

THE AGELESS WATCHER

AN EPIC ADVENTURE INVOLVING PERILOUS DUNGEONS AND VICIOUS DRAGONS



MonkeyDM

The Ageless Sentinel

**AN ADVENTURE FOR 5E DESIGNED FOR 3-6 LEVEL 5 CHARACTERS,
FOR USE WITH THE 5TH EDITION RULESET.**



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Background

The City of Araenos has long been an anomaly in the world. It is as close to heaven as one can reach on earth. Here, humans and dragons live together in harmony. This harmony isn't that of mount and rider but brothers in arms. Dragons are not ridden but accepted as equals and treated with the utmost respect. Because of this, the city has prospered, creating new magics, powerful sciences, and more. For obscure reasons, this balance is now disturbed. A presence has begun corrupting the city, seemingly starting with its clock keeper, the young brass dragon Todamdromu. The clock has stopped ticking, and he has locked himself in the clock tower, refusing to let anyone in. Help is needed.

Note

Not every adventure needs to be an epic tale of killing gods. Some days are better suited for bite-sized adventures featuring fun NPCs and a good ol' dungeon crawl. This adventure is just that.

Plot Hook

The party's aid has been requested by one Prismatharion, a noble from Araenos. He requires outside assistance promptly. He has given the party a bag of gold big enough to buy them all trips to the city and asked them to meet him at his estate.

Chapter 1. This Is Paradise

In which the party meets with a dragon.

Chapter 1.1. Gathering

GM NOTE:

If you are playing this adventure as a one-shot at the start of a new campaign, discuss with the players where they are from. Are they outsiders coming into Araenos? Are they locals who have lived here long enough to understand the inner workings of the city? It will likely influence the way they look at the city.

Once the players have decided how many of them are from the city, have those players roll **DC 16 Intelligence (History) checks**. On a success, inform them of Prismatharion. Supposedly, this name refers to a chromatic dragon with an odd disease. The color of his scales changes pigmentation over time, shifting from blue to green to red and back to blue. All in all, he looks like a prism. Because of this, the dragons of Araenos shunned him, believing him to be sick and a threat to their health.

GM NOTE:

It's also worth considering if the party has worked together before. If they have, and they are, a connected group, then it's entirely possible all of them are making their way towards the city together, but some might originate here.

Then, for those that are not from the city, read this:

'You made your way towards Araenos shortly after receiving the letter. After all, who would say no to a fully-paid trip to a city of progress? Yes, you have to care for a maddened clock keeper, but this task is by far not the hardest thing you've done. You embarked on a ship and headed for the draconic city. A few days later, you observe the port getting ever closer. You are reaching the beautiful city of Araenos. How do you feel?'

After each party member talks a little about how they feel, describe how they finally make it to the city. On the docks, they meet a dragonborn attendant holding a placard with their name on it. As they approach her, what does the dragonborn see? This is, of course, a prompt question meant to push them towards describing their characters. Have them all describe themselves physically and some of their abilities.

When they reach the dragonborn, she'll introduce herself as Jemora, Hand of the Prism. If some party members are from the city, they'll have to gather them before returning to Prismatharion. If not, they can go there straight away. During their interactions with Jemora, the party can make **DC 15 Wisdom (Insight) checks** to check her general disposition and behavior. She seems to be hiding her fear but looks nuanced and honest besides that.

JEMORA, HAND OF THE PRISM

Information: Jemora will guide the party throughout this starting chapter. She is a blue dragonborn with ornate golden tattoos on her arms. She's cordial, reserved, and happy to help the party get around. If they wish to visit the city, she'll help with that. She is afraid of what happened to the clock keeper.

Once the party members have been gathered and introduced to Jemora, you may proceed to the next chapter.

