

5e

DARNITT'S STRAW TOWER



52-IN-52

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5e Compatible

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DARNITT'S STRAW TOWER

There's a story—a story so old it's hard to even know whether it's true or a fable—about three brothers who each built very different houses to keep enemies out. It boils down to a moral lesson about building with bricks, I suppose, but I've long had a soft spot for the brother who made his house from straw. It may not have looked like much, and that brother may have come to an exceptionally untimely end, but there's a pure and humble belief in thinking you can build a house from straw and find your refuge there.

I'm Abel Halthus Darnitt, once a sorcerer for hire, but I long ago made enough to retire comfortably. And retire safely, too, I might add, as I've invested in the best magical defenses for my tower. I've got a tower made of straw, just like the brother in the story. But I don't intend to expire on the claws or teeth of a monster, so I put a lot of energy into designing my defenses. I'm here to share these defenses with you, to use them in whatever edifice you design.

THE TOWER

The first thing to keep in mind is your home's appearance and construction. My tower is almost 100 feet high, with living quarters throughout and a single entry at the bottom. But I don't want to get too far ahead of myself. First, I want to talk about the tower. It looks like it's made of straw—a faded yellow, with prickly bits sticking out of it. It looks badly frayed and feels coarse. The tower even leans a little bit to the side, as though it's not held up very well.

This is all a ruse. It's not actually straw, but the hide of a saffron-colored, porcupine-like monstrosity that I found in a particularly distant plane. The creature was enormous and extremely aggressive; I simply couldn't get through its hide of straw-like quills with my magic. I'd just about given up hope, but once the creature swallowed me, I realized its interior was significantly less durable than its exterior. A few destructive spells later, I was free and the monster was dead. Looking at its hide is what put me in mind of the story about the house made of straw. At great personal difficulty, I hauled the creature's carcass to the site of my future tower.

Did you think I'd make my tower out of actual straw? I know what happened to that brother, just like anyone else! Yet there's a significant tactical advantage to inhabiting a frail-looking building. Enemies make assumptions about how easy it is to breach my home, and this is to their detriment. The hide wrapping my tower is as durable as a *wall of force*. You might not be able to find the same sort of creature for your tower (for all I know, it is unique), but your drab-seeming exterior can harbor intruder-repellent magic.

STRAW TRAPS

Magic trap

Subtle concentrations of magic cause some straws to launch with vigorous violence at anyone with the audacity to assault what appears to be an ordinary straw façade. Here are four examples, based on the level of threat you anticipate. You might cover every single 5-foot-square section of your tower with countermeasures like this, but if you find such a plan to be cost prohibitive, you might instead simply ring the ground level with the traps instead. That's usually enough to let potential intruders know that your straw tower isn't to be trifled with!

Straw Needles. Several tiny, magical runes lie beneath the shaggy, durable material resembling straw that covers the tower's exterior. The DC to spot a rune is 16. A spell or other effect that can sense the presence of magic, such as *detect magic*, reveals the rune and its aura of evocation magic. A successful DC 11 Intelligence (Arcana) check when examining a rune intuits that it creates magical backlash when the tower is attacked.

When a creature within 60 feet attacks the tower exterior, the rune magically launches three straw needles at the attacker. Each needle makes a ranged attack with a +4 bonus; vision is irrelevant to this attack roll. On a hit, the target takes 2 (1d4) piercing damage and must make a DC 11 Constitution saving throw, taking 4 (1d8) force damage on a failed save, or half as much damage on a successful save. The trap immediately resets, and thus launches a trio of needles after each attack on the tower exterior.

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A successful *dispel magic* (DC 13) cast on a rune destroys it, but if the rune isn't successfully dispelled, it launches its needles as though the *dispel magic* were an attack.

Straw Darts. Several tiny, magical runes lie beneath the shaggy, durable material resembling straw that covers the tower's exterior. The DC to spot a rune is 16. A spell or other effect that can sense the presence of magic, such as *detect magic*, reveals the rune and its aura of evocation magic. A successful DC 13 Intelligence (Arcana) check when examining a rune intuits that it creates magical backlash when the tower is attacked.

When a creature within 60 feet attacks the tower exterior, the rune magically launches three straw darts at the attacker. Each dart makes a ranged attack with a +7 bonus; vision is irrelevant to this attack roll. On a hit, the target takes 2 (1d4) piercing damage and must make a DC 14 Constitution saving throw, taking 5 (1d10) force damage on a failed save, or half as much damage on a successful save. The trap immediately resets, and thus launches a trio of darts after each attack on the tower exterior.

