

Adventure MDR #2 – A: The Primal Forge

About The Author:

Author: Matthew D. Ryan

Adventure Specialty: Exploration, Mystery

Other Creative Works: Fantasy novels, novellas, short stories, and anthologies.

Internet Locations:

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Adventure Stats

Pages: 8 + 1 props

Word Count: Approximately 3700

Number of Players: 4-6

Player Level: 2-3

Total XP Possible: 2550

Encounters: 4 Monster + 3 Riddles + 1 Puzzle + 1 Complex Trap = 9 Encounters plus multiple traps

Highlight: Critical adventure information

Highlight: 5th Edition Specific Information

Summary/Plot:

In this low-level adventure, the party members are interested in joining a well-respected, influential Adventurer's Guild, known as the Primal Forge, located in the city of Athrik. They have arrived at the Primal Forge headquarters, a massive edifice of stone and minarets. They are greeted by two guardsmen and taken to a circular audience chamber to await a meeting with High Mage Grenlin Godrin, Master of the Guild. All they know is that their initial application to the guild has been accepted and that they must now pass a test to officially join. This test is called the Primal Test. If they succeed, they will join the guild and reap the benefits such provides.

High Mage Grenlin Godrin, Master of the Guild (Archmage, (SRD: pg. 395-396; MM: pg. 342))

Bodyguard Thrud Gikrin (Champion (Gladiator, (SRD: pg. 399; MM: pg.346)

The Primal Forge

Introduction: At the Primal Forge Adventurers' Guild in the city of Athrik.

You have trained at your craft for many years, studying its intricate arts in diligent effort. You have made friends, and you have made enemies. Today, you and your comrades approach a great milestone. You have applied to join the well-regarded Adventurer's Guild known as the Primal Forge. You have been granted permission to attempt to overcome the Primal Test. If successful, you will be welcomed into the guild and gain all the benefits that such bestows. From this point on, you have ten days to prepare. You have access to a lab, and whatever supplies you might need. You are told to use your time wisely.

10 days later.

It is the day of the Primal Test. You, and your compatriots - all adventurers of comparable skill - sit about a circular table in a circular room. There are four doors in the room, each one placed at one of the cardinal direction points. You have been waiting for two hours for High Mage Grenlin Godrin, Master of the Guild. All of you are nervous and a little on edge. Conversation has been scarce. As you wait, the northern door opens and in strides a man dressed in grey robes with an iron shod wood staff topped with a blue sapphire.

He is a bearded fellow, but seemingly young for a mage, no more than forty winters, and his long blond hair flows around his shoulders. He is carrying a brown sack. It is High Mage Grenlin Godrin. Following him, is a large, tall man, dressed in chain armor, with a massive hammer in his hands. His skin is black in color, and he, too, is bearded. His hair is the fiery color of autumn leaves. He stares at each of you in turn, his expression grim.

"I trust each of you is ready by now," High Mage Grenden Gorron says. "As you know, today is the day of your Primal Test, when you prove yourselves worthy to carry the mark of this guild. In a few brief moments, I will transport you to the Testing Ground, an underground complex where your skills and your wits will be devilishly tested."

He lifts the sack onto the table and begins fishing around for its contents. He pulls out four blue vials, and two green vials. "But first, I will make sure you are properly equipped. Here are four potions of healing, and two potions of heroism. You may find a use for them in the Testing Ground."

*Beside him, the black-skinned man crosses his arms before his chest and gives you an appraising look. "You will have one month to complete your test. Your goal is to survive, of course, but also, to defeat the foes that present themselves to you, and to escape the complex. If you escape in less than a month, you will be allowed to keep what treasure you pick up, provided it does not bear the mark of the guild. **All items that bear the mark of the guild, may be used, but must ultimately be left behind.** I will look in on you, periodically... not physically, of course, but I will be waiting when you complete the tasks ahead of you. Now, if there are no questions, I shall send you on your way."*

He'll answer a question or two, then make a few convoluted gestures, invoke his magic, and transport the entire party to the center of Room #1. **Items that bear the mark of the guild are marked with an asterisk *.**

Room #1: Library (Fix entrance)

This square room measures 20'x20'. A large square table sits in the center of the room surrounded by four chairs. There are four bookshelves in the room, one on the W section of the N wall, one on the N section of the W wall, and two on the S wall. There are 3 doors in the room: one in the N wall, one in the W wall, and one in the S edge of the E wall.

