Fallen Angel

An Eberron Adventure for 3rd to 4th Level Characters



Sample file

Original 3.5 module by Keith Baker

5e conversion by Laura Hirsbrunner

GUILD

Introduction:

This adventure is balanced for a party of **four 3rd level characters** (as in the original module), and also includes conversions for a party of **four to six 4th level characters**.

You will need a copy of the original 3.5 adventure to use these conversion notes. *Fallen Angel*, by Keith Baker, is available in *Dungeon* 117, December 2004.

As this adventure is set in the Eberron Campaign Setting, *Eberron: Rising from the Last War* and/or the *Wayfinder's Guide to Eberron* (WGE) is highly recommended for setting information.

All encounters either use creatures available in the 5e *Monster Manual* (MM) or include full stat blocks in this conversion guide.

If a component of the original adventure is not mentioned in this guide, there is no conversion necessary, and should be run as originally written.

Chapter 1: Theft in the City of Towers

1. Meeting Kaelys Tela

Kurthan: Bugbear (MM, CR 1, 200 XP)

Kaelys Taela: There is no combat planned for Kaelys in this adventure module. Stat suggestions are provided just in case...

Suggestions for her identity include:

- Observer from the Chamber, **young silver dragon** (MM, CR 9, 5,000 XP), with the following modifications: use the innate spellcaster variant, and add the **adult silver dragon**'s ability to *change shape* (MM; no impact on CR).
- Gold Concord Aurum member: Female elf sorcerer/aristocrat, see stat block to right.

Kaelys Tela

Medium humanoid (elf), neutral

Armor Class 11 (14 with *mage armor*)
Hit Points 38 (7d8+7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	12 (+1)	13 (+1)	16 (+3)

Skills Deception +5, History +3, Insight +3, Persuasion +5
Senses darkvision 60 ft., passive Perception 11
Languages Common, Elvish
Challenge 1/4 (50 XP)

Fey Ancestry. Kaelys has advantage on saving throws against being charmed, and magic can't put her to sleep.

Spellcasting. Kaeyls is a 1st-level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). She knows the following sorcerer spells:

Cantrips (at will): *message, friends, light, minor illusion*

1st level (3 slots): *charm person, mage armor*

Actions

Multiattack. Kaelys makes 2 attacks with her dagger.

Dagger. *Melee or Ranged Weapon Attack*: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 2 (1d4+1) piercing damage.

2. Examining the Evidence

Clues on body: There are several clues that a party can obtain by examining the thief's body. Do not require an ability check for the initial information about the tattoos, as this is essential to the story progression and a check would be unhelpful. When a PC first examines the body, narrate that "he has several prominent tattoos, including one clearly defined symbol on the palm of his right hand..." (further describe per adventure, and provide them a copy of the picture from page 21).

To learn more information (helpful, but not mandatory for completing the adventure), ability checks may reveal:

- **Intelligence (Investigation), DC 10:** The rags he wears were once a silk courtier's outfit, but stained and faded beyond repair.
- **Wisdom (Medicine), DC 10:** From his calluses, muscles, and scars, you see that the man led an active life and had engaged in many fights in the past. He had horrible hygiene and rotting teeth.
- **Intelligence (History), DC 10:** The style of courtier's clothing worn dates back to almost a century ago.

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Chapter 2: Entering Fallen

3. Blackstone Church

Faela: There is no combat planned for Faela in this adventure module. This stat block is included just in case your players get creative. The 3.5 adventure listed her as an expert 3/adept 2. For utility in my own game, I gave her a slight spellcasting power bump because I wanted her to be able to cast 2nd level spells (including *lesser restoration*). If you don't want to use this modified stat block, I suggest instead using the **acolyte** (MM, CR ¼, 50 XP), then adding the Healer feature from the stat block to right, which allows her to use nonmagical healing as in the original module.

Healing: Using her Healer feature, Faela can perform nonmagical healing for free with a healer's kit. She has one in her inventory (10 charges). She can cast *cure wounds* and *lesser restoration*. If the party has no Silver Flame followers, it takes a successful **DC 18 Charisma (Persuasion) or Charisma (Intimidation) check** to convince her to use her magic. Intimidation will negatively affect future interactions with her and the citizens of Fallen.

XP Reward: 450 XP / # of party members

Faela (Priestess of the Silver Flame)

Medium humanoid (half-elf), neutral good

Armor Class 13 (friar's robes)
Hit Points 27 (5d8+5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	14 (+2)

Skills Medicine +6, Persuasion +4, Religion +4
Senses darkvision 60 ft., passive Perception 13
Languages Common, Elvish, Draconic
Challenge 1 (200 XP)

Fey Ancestry. Faela has advantage on saving throws against being charmed, and magic can't put her to sleep.

