

# PART 2: POSSIBILITIES

**Estimated Duration:** 1 hour 40 minutes

The characters now have access to explore the rest of the demiplane, but an escape back to Sigil remains elusive, as does the trinket of *Murlye'dahn's Unified Rings*. As they make their way through the Memory Palace, new threats loom, but new allies present themselves in the form of alternate versions of the archmage Mordenkainen, at least one of whom will be needed to activate the exit portal.

## STORY OBJECTIVE B AND BONUS OBJECTIVE A

Convincing an alternate version of Mordenkainen to help them leave is **Story Objective B**.

Finding the magical trinket, *Murlye'dahn's Unified Rings*, is **Bonus Objective A**. This will earn a reward but is not necessary to complete the adventure.

## M2. THE DARK DUNGEON

The hole in the wall created by the metallic construct leads to a dark chamber that is the image of a stereotypical castle dungeon. This area serves as a central hub to the other rooms in the demiplane.

### AREA INFORMATION

The area has the following features.

**Dimensions and Terrain.** The room is 15 feet wide and 45 feet long. The ceilings are 10 feet high. Walls, floors, and ceilings are all constructed of the same dark gray worked stone.

**Lighting.** Torches along the walls provide dim lighting throughout this room. The torches never go out on their own, but can be extinguished as normal flame and can be removed and carried.

**Decor.** There are chains along the walls, cobwebs, strange glowing runes carved into sections of the walls, and a slumped humanoid skeleton in one corner. All of these are illusions serving no purpose except to establish the room's atmosphere as a dungeon.

### DOORS

There are worn oak doors leading out of this chamber. Above each door is a different gilded picture about a foot in diameter, as detailed below.

**Area M1.** A top of a column.

**Area M3.** Two frothy mugs of ale.

**Area M4.** A deciduous tree with outspread roots.

**Area M5.** A skull divided into puzzle-piece fragments.

**Area M6.** Crossed swords surrounded by flames.

**Area M7/M8.** A nine-pointed star.

### CREATURES

There are no creatures in this room the first time the characters enter. Optionally, if the characters need to be given a sense of urgency, this location can be the site of random encounters on subsequent visits such as a pair of **wraiths** or **shadow demons**, or other thematic but not overpowered encounters.

### TIME CONSTRAINTS

This section is designed in order to give the characters multiple paths to complete the adventure. They only need one of the alternate Mordenkainens to complete the adventure, but there is nothing to stop them from further exploration to meet all three. Doing so, however, will likely take the adventure past the 4 hour expected play time. If you need to move the players along, feel free to tell them that the doors to other areas are completely sealed off after they have met the objectives in order to steer them towards the conclusion in areas M7 and M8.

## M3. YOU MEET IN A TAVERN

This room appears to be a bustling tavern full of conversation and merriment. Gentle music plays from an unknown source, and free tankards of ale along the bar taste real enough!

### AREA INFORMATION

The area has the following features.

**Dimensions and Terrain.** The room is 20 feet wide and 30 feet long. The ceilings are 15 feet high. The floor is made of sturdy wood planks, with plaster and timber walls and wooden rafters above.

**Lighting.** Lanterns hanging from the rafters provide bright light throughout the tavern.

**Furniture.** There are a number of sturdy oak tables with plenty of chairs and barstools.

### CREATURES

All the tavern's patrons appear to be famous adventurers of one sort or another that Mordenkainen encountered at some point during his career. A bouncer cradling a keen battleaxe, Arn Yonson (LG human veteran, he/him), gives the characters a bored nod as they enter. At one table, the animated recounting of a dungeon raid can be heard from a trio of adventurers Garamond Bolitho (LG human priest, he/him), Miklos Haruska (CN human spy, he/him), and Veslo Meridan (LN half-elf bard, she/they). At another, a gnome, Bigby (TN gnome mage, he/him) uses a magic hand to finish off an oversized tankard of ale while his companion, Melf (NG elf mage, he/him), chuckles. Elsewhere, adventurers Ehliisa (NG human acolyte, she/her) and Tenser (LG human apprentice wizard, he/him) pore over a map to plan their next foray.

Like the memories from the museum, none of these figures interact much with the characters. If attacked and slain, they simply reappear a minute later as if nothing happened. The only figure who will engage in a full conversation is a man drinking alone in the corner. He sticks out compared to the more mercenary clientele for his humble workman's clothes, and also because he is the spitting image of Mordenkainen. He goes by "Mordy."

### MORDY THE COBBLER

*NG human (he/him) bleak cabal void soother*

An alternate version of Mordenkainen, who gave up his ambitions of being a magic user and instead worked as a simple cobbler to support his now-grown children. His hair is about

shoulder length, he sports a bushy mustache but no beard, and wears spectacles. He is a bit portlier than typical Mordenkainen.