The door in the N wall is locked (DC: 10). The other 2 doors are unlocked. All 3 doors are made of wood. All the bookshelves are full of books written in common. There are no spells nor magical properties in or on any of the books, but there is a lot of information. The NW bookshelf contains books on: **the eight Schools of Magic (Abjuration, Conjunction, etc...)**, the various deities of the realms and the corresponding religions. The WN bookshelf contains books on: Fighting styles, Martial Arts, and weapons. The SW bookshelf contains books on: monsters (all types). The SE bookshelf contains books on: herbs, alchemy, runes, magical lore, metallurgy, astrology, history, and philosophy.

The table has four drawers, all locked (DC: 10 each). #1 contains four vials of ink, #2 contains four leather scroll cases, #3 contains four quills, and #4 contains twenty sheafs of parchment.

Two crystal globes are attached to the walls in the NE and SW corners. They shed light throughout the room. If removed, they will cease to function.

Characters may research the following in this library (**every 4 hours of research permits a single DC: 12**

Investigation roll, with a cumulative +1 bonus for the 2nd set of 4 hours and all subsequent sets thereafter):

1. The strengths and weaknesses of the Dretch Demons, the Bone Wight, or the Animated Armors.
2. A book on chess strategy (this is the first item found). This book can be studied for durations of four hours at a time. The first 4 hours spent studying bestow a +2 bonus to playing Dragonchess. Every four hours after that, bestows a cumulative +1 bonus up to +3 (+5 bonus after 16 hours).
3. The answer to any one riddle.
4. The nature of the Magical Mirror in 11.

All the books* on the shelves of the library bear the mark of the Guild.

Room #2: The Kitchen:

This square room measures 20'x20'. There is a bubbling water font in the SE corner, and a long table filled with rations and other foodstuffs along the W wall. There is a large table near the center of the room surrounded by six chairs. A grey iron key lies on top of the central table. Two crystal globes are attached to the N and S walls shedding light throughout the room.

The grey iron key* unlocks every door leading from Room 1 (in the text above) and Room 4 (in the text below). The table holds 2 months' worth of iron rations, plus a week's worth of higher quality, more perishable, foodstuffs like fruit, bread, salted meats, and what-have-you. If the glowing crystal globes are removed from the walls, they will cease to function.

Room #3: The Privy:

This room is a small privy. Nothing is noteworthy except that it smells bad. One crystal globe is attached to the walls shedding light throughout the room.

If the glowing globe is removed, it will cease to function.

Room #4: The Lab:

This rectangular room is 50' long and 30' wide. It is filled with laboratory equipment and alchemical paraphernalia. Its contents are sufficient for any needs of a beginning spellcaster to create potions or scrolls according to the stated rules. Four crystal globes are attached to the walls, one in each corner, shedding light throughout the room.

If the globes are removed, they will cease to function. A careful search of the room, or its continued use for 1 day or more, will reveal the following items:

- 2 silver daggers*.
- 3 roses in a vase.
- 2 hammers
- 2 oil flasks
- 1 hooded lantern
- 1 backpack
- 50' of rope and a grapnel
- 2 cloves of garlic
- Small sack with 27 sps.

Three of the doors leading from this room (E, W, and NE) are made of grey metal and are locked (DC: 15). The S door is, presumably unlocked as the characters had to enter the room, and it is made of wood.

Room #5: The Water Jug Riddle:

The door to this room is locked (DC: 10), This square room measures 15' x 15'. There is a large stone gargoyle sitting in front of a yellow metal door on the W wall. The gargoyle is holding a large stone square. On the N wall there is a wooden table with two water jugs: 3 gal, and 5 gal. Next to the S wall is a cistern filled with water. The 3 gal. jug is filled with water. When the last character enters the room, a voice speaks. "Arthis, the Gargoyle, is a faithful servant. He stands guard before the door. Solve the riddle of the water jugs to proceed. Fill the five gallon jug with precisely four gallons of water. No more. No less. Place it on the square in the gargoyle's hands, and proceed. You can dump and redump water as often as you like."