A successful *dispel magic* (DC 14) cast on a rune destroys it, but if the rune isn't successfully dispelled, it launches its darts as though the *dispel magic* were an attack.

Straw Arrows. Several tiny, magical runes lie beneath the shaggy, durable material resembling straw that covers the tower's exterior. The DC to spot a rune is 18. A spell or other effect that can sense the presence of magic, such as *detect magic*, reveals the rune and its aura of evocation magic. A successful DC 13 Intelligence (Arcana) check when examining a rune intuits that it creates magical backlash when the tower is attacked.

When a creature within 60 feet attacks the tower exterior, the rune magically launches three straw arrows at the attacker. Each arrow makes a ranged attack with a +7 bonus; vision is irrelevant to this attack roll. On a hit, the target takes 3 (1d6) piercing damage and must make a DC 15 Constitution saving throw, taking 16 (3d10) force damage on a failed save, or half as much damage on a successful save. The trap immediately resets, and thus launches a trio of arrows after each attack on the tower exterior.

A successful *dispel magic* (DC 15) cast on a rune destroys it, but if the rune isn't successfully dispelled, it launches its arrows as though the *dispel magic* were an attack.

Straw Spears. Several tiny, magical runes lie beneath the shaggy, durable material resembling straw that covers the tower's exterior. The DC to spot a rune is 20. A spell or other effect that can sense the presence of magic, such as *detect magic*, reveals the rune and its aura of evocation magic. A successful DC 13 Intelligence (Arcana) check when examining a rune intuits that it creates magical backlash when the tower is attacked.

When a creature within 60 feet attacks the tower exterior, the rune magically launches three straw spears at the attacker. Each spear makes a ranged attack with a +8 bonus; vision is irrelevant to this attack roll. On a hit, the target takes 4 (1d8) piercing damage and must make a DC 15 Constitution saving throw, taking 27 (5d10) force damage on a failed save, or half as much damage on a successful save. The trap immediately resets, and thus launches a trio of spears after each attack on the tower exterior.

A successful *dispel magic* (DC 16) cast on a rune destroys it, but if the rune isn't successfully dispelled, it launches its spears as though the *dispel magic* were an attack.

THE STOOP

I have only one entrance into my tower. Just one. You might fancy a high balcony to complement personal rooms at the top for some air, but this is dangerous folly! A high doorway—or even a window—simply encourages a flying wizard or griffon-mounted fool to bother you while you're relaxing. My tower's only entrance is at ground level, with a door made of stout wood banded in iron. It's locked, of course, with whatever mechanical lock you can arrange; not every defense needs to be magical. If you can invest in a simple illusory aura to make the non-magical lock appear magical, you might be tempted, but self-congratulatory looters are always dispelling it, so I don't bother any longer. The goal is to get an intruder to stop on my stoop, if only for a moment.

SWARMING PIT TRAPS

Mechanical trap

The stone stoop in front of my door contains a pit perfectly positioned so that anyone fiddling with my lock falls into it. You might scoff at the basic pit trap for being too commonplace for a sorcerer of my caliber, and you'd be correct. I supplement the common pit trap with hives of aggressive bees

to bedevil the trespassers, stinging them to death while distracting them so much they can't climb out. You can build hives into the walls of your pit to ensure a vigorous swarming, or you can prepare an enchantment to magically summon tenacious bees of an extraplanar origin.

Pit with Bees. The stone stoop covers a pit that's 10 feet square, 10 feet deep, and full of swarming bees. A successful DC 11 Wisdom (Perception) check discerns the absence of foot traffic over the stoop. A successful DC 11 Intelligence (Investigation) check is necessary to confirm that the stoop is actually the cover of a pit.

When anyone steps on the stoop, it swings open like a trapdoor, causing the intruder to spill into the pit below. A creature falling into the pit must succeed on a DC 10 Dexterity saving throw or be swarmed by bees, taking 2 (1d3) piercing damage immediately. Creatures entering the pit thereafter must also succeed at this saving throw or become swarmed. A creature swarmed by bees must make another saving throw at the start of each subsequent round. Failure means the creature takes another 2 (1d3) piercing damage that round; success means the bees have stopped swarming the creature, who takes no further damage. A creature taking damage automatically ends the swarming by jumping into enough water to douse themselves, being subject to a moderate or stronger wind, or taking at least 3 points of damage from a damaging area effect. Rolling on the ground or smothering the creature with a cloak or similar permits the creature another Dexterity saving throw with advantage.

Once the pit trap is detected, an iron spike or similar object can be wedged between the stoop and the surrounding ground in such a way as to prevent the cover from opening, thereby making it safe to cross. The cover can also be magically held shut using the *arcane lock* spell or similar magic.

