

STORM OVER THE OBSIDIAN SPIRE



CAMPAIGN OVERVIEW

Welcome to *Storm Over the Obsidian Spire*, a one-shot Dungeons & Dragons adventure crafted for characters of level 5. This campaign merges fantasy and mystery, inviting players to confront high-stakes heroics with dark undertones. Expect a balanced blend of combat, roleplay, and exploration, designed to unfold over 2 thrilling hours.

BACKSTORY AND SETTING

THE WORLD

The adventure unfolds in the realm of *Iversca*, a place where the veil between the material world and other planes grows thin. *Iversca* exists in perpetual tension, under a cloak of wayward arcane energies and crumbling ancient ruins from a forgotten era. Its essence is shaped by unpredictable and often dangerous magic, pulling adventurers into a vivid tapestry of myth and power.

THE LOCAL AREA

At the heart of our tale lies the *Obsidian Spire*, a towering edifice of pitch-black stone overlooking the cursed *Gloommarsh*. Legends speak of a sorcerer who, centuries past, sought to rend asunder the fabric of reality at this very site. His spellwork, however, was interrupted, leaving the surrounding land desolate and rife with spectral echoes.

Guarding the perimeter of the Gloommarsh is the small village of *Ravenwynd*. Once a thriving center of trade, *Ravenwynd* now struggles beneath relentless storms spawned by the Spire's lingering malevolent energies. Villagers exist in a state of survival, clinging to hope amidst the chaos.

HISTORICAL CONTEXT

The blight upon *Ravenwynd* began with the theft of the *Heart of Night*, a relic integral to the Spire's stability. With its absence, a malevolent storm fixed itself over the bog, birthing dark shadows and twisted entities. Now, the portentous *Heart* has resurfaced in the hands of an unwitting drifter, setting in motion events that may bring salvation—or utter ruin.

KEY NPCs

- **Elder Nevara Trask (Village Leader):** Stoic and decisive, she seeks aid to end the Spire's long-standing curse. She conceals deep-seated secrets about the *Heart of Night*.
- **Kaiis Velorthan (Wandering Mage):** An intellectual drawn to the Spire's enigma, Kaiis offers crucial insights but lacks the fortitude to explore its depths himself.
- **Braegor the Twice-Banished (Innkeeper, Former Mercenary):** Once a soldier, now an innkeeper, Braegor is a wealth of survival lore and reluctant counsel about the forbidding Obsidian Spire.

PLOT HOOK

The adventure begins within the dimly lit confines of the *Silver Vulture Tavern* in *Ravenwynd*. Here, beneath the relentless march of storm and thunder, the players encounter Elder Nevara Trask, who desperately pleads for their intervention against the Spire's growing shadows.

EVENT

As Nevara presents her urgent plea, an ominous tremor ripples through the tavern. Shadows flicker ominously as an ear-splitting shriek fractures the night air. Outside, a jagged bolt of darkness crackles from the sky, splitting the earth and releasing a torrent of shadowy creatures into the observant night. Their assault bears the unmistakable mark of the Spire's escalating wrath.

PRIMARY OBJECTIVE

To avert catastrophe, the adventurers must secure the *Heart of Night* and return it to the Spire's heart to quell the unyielding storm, sealing the planar tear threatening to engulf Iversca.

KEY LOCATIONS

LOCATION 1: RAVENWYND VILLAGE

- **Atmosphere:** The weight of constant rain and dark clouds hangs over Ravenwynd. Whispered fears echo through shuttered windows; the town is a ghost of its former cheer.
- **Encounters:**
 - *Shadow Wraiths:* Emerge from newly rent fissures, casting long shadows that ensnare unsuspecting villagers.
 - *Roleplay Prompt:* Villagers aware of the adventurers' mission direct them to Kaiis for his arcane expertise.
 - *Environmental Challenge:* Navigating through the flooded streets impedes the party's progress unless inventive solutions are employed.