Chapter 1.2. Prismatharion

Read this:

'With all of you gathered, Jemora begins moving with quickened steps towards the outside of the city. She bows her head and smiles toward you all, beginning to describe her actions. "We're currently on our way outside the city, despite original plans. The master has been, of course, blamed for the clock keeper's madness, as he expected. As such, he's retreated into a cave not too far off. It's only until his name can get cleared up. Regardless, we're meeting him there to discuss everything." She smiles, somewhat ashamed but driven, and keeps going forward.'

Alongside Jemora, the party will move outside the city for half an hour, before finally stumbling upon a break in the sand, entering a ravine, and then inside a massive subterranean home of sorts. There, asleep amongst his belongings, spanning 20 feet in length, is Prismatharion. It looks like, for lack of a better word, the Batcave. It has ornate furniture, clockwork contraptions, and riches but is also a full-on cave made of granite and sandstone, hidden away from the rest of the world.

PRISMATHARION, PRISM DRAGON

Information: Despite being a kind spirit and a good heart, his disease has always led to his kind judging him/being afraid of him. Discrimination is something he's grown tired of, but despite that, he will not bow down and turn into the monster they already think he is.

As the party approaches, Prismatharion will awaken and greet them cheerfully. He will attempt to joke around and clear up any doubts the party might have. At his core, he is sad, but he is trying to portray calm and a welcoming nature. A **DC 15 Wisdom (Insight) check** will reveal how hurt he is by being shunned. During their interaction, the party can also make a **DC 13 Wisdom (Perception) check** to look through his hoard. On a success, they find plenty of magical items such as a **wand of web**, a **robe of eyes**, and a **robe of entanglement**. If they bring these up, Prismatharion will happily gift them to the party.

In their discussion, Prismatharion will explain to the party that he knew from when things started to go wrong that he'd be a fall guy. He's always been seen as lesser, despite being no different from the rest. As such, he scrambled to get aid, but no one would believe him, so he begged people from outside to come and help. That's why the party is here. He aims to find out what is happening inside the clock tower. Without being linked to him, the party will have to get inside the clock tower and investigate, hopefully finding what made Todamdormu mad and why he won't let anyone in. To help them, he'll give them a **ring of fire resistance**. Upon completion, if they find enough information to clear up his name, they'll get another 300 gold each.

The party can attempt to persuade him for more gold with a **DC 17 Charisma (Persuasion) check** if they so wish. They can even try to intimidate or deceive him, but he is an **adult blue dragon**, so it might not be the best choice.

Once the party has agreed on a deal, proceed to the next chapter.

Chapter 1.3. Plan of Attack

Now that they've agreed to take this quest, the party has to find a way of sneaking into the clock tower that Todamdormu has locked himself inside of and find out what he's hiding. First, Prismatharion will offer to put the party on his back and fly above the city if they so wish. In doing this, they'll be able to scout the surroundings.

If they choose to do this, Prismatharion will take them up to the skies and fly them above the city. Describe this as vividly as possible so the party can imagine the city. It is on an island, surrounded by massive peaks and spanning deserts. The city is lush due to magic, with tall buildings with plants growing from them. A successful **DC 17 Wisdom (Perception) check** will lead to the party finding the clock tower and spotting a small yet noticeable break in the roof they can go through.

The party can also go through the city and examine everything on foot. If they choose to do this, have each party

member roll a **DC 16 Charisma (Persuasion) check** to extract information from the locals. They'll discover that Todamdormu sleeps against the door to the clock tower each night, not letting anyone in. They can also make a **DC 18 Intelligence (Investigation) check** to look through the clock tower's windows. On a success, they find the dragon is looking directly back at them, meaning that he spends his days above, at the 3rd level, observing the city. They'll discover that Todamdormu sleeps against the door to the clock tower each night, not letting anyone in.

The party must devise a plan, but there are two main ways to get inside:

1. Wait until nightfall and drop in through the roof.
2. Approach the tower during the day and unlock the main door, only to climb to the top.