Divine Eminence. As a bonus action, Faela can expend a spell slot to cause her melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If she expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Healer. As an action, Faela can spend one use of a healer's kit (1 in inventory, 10 charges) to tend to a creature and restore 1d6+4 hit points to it, plus additional hit points equal to the creature's maximum number of Hit Dice. The creature can't regain hit points from this ability again until it finishes a short or long rest.

Spellcasting. Faela is a 4th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *guidance, light, sacred flame*
1st level (4 slots): *cure wounds, guiding bolt, protection from evil & good*
2nd level (3 slots): *aid, calm emotions, lesser restoration*

Actions

Multiattack. Faela makes 2 attacks with her quarterstaff.

Quarterstaff. *Melee Weapon Attack*: : +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, or 6 (1d8) bludgeoning damage if wielded with two hands.

4. Blood Drinkers!

Blood Drinkers: Use 4 **thugs** (MM, CR ½, 50 XP) with the following modifications*: add Stealth +3, remove heavy crossbow, remove language, refluff mace to greatclub.*

Surprise attack: Make a **Dexterity (Stealth) check** for each Blood Drinker, then compare the lowest one to the passive Perception score of each PC. Any character that doesn't notice the threat is surprised at the start of the encounter. Even if a PC is aware of one of the ravers and thus not surprised, there may still be others with a higher stealth roll that are undetected and may attack with advantage.

Adjusting the encounter for 4th level:
Use 4 **bugbears** (MM, CR1, 200 XP), with the following modifications: *remove javelin, remove language, refluff morningstar as greatclub with bludgeoning damage.*

Sample file

Chapter 3: Colrac Hall

5. Entry Hall

Shattered glass: In this area and later in Area 10, moving through a square filled with shattered glass requires a successful **DC 10 Dexterity (Acrobatics) check.** If the check is failed, the character slips (must stop moving for the turn) and takes 1d4 slashing damage. This check must be repeated for every square entered.

6. Feasting Hall

Night Stalkers: Use 3 **bugbears** (MM p33, CR1, 200 XP) with the following modifications: *remove language from all but leader, refluff javelin as spear, refluff morningstar as greatclub with bludgeoning damage*

> **Adjusting the encounter for 4th level:**
> Use 2 **bugbears** (MM, CR1, 200 XP) and 1 **bugbear chief** (MM, CR3, 700 XP) with the following modifications: *remove language for all but leader (Chief,) refluff javelin as spear, refluff morningstar as greatclub with bludgeoning damage.*

7. Library

Treasure: A successful **DC 18 Intelligence (Investigation) check** uncovers the book as indicated.

8. Kitchen

Horrid rats: Use **giant rats** (MM) with the following modification to make them "**vicious giant rats**": add a Multiattack action that allows it to make two bite attacks. This will increase CR from 1/8 to 1/2 (100 XP).

There are 7 rats in the manor; roll 2d3 to determine how many are in kitchen vs. pantry.

> **Adjusting the encounter for 4th level:**
> Use the same **vicious giant rats** (CR ½, 100 XP) as for 3rd level characters, but increase quantity. There are 12 in the manor; roll 3d3 to determine how many are in kitchen vs pantry. (See DMG page 250 for tips on Handling Mobs.)

Treasure: A successful **DC 15 Intelligence (Investigation) check** finds box; to open it requires a successful **DC 20 Dexterity (Thieves' Tools) check**.

9. Laundry

No changes. [To add interest to the otherwise-unremarkable room, a **DC 15 Intelligence (Investigation) check** might yield a *feather token* (WGE) under the drying platform.]

10. Hallway

Shattered glass: As in Area 5, moving through a square filled with shattered glass requires a **successful DC 10 Dexterity (Acrobatics) check**. If the check is failed, the character slips (must stop moving for the turn) and takes 1d4 slashing damage. This check must be repeated for every square entered. (Perhaps a creative party may find some furniture, like old broken beds in the servant's quarters to throw on top of the glass to make a walkway and reduce the hazard.)

Entering tower: Climbing up to the window requires a successful **DC 12 Strength (Athletics) check**; failure results in a fall onto the glass for 1d6 points slashing damage. Small and smaller characters roll with advantage. Assisting others in the climb may also grant advantage.

11. Servant's Quarters

Allip: Use the **banshee** (MM, CR4, 1100 XP).

> **Adjusting the encounter for 4th level:**
> Use the **allip** (Mordekainen's Tome of Foes, CR 5, 1,800 XP). Alternately, if you prefer to use the Monster Manual, you can use one **banshee** (MM, CR4, 1100 XP) plus one **specter** (MM, CR1, 200 XP).

12. Pantry

Horrid rats: See notes on the kitchen (Area 8). Whichever rats the party did not face there will be in the pantry.



