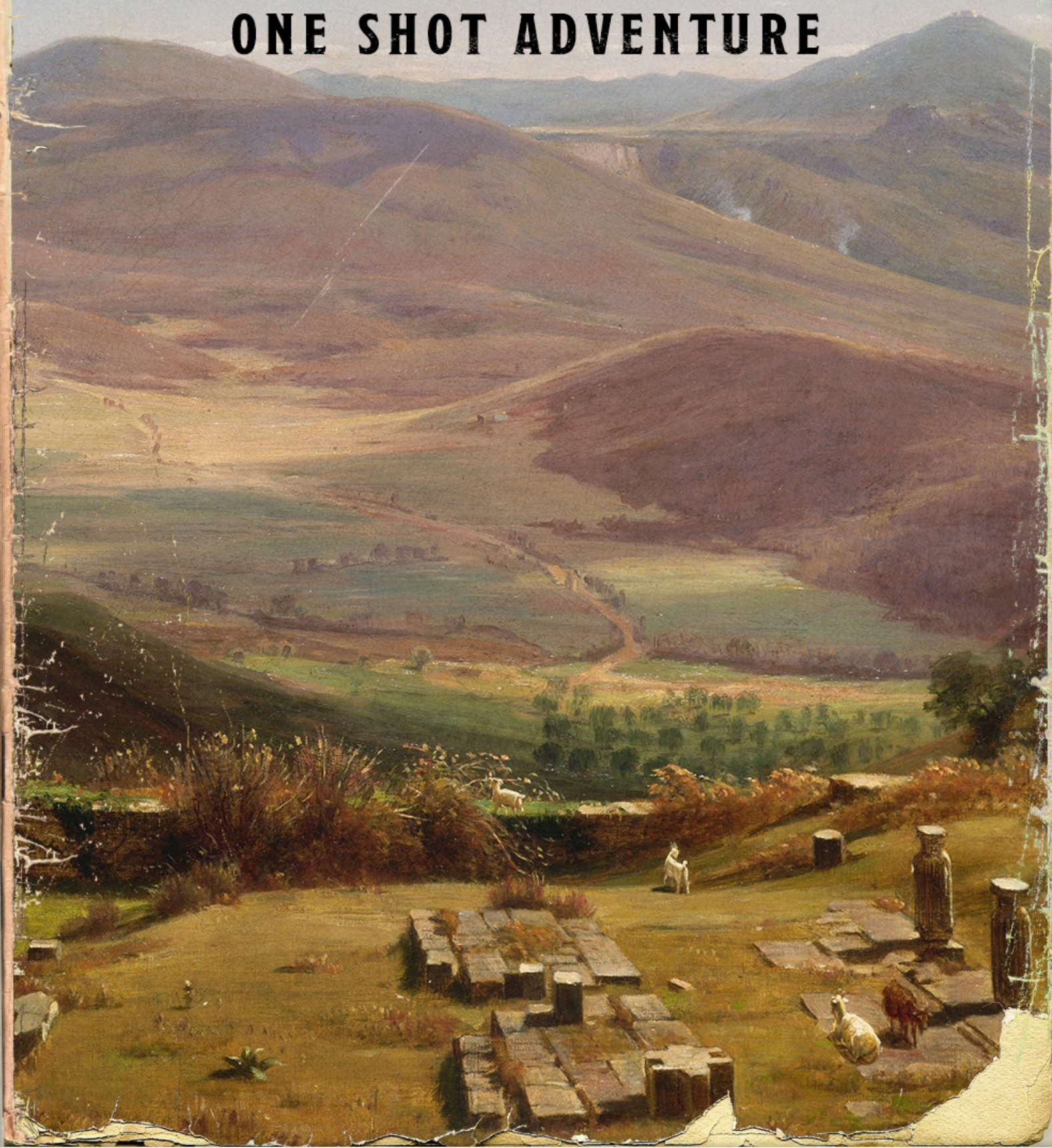


===== STRANGE ADVENTURES FROM THE MULTIVERSE =====

THE CAGE

ONE SHOT ADVENTURE



THE CAGE

A valuable trinket was stolen from the well-protected manor of the lady Morrigan Strange, and she enlists the help of some able-bodied adventurers to retrieve it. As it is the way of things, it turns out the problem is not as simple as it first seemed. A vile demon was trapped in the stolen orb and threatens to kill everyone in sight after its release!

BY CHRISTIAN EICHHORN

The Cage is a one-shot adventure for 3-7 2nd to 5th level characters and is optimized for 5 characters with an average party level (APL) of 3. The focus of the adventure is set on roleplaying and exploration. The story is set in a small town called Beregost. The town is situated just south of Baldurs Gate and lies along the Coast Way that meanders along the Sword Coast. However, the geographic location does not matter in the slightest. The story can be incorporated into any running campaign with minor adjustments. *The Cage* can also serve as an opening for an incursion into the Feywild.

To run this adventure you ideally need a copy of the *Player's Handbook* (PHB), the *Dungeon Master's Guide* (DMG), the *Monster Manual* (MM) and *Volo's Guide to Monsters* (VGTM).

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate the party strength for the adventure, consult the following table.

DETERMINING PARTY STRENGTH

Party Composition	Party Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong

Most encounters include a suggestion for certain party strengths.

TABLE OF CONTENTS

THE CAGE

ADVENTURE BACKGROUND	3
ADVENTURE HOOK	3
ADVENTURE SUMMARY	3
PART 1: ENTER BEREHOST	4
PART 2: STRANGE MANOR	6
PART 3: THE RUINS	8
CONCLUDING THE ADVENTURE	11
CONTINUING THE ADVENTURE	11
APPENDIX A: MONSTERS & NPCs	12
APPENDIX B: MAGIC ITEMS	14
APPENDIX C: RANDOM NAMES	15
APPENDIX D: MAPS	16
INDEX	19

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ADVENTURE BACKGROUND

A rather infamous inhabitant of Beregost, the lady Morrigan Strange, is an avid collector of eccentric and rare items. Some of these items could be considered quite sinister in nature. But a true collector does not know moral qualms. To enlarge her collection, Morrigan buys items from traveling merchants regularly. But she also hires sellswords to acquire specific items which are not as easy to come by. Her collection is located in the manor itself, secured by grim looking guards as well as several deadly traps. As a proper collector would, she offers a glimpse into her collection to fellow collectors on a regular basis. Some aficionados travel to Beregost from places as far as Neverwinter and Tehtyr.

Only recently lady Strange acquired a purple orb for which she paid a rather high price. On closer inspection, the orb radiates heat, and it appears that shadows bleed from it. As per contract, the orb is, in fact, an extraplanar prison and should contain a living unicorn. In reality, however, the orb holds a foul demon. Should anyone be incautious enough to break the seal, the demon is freed.

