in the Fractured Observatory (area 5) once functioned as a map of the multiverse. Correct alignment can create a portal to reach the Sanctum (area 6) holding the tempest orb. The Dean points out a tome called *Dance of the Spheres* that can assist the characters, but he does not know the proper alignment to reach Phaedra's sanctum.

CURSED BOOKS

Six ancient books, their covers aged and embossed with arcane symbols, are restrained by chains of ghostly energy. Touching a book requires a DC 18 Intelligence saving throw. Failure results in taking 2d10 psychic damage and a temporary 1d2 reduction to Intelligence. On a successful save, the damage is halved with no reduction to Intelligence. A long rest restores the reduced Intelligence. The spectral chains can be shattered by a *dispel magic* spell (4th level or higher). The knowledge within each book and the potential benefits and risks of spending at least 1 hour reading it are revealed by rolling a d6 on the Cursed Books table. Each book is valued at 1d4+1 x 100 gp. A character can only benefit from reading a book once, and subsequent readings still suffer the negative effects.

CURSED BOOKS

d6 Book

1	Chronicles of the Planar Rift. Details the dangerous repercussions of tearing the fabric between planes. Reading the text imparts advantage on the next Arcana check regarding planar travel or entities. However, the exposure to such volatile knowledge causes a loss of 1d6 hit points from the character's hit point maximum until they complete a short or long rest.
2	Codex of Cosmic Alignment. Elucidates the cosmic alignments and their effects on magic. It grants advantage on the next Arcana or Religion check involving celestial events or celestial magic. However, the complex cosmic diagrams can induce a migratory headache, causing disadvantage on Constitution saving throws for 24 hours.
3	Treatise on Ethereal Entities. Provides a detailed account of various ethereal entities, granting advantage on the next Wisdom (Insight) check involving ghostly or spectral creatures. However, the ghostly whispers within the text echo in the reader's mind, imposing disadvantage on the next Wisdom (Perception) check.
4	Arcane Complications: A Tale of Magic Gone Awry. Chronicles various instances of magical experiments going horribly wrong, offering advantage on the next Investigation or Arcana check involving magical mishaps. However, the disturbing accounts of arcane failures cause the reader to suffer a point of exhaustion.
5	Epic of Elemental Essence. Illustrates the raw and wild nature of elemental forces, granting advantage on the next Nature check involving elemental creatures or phenomena. However, the fiery descriptions cause a mild burn, dealing 1d4 fire damage to the reader.
6	The Art of Artifice. Dissects the principles of constructing magical items and artifacts. The reader gains advantage on the next Investigation or Arcana check involving magical items. But the dizzying number of magical formulae causes a temporary loss of 1d4 points from the reader's Intelligence score until they complete a short or long rest.

TREASURE

A search of the library and a successful DC 15 Wisdom (Perception) check uncovers a stone tablet etched in runes with flickering arcane energy. This sigil of storms is needed to complete the ritual that destroys the tempest orb (see the “The Tempest Orb” section, page 6). If the characters learn the sigil's location from Dean Thekonius, they automatically succeed on this check.



THE ORRERY

5. FRACTURED OBSERVATORY

This fragment was once a grand domed observatory and now floats 250 feet above the ground. The center of the room is dominated by an immense orrery, aglow with arcane energy, its planets and stars caught in a tumultuous dance that mirrors the storm outside. Haphazardly strewn about are scattered notes, offering a peek into the troubled mind of the Storm Maiden.

A magnificent glass dome etched with constellations looms high above this observatory. Dominating the center of the room is an enormous orrery, radiant with mystic energy, its celestial components whirling in a chaotic ballet that reflects the storm surrounding the floating fragment. Sheets of paper covered in haphazard scrawlings litter the floor.

THE ORRERY PUZZLE

The colossal orrery is a mechanical wonder featuring celestial bodies that can be manipulated along multiple axes through a network of cogs, levers, and cranks. The orrery features seven constellations:

1. The Dancing Maiden
2. The Silent Monk

3. The Storm Serpent
4. The Arcane Owl
5. The Mountain Giant
6. The Flame Drake
7. The Abyssal Kraken

Notes. The scattered notes on the floor were written by Phaedra Skybinder, detailing her attempts to link the orrery to the Plane of Storms and gather its energy into the tempest orb.

Alignment Mechanism. The orrery operates using two primary components: the orbit gear and the sun disc. A third alignment lever can be pulled to activate the orrery. Each is distinctly marked on a control panel set into a nearby pedestal.