Sample file

Chapter 4: The Upset Tower

13. Kennel

Cages: A successful **DC 15 Intelligence (Arcana) check** reveals that the runes hinder teleportation.

14. Vadalis Workshop

Stairs: Climbing to the new floor in the upside-down tower requires a successful **DC 10 Strength (Athletics) check**.

Blink dog skeletons: Use three **warhorse skeletons** (MM, CR ½, 100 XP) with the following modifications: *reduce size to Medium, reduce speed to 40, refluff their hooves attack as a bite attack with piercing damage.*

> **Adjusting the encounter for 4th level:**
> Use two **minotaur skeletons** (MM, CR 2, 450 XP) with the following modifications: *reduce size to Medium, refluff greataxe as a claw attack, and refluff Gore as a bite attack.*

Treasure: You may wish to add treasure here that wasn't in the original adventure. A successful **DC 8 Intelligence (Investigation) check** yields 2 empty vials and 1 empty flask. A **DC 18 check** yields *eyes of minute seeing*.

15. Keeper's Chamber

Blackened steel chest: AC 19, HP 20, damage threshold 10 (immune to damage below 10 hp, see "Objects" in DMG Chapter 8 for more info). Picking the lock requires a successful **DC 25 Dexterity (Thieves' Tools) check**.

Explosive lightning trap:

- Trigger: A glyph is inscribed upon this chest, as with *glyph of warding*, but permanent. The glyph is not dispelled after being triggered, but immediately resets. The trap delivers a bolt of lightning to anyone touching the chest (including trying to open or strike with a melee attack).
- Effect: When triggered, the glyph erupts with magical energy in a 15-foot-radius sphere. Each creature in the area must make a **DC 15 Dexterity saving throw**. A creature takes 2d8 lightning damage on a failed saving throw, or half as much damage on a successful one.
- Countermeasures: The glyph may be disabled by a character with the Mark of Handling, no check required. Otherwise, a **DC 10 Intelligence (Investigation) check** reveals scorched lines around the chest but no apparent trip wires or trigger, **DC 15** reveals a glyph inscribed on the chest. An **DC 20 Intelligence (Arcana) check** disables the glyph, but a check of 8 or less triggers it. A *dispel magic* cast on the chest dispels the glyph. Thieves' tools cannot be used to disarm the trap, and an attempted check of 8 or less triggers the trap. If the chest is broken/destroyed, the glyph no longer functions.

Treasure: You may wish to add a potion to the chest–if the characters smash the chest open, they instead find the remnants of a shattered flask... Replace *least extend channeling rod* (which does not have a direct 5e equivalent) with another magic item or remove it entirely. Otherwise, keep all loot the same as in the original adventure.

16. Blink Maze

Hurdles: Hurdles require a successful **DC 10 Strength (Athletics) or Dexterity (Acrobatics) check** (either jumping straight over it, or nimbly vaulting with a handspring). A failed check still allows the character to move through, but at the cost of 5 extra feet of movement.

Glass spikes: Spikes operate as caltrops (PHB 151).

Blink dogs: Use one **blink hound pup sire** (see stat block below, CR 3, 700 XP) and two **blink dogs** (MM, CR ¼, 50 XP). [Flavor the sire as full-grown blink dogs and the MM blink dogs as puppies.]

Blink Hound Pup Sire

Medium fey, lawful good

Armor Class 15 (natural armor)
Hit Points 91 (14d8+28)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	14 (+2)	10 (+0)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +5
Senses darkvision 60 ft., passive Perception 13
Languages Blink Dog, understands Sylvan but can't speak it
Challenge 3 (700 XP)

Keen Hearing and Smell. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The hound has advantage on an attack roll against a creature if at least one of the hound's allies is within 5 feet of the creature and the ally isn't incapacitated.

Teleport. As a bonus action, the hound magically teleports up to 400 feet into an unoccupied space. When it teleports, it can take along with it any equipment it is wearing or carrying, and up to one additional willing creature that is riding or otherwise touching it.

Dimensional Pounce. If the hound teleports adjacent to a creature and hits it with a bite attack on the same turn, it deals an extra 10 (3d6) damage with the attack and the creature must succeed on a DC 13 Strength saving throw or be knocked prone.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Designed by and reprinted here courtesy of Anthony Turco.

> **Adjusting the encounter for 4th level:**
> Use two **blink hound pup sires** (CR 3, 700 XP each) and one **blink dog** (MM, CR ¼, 50 XP).

Sample file

17. Stonefall

Stone door: AC 17, HP 27. Picking the lock requires a successful **DC 15 Dexterity (Thieves' Tools) check**. If the party breaks down the door rather than picking it, this alerts the Stone Keeper and blink dog in Area 18 to their presence.

Falling stone trap: Anyone who attempts to open this door without unlocking it (including trying to break it down) suddenly looks up to see 2 flagstones falling on their heads.