GM NOTE:

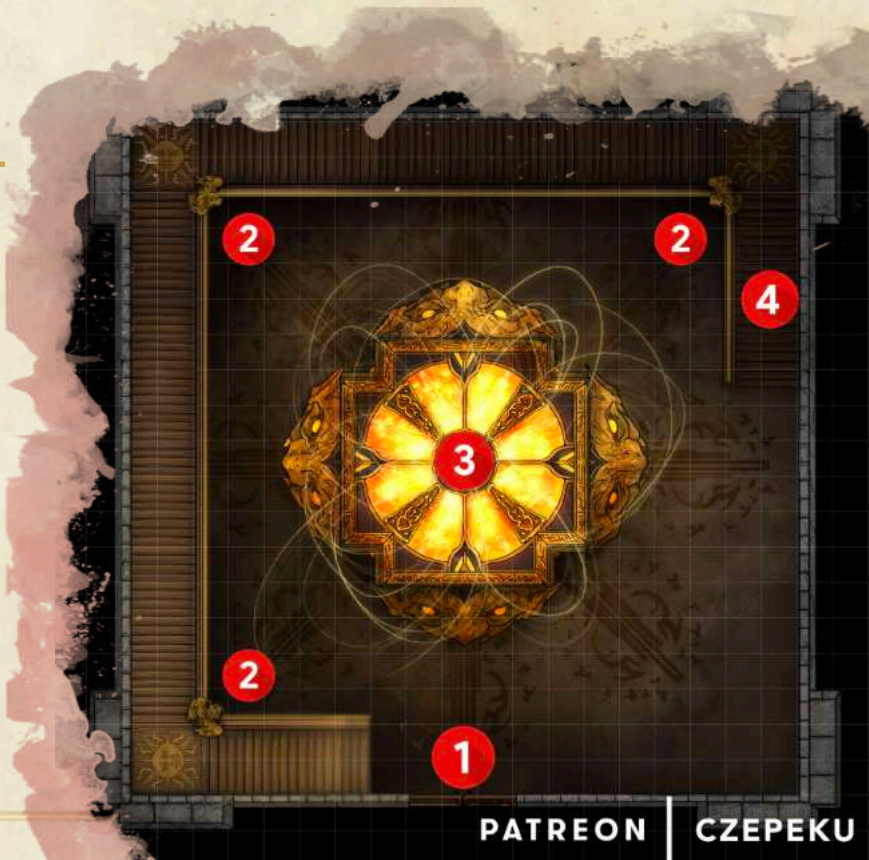
The party may also devise a plan that does not fit into these two categories. They perhaps even consider creating a diversion while they get within the clock tower. Don't punish these creative plans; try to roll with the punches. Let them do it if they find a distraction that seems reasonable enough. The only hard rule is that Todamdormu never leaves the clock tower.

Once the party has come up with a good enough plan to get

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MAP 1



inside and figure everything out, proceed to the next chapter.

Chapter 2. Get In

In which the party gets into the clock tower.

Chapter 2.1. The Entrances

GM NOTE:

To make this adventure easier to read through and follow, I've split this chapter into three smaller chapters, even though they are non-linear. This chapter tackles how the party can get into the clock tower (map 1 and map 5). Chapter 2.2. details how the party gets to Todamdormu (map 2 and map 4). Chapter 2.3. is all about the party meeting Todamdormu (young brass dragon) (map 3). The maps are numbered in the ascendant order of the clock tower.

First, the party can enter the clock tower by opening the front door. This can be done with a **DC 18 Thieves' Tools check** or a **DC 22 Strength (Athletics) check**. If they attempt this while Todamdormu is sleeping against the door, the **Strength (Athletics) check** will always fail, no matter the roll. Once the door is opened, if Todamdormu is not sleeping against the door, the party can proceed into map 1. If he is sleeping against it, he'll awaken and use his Fire Breath on them before flying up to the top and screaming "trespassers". Then, the party can proceed to map 1.