Orbit Gear. This large toothed wheel is controlled by a circular crank linked to the primary band that holds the seven etchings of the constellations displayed on the domed ceiling. As it is rotated, it shifts the positions of the constellations around the central sun.

Sun Disc. This bright brass disc controls the central sun's intensity with seven settings. Turning it clockwise enhances the sun's brightness, while turning it counterclockwise dims the light, causing the constellation closest to the control panel to glow.

Puzzle Solution. Among the scattered notes, a heavily underlined passage reads, "In the dance of the cosmos, the raging storm swallows the blazing sun to reveal the hidden path." This directly hints at aligning the Storm Serpent constellation and fully illuminating the sun to the highest setting.

- Turn the orbit Gear to position the Storm Serpent constellation at the highest point.
- Gradually dim the central sun using the Sun Disc. As the light recedes, the Storm Serpent constellation will glow brighter until it is the most apparent constellation in the orrery.

If aligned correctly to a fully illuminated Storm Serpent, a shimmering portal to the Storm Maiden's Sanctum (area 6) appears at the center of the orrery.

However, if the alignment is incorrect, pulling the lever instead triggers a discharge of raw arcane energy. Each creature within the area must make a DC 15 Dexterity saving throw, taking 4d6 force damage on a failed save, or half as much damage on a successful one.

TREASURE

Tucked beneath a pile of star charts and calculations, a velvet-lined case harbors a small flask of luminescent liquid marked as sealant elixir. This elixir is needed for the ritual to destroy the tempest orb (see "Freeing the Storm Maiden," page 7). The case also contains Phaedra's journal entries about the elixir's usage, implying that it could be used to contain the tempest orb's power.

6. STORM MAIDEN'S SANCTUM

Upon stepping through the portal, the party finds itself on a floating crystal island at the eye of the storm over 500 feet above the ground. In the center is a pedestal cradling a pulsating orb, around which a figure, flickering between human and storm form, ceaselessly paces—the Storm Maiden, Phaedra Skybinder.

The portal opens onto a floating island in the eye of storm. Razor-sharp rain and tempestuous winds roar while charged air snaps with electricity. At the storm's heart, a pedestal holds a pulsating sphere of chaotic energy, casting harsh, flickering light and sending violent arcs of lightning into the tumult. A figure paces around the pedestal, a beacon amid the fury. Her form shifts between a storm-born silhouette of raw elements and a distinct humanoid shape, oscillating in harmony with the storm. A resonating voice echoes above the storm, 'I cannot let you proceed. I am all that is holding this place together. The spire, the storm, they are...me.' As the words hang in the charged air, the storm intensifies, ready to defend its mistress.

THE STORM MAIDEN

The Storm Maiden exists in a duality of forms. Her storm-wrought transformation is both a boon and a bane, making her a figure of constant flux and adaptation.

In her elven form, Phaedra retains her elf-like physique, although dramatically altered. Her eyes flicker with azure lightning, her hair streaks with lightning, and her body is shrouded in arcane energy.

Her storm form, however, presents a drastic shift in appearance. She transforms into an ethereal figure made of wind, lightning, and thunder, reminiscent of her elven shape but composed entirely of elemental forces.

Throughout the encounter, Phaedra alternates between her two forms at the end of each of her turns. This shift does not affect her abilities or defenses, but it does change her access to different lair actions, as detailed below.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the Storm Maiden takes a lair action to cause one of the following effects based on her current form; the Storm Maiden can't use the same effect two rounds in a row:

Elven Form. Utilizing her in-depth knowledge of arcane magic, Phaedra weaves intricate spells around her foes. She can enact one of the following effects:

- Phaedra creates three illusory duplicates of herself that last until the beginning of her next turn. Each duplicate moves with her and mimics her actions, shifting position so as to make it impossible to track which image is real. If a creature targets Phaedra with an attack during this time, roll a d20 to determine whether the attack instead targets one of her duplicates. If she has three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. Each duplicate has an AC of 10 + her Dexterity modifier. If an attack hits a duplicate, it is destroyed.



SEALANT ELIXIR



SIGIL OF STORMS

- Phaedra targets one creature she can see within 60 feet of her. The target must succeed on a DC 15 Wisdom saving throw or be restrained by shimmering arcane chains until the start of her next turn.