(Solution #1): Fill 3 gal. jug. Empty into 5 gal. jug. Fill 3 gal. jug again. Pour 2 gal. into 5 gal. jug, leaving 1 gal in 3 gal. jug. Dump 5 gal. jug. Pour 1 gal jug into 5 gal. jug. Fill 3 gal. jug. Pour 3 gal. jug into 5 gal. jug. 5 gal. jug now has 4 gallons.)

(Solution #2): Fill 5 gal. jug. Pour off 3 gal. from 5 gal. jug into 3 gal. jug so that 2 gal. remain in 5 gal. jug. Empty 3 gal. jug. Pour 2 gal from 5 gal jug into 3 gal. jug. Fill 5 gal. jug and pour 1 gal from 5 gal. jug into 3 gal. jug. 3 gal. jug is now full and 5 gal. jug now has 4 gallons.)

(There may be other solutions).

Two crystal globes are attached to the NE and SW corners shedding light throughout the room. If removed, they will cease to function. If the 5 gal. jug with 4 gallons of water is placed on the stone square in the gargoyle's hands. there is a grinding sound, and the gargoyle slides to the S wall. The yellow door is now accessible and is unlocked.

Room #6: The Devil's Circle:

This is a 25'x25' square room. There is a 5' diameter stone pedestal, 5' high, against the center of the back wall. Two crystal globes are attached to the NW and SW walls shedding light throughout the room. Four overly large centipedes, each 3' long, crawl about in the center of the chamber amidst a pile of bones and old, ruined equipment. Two other creatures, both horrid and hideous in appearance, looking not unlike green-skinned hairless apes with powerful arms ending in claws and hideously deformed faces with the heads of some fell beasts sit on either side of the pedestal snarling as the party enters the room. Both the giant centipedes and the hideous ape-like creatures attack immediately.

If the crystal globes are removed, they will cease to function. The centipedes are Giant Centipedes (SRD pg. 374, MM: pg. 323, XP: 50 ea;). The ape-like monstrosities are Dretch Demons (SRD pg. 270-271; MM: pg. 323, XP: 50 ea. ((Diff: 600 for Dretch and Centipedes)). There is a small locked chest (DC: 12) trapped with a Glyph of Warding (DC: 14) storing a 1st level Thunderwave Spell (DC: 14) at the foot of the pedestal. The chest holds a spellbook with the following spells: 1) Alarm, Charm Person, Hideous Laughter, Shield, Thunderwave, and 2) Arcane Lock, Darkvision. On top of the pedestal is a pile of 57 cps, 26 sps, 14 eps, and 4 gps. There are also an additional 200 false gold coins (they are worthless—Perc. Check (DC: 12) to recognize that they are worthless, and a 2nd (DC: 12) Perc. Check to notice that the false coins are marked with ravens. There is also a small amethyst (50 gp apparent value) that is a Gem of Brightness (SRD pg. 223). Also on the pedestal is the yellow metal key* that opens the yellow door leading from room 10.

Room #7: Riddle of the Sky:

This is a square room measuring 15'x15'. It is completely empty except for two crystal globes attached to the walls in the NE and SW corners of the room. They shed light throughout the room. The door on the W wall is blue in color and closed. As soon as the last character enters the room, a voice fills the air. "Answer the riddle and then proceed.

Source of Light and Heat and Life,
Power rains down from above,

Glowing Orb brings end to Night."

There is a mosaic on the E wall depicting a sunlit scenic forest glade of trees, shrubs, dancing satyrs, and a handful of glowing fairies circling a toadstool.

Answer to the riddle: The Sun. Once the correct answer is given, the voice sounds again. "The foe ahead is a creature most fell. Beware!"

If the globes of light are removed from the walls, they will cease to function. The door on the W wall is magically sealed and cannot be opened. Once the riddle is answered with the correct answer (The Sun), the door will unseal allowing it to be opened with ease.

The first time a wrong answer is given to the riddle, the following occurs:

The light dims for a moment, and then seems to cohere and coagulate in the center of the room in the shape of a glowing orb of yellow light. The orb crackles with energy before advancing towards you and your party.

The glowing orb of crackling energy and light is a **will-o-wisp** (SRD: pg. 355; MM: pg. 301, XP: 450). It attacks immediately, and it has no treasure. Once defeated, it is forever destroyed and does NOT come back with further wrong answers.