The same orb is sought after by a wandering satyr named Pyro. To free his mate Samilla he hunted down the person which acquired the orb. Samilla was captured by bounty hunters and was supposedly trapped in the orb. Pyro chased the band for weeks. But when he finally caught up, they had already sold the item off. Pyro was forced to track down the fence who bought the item. And finally Pyro managed to locate the last buyer and snuck into the manor of Morrigan Strange. He managed to steal the orb by charming one of the guards and then took off with it. To cover his tracks, Pyro used the *dust of tracelessness*. Any attempts by the manor's guards to find the perpetrator were unsuccessful.

Pyro hunkered down in the nearby ruins he scouted ahead of time. He hides in the remains of the once proud school of Ulcaster. The school was erected around 1150 DR and reduced to ashes some centuries later. Down in the cellars, he is preparing a ritual to break the seal and free the prisoner from its cage. Should he succeed, Pyro is in for a nasty surprise!

The sphere holding the demon was just one of many cursed items a rival of Morrigan Strange sent north to finally rid himself of her machinations and provocations. A rich trader from Athkatla named Myron Borran sent one of his agents with a cart to Beregost, in the hopes that Morrigan would buy many of the trinkets. The plan worked, obviously, despite the fact that Myron's agent was killed by one Orthán Lum who then posed as a simple trader. After Orthán sold most of the valuables to the Strange family, he made run for it with the proceeds.

ADVENTURE HOOK

Lady Strange decided to acquire outside help and sent out messengers who bear this scroll:

To whom it may concern,
the esteemed family of Strange hereby demands the service of every able-bodied mercenary, adventurer and day wage men currently staying within the city limits of Beregost. Every suitable party has to find itself on the grounds of the Strange manor within the hour. Speed is of utmost importance as it is a pressing matter. The property is situated just east of Beregost, and the messenger will be delighted to serve as a guide. Further details will be discussed on site. The reward will be extremely generous of course.
Duly signed, Raum Thelee

In an opportune moment, the characters witness one of the messengers reading Morrigan's missive. Several messengers were sent into town, and the characters might meet others along their way. After the messenger read the scroll, he waits for interested people to approach him or may decide to address the characters directly.

If the characters ask for further details, the messenger offers limited information along the way. He tells the characters that Morrigan Strange is a famed collector of artifacts and obscurities and that she employs the blood-curdling butler Raum Thelee.

ADVENTURE SUMMARY

In Part 1 the characters have time to explore the town of Beregost if they so desire. After the characters had time to rest and replenish their supplies, they encounter a messenger bearing Morrigan's missive.

In Part 2 the characters are welcomed to the manor of the Strange family and gather clues to determine who stole the sphere and where the culprit might have fled.

In Part 3 the characters reach the ruins of Ulcaster's mage school. They search the ruins, encounter Pyro and fight against an evil demon. Depending on the party's inclinations they might decide to help Pyro find Samilla or to arrest the thief and bring him before Morrigan Strange.



THE CAGE

PART 1: ENTER BEREGOST

A small choice of Beregost's stores and points of interest are marked on the corresponding town map (Appendix C). Feel free to introduce additional shops and NPCs offering various services.

Sights, Smells and Sounds. Beregost is a busy town. Town criers and vendors try to drown each other out, children and various animals roam the streets, and the smell of horse dung permeates the air. Traffic jams are very common and angry traders shout at each other while they try to untangle their stuck wagons.

AREA 1: TEMPLE OF LATHANDER

The most notable location of Beregost is a large temple dedicated to Lathander, the Morninglord. The head priest goes by the name of Hilan Dahn (NG male **priest** MM 348). The clerics of Lathander offer to heal the sick and wounded and are the most skilled healers in the area. They also sell a few items in the likes of *common potions of healing* (DMG 187), and rare spell scrolls like *remove curse* (PHB 271) or *dispel magic* (PHB 234).

AREA 2: MORNING LORD'S INN

The best inn in the town of Beregost by far. It is located right next to the temple and the rich and famous rest and celebrate here. The price for a single night in the town's best beds is 1 gp. The landlord Ulim is a large man and as arrogant as the worst of his customers. He sends the characters away if they look untidy or filthy.

AREA 3: SLEEPING DRAGON INN

The Sleeping Dragon Inn is popular among rowdy adventurers, cunning traders and shady figures. The music is always loud, and the mood is lively. The landlord Uhrfin (N female half-orc **gladiator** MM 346) won the place in a legendary arm wrestling match that lasted 2 days. She was an adventurer once herself and is both mother of all patrons and bouncer.

AREA 4: ORMUND'S MAGIKA OBSCURA

Ormund (NE male human **apprentice wizard** VGTM 209) is a swindler and tricker. He claims to sell magic items, but all of his trinkets are cheap reproductions of famous items or completely made up. If someone attempts to sell him a magic item, he claims that it is mundane or broken and offers almost nothing for it. If he ever gets his hands on something worth a coin he runs straight to Morrigan Strange. Because of her reputation, he never tries to defraud her.

AREA 5: ALVIN'S ARMS & ARMOR

Alvin Sjord (N male dwarf **commoner** MM 345) sells every armor from the Armor table (PHB 145) and weapon from the Weapons table (PHB 149) in his large shop. He is the down to business type and a bit gruff. Beer foam covers his grand beard most times of the day, and if the characters treat him to a strong drink, he makes them a good deal.

AREA 6: DIRTY SPITTOON

The Dirty Spittoon is a sleazy flophouse run by Jurgen (N male human **spy** MM 349). If the characters want a cheap drink, watered down wine or seek to contact the local thieves' guild, they have to visit the Dirty Spittoon. Jurgen knows his way around town. If the characters ask about black markets or other illegal ventures he can hook them up with the right people. For the right price, that is.

AREA 7: TOWNHALL

The lord mayor Horten Cullor (N male human **noble** MM 348) can be found here. However, the characters have to request an audience if they want to talk about any official business.

AREA 8: MARKET SQUARE

Beregost lies along the Coast Way which is a major trading route between the cities of Baldur's Gate in the north and Calimport in the south. The traders passing through town peddle their wares along the way. Therefore the market stalls of Beregost are always filled with many exotic goods.

A small circus has set up shop in the market square. Many entertainers, showmen, pickpockets and curious frequent the place. Large tents contain pens with exotic beasts, dancers and other past times.

RANDOM TOWN ENCOUNTERS

While the characters explore the town of Beregost, either before or after the actual adventure, consider to roll on the Town Encounters table to gain future plot points or extend the duration of the session.

TOWN ENCOUNTERS

1d4	Encounter
1	Gelatinous Cube
2	Stone Goliath
3	Fist Fight
4	A Green Hag

GELATINOUS CUBE

The characters encounter a **gelatinous cube** (MM 242) which is filled with a number of weapons and pieces of armor. It slowly makes its way through town and takes a corner soon after the characters spot the creature. A bulky dwarf appears shortly afterward, and he seems to be in pursuit of the ooze. His name is Alvin, and he is the local arms vendor. The ooze escaped from a small circus in town and threw the market into disarray, escaping with many of Alvin's wares.