Storm Form. The Storm Maiden wields the raw force of the tempest. She can trigger one of the following effects:

- The Storm Maiden calls down a bolt of lightning to strike at one creature she can see within 60 feet of her. The target must make a DC 15 Dexterity saving throw, taking 10 (3d6) lightning damage on a failed save, or half as much damage on a successful one.
- The Storm Maiden summons a gust of wind that sweeps across the battlefield in a 60-foot line originating from her. Each creature in the line must succeed on a DC 15 Strength saving throw or be pushed 15 feet backward and knocked prone.

DESTROYING THE ORB

Perched precariously on a pedestal of swirling wind and arcane energy, the tempest orb pulsates with chaotic force. A cataclysm in miniature, it fuels the cyclonic tempest that engulfs the surroundings. Its unstable power manifests as crackling arcs of lightning that jump from the orb to dance across the room.

The tempest orb is an object with an Armor Class of 15 and 200 hit points. It is immune to all damage types except force and radiant. Reducing the orb to 0 hit points triggers the release of the contained tempest, shattering the orb and setting free a shockwave that engulfs the spire.

The sudden release ripples outward in a 200-foot radius, inflicting 6d6 thunder damage to all creatures within its range. Read aloud the following:

As the orb cracks, a scream of pure elemental fury splits the air. The storm maiden, her form flickering and distorting, is consumed by the swirling vortex of energy. The tempest swells, growing chaotic and wild, the very air vibrating with its raw power. Then, with a deafening crash, the tempest orb shatters, sending a shockwave that shakes the spire to its core. The spire begins to crumble, fragments of stone and magic tumbling into the maelstrom as the storm maiden's scream fades into a sigh of relief and resignation as the tempest consumes her.

As the orb cracks and its energy explodes, a chain reaction begins destroying each fragment of the spire. The characters must flee, contending with increasingly treacherous terrain, or be swept away in the spire's destruction.

USING THE RITUAL

To neutralize and safely contain the energy in the orb, the party can perform a three-round ritual using the

components found within the spire. Each round corresponds to a ritual step: Infusion, Chanting, and Activation.

Infusion. The sealant elixir must be carefully poured onto the orb. This requires a full action and a successful DC 17 Dexterity (Sleight of Hand) check to accomplish without spilling. If spilled, the Elixir must be reapplied, requiring another action. The sealant has 3 applications available.

Chanting. The sigil of storms (found in area 4) must be traced in the air while reciting the incantation on the stone tablet. This requires a full action and a successful DC 17 Intelligence (Arcana) check to execute accurately.

Activation. The character who poured the Elixir must touch the orb and command it to accept the sealant. This requires a full action and a successful DC 15 Charisma (Persuasion) check to succeed.

Each failed check results in a violent response from the storm, and all creatures within 20 feet of the orb must make a DC 18 Dexterity saving throw, taking 3d6 lightning damage on a failed save, or half as much damage on a successful one.

PHAEDRA SKYBINDER

Phaedra Skybinder is an elven woman of considerable age, though her elven heritage hides her years well. Her skin bears a dusky hue akin to a stormy sky at dusk, and her eyes shimmer with an electric blue intensity reminiscent of a thunderstorm. Platinum blond hair, streaked with the occasional strand of grey, cascades down her back, often kept in an intricate braid. Her lean form is wrapped in flowing robes of deep indigo and cobalt, adorned with motifs of lightning, storm clouds, and whirlwinds.

Phaedra is an intellectual driven by curiosity and the pursuit of knowledge, though she is marked by a strong sense of responsibility and the weight of her past decisions. She values the greater good above all, yet her past failure has ingrained in her a cautious, thoughtful approach to her actions. Beneath her scholarly demeanor, a storm of emotions rages, reflecting her connection to the tempest orb.

The former scholar desires redemption and seeks a way to rectify the catastrophe she inadvertently caused. She is bound to the tempest orb, with her life force directly tied to the destructive artifact. Her primary desire is to use the tempest orb's power to reverse the damage she caused, unwilling to admit that her actions have done nothing more than keep the spirits of her former peers trapped within Storm's Tear.

Trait. "The power of the storm does not lie in its ability to destroy, but in the renewal that follows."

Bond. "I will fix what I destroyed."

Flaw. "My guilt haunts me. I fear it makes me overcautious and hesitant when decisive action is needed."



CONCLUSION

There are many different ways this adventure can conclude, based on the characters' actions.

THE RITUAL IS COMPLETED

If the adventurers complete the three-stage ritual, an otherworldly sigh fills the Sanctum as the storm seems to breathe a sigh of relief. The tempest orb flickers, it's chaotic pulsing steadying into a calm glow before the orb shatters into shards of dissipating energy.