Room #8: Chamber of Death:

This is a square room measuring 25'x25'. It is filled with bones. Sitting in the NW corner, gnawing upon a femur, is a hideous humanoid in tattered studded leather armor and rags for clothes. His skin is grey and desiccated. A potent reek fills the chamber. As you enter, the creature stands up and turns its glowing green eyes toward you.

The creature is a **bone wight** (see complete description at the end of the adventure). It is identical to a **wight** (SRD: pg. 354-355, MM: pg. 300; XP: 700) except that it wields the bone in its hand as a club instead of a long sword, and it does not have a long bow. It can, however, cast the following spells: **Cantrips: Acid Splash, Dancing Lights, Shocking Grasp; 1st (3 slots): Hideous Laughter, Magic Missile, and Shield.** It has the following special weaknesses: It cannot approach within 5' of a boldly presented clove of garlic unless it makes a **DC:17 Charisma save**. It cannot pass through any doorway, window, portal, or threshold in which there is a rose placed unless it makes a **DC:19 Charisma save**. Silver weapons inflict an extra die of damage.

The bone wight will speak at first in a sepulchral voice:

"Have you come to release me? Or are you wishing to die?"

At the sound of his voice, all characters must make a **DC: 10 Charisma save or become Frightened for 1 minute**. Each character is allowed to repeat the saving throw on each of its turns. Once it succeeds on the saving throw, it is immune to the effect for 24 hours. After sufficient discourse takes place, the bone wight will grow bored and attack.

Next to the bone wight is a large chest, unlocked, containing three scrolls (**Hideous Laughter, Magic Missile, and Shield**), 21 gp, 50 sp, 133 cp, and the **blue metal key*** that unlocks the blue door from room 10. There is also a Lantern of Revealing (SRD: pg. 228) sitting next to the chest.

Room #9: The Room of the Clergy:

This is a square room measuring 15'x15'. Two crystal globes are attached to the NE and SW corners respectively. The globes shed light throughout the room. There is nothing else in the room, although each five foot square is colored in alternating colors of black and white.

As soon as the last character enters, a voice calls out:

*"Answer the riddle, and you may proceed:
A knight and a castle to one side,
a king and a queen to the other.
Four needed for a game, two per player.
Forever black, or forever white.
Master of all angles,
and never changing colors."*

Answer: Bishop.

The door on the E wall is red in color and magically sealed. When the correct answer (Bishop) is given the red metal door will unseal permitting passage into the room beyond. If either glowing orb is removed from the wall, it will cease to function.

Room #10: The Chess Room:

This is a square room measuring 25'x25'. Two crystal globes are attached to the NE and SW corners respectively. They shed light throughout the room. There is a small square table in the center of the room with a chess board on it (it is set up) and two chairs, one on either side. In the E chair sits a metallic wizard figure. There are also four metallic knights (suits of plate armor); one standing, immobile in each corner of the room.

As soon as the last character enters the room, a voice booms out:

*"Choose: Face the knights in combat, or face the master at Chess.
Every game you win, a knight shall perish.
Every two games you lose, a knight shall be reborn.
If you decide to play, you must play five games.
No more than four knights will ever appear.
In the end, you must do battle."*

The Chess Master plays Dragonchess with a +4 bonus. For every game the players win, one of the knights in the corner will become immobilized and begin to glow with a blue light—that knight will be inert. For every two games the players lose, an inert knight becomes active. Every knight is a suit of **Animated Armor** (SRD: pg. 263 – 264, MM: pg. 19; XP: 800 (Diff: 1600)).

If all the Animated Armors are defeated, the chessboard splits apart revealing the **red metal key*** to the red metal door leading from this room and an alchemical book with the formula for the following potions: **Potion of Climbing, Potion of Diminution, and a Potion of Hill Giant Strength**. There is also a pouch with 20 gp. and an ivory scrollcase with a **Spell Scroll: (1) Featherfall**.

In the center of the E wall there is a magically sealed yellow metal door that can only be opened by the yellow metal key from room #6. It opens into a short hallway that turns and terminates in a magically sealed blue metal door that can only be opened by the blue metal key from room #8. It opens into a

short hallway that terminates in a magically sealed red metal door that can only be opened by the red metal key in this room.