- Trigger: Attempting to open this door (or break it down) without first unlocking it will trigger this trap. Once it has been triggered and the stones fall to the ground, it must be manually reset before it can trigger again.
- Effect: The triggering creature must make a **DC 15 Dexterity save**, taking 14 (4d6) bludgeoning damage on a failed save, or half as much on a successful one. If the trap is triggered, this alerts the Stone Keeper and blink dog in Area 18 to their presence.
- Countermeasures: A **DC 18 Intelligence (Investigation) check** reveals the trap, with a tripwire linking the lock mechanism to the flagstones propped above the doorway. A **DC 15 Dexterity (Thieves' Tools) check** disables the trap. (A successful ranged attack on the door may trigger it, allowing the players to safely bypass it without harm).

18. Dogs' Den

Stairs: Climbing to the new floor in the upside-down tower requires a succesful **DC 10 Strength (Athletics) check**.

Stone Keeper: Use one **bugbear** (MM, CR1, 200 XP) with the following modifications: *remove javelin, remove language, refluff morningstar as greatclub with bludgeoning damage.*

Blink dog: Use one **blink dog** (MM, CR ¼, 50 XP), plus any that retreated from the Blink Maze encounter in Area 16. If the party rests before entering this floor, any injured blink dogs take the opportunity to rest and heal as well.

Adjusting the encounter for 4th level:

Stone Keeper: Use one **thug** (MM, CR ½, 100 XP) with the following modifications: *add Stealth +3, remove crossbow, remove language, refluff mace to warhammer.*
Blink dog: Use one **blink hound pup sire** (see stat block from area 16, CR 3, 700 XP), plus any dogs that retreated from previous encounter.

Tactics: If the Stone Keeper was alerted to invaders by a blink dog retreating here during the Blink Maze encounter, or if the party broke the stone door down instead of unlocking it, he and the blink dog(s) are hostile and stealthed near the door, pressed up against the wall. As soon as a PC enters, they attempt a surprise attack.

Treasure: A successful **DC 14 Intelligence (Investigation) check** reveals a *wand of greater animal friendship*.

Wand of Greater Animal Friendship

While holding this wand, you can expend its charge as an action to cast the *animal friendship* spell from it at 1st level (save DC 13). This wand's unique enchantment also allows the spell to succeed on beasts with an intelligence of 4 or greater. The wand may be used once per long rest.

19. Entry Hall

Stone Keepers: Use five **thugs** (MM, CR ½, 100 XP) with the following modifications: *add Stealth +3, remove crossbow, remove language, refluff mace to warhammer.*

Adjusting the encounter for 4th level:

Use five **bugbears** (MM, CR1, 200 XP) with the following modifications: *Remove javelin, remove language, refluff morningstar as greatclub with bludgeoning damage.*

20. Chamber of Statues

Memelith: Use **memelith bard** statblock on next page (CR 4, 1,100 XP).
Blink Dog: Use one **blink dog** (MM, CR ¼, 50 XP).

Adjusting the encounter for 4th level:

Memelith: Use **memelith bard** statblock (CR 4, 1,100 XP).
Blink Dog: Use one **blink hound pup sire** as in area 16 (CR 3, 700 XP).

Balance Note:

This encounter will be very challenging for most parties. If you wish it to be less difficult, eliminate the **blink dog** for a 3rd level party (or for a 4th level party, change the **blink houd pup sire** to a CR 1/4 **blink dog**).

Treasure: Roll on the "Treasure Hoard: Challenge 0-4" table (DMG page 137). For flavor, instead of giving gold, you may consider giving the party an intact statuette or other art objects worth an equivalent amount (DMG page 134-135).

Sample file

Memelith Bard

Medium humanoid (changeling), neutral

Armor Class 16 (*glamoured studded leather*)
Hit Points 49 (8d8+8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	10 (+0)	9 (-1)	20 (+5)

Saving Throws Dex +5, auto succeed on Int, Wis, and Cha saves, disadvantage on concentration checks
Skills Deception +7, Intimidation +7, Performance +9, Persuasion +9
Damage Immunities psychic
Condition Immunities charmed, frightened. Magic cannot put them to sleep. They are immune to any effect that would sense emotions or read thoughts.
Senses passive Perception 9
Languages Common, Blink Dog, Draconic, Elvish, Halfling
Challenge 4 (1100 XP)

Inner Turmoil. A memelith's mind hosts the thoughts of hundreds of different creatures, and these often confuse or crowd out the thoughts of the base creature. This has three effects:

- They have difficulty concentrating on any extended task. Their concentration checks are at disadvantage
- To perform extended tasks (such as crafting), they must make a successful Wisdom save (DC 15), or treat the ability check as if they rolled a 1.
- Any time a character uses Insight, Intimidation, or Persuasion against a memelith, the check has disadvantage.