Pit with Yellowjackets. The stone stoop covers a pit that's 10 feet square, 20 feet deep, and full of swarming yellowjackets. A successful DC 15 Wisdom (Perception) check discerns the absence of foot traffic over the stoop. A successful DC 15 Intelligence (Investigation) check is necessary to confirm that the stoop is actually the cover of a pit.

When anyone steps on the stoop, it swings open like a trapdoor, causing the intruder to spill into the pit below. A creature falling into the pit must succeed on a DC 13 Dexterity saving throw

or be swarmed by yellowjackets, taking 5 (2d4) piercing damage immediately. Creatures entering the pit thereafter must also succeed at this saving throw or become swarmed. A creature swarmed by yellowjackets must make another saving throw at the start of each subsequent round. Failure means the creature takes another 5 (2d4) piercing damage that round; success means the yellowjackets have stopped swarming the creature, who takes no further damage. A creature taking damage automatically ends the swarming by jumping into enough water to douse themselves, being subject to a moderate or stronger wind, or taking at least 6 points of damage from a damaging area effect. Rolling on the ground or smothering the creature with a cloak or similar permits the creature another Dexterity saving throw with advantage.

Once the pit trap is detected, an iron spike or similar object can be wedged between the stoop and the surrounding ground in such a way as to prevent the cover from opening, thereby making it safe to cross. The cover can also be magically held shut using the *arcane lock* spell or similar magic.

Pit with Murder Hornets. The stone stoop covers a pit that's 10 feet square, 20 feet deep, and full of swarming murder hornets. A successful DC 15 Wisdom (Perception) check discerns the absence of foot traffic over the stoop. A successful DC 15 Intelligence (Investigation) check is necessary to confirm that the stoop is actually the cover of a pit.

When anyone steps on the stoop, it swings open like a trapdoor, causing the intruder to spill into the pit below. A creature falling into the pit must succeed on a DC 15 Dexterity saving throw or be swarmed by murder hornets, taking 10 (4d4) piercing damage immediately. Creatures entering the pit thereafter must also succeed at this saving throw or become swarmed. A creature swarmed by murder hornets must make another saving throw at the start of each subsequent round. Failure means the creature takes another 10 (4d4) piercing damage that round; success means the murder hornets have stopped swarming the creature, who takes no further damage. A creature taking damage automatically ends the swarming by jumping into enough water to douse themselves, being subject to a moderate or stronger wind, or taking at least 12 points of damage from a damaging area effect. Rolling on the ground or smothering the creature with a cloak or similar permits the creature another Dexterity saving throw with advantage.

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Once the pit trap is detected, an iron spike or similar object can be wedged between the stoop and the surrounding ground in such a way as to prevent the cover from opening, thereby making it safe to cross. The cover can also be magically held shut using the *arcane lock* spell or similar magic.

Pit with Hellwasps. The stone stoop covers a pit that's 10 feet square, 50 feet deep, and full of swarming hellwasps. A successful DC 18 Wisdom (Perception) check discerns the absence of foot traffic over the stoop. A successful DC 15 Intelligence (Investigation) check is necessary to confirm that the stoop is actually the cover of a pit.

When anyone steps on the stoop, it swings open like a trapdoor, causing the intruder to spill into the pit below. A creature falling into the pit must succeed on a DC 16 Dexterity saving throw or be swarmed by hellwasps, immediately taking 25 (10d4) piercing damage and 14 (4d6) poison damage. Creatures entering the pit thereafter must also succeed at this saving throw or become swarmed. A creature swarmed by hellwasps must make another saving throw at the start of each subsequent round. Failure means the creature takes another 25 (10d4) piercing damage and 14 (4d6) poison damage that round; success means the hellwasps have stopped swarming the creature, who takes no further damage. A creature taking damage automatically ends the swarming by jumping into enough water to douse themselves, being subject to a moderate or stronger wind, or taking at least 16 points of damage from a damaging area effect. Rolling on the ground or smothering the creature with a cloak or similar permits the creature another Dexterity saving throw with advantage.

Once the pit trap is detected, an iron spike or similar object can be wedged between the stoop and the surrounding ground in such a way as to prevent the cover from opening, thereby making it safe to cross. The cover can also be magically held shut using the *arcane lock* spell or similar magic.

THE FOYER

Anyone breaching my front door finds a simple coatrack, a battered umbrella stand, and an entirely extraordinary sideboard. Some might expect a heavy piece of furniture like this to be a monster in disguise, and they'd be correct! An ordinary mimic might suffice, but a mimic's presence presumes you'll have intruders regularly enough to keep it fed—I don't prefer to think in such pessimistic terms.