STONE GOLIATH

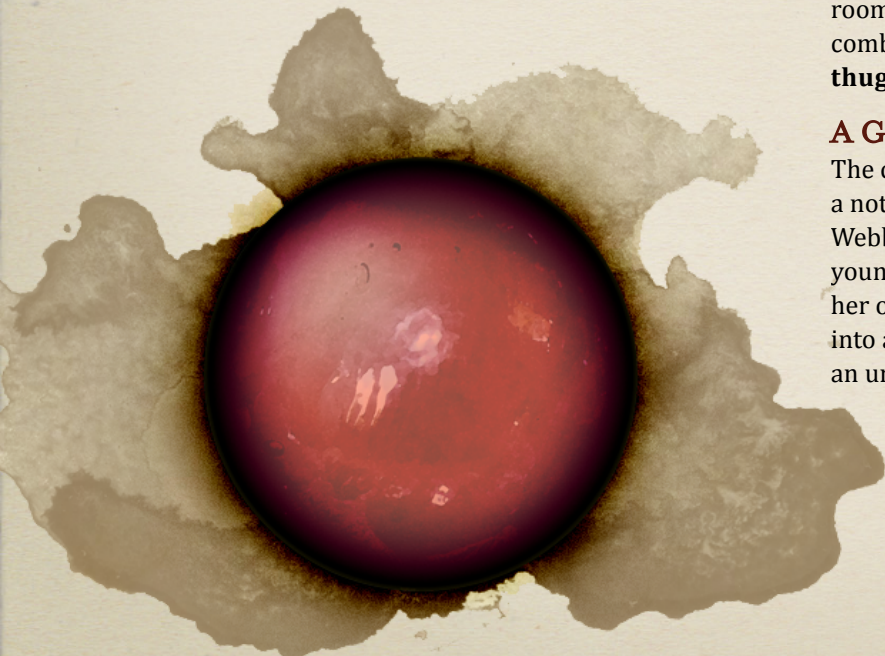
The characters find a small circus which has set up shop in the market square. In front of one of the tents stands a large statue of what seems to be a goliath. It looks almost too lifelike and strikes an imposing figure. A character can determine that the statue is a real goliath who was turned to stone with a successful **DC 10 Intelligence (Investigation) check**. If the characters revert the goliath to his original form, he is angry. He turned himself into stone on purpose to be forever young and beautiful. He runs off to find another basilisk.

FIST FIGHT

With a **passive Wisdom (Perception) of 15 or higher**, the characters can make out the muffled sound of a fist fight if they visit the Dirty Spittoon. One of the characters can join the competition in the back room. The only rule: No shirts, no shoes. The combatants: **commoner** (MM 345), **bandit** (MM 343), **thug** (MM 350).

A GREEN HAG

The characters stumble upon an undead chicken. It has a note attached to it which says to return it to Chana Webb. Chana is a **green hag** (MM 177) disguised as a young girl using her *illusory appearance*. She lives in her old home where she was raised before she turned into a hag. She rewards the adventurers with the egg of an undead chicken.





PART 2: STRANGE MANOR

When the characters reach the manor, read out loud or paraphrase the following:

You arrive at a large manor which must be the one mentioned by the messenger. It is an impressive building which shows off the wealth of its owner Morrigan Strange. You make your way through a large iron gate which normally secures the entrance of the estate. It is opened wide today, waiting for potential adventurers to arrive. On your way to the main entrance, you walk alongside a beautiful garden. A woman tending to the flowers looks at you wearily, almost scared. She quickly averts her eyes when you notice her staring. After several minutes you finally reach the front entrance of the estate where a boy is waiting for guests to arrive. He leads you inside and silently guides you to a sumptuously furnished room. One other person is already waiting here. He inspects every newcomer intensely as if assessing your mental faculties and general fitness.

DRAMATIS PERSONAE

NAITO PHRAAN

The half-elf waiting alongside the characters is named **Naito Phraan** (Appendix A). He tries his hardest to appear like a proper elf. But a character with a **passive Wisdom (Perception) of 15 or higher** notices, that Naito is a half-elf who tries to hide this fact. Naito is an arrogant sorcerer who looks down on other people if they are not especially talented or an arcanist like himself. If there is an arcanist among the characters, Naito gives him a curt nod.

His mother abandoned Naito shortly after his birth. She gave him into the care of his father and vanished. Naito assumes that his mother could not bear to see her child age and die before her. Now he is trying to find her to learn the truth. Naito decided to accept Morrigan's offer because he needs coin for his quest. Whatever Lady Strange has in store for him couldn't possibly challenge a sorcerer of his talent!

RAUM THELEE

Raum Thelee (N male human **master thief** VGTM 216) is a cold-blooded man who would do anything to please lady Strange. He has many talents which have proven invaluable to Morrigan time and time again. He is trained in the arts of poisons, diplomacy, and subterfuge. He knows how to handle himself in the underworld and often acquired items for Morrigan through dubious channels. He knows that his greatest weakness is his arrogance and tries to overcome it.

Eventually, Raum joins the characters in the best room. However, give the characters enough time to interact with Naito. When Raum arrives, read or paraphrase the following:

"I welcome every one of you. You may call me Raum. I hope you already got acquainted?"

Much like Naito did before, Raum musters all of you intensely. But you get the feeling that this man devises the quickest way to dispose of you in case you threaten him or his lady.

"We will now proceed to lady Strange's study immediately. She wants to meet all of the mercenaries in person. I will caution you. Be respectful, be polite, be forthcoming."

Raum is unraveling because of the recent theft but manages to contain himself. With a successful **DC 15 Wisdom (Insight) check**, a character notices that a storm of emotions is raging inside Raum. Raum leads the characters to Morrigan's study without delay. If the characters ask any questions along the way, he tells them that there is time to talk after Morrigan inspected the troops.

MORRIGAN STRANGE

Morrigan Strange (NE female human **noble** MM 348) is a woman of exceptional beauty like the rumors suggest. On a successful **DC 10 Intelligence (Arcana) check**, a character notices that this beauty is not natural. It is induced by a basic enchantment Morrigan carries with her at all times. Lady Strange is a dastardly person in general, and she stops at nothing to satisfy her curiosities. Fortunately, her curiosities are limited to magical and profane trinkets. For now.

Morrigan's study is richly decorated, and book cabinets line the walls. Her desk is placed in front of a large window, overlooking the gardens and the town of Bereghost. Several portraits of Morrigan are placed in the room in such a fashion, that a guest cannot avert his gaze without seeing her effigy.