Knowledge of the Dead. The memelith has access to the skills of the spirits that touch their mind. This allows them to call on the faint memories of the dead, adding their proficiency bonus to all untrained skills, and expertise (double their proficiency bonus) for all trained skills.

- In addition, the spirits act through the host, usually providing insight and guidance, but sometimes only creating confusion. Whenever a memelith makes an ability check, they add 1d6 - 3 to the result (even if this results in a negative modifier).

Spellcasting. The memelith is an 6th-level spellcaster. Their spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). They know the following bard spells:

- Cantrips (at will): *light, vicious mockery, message*
- Poltergeist cantrips (at will, bonus action): *dancing lights, gust, mage hand, minor illusion, prestidigitation, thaumaturgy*
- 1st level (4 slots): *command, dissonant whispers, invisibility, thunderwave*
- 2nd level (3 slots): *crown of madness, phantasmal force, suggestion*
- 3rd level (3 slots): *enemies abound, fear, hypnotic pattern*

Mantle of Majesty (1/LR). As a bonus action, the memelith may cast *Command* at 1st level without expending a spell slot, and they take on an appearance of unearthly beauty for 1 minute or until their concentration ends (as if concentrating on a spell). During this time, they can cast *Command* as a bonus action on each of their turns, without expending a spell slot. Any charmed creature automatically fails its saving throw against the *Command* cast with this feature.

Enthralling Whispersong (1/SR). By performing for at least 1 minute, the memelith can charm humanoids within 60 ft of them. After the performance, up to 5 targets must make a Wisdom save (DC 15). On a fail, a target is charmed for 1 hour. While charmed, the target idolizes the memelith, hinders those opposing them, and avoids violence. This lasts until a target takes damage, the memelith attacks it, or if it sees the memelith attacking its allies.

Poltergeist Phenomenon. A memelith is surrounded by a host of invisible, incorporeal spirits. A memelith can call on these spirits to produce or dismiss any of the following cantrips as a bonus action: *dancing lights, gust, mage hand, minor illusion, prestidigitation, thaumaturgy*. However, the spirits occasionally use these powers on their own. Doors open or slam shut, unattended objects suddenly move, strange moans or whispers can be heard. To stop an involuntary poltergeist display, a memelith must make a successful Wisdom save (DC 10); this suppresses the power for 1d6 rounds.

Actions

Change Appearance. As an action, the memelith can transform their appearance into any small or medium humanoid, or revert to their natural form. However, their equipment does not change with them. If they die, they revert to their natural appearance.

Multiattack. The memelith makes two melee attacks.

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Reactions

Touch of Madness. Any physical contact with a memelith - including a melee touch attack or armed attack - can overwhelm the mind with the chaotic thoughts of the memelith's host of spirits. Upon a successful melee attack or other form of physical contact, the opponent must make a Charisma save (DC 15) or become confused until the end of its next turn, as if affected by the *Confusion* spell. This mind-affecting compulsion can only affect up to one creature per round.

Unsettling Visage (1/LR): When a creature the memelith can see makes an attack roll against them, they can use their reaction to impose disadvantage on the roll. Using this trait reveals their shapeshifting nature to any creature within 30 feet that can see them.

Running this Encounter

I created my memelith as a changeling, rather than the halfling from the original adventure module, because I wanted them to shift their form every time they changed personality. If you don't want to do this, leave the stats the same, make them a halfling in appearance, and remove *Unsettling Visage* (this does not impact challenge rating).

For additional interest, you may wish to add a fourth persona: that of a House Vadalis animal keeper who speaks Blink Dog.

Junius may be the most intimidating of the personalities, but he might not turn hostile unless provoked. He might just as easily attempt to recruit them to find the missing eye piece for him instead of helping Taelys.

I flavored whispersong much like the Cylon Hybrid's singsong babblings in Battlestar Galactica (2004), with just enough important-sounding phrases that the PCs kept listening, hoping to catch an important clue. Is it truly nonsensical, or does every word matter? As soon as the PCs reach the Entry Hall, begin singsonging nonsense any time you aren't speaking to the players. If you can interest your party in listening (in-game) for more than a minute, this allows you to use *Enthralling Whispersong* for an easy mass charm. (See the *Credits* page at end for a sample of whispersong text you can chant for your players.)

Sample File

Bonus Encounters & Plot Hooks

Many plot questions in the original adventure are left up to the DM. Here are some ideas you could use as standalone encounters or integrate into a larger story arc.

Releasing Sythrael

If the PCs reassemble the statue and attempt to restore Sythrael, how will they do so? It may require *greater restoration*, or perhaps a lengthier ritual.

