

# DUNGEONS & LAIRS #47: MAGE CUBE

*Mage Cube* is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 5, 8, 11, or 14**. This document offers a general guideline on scaling the adventure for each level. A powerful mage has established himself and his apprentices in a non-Euclidean demiplane where he hides his most precious possession, a mysterious scroll. If the characters wish to abscond with this artifact, they need to contend with magical traps and summoned protectors.

## CREDITS

The following creators made this adventure possible:

**Design and Writing.** DMDave, Ellie Hogan of Adventures, EH?

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# RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. You can access a free basic ruleset from the official source if you don't have a copy.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under specific circumstances, as described in the text.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block as a way of saying, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the Appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

*Spells* and non-magical equipment mentioned in the adventure are described in the core manual for players. *Magic items* are described in the core manual for game masters unless the adventure's text directs you to an item's description in the Appendix.

## ADVENTURE HOOKS

The table below offers some ideas if you don't have a reason for the characters to investigate the mage cube. Roll a d8 or choose the one you like best. If you need to motivate the party with a monetary reward, their patrons offer 500 gp per level of the adventure.

### Seekers of Yil

You may also run this adventure as part of the *Dungeon & Lairs Megamodule #2: Seekers of Yil*. If you do, refer to the Seekers of Yil megamodule's adventure hook, "The God of Secrets Appears," to get your characters involved in the story. Learn more about the Seekers of Yil mega module on [DMDave's Patreon](#).

## LEVEL SELECTION

Before play, know the level at which you wish to run the adventure. Overall, the adventure's locations and descriptions remain unchanged throughout the levels. However, most encounters, hazards, traps, and treasures scale with each level of the adventure. The keyed locations will present the differences between each level.

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than 5th, 8th, 11th, or 14th, the chart below shows you which version of the adventure you should select for each level. A given adventure version might be easier or more challenging for a given party. It's not recommended that you run this adventure for characters with an average party level of less than 5, as it may pose too much of a challenge. Similarly, a party with an average party level of 16 or greater might find the adventure too easy.

### Scaling the Adventure

Average Party Level	Recommended Adventure Version	Relative Difficulty
5	5th-level	Hard
6	5th-level	Medium
7	8th-level	Deadly
8	8th-level	Hard
9	8th-level	Medium
10	11th-level	Deadly
11	11th-level	Hard
12	11th-level	Medium
13	14th-level	Deadly
14	14th-level	Hard
15	14th-level	Medium

## BACKGROUND

Allomir Sarovar, referred to as Master Sarovar by most, is the head of a conglomeration of mages. He and his disciples reside in a mind-warping pocket dimension shaped like a cube with only a small building in the city proper. In his possession is the Scroll of Mysteries, a powerful artifact that has been linked to the god Yil. While it is unknown what powers the scroll holds exactly, it is said that whoever manages to unlock its secrets will be as a god. This scroll is protected behind a chain of teleporters armed with a gauntlet of magical traps.

Unfortunately, Master Sarovar is becoming forgetful in his old age. To protect himself, he has hidden clues pointing to the nature of the spells used in the statues and art around the base. If the party is able to find and decipher these clues, reaching the Scroll of Mysteries will be much simpler!



## Mage Cube Adventure Hooks

d8	Patron	Adventure Hook
1	Academy	Ancient texts point to the existence of a powerful artifact called the Scroll of Mysteries. Rumors suggest that a local mage hides it in his demiplane.
2	Ancient Being	The characters' patron recognizes the power of the Scroll of Mysteries and wants it for their use.
3	Aristocrat	Sir Theodore Pierpont of House Haringwen is a collector of powerful artifacts, bent on increasing his powers. He will reward the party handsomely if they steal Master Sarovar's Scroll of Mysteries.
4	Criminal Syndicate	Many people are willing to pay vast amounts of gold to access the Scroll of Mysteries. They send the characters to the demiplane to retrieve the artifact.
5	Guild	It is rumored that a powerful mage in town is becoming forgetful in his old age and might unleash a powerful artifact he possesses in his confusion—the characters' guild wants them to investigate.
6	Military Force	To maintain the balance in the land, the characters' military patron wants them to make sure that Master Sarovar isn't planning something to disrupt the peace. They send the characters to investigate.
7	Religious Order	The head of the local monastery of the god Yil, Gardenyr Valxisys, has learned that Master Sarovar hides an artifact of the deity in his demiplane. He sends the characters to investigate.
8	Sovereign	For decades, Master Sarovar and his allied mages operated within the region without issue. Now, rumors persist that they may be hiding something of great power. The region's sovereign wants the characters to learn more about the mage and his interests.