AREAS OF THE GROUND LEVEL (MAP 1)

1 - ARRIVAL AREA

The party starts here.

2 - MECHANIC DEFENDERS

When the party steps in, **1 clockwork jailor** will awaken at each area marked 2. They'll attack the party head-on. Once the party has defeated them, they can examine areas 3 and 4.

3 - THE ARCANE ENGINE

Read this:

'Pulsing ever so subtly with a noise that you reckon could drive one mad in time is the Arcane Engine. This creation of artifice and arcana is the core of this arcane clock tower. Surely, if something is wrong, it would start from here.'

The party can investigate it with a **DC 16 Intelligence (Arcana), Intelligence (Investigation) check**, or *detect magic* or *detect evil and good* spells. Success on either check or casting any spell will reveal that the Arcane Engine is indeed corrupted. A small shard of a red stone seems to be stuck inside it. This stone pulses with fiendish energy. This was put here. And it's part of the corruption. Unfortunately, it is past the arcane glass protections of the Engine. Nothing

will be able to remove it unless the party opens the core. That can only be done with the clock keeper's key. They need to pry it from Todamdormu.

4 - STAIRS

These lead the party to map 2.

Secondly, the party can make it inside the tower by dropping onto the roof. To first get on the roof they'll either need to make **DC 16 Strength (Athletics) checks** to climb up to there or all make **DC 16 Dexterity (Acrobatics) checks** to drop onto the roof from above. Failure on either check will lead to the party member falling and unless caught, taking 6d6 falling damage. Once they've all made it up, the party can be moved to map 5.

AREAS OF THE ROOF (MAP 5)

1 - HOLE

The party can get into the tower (map 4) through here.

2 - GARGOYLES

The moment the party steps onto the roof, the **4 gargoyles** will awaken, and the party will have to fight them. Once all of them have been defeated.

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MAP 2



GM NOTE:

For extra spicy combat, have the gargoyles repeatedly try to push the party off of the tower. That'll be fun.

Whichever way the party chooses, once they make it up to map 2 or map 4, proceed to the next chapter.

Chapter 2.2. The Traps

Whichever way the party chose, they must now compete with the two alert systems built into the clock tower.

If they came from below, bring them to map 2, where they'll spot the beautiful Seraphic Engine.

Read this:

'In front of you, radiating with an almost blinding light is the Seraphic Engine. It looks angelic, celestial even. And you somehow know that this is the engine.' whether you are religious or not, you cannot help but feel a little comforted when you see this divine light fill the room. Then, a voice rings out in your ear. "Why are you here, child?"

The ancient clock keepers built the Seraphic Engine from the soul of a dead celestial. It is the thing that gives light to the clock tower, while the Arcane Engine powers up the movement. Somehow, the Seraphic Engine is sentient. It is not a judge but rather a confused spirit given life and voice as a tool. It feels alone and must follow the orders of its creation, despite once being an angel.

If any party member tries to walk past it, they must make a **DC 20 Wisdom saving throw**. On a failure, they are pushed back by the wings. On a success, they are allowed to walk up. Those that are pushed back also take 3d8 radiant damage. They must speak with the Seraphic Engine to be allowed further.

The Seraphic Engine will ask the party to answer a riddle: "What is birthed as unlife from life then turned into life once more?" The answer is **an egg**. Living creatures create eggs that are not alive but sprout life afterward. Each time a creature answers wrong, they take 1d4 radiant damage.

Once those who weren't initially allowed answer the riddle correctly, they may move up to the next level (map 3).

If they came from above, they fall directly onto the beams next to the bells (map 4). Each bell, it would seem, has a different color and is made of a different material. If the party members attempt to drop, the bell marked with area 1 will push them back up as if there was a force field, and each party member will take 4d4 force damage. If they wish to stop the force field, they must ring the bells in the proper order to stop the spell and allow them to get down. They must now investigate the map.