Transporting his statue via skycoach may be impossible – does his curse preventing flight apply in the stone form as well? (If so, how was his statue brought to the flying Crystal Tower in the first place? Perhaps there was a bridge spanning between it and another tower, so his curse only affected the tower once off the bridge itself. Or if his curse does not apply in the stone form, perhaps once the restoration ritual began, the curse reasserted itself and the tower fell before the restoration could be completed).

Is Sythrael a true enemy of the Lords of Dust and a potential ally for the PCs? Or does he follow the less-noble inclinations of most radiant idols, and was simply embroiled with the Lords of Dust as he attempted to rise to power himself? How and when might he reappear in your campaign? (Below is a **radiant idol** stat block for fifth edition. Note that Tier 1 characters are *not* equipped to combat a creature of his CR!)

Upon Sythrael's release, the last thing he remembers is fighting the Lords of Dust. Does he understand the PCs mean him no harm, or does he immediately resume his attack on the perceived enemy? Are Kaelys or any other NPCs with the PCs at this time?

Sample file

Radiant Idol (Light Domain)

Large celestial, lawful evil

Armor Class 17
Hit Points 179 (18d10+72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	19 (+4)	16 (+3)	17 (+3)	22 (+6)

Saving Throws Con +8, Wis +7, Cha +10
Skills Deception +10, Insight +7, Perception +7
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks; spells
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 120 ft., passive Perception 17
Languages all, telepathy 120 ft.
Challenge 11 (7,200 XP)

Angelic Weapons. The radiant idol's weapon attacks are magical. When they hit with any weapon, the weapon deals an extra 4d8 radiant damage (included in the attack).

Aura of Divinity. All allies within 30 feet of the radiant idol are treated as if affected by the *bless* spell, while all hostile creatures within 30 feet must make a DC 18 Charisma save or are affected by the *bane* spell.

Flightless. Radiant idols are immune to any effect that involves flight, levitation or the ability to move through the air without touching a surface. If they ever obtain a fly speed through any method, regardless of type, that fly speed is immediately removed. Any attempt to toss, throw or otherwise move them into the air, voluntarily or not, automatically fails. If anyone or anything within 30 feet of them is flying magically, they also automatically fall, as if the spell or item providing flight had ended. Only creatures with natural abilities to fly can do so within 30 feet of a radiant idol.

Glibness. A radiant idol is constantly under the effects of a *glibness* spell; in addition, the radiant idol is immune to magic that allows other creatures to read their thoughts, determine whether they are lying, or know their alignment or creature type. Creatures can telepathically communicate with them only if they allow it.

Innate Spellcasting. The radiant idol's spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). They can innately cast the following spells, requiring only verbal components:

- At will: *burning hands, charm person, faerie fire, heroism*
- 3/day: *daylight, fireball, flaming sphere, scorching ray, dispel magic*
- 1/day: *flame strike, guardian of faith, scrying, teleport, wall of fire*

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

Actions

Multiattack. The radiant idol makes two melee attacks.

Dire flail. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) bludgeoning damage plus 22 (5d8) radiant damage.

Change Shape. The radiant idol magically polymorphs into a humanoid that has a challenge rating equal to or less than their own, or back into their true form. They revert to their true form if they die. Any equipment they are wearing or carrying is absorbed or borne by the new form (the radiant idol's choice). In a new form, the radiant idol retains their game statistics and ability to speak (including their ***Flightless*** quality), but their AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and they gain any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that they lack.

Designed by and reprinted here courtesy of Will Brolley.

Bonus Encounter: Sythrael's Eye

The original adventure does not indicate where the remaining piece of the statue's eye can be found. As a change of pace from the heavier dilemmas the PCs have faced, perhaps the eye is owned by an eccentric collector of all things eye-related, and its retrieval is a simple monster hunt.

When the party returns to Kaelys after finding the nearly-complete statue, she is in conversation with Victor Saint-Demain, a brilliant (though rather arrogant) master inquisitive. She introduces him as the individual who originally helped her procure the statue's hand. She previously attempted to hire him to retrieve the hand after its theft, and the rest of the statue as well; however, he declined as he has been freelancing for House Medani and is engaged in an important case.

When Kaelys and Victor learn that the PCs have located the statue but it lacks an eye, Kaelys inquires if Victor can help the search. He declines due to his current work, but half-jokingly suggests, "You might try that crazy one-eyed goblin in the Cogs. Not sure why he's down there, he has enough gold to live in any district he pleases.... Or at least he would if he didn't spend it all procuring items for his disturbing collection."