## GENERAL FEATURES

Unless stated otherwise, locations in the vault have the following features:

**Architecture.** The vault is a pocket dimension. The interior primarily appears to be made of stone, but it is enchanted such that none of the floors or walls can be destroyed or altered in any way. Spells and effects that would normally allow creatures to pass through ceilings, floors, and walls, such as *passwall* and *etherealness*, do not function within the tomb. There is no visible ceiling in any of the rooms or hallways which instead give the appearance of stretching out into an infinite black void. However, there is an invisible barrier 10 feet above the floor that is as impassable as the rest of the vault's architecture.

**Doors.** The doors of the vault fit perfectly in their frames and appear to be made from metal with complicated arcane symbols etched into the surface. Like the rest of the architecture in the vault, these doors are immutable.

Locked doors in the vault are further protected by the *arcane lock* and *alarm* spells. An *arcane locked* door requires a successful DC 30 Dexterity check using proficiency in thieves' tools to unlock or a successful DC 30 Strength check to break down.

The *alarm* spell mentally alerts Master Sarovar if the door is opened causing him to rush to the door's location along with any disciples he runs into along the way. Master Sarovar carries the keys to open all locked doors.

Secret doors can be detected with a successful DC 25 Wisdom (Perception) check. Only Master Sarovar knows the location of these doors and carries the amulet that acts as the key to open them. These doors cannot be unlocked or broken down.

**Illumination.** Lanterns lit with *continual flame* fill the hallways and rooms of the vault with bright light.

**Intelligent Enemies.** Master Sarovar and his disciples are intelligent enemies who are very familiar with the layout of the pocket dimension. The disciples are devoted to Master Sarovar and won't reveal any of the faction's secrets without being magically compelled. The disciples fight until their hit points drop below 25%, at which point they must succeed on a DC 10 Wisdom check or attempt to flee. The mages use non-lethal force, if feasible, and attempt to capture at least one of the party alive for questioning. If a character is captured, they are stripped of their belongings and put into a cell in the prison in **area 11b**.

**Magical Protections.** The vault is protected by the spells *private sanctum* and *forbiddance*, granting it the following features:

- ▶ Sensors created by divination spells can't appear inside the vault or pass through the barrier around its perimeter.
- ▶ Creatures in the area can't be targeted by divination spells.
- ▶ Nothing can teleport into or out of the vault.
- ▶ Planar travel is blocked within the vault.
- ▶ When any celestial, elemental, fey, fiend, or undead creature enters the vault for the first time on a turn or starts its turn there, it takes 22 (5d10) radiant damage.

**Warped Perspective.** The non-Euclidean pocket dimension fills the space of a cube but appears to be flat to any creature within it. The map shows the two-dimensional projection of the cube with connecting hallways paired with matching blue letters. For example, a creature standing in **area 8** would be able to see through both hallways E and I to see into **area 1** and **area 11** respectively, as though all three rooms were arranged on a flat plane. Characters traveling between these areas do not notice a change in direction nor do they feel as if they've been teleported. However, players who map out the lair may notice its non-Euclidean design.



## KEYED LOCATIONS

The following areas are keyed to the map of the mage cube on page 5. The six sides are also featured again in the Appendix.

### 1 - Entrance Portal

The only way to enter or exit the vault is through the permanent *teleportation circle* at its entrance. All of the disciples that reside within the pocket dimension know the sigil sequence for this circle and they all wear an *amulet of recall* (see the Appendix) linked to this circle. Of course, they don't advertise their amulets, so it may take some reconnaissance for the party to learn how to access the vault!

There are multiple ways for the characters to gain access to the portal:

1. Steal an *amulet of recall* from one of the inhabitants.
2. Convince or intimidate a disciple into bringing the characters through the portal.
3. Convince or intimidate a disciple into revealing the sigil sequence for the circle and cast *teleportation circle* to access the portal.

This portal also functions as the only exit to the pocket dimension, transporting any creature, along with anything that it is wearing or carrying, that stands on it to the mage's building in the city.