If either of the glowing globes is removed from the wall, it will cease to function

Room #11: The Mirror of Peril:

This room is dark when first entered. As soon as the last character enters the room, two crystal globes in the NW and NE corners respectively, bursts forth shedding light throughout the room. Once this happens, read this description:

You enter a large room measuring 40' x 45' in dimension. Two crystal orbs in the NW and NE corners respectively burst alight to reveal the room. On the E wall there is a picture of a large square divided up into sixteen smaller equal-sized subsquares. Immediately to its right there is a message written in Common:

"The Slave Boy's Riddle:

Draw the square that has precisely one half the area of square ABCD.

The slave boy did it. Can you?"

A small piece of black chalk lies on the ground next to the message. However, you barely complete reading the message when your gaze is compelled to a strange glowing mirror covering the S wall.

The mirror covers the entirety of the S wall. All characters in the room must make a **DC: 10 Charisma save** to look away from the mirror. Otherwise, they will remain transfixed, staring at their own reflection. One Charisma save. is permitted per day to break free. However, each successive check is made at a cumulative -1 penalty (-1 on day 1, -2 on day 2, etc...). Characters that succeed at the Charisma save, are permitted 10 minutes of activity before **another Save is required (at DC: 8)**. This save is required, even if they make efforts to look away. The mirror requires the sacrifice of one magic item per individual to release said individual. If an extra item is sacrificed, the mirror will be rendered inert for one week. Covering the eyes or inundating the room in darkness or fog will not rescue a previously transfixed character. **However, darkness, or fog, or hanging a curtain, will keep a non-transfixed person from becoming transfixed.** Destroying the mirror will result in a **permanent loss of 1 Charisma point** to every individual who is transfixed at the time of the mirrors destruction. Once the mirror has been dealt with, the party can deal with the riddle on the E wall.

There is a picture of a square (prop-1) divided up into 16 equal-sized subsquares and a piece of black chalk. Written above the square in Common is the following: *"The Slave Boy's Riddle: Draw the square that has precisely one half the area of square ABCD. The slave boy did it. Can you?"* (The answer: Consider the four sub-squares that make up the A quadrant. Draw a diagonal across that quadrant (connect midpoint AB to AD). This cuts the area of that quadrant in half. Do likewise to each remaining quadrant and the resulting square defined is exactly $\frac{1}{2}$ the area of the entire square.), Once the riddle is solved, the secret door in the W wall swings open and the exit stairway is revealed. The stairway leads to a chamber where the High Mage Grenlin Godrin and his bodyguard Thrud Gikrin await. The party have earned their place in the Primal Forge Adventurer's Guild.

If either of the glowing crystal orbs are removed, it will cease to function.

Defeating Mirror constitutes Completing a Complex Trap: XP: 300

The Bone Wight (Medium Undead, Neutral Evil)

Armor Class: 14 (studded leather)

Hit Points: 45 (6d8 + 18)

Speed: 30 ft.

S: 15 (+2) **D:** 14 (+2) **C:** 16 (+3) **I:** 10 (+0) **W:** 13 (+1) **Ch:** 15 (+2)

Skills: Arcana (+2), Perception (+3), Stealth (+4)

Senses: Passive Perception (11)

Languages: Common,

Challenge: 3 (700 XP)

Spellcasting: The Bone Wight is a 2nd level spell-caster. Its spell-casting ability is Charisma (Spell Save DC: 12, +4 to hit with Spell Attacks). The Bone Wight has the following Wizard Spells prepared:

Cantrips (at will): Acid Splash, Dancing Lights, Shocking Grasp,

1st (3 slots): Hideous Laughter, Magic Missile, and Shield.

Frightful Speech: All humanoids who hear the sound of the bone wight's voice must make a DC: 10 Charisma save or become Frightened for 1 minute. Each humanoid is allowed to repeat the saving throw on each of its turns. Once it succeeds on the saving throw, it is immune to the effect for 24 hours.

Bone Wight Special Weaknesses:

Forbidden by Roses: A Bone Wight cannot pass through any doorway, window, portal, or threshold in which there a rose placed unless it succeeds on a DC:19 Charisma save, to which it is entitled on every one of its turns.

Repelled by Garlic: A Bone Wight cannot approach within 5' of a boldly presented clove of garlic unless it succeeds on a DC:17 Charisma save, to which it is entitled on every one of its turns.

Silver Weapons: All silver and silvered weapons inflict one extra die of damage when they hit a Bone Wight.

Sunlight Sensitivity: While in sunlight the Bone Wight has disadvantage on attack rolls and perception checks that rely on sight.