The party must ring the bells from the smallest race to the biggest race.

The proper order is bug, halfling, dwarf, human, elf, dragon, and giant.

AREAS OF THE BELLS (MAP 4)

1 - GIANT BELL

This is a gigantic bell, on the side of which is a rune in giant. It simply says "Giant".

If no party member speaks Giant, a **DC 16 Intelligence (History) or Intelligence (Investigation) check** is enough to decipher the script.

2 - HALFLING BELL

This is a slightly smaller bell, made of brass, with beautiful homes and flowers carved into it. There is also writing in halfling that says "Halfling".

If no party member speaks Halfling, a **DC 16 Intelligence (History) or Intelligence (Investigation) check** is enough to decipher the script.

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MAP 3



3 - DRAGON BELL

This is a bell smaller than the halfling bell, but made of gold. Its ornate carvings created dragons. It has writing in Draconic saying “Dragon”.

If no party member speaks Draconic, a **DC 16 Intelligence (History) or Intelligence (Investigation) check** is enough to decipher the script.

4 - DWARF BELL

This is a bell of pure steel and silver, with purple gems on the side. It portrays the bearded faces of dwarves. It has writing in Dwarvish that says “Dwarf”.

If no party member speaks Dwarvish, a **DC 16 Intelligence (History) or Intelligence (Investigation) check** is enough to decipher the script.

5 - HUMAN BELL

This is a simple bronze bell with no carving or ornate creation. It is simply practical. It has writing in Common that says “Human”.

6 - ELVISH BELL

This is a bell made of elvish steel, which shines blue, and is incredibly light. It has depictions of elvish majesty on the side. It also has writing in Elvish that says “Elf”.

If no party member speaks Elvish, a **DC 16 Intelligence (History) or Intelligence (Investigation) check** is enough to decipher the script.

6 - BUG BELL

This is the second-largest bell, made from bronze that has since turned green, is carved in such a way that it depicts gigantic bugs. It has writing in Primordial which says “Bugs”.

If no party member speaks Primordial, a **DC 16 Intelligence (History) or Intelligence (Investigation) check** is enough to decipher the script.

If the party rings the bells in the wrong order, each party member takes 2d4 force damage. Once they are all rung in the correct order, they may drop to the lower level (map 3) without issue.

Once the party has made it to map 3, you may proceed to the next chapter regardless of which way they took.

Chapter 2.3. Todamdormu

Read this:

‘You arrive at the clock room, where you find the four glowing faces of the magical clock tower. In the middle of the room, emaciated and maddened, is Todamdormu. The young brass dragon looks at you with a desperate look. “YOU WANT TO STEAL THE CLOCK’S POWERS FROM ME! I WON’T LET YOU!” He growls and prepares his fiery breath, clearly paranoid and scared. Roll for initiative.’

As combat starts, each party member with a **passive Perception above 15** notices the keys to the Arcane Engine hanging around Todamdormu’s neck. To get them, they will have to fight Todamdormu (**young brass dragon**).

In addition, because they are within the clock tower, the **young brass dragon** is considered to be inside his lair.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Todamdormu takes a lair action to cause one of the following effects; the hunter can’t use the same effect two rounds in a row:

- Todamdormu rearranges time altogether. All creatures must reroll initiative and use the new initiative.
- Todamdormu chooses a creature and attempts to stop time for it. A creature of its choice within the lair must make a **DC 16 Charisma saving throw** or be paralyzed until the start of Todamdormu’s next turn.

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MAP 4



Once Todamdormu is defeated, whether he is killed or not, proceed to the next chapter.

Chapter 3. The Answer

In which the party returns with an answer.