**Encounter: Bored Guard.** One or two disciples guard the entrance. If any unexpected visitors show up, they dash away through hallway D and then up through hallway K to attempt to alert Master Sarovar of the intrusion. The nature of this guard depends on the level of the adventure.

#### Entrance Portal Encounter

Version	Encounter
5	1 apprentice mage (see the Appendix)
8 or 11	1 mage
14	2 mages

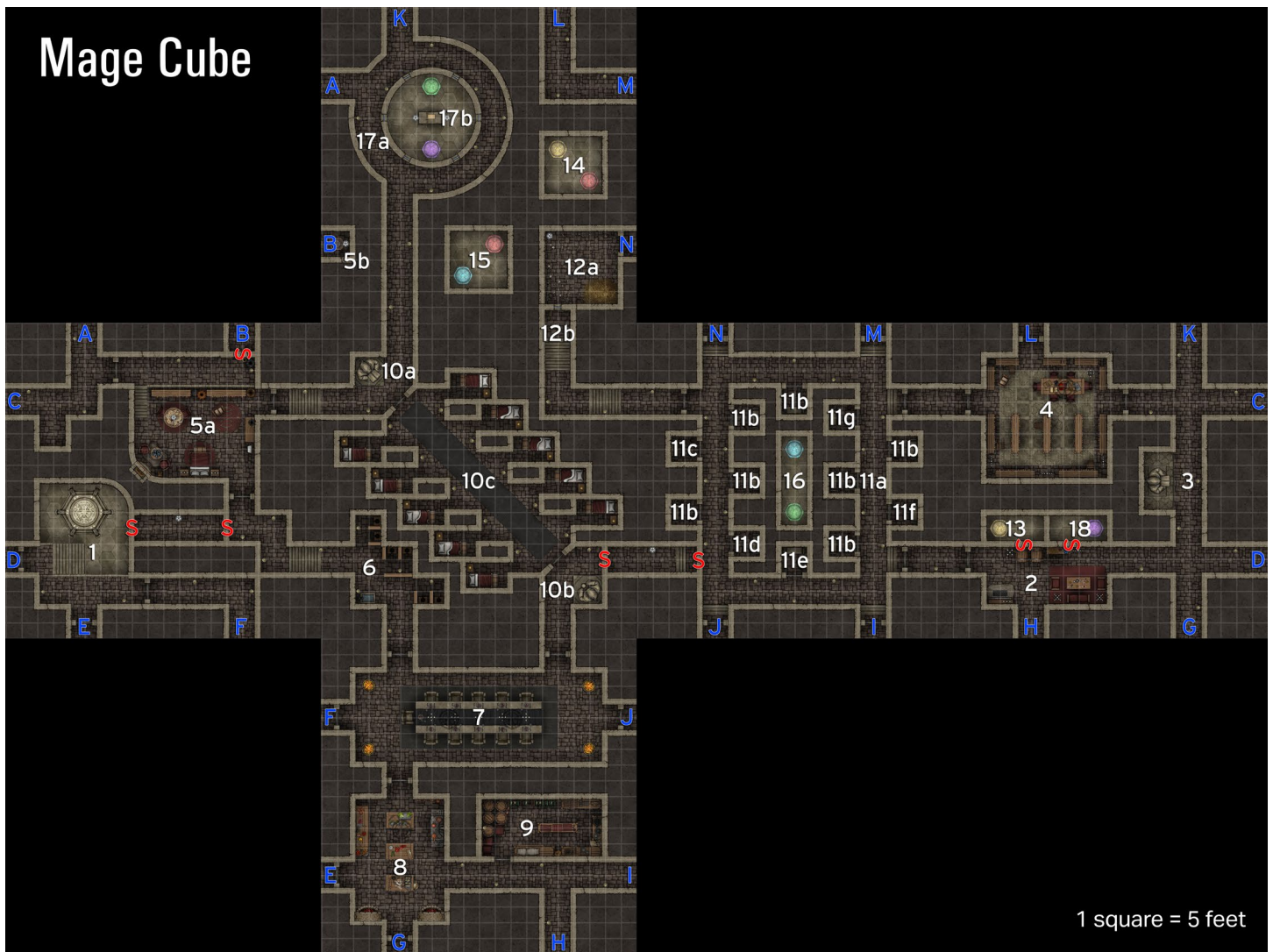
### 2 - Lounge

Copious alcohol, games, and a piano provide entertainment for the disciples when they have time in their busy schedules for a break. A half-finished game of cards lies forgotten on the table. The pungent scent of hard alcohol fills the room.