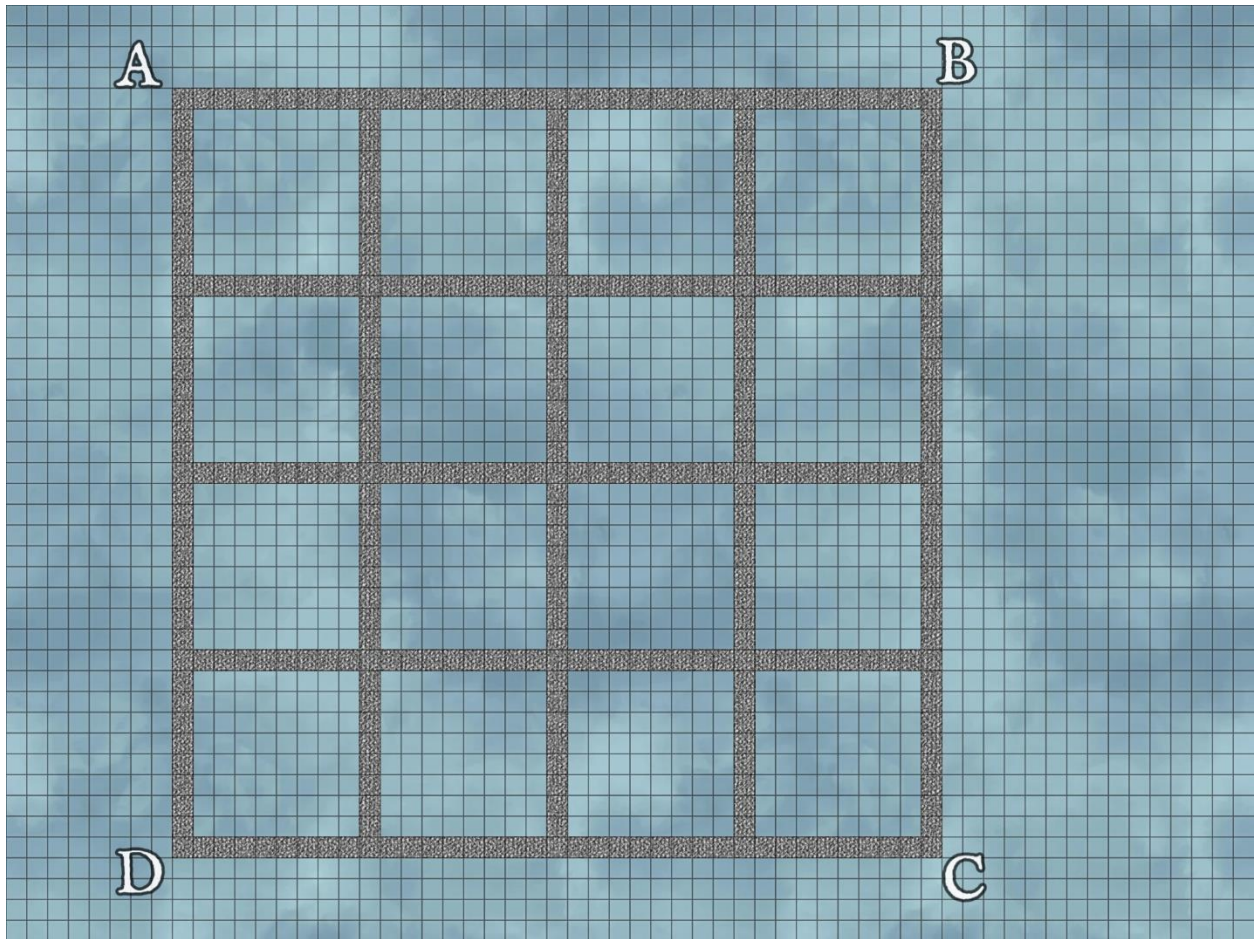
Actions:

Multiattack: The Bone Wight makes two melee attacks – both with a bone club or other simple weapon. It can make one Life Drain attack in place of one bone club attack.