Chapter 3.1. Removal

With Todamdormu defeated, the party can investigate the clock tower in peace. A **DC 15 Intelligence (Arcana) or Intelligence (Religion) check** will reveal that the clock room is also seeping with fiendish, corrupting energy. A fiend corrupted the place through the Arcane Engine, slowly driving Todamdormu mad. It's a miracle he did not fly out and begin murdering everyone. Perhaps it is a testament to his inner fight against corruption.

Regardless, with the keys at hand, the party can take out the fiendish shard from the Arcane Engine, and they can present it to Prismatharion. Prismatharion will thank the party and give them their money before saying this is enough to clear his name.

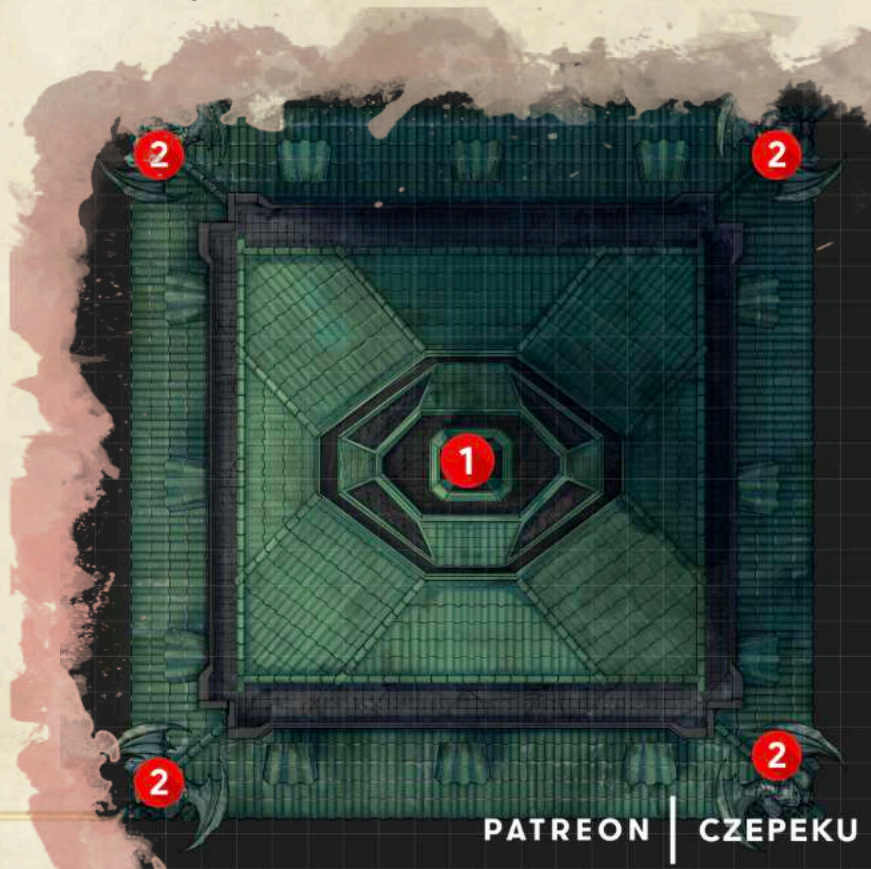
Thus, the party has finished its quest.

The End.

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MAP 5



THANK YOU!

A BIG THANK YOU TO ALL OF THOSE WHO FOLLOW AND SUPPORT ME, WITHOUT YOU I COULDN'T HAVE BROUGHT THIS PROJECT TO LIFE.

COVER ART BY **Анна Богатырева**, USED WITH PERMISSION.

MAPS CREATED BY CZEPEKU ON PATREON.

AND NOW ONTO THE NEXT PROJECT...

CHEERS !

IF YOU ENJOYED THIS ONE-SHOT, YOU CAN JOIN US ON PATREON TO ACCESS PLENTY OF OTHER ADVENTURES ! AS WELL AS TONS OF CONTENT FOR 5E TO AMAZE PLAYERS AND GMs !

A MASSIVE THANK YOU TO ALL MY PATRONS!