Simultaneously, the Storm Maiden's form solidifies, the tempest form receding and leaving Phaedra in her original state. As her features regain their former softness, a tear of relief courses down her cheek. The tempest wanes, but the energies in the spire become erratic, triggering a cascading collapse. Sensing the imminent danger, Phaedra swiftly conjures a portal to safety. The characters can watch from a safe distance as the spire shudders, the storm around it intensifying for a moment before falling into an uncanny silence as it fades.

Read aloud when the characters finish the ritual:

The storm entity softens, revealing the form of a graceful elven woman. A single tear sparkles as it traces her cheek, but a tremor shatters the calm. Arcane energies flare in warning, and in response, a portal opens with a snap of her finger. She beckons you to follow before stepping through as the energies flare and tear apart the crystal fragments.

Phaedra (**mage**) thanks the party for releasing her from her torment, giving them a [INSERT MAGIC ITEM HERE] as a parting gift before leaving. She wishes to see if her family is still alive after so many decades trapped in the spire. The weight of her actions hangs heavy on her shoulders as she turns to walk a long and lonely road.

TAMING THE ORB

If the adventurers defeat the Storm Maiden and attempt to wrestle control of the tempest orb for themselves, they must make a DC 25 Wisdom (Arcana) check. On a success, the character manages to seize control over the orb, reshaping it into a potent magical item (see Appendix). On a failure, the orb explodes and releases a bolt of pure lightning energy, dealing 6d8 lightning damage to the character and triggering a thunderous blast dealing 3d8 thunder damage to all creatures within a 60-foot radius.

If the characters cannot seize control of the orb after 1 minute of the Storm Maiden's demise, the energies flare, and the storm intensifies, destroying the fragments beneath their feet. They must flee through the portal as the orb shatters and the spire is ruined for good. The party has 1 minute to escape before everything within the tower collapses.

THE STORM ABATES

With the Storm Maiden's freedom from her curse or the tempest orb's containment or destruction, the wild tempests that once raged around Storm's Tear subside. The arcane upheaval destroys the floating spire fragments, leaving the mountain skyline clear and free from their presence.

Down in Hailstone, the effect is immediate. The once-turbulent weather patterns restore to their regular rhythm. The ominous storm clouds that often overshadowed the town disperse, replaced by clear skies. The strange, random magic infused in the town's well water dissipates. The villagers who previously grew wings, belched fire, or sang like birds, find their peculiar symptoms vanish as if they were but a dream.

Dr. Percival Lumentwist, along with the relieved townsfolk, can finally rest easy. Their lives no longer disrupted by the magical storms, they return to their routines with newfound appreciation. Tales of the transformed Storm Maiden and the fragmented sky-bound spire become woven into the local lore. The once-feared Storm's Tear is now a cautionary legend told to young mages to curb their overenthusiasm into overeager research.

Whether they choose to keep the transformed tempest orb, leave the former Storm Maiden in peace, or choose to stay and help Hailstone recover, the party's deeds won't be forgotten. In taverns and fireside stories, they'll forever be known as the heroes who stilled Storm's Tear.



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APPENDIX

TEMPEST ORB

Wondrous item, very rare (requires attunement)

This orb, roughly the size of a fist, constantly swirls with miniature storms, complete with flickering lightning and roaring winds trapped within its crystalline form.

While attuned to this orb, you have resistance to lightning and thunder damage, and you can understand and speak Primordial.

The tempest orb has 7 charges and regains 1d6 + 1 expended charges daily at dawn. While holding it, you can use an action to expend one or more of its charges to cast one of the following spells (save DC 16): Call Lightning (3 charges), Gust of Wind (2 charges), or Control Weather (7 charges).

Curse. This orb is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the orb, keeping it within reach at all times. You also have disadvantage on saving throws against spells cast by elementals or magical effects created by elementals.

Additionally, at the beginning of each of your turns in combat, roll a d20. On a 1, the curse takes a deeper hold and you transform into an air elemental as per the Polymorph spell. While transformed, you retain your alignment, Intelligence, Wisdom, and Charisma scores and you can't cast spells. You return to your normal form after an hour, when you drop to 0 hit points, or when you die. If you die while in the elemental form, you can't be revived by any means short of a Wish spell.

The curse persists until removed by the Remove Curse spell or other magic. If the curse is removed from you, it remains on the orb.