Morrigan immediately cuts to the case and fills the characters in about the theft:

Let us not waste time with pleasantries. You are here to fulfill my request, and you will be rewarded appropriately. One of my precious artifacts was stolen last night, and you are here to retrieve it. A guard was present but clearly drunk. Neither Raum nor any of my guards managed to find a trace of the thief. But I have in my possession a valuable scroll of scrying. I hired you mercenaries in the hopes that some kind of wizard is among you? If so he will know what to do with this scroll I presume. If you deem it necessary, Raum may lead you to the scene of the crime. I wish you the best of luck, for all of our sakes. Raum will take care of further details. This should be all.

Morrigan hands the scroll of *scrying* (PHB 273) to Raum and resume her work. Only if one of the characters wears an interesting item openly, Morrigan inquires if she could purchase it.

RYCE TERBUT

Ryce Terbut is the guard who was charmed by Pyro and helped him steal the orb. Ryce disarmed the traps and unlocked the display case in the process.

Ryce was interrogated by Raum and is barely conscious. Ryce only revealed to Raum that a creature half man and half goat appeared during the night. Ryce claimed that this creature put some kind of spell on him which rendered him unconscious. When he awoke all traps were disarmed, and the orb was gone.

With a successful **DC 10 Intelligence (Medicine) check**, the characters can help Ryce recover. Ryce tells the characters the same thing he told Raum. With a successful **DC 10 Wisdom (Insight) check**, the characters can tell that Ryce is holding back information. With a successful **DC 10 Charisma (Persuasion) check** the characters manage to glean the following information: Ryce himself helped the creature undo the traps and locks and waved him goodbye when it ran off in an eastern direction. Ryce begs the characters to find something to exonerate him in the eyes of Morrigan.

NANCY FINN

Nancy is the woman taking care of the gardens. She has a crush on Ryce and fears that he is in trouble. She tries to speak with the characters after they have met with Morrigan. When the characters tell Nancy about the things which transpired the night before, she is terrified. She asks the characters to help Ryce and confirms his tale. She was up tonight to relief herself and saw the very same creature leaving in an eastern direction. She thought she was dreaming and went back to bed. She tells the characters that the haunted ruins of Ulcaster lie in the east.

THE CRIME SCENE

When the characters enter the room, read out loud or paraphrase:

The collection of lady Strange is truly awe-inspiring. You see stuffed monsters from your worst nightmares, strange bits which might have once belonged to some creature and dozens of showcases which hold obscure artifacts. The room features large windows which look to the east and to the west. Raum cautions you not to fiddle with the exhibited objects and the windows. There are traps installed which were designed to kill or incapacitate.

Raum leads the characters to Morrigan's collection if they so desire. However, he watches the characters very closely. With a successful **DC 15 Intelligence (Investigation) check**, the characters can find some strands of hair in front of the display case that once held the orb.

THE RITUAL

If no other magic user should be present and prove to Naito that he or she is his better, Naito insists on performing the ritual. Knowing about his weakness, the random and possibly fatal wild magic surges, Naito wants to perform the ritual outside of the manor. Raum organizes all the necessary material components on he character's or Naito's request. Naito is quite insistent for the characters to search for traces of the intruder. A strand of hair or some fabric the thief might have left behind. Or maybe the guard on shift could manage to make a little drawing of the thief?

If Naito should fail in the ritual, he blames the strange flows of magic in the surrounding area or some other random reason. Maybe Naito may even go so far as to claim the spell was a success, but the target managed to withstand the intrusion.

If the ritual is a success, the caster sees a vision of a ruin in which a satyr is preparing for some kind of ritual. Raum readily points out, that it can only be the ruins in the east which were revealed.

USING SCROLLS

If the spell is on the character's class's spell list but of a higher level than she can normally cast, she must make an ability check using her spellcasting ability to determine whether she cast it successfully. The DC equals 10 + the spell's level. On a failed check, the spell disappears from the scroll with no other effect.

PART 3: THE RUINS

Several hints point the characters in an eastern direction. Every inhabitant of Beregost knows about the former school of Ulcaster. The school is the stuff of legend, and nothing good came ever out of it. The characters need two hours to reach the ruins on foot. On their way, they encounter some shepherds which tell them that there were some strange things going on in the ruins in the recent days. But the shepherds stay clear of the ruins or else their sheep might be haunted or partake in some of the strange herbs still growing in the area.

When the characters reach their destination read or paraphrase the following:

After a short journey, you arrive at the ruins in question. There is not much left which could hint at the former glory of this school. Only a few waist high walls and some foundations remain. Other parts are completely overgrown or carried off by looters. But judging from the extent of the remnants you can tell that this must have been an enormous complex once. You have a look around, and after some searching you find stairs leading into the deep.

If the characters decide to descend, continue:

You slowly descend into the darkness and find yourself in a small room. Judging from the markings on the floor this way is frequently used by the local wildlife. But there are some strange hoof prints as well!

GENERAL FEATURES

Sights, Smells and Sounds. The air is dank, and it smells of mold, mushrooms, and earth. The walls are made of bricks, and the ceiling is covered with large stone slabs. There are no sounds except the howling wind in the ruins.

Lighting. Aside from the entrance chamber there is no natural or artificial light. All rooms count as **heavily obscured areas** (PHB 183).

Doors. Only dust remains of the doors that were once installed in the cellars.

AREA 1: ENTRANCE

The characters find themselves in a small chamber. Two doors lead away from this location. With a successful **DC 10 Wisdom (Survival) check** the characters find simple footprints leading north into Area 2 and hoofprints leading south into Area 3.

AREA 2: STORAGE ROOM

This room was used as storage space once. Now it is cleared out, and only rubble remains.

However, with a **passive Wisdom (Perception) of 16 or higher** or a successful **DC 10 Intelligence (Investigation) check** the characters find a loose floor tile. A stash of stolen goods hidden beneath the ground. The characters find 2 zircons worth 50 gp each and 4 malachites worth 10 gp each if they search the area beneath the loose floor tile. At the DM's discretion, these gems might serve as a future plot point.

AREA 3: CORRIDOR

Five short corridors lead away from the main corridor. In the past, high shelves were lining the walls of these smaller corridors. They were used as storage for magical implements and alchemical substances. Alas, every item of worth was already looted some centuries past, and the shelves are long gone.

AREA 4: SECRET DOOR

A hidden door is located where a theoretical sixth corridor would be placed. With a **passive Wisdom (Perception) of 17 or higher** or a successful **DC 10 (Intelligence) Investigation check**, the characters find the mechanism which opens the secret door. A corridor behind the door leads to Area 7.

AREA 5: RITUAL CHAMBER

When the characters step into the ritual chamber, hell breaks loose. The characters witness how the orb cracks and shatters a dark mist rising from the fissures. Pyro seems happy at first. But his face turns into a mask of horror when he notices that he did not release Samilla. Instead, a horrible creature emerges which is made from the stuff of nightmares. The eyes of the demon seethe with hatred and bloodlust. The satyr mutters: *'Samilla you have changed so much!'* before being attacked savagely.