Gudruun, the one-eyed goblin (neutral alignment), lives in Khyber's Gate. Today his missing eye is replaced with an orb of green glass, and inside dancing fairy lights shimmer. He is an eccentric collector, borderline hoarder...and always glad to show off his treasures to a willing audience like the PCs. While his home looks from the outside like most of the dwellings in his district (carved out of the cavern walls themselves), the PCs enter to find a spacious home decorated from floor to ceiling in every room with eyes. Drawers of glass eyes, shelves of preserved monster eyeballs in jars, a display of eyeglasses to fit creatures of every size, paintings and tapestries and sculptures of eyes, and hanging from the ceiling, what he glowingly identifies as the world's longest (documented) eyelashes from a giant in Xen'drik.

When the party inquires about the statue eye, Gudruun rummages through a large book sitting on a desk by the front door. He finds five different statue eyes in his catalog, so asks the party to describe it further. Based on their description, he can narrow it down to one of two items, both of which sound like a potential match. Problem is, they're stored in the back room, along with the most recent addition to his collection, which got a little out of hand...an exquisite beholder specimen. He thought it was dead and preserved in a giant tank when he bought it...apparently something reanimated it, or it was never unanimated, or... He offers the statue eye for free if the party does him a favor and takes care of the **beholder zombie** (MM, CR 5, 1,800 XP). Gudruun is quite sure he could defeat it himself if he only had two good eyes...it's certain to be a walk in the park for the PCs. But he begs them to please be careful, as some of the collection items in the other room are irreplaceable. And he asks if they could please try to leave the eye stalks intact, as he wants to salvage whatever he can for his collection.

If the PCs are 3rd level, have Gudruun assist them in combat (under pretenses of watching to make sure they protect his precious eye collection). You may stat him either as a refluffed **deep gnome (svirfneblin)** (MM, CR ½, 100 xp), or as a **nilbog** (Volo's Guide to Monsters, CR 1, 200 xp), depending on how challenging you want the encounter to be.

If the PCs are 4th level, Gudruun might hide in the corner anxiously watching to make sure his collection remains intact, and occasionally yelping warnings at the PCs. However, he does not join the battle himself (as the party is strong enough to defeat it on their own), and the beholder zombie ignores Gudruun as the PCs pose a greater threat.

Upon defeating the encounter, Gudruun anxiously inspects the beholder zombie to see if the eyes were left in good condition. If the PCs refrained from targeting the eye stalks and the majority of damage is to the body, he expresses his gratitude and offers them an *eyes of charming* (DMG p168) from his eyeglasses display, in addition to the statue eye (after showing them both possible options and confirming with them whether either is the one they seek).

If the PCs damaged the eye stalks in the fight, Gudruun begrudgingly gives them the statue eye as originally negotiated. He is grateful for their assistance but disappointed at the complete loss of his beholder specimen.

Angelic Prophecies

A portion of the Draconic Prophecy, referring to an "Angel of Fallen", seems that it may refer to Sythrael. Was someone attempting to manipulate or fulfill this by restoring Sythrael a century ago? Who might be aware of this prophecy today?

Or is it possible that the prophecy has been misinterpreted entirely, and those whose focus is on Sythrael are overlooking the true key? Might Faela be the true "Angel of Fallen" and become a recurring NPC in your campaign?

The Prophesied Fallen

Should the flame kindle in broken glass,
the fallen angel rise,
then madness will be tamed
and chaos claimed as prize.

Sample file

Kaelys & Sythrael

If you chose for Kaelys to be a member of the Chamber, why is she interested in Sythrael? Perhaps the Chamber has misinterpreted the Prophecy referring to an "Angel of Fallen." Kaelys believes Sythrael is an important key in subverting the machinations of the Lords of Dust, and after obtaining his statue, she hopes to restore him.

Once Kaelys obtains the completed statue, she requests the PCs help her take it outside the city, avoiding the manifest zone out of an abundance of caution. Her plan to break the enchantment suggests that she is a powerful spellcaster, but as of yet the PCs are unaware of her draconic nature.

Once Sythrael is freed from the statue (see "Releasing Sythrael" for suggestions), how does he respond? If Sythrael (see **radiant idol** stat block above) emerges hostile, perhaps Kaelys she shifts to her true dragon form to defend herself, revealing her identity to the PCs. (See Chapter 1, "Meeting Kaelys Tela" for her suggested stats). After a brief scuffle, Sythrael seems to realize he is no longer fighting his original enemy, instead making his escape (possibly after downing a couple PCs, who are clearly out of their element in this battle between two greater powers).

Linking Fallen Angel & Chimes at Midnight

If you are interested in running the classic 3.5 Victor Saint-Demain trilogy (*Dragon* 133, 150, 151), beginning with *Chimes at Midnight*, you can briefly introduce the master inquisitive (before he devolves into insanity) in the "Sythrael's Eye" encounter suggested above. The Victor Saint-Demain adventures may be a good way to provide some of the necessary spacing between *Fallen Angel* and the unofficial "sequels" of *Fallen Mad* and *Fallen Martyr*.