**What They Want.** He wants to see more of the magical world told in adventurers' tales, but lacks the courage to do so.

**Timorous Companion.** He shows enthusiasm for his passions but stammers a bit when he gets nervous.

Mordy is happy for company and will gladly tell his life story to anyone who shares a drink with him, though there's not much to tell. He briefly studied magic, but eventually settled down and became a cobbler to support his family. Still, a little bit of that magic seems to follow him, as everyone admits he is the best cobbler this side of Nyr Dyv, and sometimes he swears the shoes finish themselves over night. Now that his children are grown, he sometimes thinks about what it would be like to see the magical world out there, but such dreams can be easily set aside for safety and comfort. Mordy seems to be completely unaware that he is a magical doppelganger on an astral demiplane; the tavern is his whole reality.

It should be clear to characters who spend a little time talking to Mordy that he yearns for adventure but lacks the courage to do it. Characters who succeed on a DC 15 Wisdom (Insight) or Intelligence (Investigation) check can be clued in on additional facts that can help sway Mordy: tell the players one of these for each successful check, up to three.

- He took up cobbling for his family, but with his children grown, now is the perfect time to try something new.
- Between his old training and current skills, he is far from defenseless on the road.
- If his shoes finish themselves, there must be some force looking out for him that will keep him safe.

In order to convince Mordy to leave the tavern, the characters must make a DC 17 Charisma (Persuasion) group check, obtaining at least three successes. A character who uses one of the insights about Mordy gains advantage on the roll, but only one character can gain advantage from a particular insight. You should also award advantage to any characters who make particularly well reasoned arguments or who otherwise show exceptional roleplaying during the encounter. If they are successful, Mordy will agree to follow the party wherever they lead. He will shy away from most combat, but will try to assist with healing. However, a swarm of pixies will be on hand if he comes under attack (see below).

If the characters try to force Mordy to leave, he will not resist. However, they will find that when they get him through the door, he will vanish and reappear at his regular table in the corner. Mordy can only leave the tavern if his morale is improved through persuasion. If any of the characters deal damage to Mordy, two swarms of angry pixies suddenly appear and attack the party (use the **cranium rat squeaker swarm** stat block with a 30 ft. fly speed and its Bites action replaced with Rapiers but with the same attack bonus and damage). These are some of the fey beings that secretly help Mordy with his cobbling at night. Note that one such swarm will also appear to aid Mordy if he is attacked elsewhere in the demiplane.

## M4. THE ILLUSORY FOREST

A gentle mossy smell pervades this room that appears at first glance to be an exterior forest. A moment's observation reveals that the walls are painted landscapes and the few nearby trees are actually stone pillars. A group of gith huddled around a campfire suddenly jump to attention as one among their number shouts, "not more of these shades! Stay back, you foul things!"

### AREA INFORMATION

The area has the following features.

**Dimensions and Terrain.** The room is 20 feet wide and 30 feet long. The ceilings are 15 feet high. The floor is dirt covered with a layer of leaves and brush.

**Lighting.** A dim light suffuses the entire room and a campfire along the far wall provides bright light in a 10 foot radius.

**Sound.** Gentle birdsong and other animal sounds can be heard throughout.

**Decor.** Four stone pillars are cracked and colored like bark. The walls show a forest scene that moves as if real, and tiny illusory animals will occasionally run through the room and right into the mural.

### CREATURES

A single **githzerai zerth** and a pair of **githzerai monks** are the remnants of the first group that Kaye'dahn sent into the Memory Palace. They are ready to fight but wary, and the characters have time to assure the group that they come in peace.

The gith party has found *Murlye'dahn's Unified Rings*, but they don't know how to escape the Memory Palace. They recount that as they tried to explore the demiplane, they found themselves beset by shadowy enemies. Some of these would at first appear to be allies, hence their paranoia at the characters' appearance. If the characters believe they know a way out of the memory palace, the gith will follow them, but they insist on holding on to *Murlye'dahn's Unified Rings* until they reach the exit. A character can convince them to hand it over immediately with a successful DC 20 Charisma (Persuasion) check. If the gith accompany the characters, they will not fight, citing their exhaustion from numerous battles over the past week. However, if the characters are honest and polite, they will offer to give their last Potion of Greater Healing to the characters.

*Murlye'dahn's Unified Rings* appears to be three interlocked rings, each about three inches in diameter, made of chaos matter that constantly shifts between forms of stone, metal, fire, water, smoke, and countless other substances. If a ring is forcibly separated from the others, it dissolves and finds its way back to the group. With focus, a creature holding the rings can change the forms of matter that the rings are composed of, but cannot change their shape. The trinket gives off an aura of transmutation magic, but has no other effects.

### ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Replace the **githzerai zerth** with one **githzerai monk**.