Monster & Adjustment. The characters face the following enemy depending on their APL:

- Very weak: **young babau** (Appendix A).
- Weak: **hell hound** (MM 182).
- Average: **babau** (VGTM 136).
- Strong: **barlgura** (MM 56).
- Very strong: **vrock** (MM 64).

OPTIONAL SCENARIOS

That the characters surprise Pyro at the right moment and witness the release of the demon is just one of many possibilities. It is also possible that the characters arrive too late and only find the demon, a dead satyr, and a broken orb. Or the characters arrive well ahead of time to give them the possibility to retrieve the orb intact.

If the latter is the case, Pyro hands the characters the orb with a successful **DC 20 Charisma (Intimidation) check**. But soon after he tries to retrieve it either by cunning or by force. With a successful **DC 20 Intelligence (Arcana) check**, a character can tell that there is a demon trapped inside of the orb.

THE HUNT CONTINUES?

If the characters slay the demon and Pyro survives the encounter, he tells them the following details. He did not steal from lady Strange, and he certainly did not want to release a demon into this world. He was fooled and believed his mate Samilla was trapped in the orb. He wants to break camp immediately to track down the trader or fence who sold the orb to lady Strange. If the characters offer to help Pyro, he gladly accepts. If the characters should ask Pyro who or what Samilla actually is, he never gives a straight answer.

SATYRS

Satyrs are creatures from the Feywild, a beautiful and savage place. They are generally not aggressive or warlike but can defend themselves in a pinch. Satyrs love festivals and can't resist a drink and good music! There are no female Satyrs and a pregnancy of whatever partner a Satyr chooses always results in another male Satyr being born. A character knows about these facts with a successful **DC 10 Intelligence (Arcana) check** or if he has expert knowledge on the subject.

AREA 6: MURAL CHAMBER

The characters come across a mural, which must have been quite beautiful during its day. It features a starry night sky and a crescent moon, reflecting in a pool of water. Upon closer inspection the characters find a little golden plate affixed to the picture. It reads:

We stand together against the darkness. Should one of our comrades fall, his light shall be rekindled.

One of the stars reflecting in the pool is not lit in the night sky. A character notices this with a **passive Wisdom (Perception) of 15 or higher** or a successful **DC 15 Intelligence (Investigation) check**. If the characters bring a source of flame or light very close to the place where the star would be placed, it ignites again. A low rumble permeates the area, as a section of the wall gives way to a hidden corridor. The corridor leads to Area 8.

AREA 7: OTYUGH LAIR

The characters find a gaping maw, leading further down into the deepest depths. Light falls into the room from a hole in the ceiling. A horrible stench ascends from the hole, and the characters hear a voice whispering in their mind. The voice tells them of great riches should they decide to descend further down.

Monsters. An **old otyugh** (Appendix A) lingers in the darkness of the 30 feet deep hole. It is covered in foul water and waste. It attacks the characters if none of them is brave enough to descend into the hole.

Rewards. If the characters search the hole, they find *Tyber* (Appendix B).

AREA 8: LIBRARY

The characters find a grand library filled to the brink with books of all sorts and sizes. The room is illuminated by a *driftglobe* (DMG 166) that follows around Zed (N **skeleton** MM 272). Zed is the librarian, and he spent the last centuries reading every book in his library. Due to his intensive care, the books are in good condition. Zed doesn't know he is undead. If the characters tell Zed about his condition, he must succeed on a **DC 5 Charisma saving throw**. On a failed save, Zed crumbles to dust.

Zed is a treasure trove of knowledge. He learned much from the books he read but does not remember anything from the time he was alive. If the characters inquire about the adjoining rooms, he shrugs and tells them that he cannot help them.

AREA 9: ULCASTER'S CHAMBERS

This room once belonged to Ulcaster himself. Zed looked after it and due to the fact that the room is not exposed to the elements the furniture is still in working condition. With a successful **DC 15 Intelligence (Investigation) check** the characters can find an *eversmoking bottle* (DMG 168). The bottle contains an angry **smoke mephit** (MM 217) that attacks the characters when the *eversmoking bottle* is used for the first time.

AREA 10: ALTAR OF MYSTRA

The adamantine door to this chamber has no lock or handle, and it is magically sealed. 5 runes glow on its metallic surface depicting a small flame (fire), a snow crystal (cold), a lightning flash (lightning), the sun (radiant) and a skull (necrotic). The door only opens when it receives damage from all 5 damage types. Once the door received damage of a certain type, the corresponding rune ceases to glow. When all 5 runes are deactivated, the door opens. The opening mechanism resets after 10 minutes.

DM NOTE

This door is designed in a way so that a party cannot open it during their first visit. Consider placing appropriate spell scrolls in the library to allow the characters easy access to the altar. The altar of Mystra can be used as a plot device at a later point in an ongoing campaign.

Smells and Sounds. A smell of ozone permeates the air and a low hum can be heard.

Inside the chamber, the characters find an altar dedicated to Mystra. The chamber is suffused with magic and creatures have advantage on all skill checks pertaining to spells while in the room. The walls of the room are covered in large banners depicting a blue-white star. A character who succeeds in a **DC 10 Intelligence (Religion) check** recognizes the star as the holy symbol of Mystra. A character with a **passive Wisdom (Perception) of 13 or higher** notices, that one of the banners looks different than the others, and is made from a different material. On closer inspection, the banner turns out to be an *arcanist's cloak* (Appendix B).

On the altar made of ebony rests a golden bowl embellished with gems and intricate etchings. It is filled with a clear liquid. A creature that drinks from the liquid gains *magic resistance* (advantage on saving throws against spells and other magical effects) for 24 hours. A creature that removes the golden bowl from the room is struck with *Mystra's curse*. The liquid in the bowl vanishes if the bowl is removed from its place on the altar. If a sample of the liquid leaves the room, it evaporates after 1 hour.

Mystra's Curse. The affected creature is unable to cast any arcane spells and suffers from *magic vulnerability* (disadvantage on saving throws against spells and other magical effects).

MYSTRA

Mystra is the goddess of magic. Her second incarnation was struck down by Helm but her chosen Midnight accepted the portfolio soon after. Whenever a person uses or experiments with magic Mystra regulates the flow through the Weave. A character knows about these facts with a successful **DC 10 Intelligence (Religion or Arcana) check** or if he has expert knowledge on the subject.

CONCLUDING THE ADVENTURE

THE ORB IS RECOVERED

If the characters manage to retrieve the orb, they are rewarded with 500 gp. If the characters determined that a demon is trapped inside the orb, Morrigan sends them after the trader who sold the item to her.