Linking Fallen Angel & Fallen Mad

Spoiler alert! Skip this section if you don't want to spoil *Encounters in Sharn*'s "The Fallen Mad".

Faela makes a reappearance (of sorts) in *Fallen Mad*, a three-part adventure by Shawn Merwin in the fifth-edition supplement *Encounters in Sharn*. This adventure (written for five 5th level characters) happens when Faela sacrifices herself as a means of sealing a rift to Khyber. If you wish to run *Fallen Mad* later in your campaign, consider including the following character in *Fallen Angel*:

- Blantsy (NG female rock gnome **commoner**) is half-mad. She sculpts beautiful artworks from the ruins, and the PCs might observe her at work near Blackstone Church while visiting Fallen for the first time. She moves occasionally between manic activity while she makes her art, to near catatonia when she stops.

When it comes time to run the *Fallen Mad* adventure, you might consider changing the initial plot hook (Grevor, a previously-unremarkable priest of the Silver Flame, hears rumors of Faela's death and hires the PCs to investigate). As your characters have met Faela previously, they may be informed through other means. Perhaps Kaelys heard the rumors of Faela's disappearance, and takes a humanitarian interest in the situation. Or perhaps the PCs themselves try to visit Faela seeking assistance or information on another quest, and discover she is gone.

Is Faela's story over after her death in *Fallen Mad*? Not necessarily...

Fallen Martyr, an Upcoming DMs Guild Adventure by Patrick Dunning

A substantial time passes after discovering Faela's death and completing the Fallen Mad adventure. Then, the PCs hear strange rumors from Fallen about a new faction of ravers that is growing in number and power. This faction is converting and absorbing other raver factions. Strange thing is, they seem to be helping people, even saving outsiders from raver gangs.

Upon investigating, the PCs discover the leader of this new faction looks exactly like Faela. They investigate the former Faela's final resting place, and while the seal holding back the portal to Khyber is still there, her body is missing. Faela came back from the dead... but her memory is gone.

How and why did she return from the dead? Does she carry an urgent message from the Silver Flame? How can the PCs restore her memory, and what keys does it hold to the future of Fallen? Stay tuned for answers to this and more...

Sample file

Sample Whispersong Text

Here is a brief sample of the stream-of-consciousness nonsense I chanted for my players when they encountered the memelith:

"Travelling impresses six all uncommonly. Alteration, the hand, the Chamber hearing with highest joy, ask our belief. Up the valley do we warmly enter, cordial hearted. Yet whence and unable, concluded immediate allowance.

Favor of dragons, arrived pretty though fallen direct. Reasonable, we ourselves entreaty me. The eye, whose asked it stand, it sense not spoil. Prudent you their conduct, limited and paid. As hope, so face be upon it. The goodness of suitable learning, subjects, ecstatic children he could leave as match. Remember the lesson. Forget the loss.

Smile spoke, few great, hands and eyes and wings. Amongst moments arrived, but man believed its prospect. Companions understood as connection introduced. Nay healer can admit belonging, her summer lovers twenty in. Not his difficulty boisterous surrounded. Seems folly if in given scale. She contented, conveying advantage among equals. Thirteen weeks aware, decay of entrance prospects removing. For hopes strictly chief yield hours, days, rooms.

Turned behind polite limits, forbade enough through inquiry. Towers of cousins, friendship welcome, much did excited wonders view law. Disposing mistakes to moonlight, extremity engaged. Spite and performance supposed gardens flower, excuses narrow, if temper formed shortly now it led. Child laughing, speedily pleasant offering. Water still resembled water, of listening the pleasure, of debating the question.

For quitting a dwelling, graceful those likewise received. Cold, unaffected, terminated. Design ashamed yet inhabit no resolve but ours. Judgement few trifling, remember mistaken opinions."

Credits:

Special thanks to the input & inspiration of many.

Anthony Turco (Keith's Hat Mimic): For much guidance on mechanics and balance, and for creating the stat block for the blink dog pup sire. Check out his DMsGuild work, including the Korranberg Chronicle: Adventurer's Almanac.
Wayne Chang: For his DMs Guild savvy and assistance standardizing style and formatting.
Patrick Dunning: For inspiration from his experience running this adventure, plot hooks galore, and the idea of using nonsense chant for the memelith's whispersong.
Mark Navarre-Jones: For plot hooks galore and being a willing sounding board and test subject.
Will Brolley: For his radiant idol stat block and font of wisdom and encouragement.
The whole Eberron Discord server: For making the world of Eberron come alive.
Keith Baker: For creating Eberron and wearing a great hat.

Version Changelog

1.1. Updated radiant idol mechanics, formatting tweaks, and miscellaneous rewordings for clarity and style adherence.
1.2. Link to *Eberron: Rising*, formatting tweaks.

Design and layout by Laura Hirsbrunner.

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Sample file