STORM MAIDEN

Medium Elemental, neutral

Armor Class 16 (natural armor)

Hit Points 150 (20d8 + 60)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	17 (+3)	14 (+2)	20 (+5)

Saving Throws Dex +9, Int +8, Wis +7, Cha +10

Skills Arcana +8, Nature +8, Perception +7

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 17

Languages Common, Elven, Primordial

Challenge 10 (5,900 XP)

Proficiency Bonus: +4

Legendary Resistance (3/Day). If the Storm Maiden fails a saving throw, she can choose to succeed instead.

Innate Spellcasting. The Storm Maiden's spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *gust of wind*, *thunderwave*

3/day each: *call lightning*, *control winds*

1/day each: *chain lightning*, *wind walk*

ACTIONS

Multiattack. The Storm Maiden makes two attacks: one with her tempest touch and one with her lightning bolt.

Tempest Touch. *Melee Spell Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) lightning damage.

Lightning Strike. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 13 (3d8) lightning damage.

Thunderous Explosion (Recharge 5-6). The Storm Maiden releases a wave of thunderous force in a 15-foot radius around her. Each creature in that area must make a DC 18 Constitution saving throw. On a failed save, a creature takes 22 (4d10) thunder damage and is pushed 10 feet away. On a successful save, the creature takes half as much damage and isn't pushed.

LEGENDARY ACTIONS

The Storm Maiden can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Storm Maiden regains spent legendary actions at the start of her turn.

Attack. The Storm Maiden makes a Tempest Touch attack or a Lightning Strike attack.

Lightning Flash. The Storm Maiden transforms into a bolt of lightning and moves up to her flying speed in a straight line. This movement doesn't provoke opportunity attacks. At the end of this movement, she can choose to revert back to her original form.

Storm's Embrace (Costs 2 Actions). The Storm Maiden uses the energy of the storm to rejuvenate herself, regaining 20 hit points.

TIME GOLEM

Large Construct, unaligned

Armor Class 16 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	20 (+5)	11 (+0)	11 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages speaks Abyssal, Celestial, Common, and Infernal
Challenge 7 (2,900 XP) **Proficiency Bonus:** +3

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Temporal Stability. The golem has advantage on saving throws against effects that would alter its speed or position in time, including slow and haste spells, and can't be teleported against its will.

ACTIONS

Multiattack. The golem makes two melee attacks.

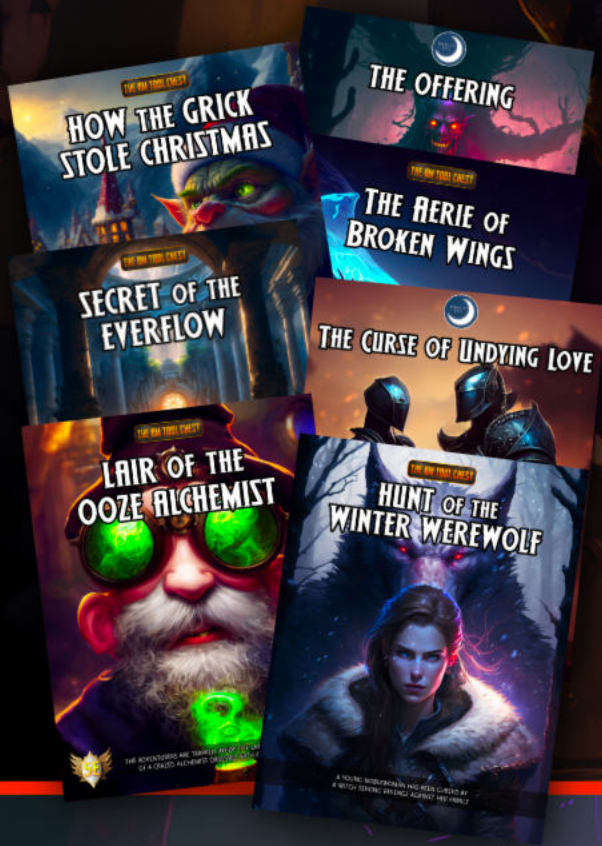
Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) bludgeoning damage.

Temporal Strike (Recharge 5-6). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: The target takes 22 (4d8 + 4) bludgeoning damage and must succeed on a DC 15 Constitution saving throw or be slowed as per the slow spell until the end of its next turn.

REACTIONS

Time Warp (3/day). When the Time Golem fails a saving throw, it can activate its temporal coil and choose to reroll it, taking the new result.

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