THE ORB IS LOST

LADY STRANGE IS CONVINCED

If the characters return to Morrigan and tell her about the fate of the orb, they must succeed in a **DC 15 Charisma (Persuasion) check** to convince her that they are telling the truth. If the characters have Pyro with them, the ability check is made with advantage. If Morrigan believes the character's tales of demons and satyrs, she thanks them for their work. Due to the fact that the characters thwarted a potential assassination attempt, she is lenient. Alas, the contract was not fulfilled, and the promised reward is null and void.

If Pyro is with the characters, Morrigan attempts to arrest him to make an example of him. The characters can convince Morrigan that Pyro must be spared with a successful **DC 20 Charisma (Persuasion) check**.

LADY STRANGE IS NOT CONVINCED

If the characters do not manage to convince Morrigan, she insists on searching their possessions for the orb. If nothing should be found, she sends Raum after the characters. Raum stalks them to see if the characters hid the orb, and attempt to retrieve and sell it. If Raum catches a glimpse of Pyro, he confronts the characters and tries to arrest Pyro.

Morrigan goes as far as to smear the reputation of the character in Beregost. Most of the inhabitants are afraid to do business with the characters after this point. Those brave enough charge an extra fee at least.

CONTINUING THE ADVENTURE

If Pyro and the characters join forces, Pyro wants to celebrate the occasion with a toast in the nearest tavern. Every satyr knows that he can only trust a person if he had a strong drink with him or her! Especially *her*.

The trader who sold the orb to Morrigan passed through town only a few days ago, and several townspeople saw the cart leaving in a northern direction. It was noticed because Morrigan visited the cart herself, making it the talk of the town.

A character who tries to follow the possible tracks of the cart and succeeds in a **DC 10 Wisdom (Survival) check** or a character with a **passive Wisdom (Perception) of 14 or higher** notices suspicious tracks which lead into the forest some miles after the town limits. The characters can follow the suspicious tracks easily enough. If the characters missed the suspicious tracks, they find out in the next wayside house that no such person they are searching for stopped there and the characters can attempt to double back.

The characters find the cart ransacked with the corpse of the merchant lying inside of his wagon. With a successful **DC 10 Intelligence (Medicine) check** a character can tell, that this corpse must be at least one week old, deducing that whoever sold the orb to Morrigan was not the original owner. The trail is cold by now, and only magical means might reveal the whereabouts of the killer. At least Pyro knows the name of the group of bounty hunters who kidnapped Samilla and sold the orb to a trader in Athkatla: The Horned Devils.



APPENDIX A: MONSTERS & NPCs

NAITO PHRAAN

Medium humanoid (half-elf), neutral

Armor Class 12

Hit Points 14

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	14 (+2)	13 (+1)	18 (+4)

Saving Throws Constitution +4, Charisma +6

Skills Arkana +4, Deception +6, Intimidation +6

Senses Darkvision 60 ft., passive Perception 11

Languages Common, Elvish, Sylvan

Challenge 1 (200 XP)

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

Spellcasting. Naito is a 2nd-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks).

Cantrips (at will): *message*, *minor illusion*, *prestidigitation*, *ray of frost*

1st level (3 slots): *chaosbolt*, *charm person*, *magic missile*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Tides of Chaos. You gain advantage on one attack roll, ability check, or saving throw. Once you do so, you must finish a long rest before you can use this feature again.

PYRO

Medium fey (satyr), chaotic neutral

Armor Class 14 (leather armor)

Hit Points 30

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (+0)	12 (+1)	10 (+0)	14 (+2)

Skills Perception +2, Performance +6, Stealth +5

Senses passive Perception 12

Languages Common, Elvish, Sylvan

Challenge 1 (200 XP)

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

Panpipes. The satyr plays its pipes and chooses one of the following magical effects. Any creature within 60 feet of the satyr that can hear the pipes must succeed on a DC 13 Wisdom saving throw or be affected as described below. Other satyrs and creatures that can't be charmed are unaffected. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to these panpipes for the next 24 hours.

Charming Melody. The creature is charmed by the satyr for 1 minute. If the satyr or any of its companions harms the creature, the effect on it ends immediately.

Frightening Strain. The creature is frightened for 1 minute.

Gentle Lullaby. The creature falls asleep and is unconscious for 1 minute. The effect ends if the creature takes damage or if someone takes an action to shake the creature awake.

Actions

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) bludgeoning damage.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

YOUNG BABAU

Medium fiend (demon), chaotic evil

Armor Class 13 (natural Armor)

Hit Points 102 (12d10+36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	16 (+3)	11 (+0)	12 (+1)	13 (+1)

Damage Resistances fire, slashing from nonmagical attacks

Skills Perception +5, Stealth +5

Senses darkvision 120 ft., passive Perception 15

Languages Abyssal

Challenge 2 (450 XP)

Innate Spellcasting. The babau's innate spellcasting ability is Wisdom (spell save DC 11). The babau can innately cast the following spells, requiring no material components:

At will: *darkness*, *dispel magic*, *fear*, *heat metal*, *levitate*

Actions

Multiattack. The babau makes two melee attacks. It can also use Weakening Gaze before or after making these attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Bonus Actions

Weakening Gaze. The babau targets one creature that it can see within 20 feet of it. The target must make a DC 13 Constitution saving throw. On a failed save, the target deals only half damage with weapon attacks that use Strength for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

OLD OTYUGH

Large abberation, neutral

Armor Class 14 (natural Armor)

Hit Points 52 (8d10+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	9 (-1)	12 (+1)	6 (-2)	13 (+1)	6 (-2)

Saving Throws Constitution +3

Senses darkvision 120 ft., passive Perception 11

Languages Otyugh

Challenge 1 (200 XP)

Limited Telepathy. The otyugh can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

Actions

Multiattack. The otyugh makes two attacks: one with its bite and one with its tentacle.

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) piercing damage.

Tentacle. *Melee Weapon Attack:* +2 to hit, reach 10 ft., one target. *Hit:* 4 (1d6) bludgeoning damage. If the target is Medium or smaller, it is grappled (DC 13) and restrained until the grapple ends. The otyugh has two tentacles, each of which can grapple one target.

APPENDIX B: MAGIC ITEMS

DUST OF TRACELESSNESS

Wondrous item, rare

This small pouch contains 1d6+4 pinches of dust. When you use an action to throw the dust into the air, it covers your body. For 1 hour you leave behind no visible tracks or traces.

To follow you, a creature must succeed in a **DC 20 Intelligence (Arcana) check**.

ARCANIST'S CLOAK

Wondrous item, very rare (requires attunement)

This cloak depicts a blue-white star, the symbol of Mystra. It was made for her followers and awarded to mages that advance in the ranks of her church.

Once per Day. A character can recover 1 exhausted spell slot of the lowest possible level.

TYBER

Weapon (dagger), rare (requires attunement)

Enchanted. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Once per Day. You can cast *mage hand* (PHB 256).