I instead enchanted a wood-and-metal construct six feet wide and ten feet tall to batter trespassers into paste. When at rest, the construct folds up and becomes a perfectly pedestrian sideboard. Apart from masquerading as an innocuous-looking piece of furniture, it's perfect for holding a welcome-home snack of cheeses and crudites.

Of course, any intruder with experience at housebreaking will be suspicious of all furnishings in the foyer. As a bit of misdirection, I prefer to always keep a thick, black cloak with two patches like slitted eyes hanging from my coatrack. That's sufficiently ominous to deflect attention—even momentarily—from the sideboard.

Creature: The sideboard unfolds to its full height and attacks intruders in the foyer, fighting until destroyed.

ANIMATED SIDEBOARD

Large construct, unaligned

Armor Class 14 (natural armor)

Hit Points 39 (6d10 + 6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	12 (+1)	1 (-5)	5 (-3)	1 (-5)

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages —

Challenge 2 (450 XP)

Antimagic Susceptibility. The animated sideboard is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the sideboard must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the animated sideboard remains motionless, it is indistinguishable from a normal sideboard.

Actions

Multiattack. The animated sideboard makes two melee attacks.

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage.

Drawer. *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. *Hit:* 13 (3d6 + 3) bludgeoning damage. The animated sideboard can only make three drawer attacks before it's out of drawers.

Reload. The animated sideboard picks up a drawer within its melee reach and reloads it for use again.

STURDY ANIMATED SIDEBOARD

Large construct, unaligned

Armor Class 15 (natural armor)

Hit Points 105 (14d10 + 28)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	15 (+2)	1 (-5)	5 (-3)	1 (-5)

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages —

Challenge 6 (2,300 XP)

Antimagic Susceptibility. The animated sideboard is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the sideboard must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the animated sideboard remains motionless, it is indistinguishable from a normal sideboard.

Magic Weapons. The animated sideboard's weapon attacks are magical.

Actions

Multiattack. The animated sideboard makes two melee attacks.

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

Drawer. *Ranged Weapon Attack:* +7 to hit, range 30/60 ft., one target. *Hit:* 25 (6d6 + 4) bludgeoning damage. The animated sideboard can only make three drawer attacks before it's out of drawers.

Reload. The animated sideboard picks up a drawer within its melee reach and reloads it for use again.

REINFORCED ANIMATED SIDEBOARD

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 171 (18d10 + 72)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	19 (+4)	1 (-5)	5 (-3)	1 (-5)

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages —

Challenge 10 (5,900 XP)

Antimagic Susceptibility. The animated sideboard is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the sideboard must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the animated sideboard remains motionless, it is indistinguishable from a normal sideboard.

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

Magic Weapons. The animated sideboard's weapon attacks are magical.

Actions

Multiattack. The animated sideboard makes two melee attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Drawer. *Ranged Weapon Attack:* +10 to hit, range 30/60 ft., one target. *Hit:* 39 (6d10 + 6) bludgeoning damage. The animated sideboard can only make three drawer attacks before it's out of drawers.

Reload. The animated sideboard picks up a drawer within its melee reach and reloads it for use again.

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SUPERLATIVE ANIMATED SIDEBOARD

Large construct, unaligned

Armor Class 18 (natural armor)

Hit Points 218 (19d10 + 114)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	22 (+6)	1 (-5)	5 (-3)	1 (-5)

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages —

Challenge 14 (5,900 XP)

Antimagic Susceptibility. The animated sideboard is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the sideboard must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the animated sideboard remains motionless, it is indistinguishable from a normal sideboard.

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

Magic Weapons. The animated sideboard's weapon attacks are magical.

Actions

Multiattack. The animated sideboard makes three slam attacks, or two slam attacks and one drawer attack.

Slam. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage.

Drawer. *Ranged Weapon Attack:* +12 to hit, range 30/60 ft., one target. *Hit:* 51 (8d10 + 7) bludgeoning damage. The animated sideboard can only make three drawer attacks before it's out of drawers.

Reload. The animated sideboard picks up a drawer within its melee reach and reloads it for use again.

LIVING QUARTERS

It doesn't make an awful lot of sense to have a lot of traps, monsters, or other defenses in my living quarters—after all, I spend all my time there now that I'm retired. That's not to say I don't have some unpleasant surprises for intruders, but it doesn't behoove me to go into a lot of detail about those here. Keep your straw tower exterior secure, with a dedicated guardian just inside, and relish your safety!

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