LOCATION 2: THE GLOOMMARSH

- **Atmosphere:** The marsh's air is thick with mist, tendrils of fog and silhouettes playing tricks on the eyes, the ever-present promise of danger echoed through the marsh's eerie symphony.
- **Encounters:**
 - *Puzzle:* A formidable magical gate bars the path. Solving its riddle involves aligning lightning-illuminated runes, clues to which are interspersed amidst timeworn trees.
 - *Combat:* As the players ponder the puzzle, a *Murkwraith*—a colossal serpent of shadow—descends upon them, demanding swift martial and mental acuity.
- **Hints for Players:** Climbing a tree offers a view to discern the rune sequences; an action pliable with dexterous maneuvering.

LOCATION 3: THE OBSIDIAN SPIRE

- **Atmosphere:** A foreboding resonance thrums across the Spire's expanse; wind whispers secrets and shadows shift with malevolent intent.
- **Encounters:**
 - *Trap:* The central passage conceals deadly blade traps. Observant players might spot tell-tale floor grooves or detect subtle magical warnings.
 - *Boss Encounter:* *Voraxis, the Storm Herald*, a volatile entity of lightning and shadow, challenges the party, his elemental fury an echo of the Spire's torn magic.

ENCOUNTERS AND CHALLENGES

COMBAT

- **Shadow Wraiths**
 - **AC:** 12
 - **HP:** 22
 - **Abilities:** Vulnerable to radiant damage. Favor swarm tactics against weakened targets.
- **Murkwraith**
 - **AC:** 14
 - **HP:** 60
 - **Abilities:** Constrictive attacks, venomous bite, substantial in melee power.
- **Voraxis**
 - **AC:** 16
 - **HP:** 90
 - **Abilities:** Shifts between corporeal and incorporeal states; resistant to non-magical attacks and immune to necrotic forces.

PUZZLE: RUNE GATE

Success in this visage of arcana demands solving a flickering electric pattern. Every lightning strike provides a seraphically brief illumination of the sequence, allowing players three attempts to unlock its mysteries before the marsh answers their failure with further horrors.

CLIMAX AND RESOLUTION

FINAL CHALLENGE

In the Spire's cryptic core, the *Heart of Night* pulsates ominously. Players must dispatch Voraxis and solve a challenging runic array to return the Heart, stitching closed the planar tear's unraveling fabric.

STAKES

- **Success:** The sky clears, sunlight bathed Iversca renews, and gratitude blossoms within Ravenwynd's weary populace.
- **Failure:** Catastrophe begets chaos as the Spire collapses, an unshackled rift consuming all it touches, Ravenwynd's fate sealed in shadow.

REWARDS

- **Loot:** 500 gold, *Staff of Storms* (invokes *Call Lightning* once daily), and a *Radiant Amulet* (provides +1 AC and grants temporary immunity to necrotic damage).
- **Story Rewards:** Earn Ravenwynd's heartfelt thanks and their pledge of enduring friendship and future aid.

SUPPORTING DETAILS

- **Stat Blocks:** Tailor *Murkwraith* and *Voraxis* with unique abilities.
- **Maps:** Illustrate Ravenwynd, the Gloommarsh, and the Spire interior.
- **Atmosphere Sounds:** Employ auditory cues to enhance immersion (e.g., rain, thunder).
- **Player Handouts:** Annotated notes from Kaiis' research, revealing incomplete architecture of the Spire.

FLEXIBLE OUTCOMES

Should the players choose abandon, the storm intensifies, dooming Ravenwynd. Retaining the Heart rather than restoring it incurs an insidious curse, with corruption drawing persistently closer, laying groundwork for future narratives.

POST-GAME WRAP-UP

Engage players with reflective questions on their experience, extracting highlights and formidable challenges alike. Offer epilogue pathways: delve further into the Spire's enigmatic bends, or respond to new pleas for help as Iversca's tumultuous legacy continues to weave.

End this journey with vibrant calls to action and new horizons—each cloud carries its silver lining, every storm, a prelude to adventure.