HISTORY

Tyber was a student in the college of Ulcaster until he gravely insulted one of his tutors. As punishment, he turned Tyber into a dagger. Unfortunately, the wizard forgot about poor Tyber, and the enchantment became permanent. He used the dagger for many demeaning tasks. Cutting apples and cleaning teeth were Tyber's duties for many months.

As the only child of two peasants who worked the fields near Baldur's Gate, Tyber was of humble origins. His talents were first discovered by a traveling wizard who saw Tyber conjuring simple flames. Once Tyber was of age, he set out to learn more about these strange powers.

SENTIENCE

Alignment: Lawful Neutral **Intelligence:** 16

Wisdom: 10 **Charisma:** 8 **Senses:** hearing and vision (60 ft.)

Tyber is desperate for intelligent conversation and is always happy to chime in on discussions to correct people. He is a big mouth and might annoy his wielder from time to time.

Tyber hates being used in combat. He claims it rattles his delicate soul and the view of the innards of an orc is quite unpleasant.

Tyber's goal is to be reverted back to his original form via *dispel magic* (PHB 234). Tyber is proficient in **Intelligence (Arcana) checks** and might offer his assistance if he likes his owner.

APPENDIX C: RANDOM NAMES

HUMAN MALE

1d10	Name	Notes
1	Jupp Addy	
2	Geffrai Randulfus	
3	Hawkin Bernier	
4	Herry Forthwind	
5	Jenkin Rogerus	
6	Collett Kester	
7	Ferentus Gawen	
8	Berengar Guibe	
9	Richard Ingrannus	
10	Tobias Bryce	

HUMAN FEMALE

1d10	Name	Notes
1	Nina Stadler	
2	Arlette Windischmann	
3	Evette Wenzel	
4	Miriald Glace	
5	Tibby Brys	
6	Wenefreda Poyner	
7	Janeta Glascock	
8	Ymanie Arimir	
9	Iohane Giso	
10	Bibele Elja	

DWARVEN NAMES

1d6	Name	Notes
1	Kratrat Grumbleback	
2	Gloridmuri Giantgrip	
3	Nofraginn Stormarm	
4	Jondaelydd Kragblade	
5	Munoum Windguard	
6	Noratgrelyn Bouldertoe	

ELVEN NAMES

1d6	Name	Notes
1	Garynnon Miralee	
2	Ylyndar Yeslen	
3	Vulwin Sharalei	
4	Hacathra Morra	
5	Calarel Ulaxidor	
6	Rina Norvyre	