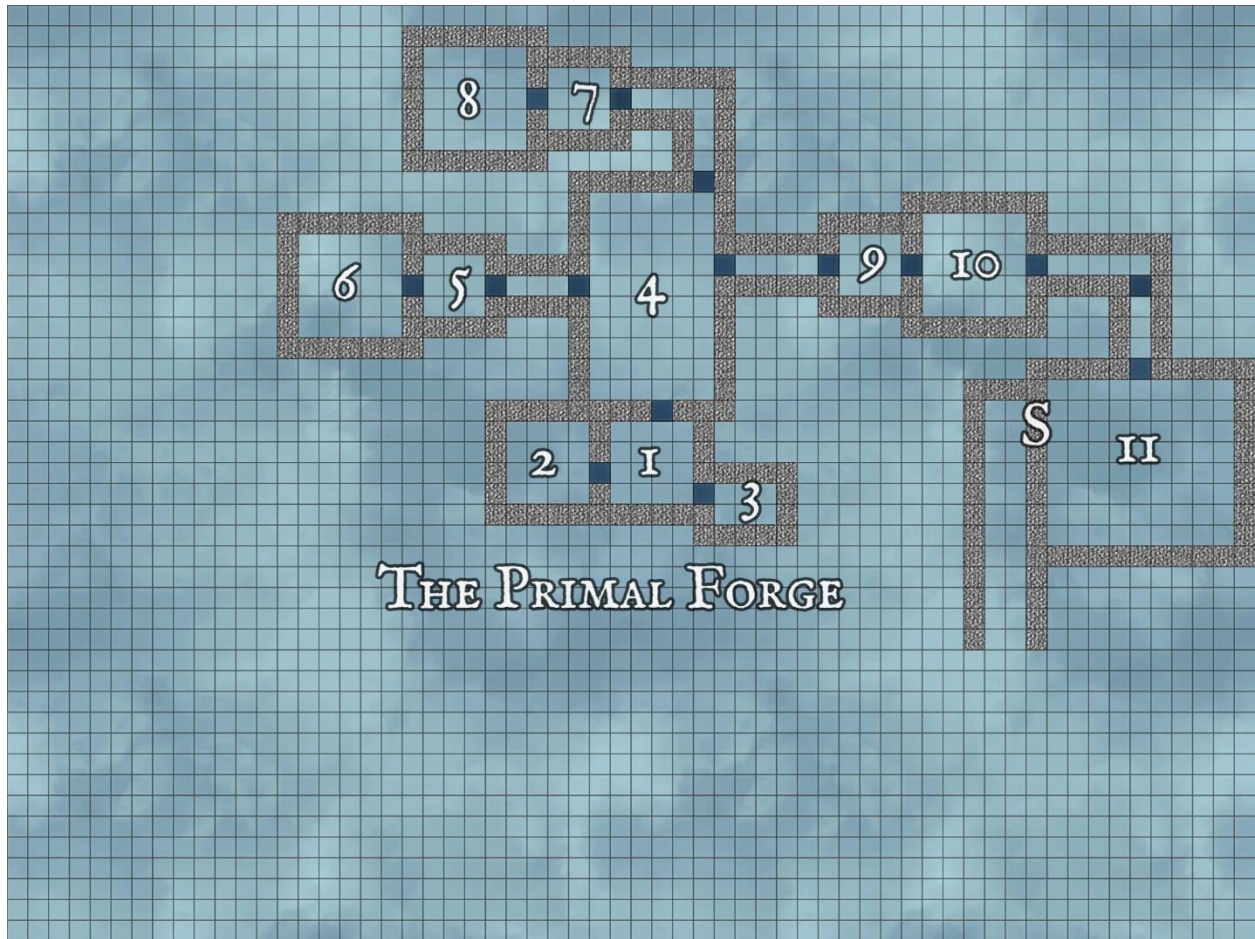
Life Drain: Melee Weapon Attack. +4 To Hit, Reach, 5 feet, one creature. Hit: 5 (1d6+2) necrotic damage. Target must make DC: 13, Con save or its hit point maximum is reduced by an equal amount to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the bone wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than 12 zombies under its control at one time.

Bone Club: Melee Weapon Attack. +4 To Hit, Reach 5 feet, one targe. Hit: 4 (1d4+2) bludgeoning damage.



Prop – 1: The Slave Boy's Riddle: Draw the square of precisely $\frac{1}{2}$ the area of Square ABCD. Soltn: Connect midpoint AB with midpoint BC, and midpoint BC to midpoint CD, and midpoint CD to midpoint DA, and midpoint DA to midpoint AB.



About The Author:

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