APPENDIX D: MAPS



1. TEMPLE OF LATHANDER

2. MORNING LORDS' INN

3. SLEEPING DRAGON INN

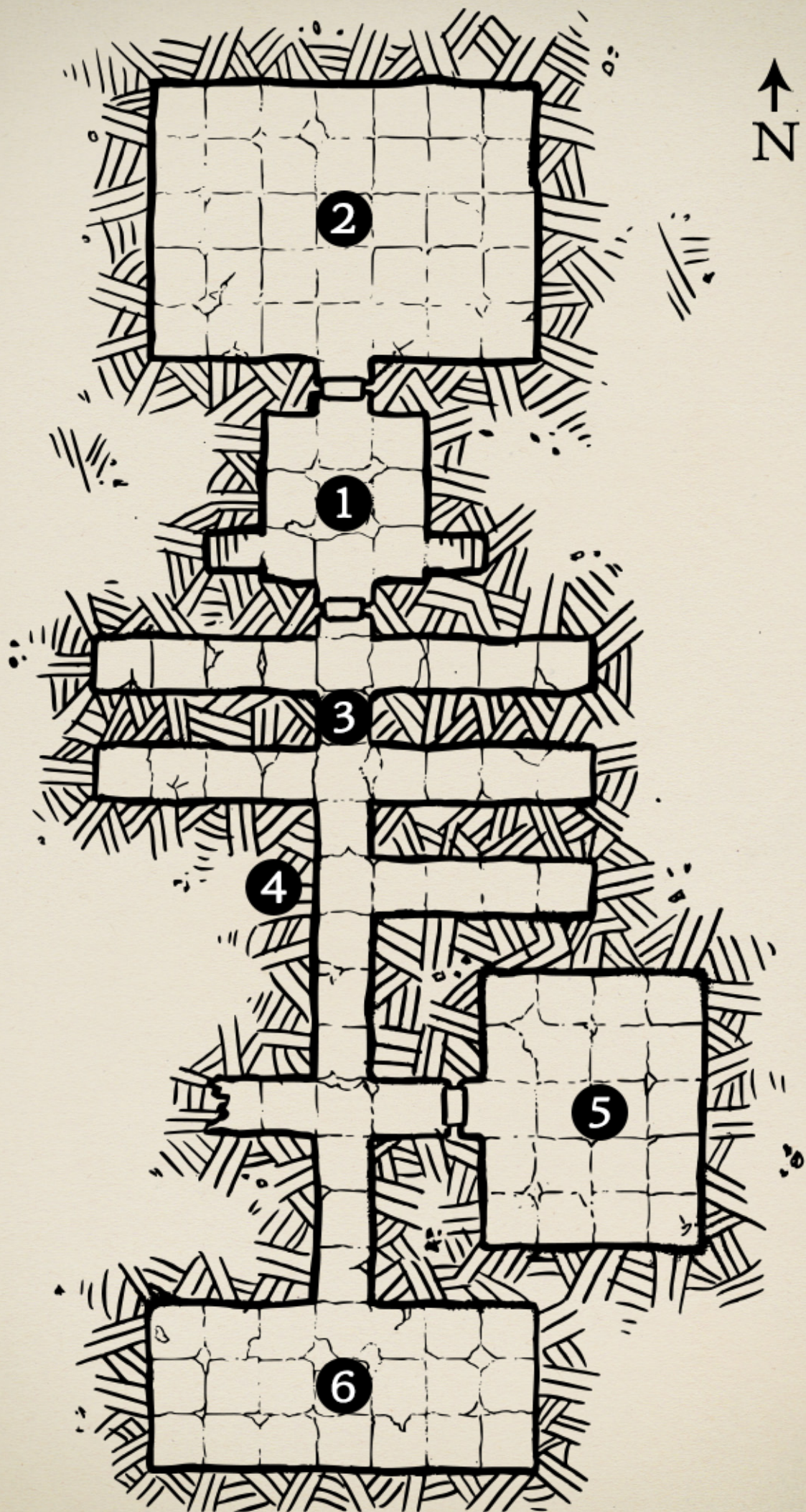
4. ORMUND'S MAGIKA OBSCURA

5. ALVIN'S ARMS & ARMOR

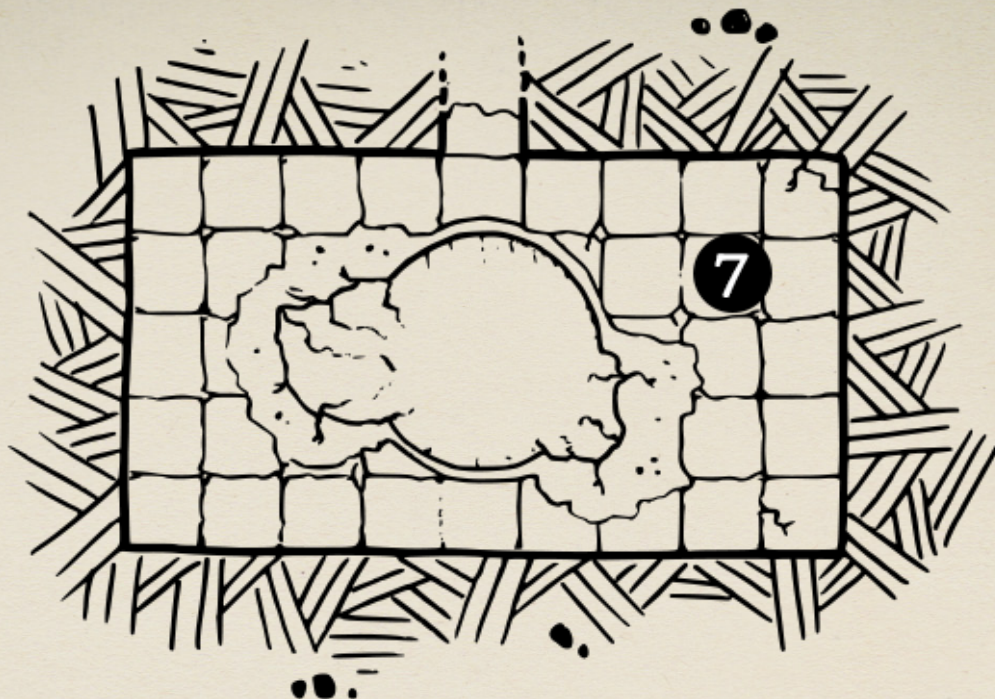
6. DIRTY SPITTOON

7. TOWNHALL

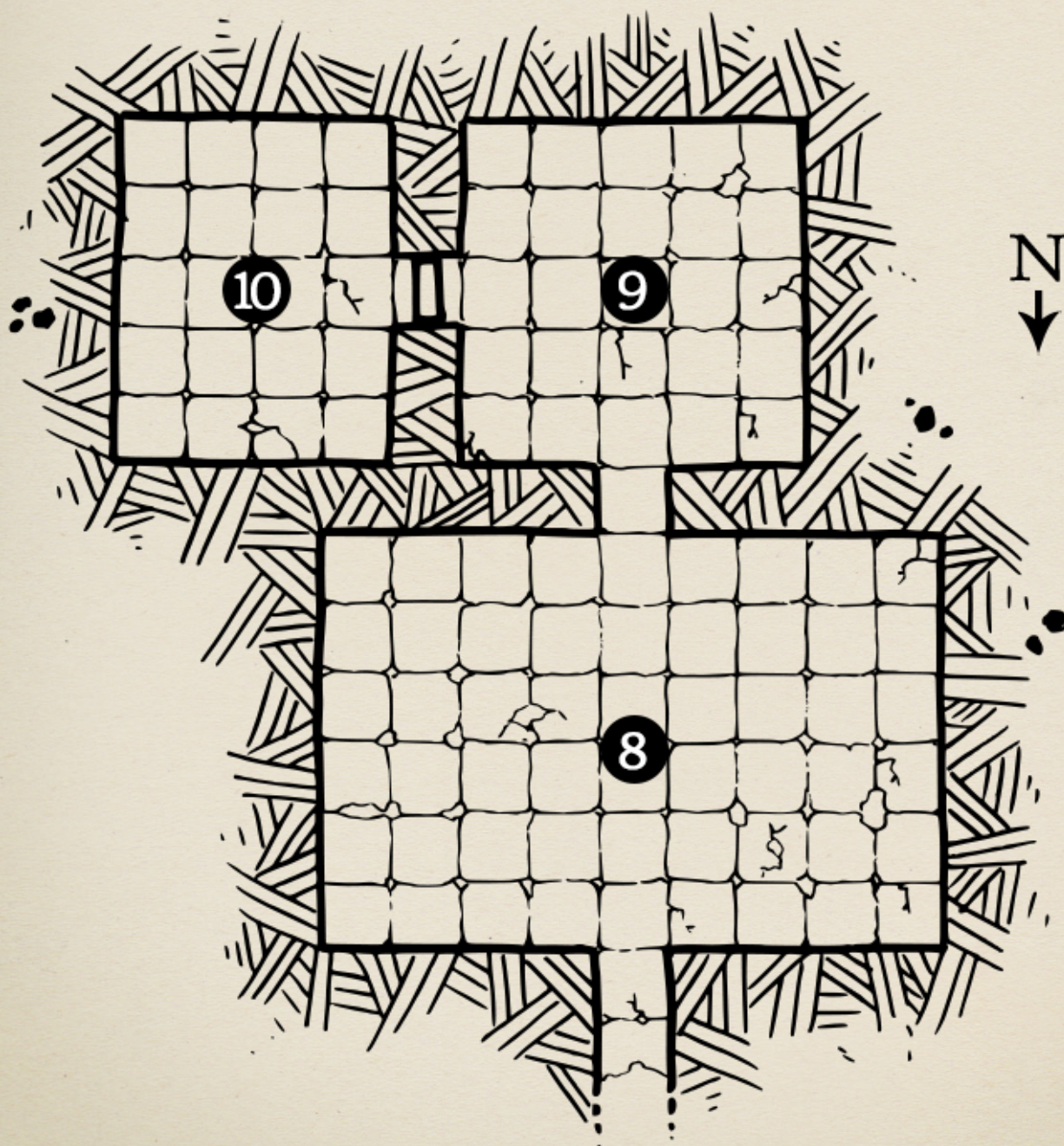
8. MARKET SQUARE



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INDEX

Apprentice wizard (VGTM 209)
Armor table (PHB 145)
Babau (VGTM 136)
Bandit (MM 343)
Barlgura (MM 56)
Commoner (MM 345)
Dispel magic (PHB 234)
Driftglobe (DMG 166)
Eversmoking bottle (DMG 168)
Gelatinous cube (MM 242)
Gladiator (MM 346)
Green hag (MM 177)
Heavily obscured areas (PHB 183)
Hell hound (MM 182)
Master thief (VGTM 216)
Noble (MM 348)
Potion of healing, common (DMG 187)
Priest (MM 348)
Remove curse (PHB 271)
Scrying (PHB 273)
Skeleton (MM 272)
Smoke mephit (MM 217)
Spy (MM 349)
Thug (MM 350)
Vrock (MM 64)
Weapons table (PHB 149)