A character that succeeds on a DC 18 Wisdom (Perception) check notices scuff marks on the floor of the northern wall where the alcohol barrels and alcohol serving tray have been moved frequently. There are two secret doors in this wall, which can be found following the rules in General Features.

**Hazard: Liberated Libations.** Mages are known to enjoy incredibly strong beverages, and this group is





no exception. Not only are the vapors highly flammable, but they are also strong enough to intoxicate anyone who inhales them. Any creature that breathes within this room must succeed on a DC 15 Constitution saving throw or become poisoned for 1 hour. Additionally, if any open flames are brought into the vapors, the room explodes into a fiery inferno. Each creature within the room must succeed on a DC 15 Dexterity saving throw, taking fire damage determined by the level of the adventure on a failed saving throw, or half as much damage on a success.

### *Liberated Libations Explosion*

Version	Fire Damage
5	28 (8d6)
8	35 (10d6)
11	42 (12d6)
14	56 (16d6)

### 3 - Archmage Statue

A large statue of a middle-aged half-elf poring over a spellbook stands imposingly in a large alcove. This is Master Sarovar, depicted in his prime.

**Teleportation Gauntlet Clue.** The spellbook in the statue's hand has no title but prominently displays a symbol on its cover. The open page depicted has a picture of a burning torch. A character that succeeds on a DC 10 Intelligence (Arcana) check or who has training in arcane magic recognizes this as the symbol for the school of evocation. The evocation spellbook can be found in the library (area 4).

### 4 - Library

The shelves in this library are well-stocked with books on arcane theories, conjured beings, and magical artifacts. One of the shelves contains a small number of brightly colored books protected by a glass door with glowing arcane etchings inscribed around its edges.

A character that succeeds on a DC 10 Intelligence (Arcana) check or who has training in arcane mag-

ic recognizes that each of these eight books bears one of the symbols of the eight schools of magic. The cover color corresponds to the color most often associated with the respective school of magic:

School of Magic	Associated Color
Abjuration	Blue
Conjuration	Yellow
Divination	Silver
Enchantment	Pink
Evocation	Red
Illusion	Purple
Necromancy	Green
Transmutation	Orange

**Trap: Protective Casing.** The glass case protecting the spellbooks is as immutable as the rest of the dimension's architecture and is *arcane locked* as if it were a door (see General Features) but lacks a keyhole and cannot be picked. A *glyph of warding* activates if any creature not wearing Master Sarovar's amulet attempts to open it. The nature of the glyph depends on the level of the adventure. Master Sarovar's amulet acts as a key to disable the protections and safely open the case.

#### Protective Casing Glyph of Warding

Version	Detection/ Save DC	Glyph of Warding Type
5	14	Explosive Runes (lightning)
8	15	Spell Glyph ( <i>black tentacles</i> )
11	17	Spell Glyph ( <i>circle of death</i> )
14	17	Spell Glyph ( <i>prismatic spray</i> )

**Treasure: Valuable Spellbooks.** Each of these eight beautifully illustrated spellbooks contains all the 1st- to 4th-level wizard spells of its respective school.

**Teleportation Gauntlet Clue.** Four of the books have clues indicating the spells used to protect the scroll of mysteries in the teleportation gauntlet in the form of an illustration beside the spell used. The location these clues can be found and the associated spells are listed below:

#### Spellbook Clues

Spellbook	Clue Location	Illustration	Adjacent Spell
Abjuration	5a painting	Black crystal	<i>glyph of warding</i>
Conjuration	10a statue	Horned beetle	<i>insect plague</i>
Evocation	3 statue	Burning torch	<i>magic missile</i>
Necromancy	10b statue	Skull with crystal eyes	<i>blight</i>



#### 5a - Master's Chamber

The doors to this chamber are all locked.

Inside is a comfortable chamber with a large bed, bookshelves along the walls, and a lectern with a spellbook propped open at the center of the room. The image of a male half-elf holding a black crystal in one hand and a blue spellbook with an arcane symbol on its cover is painted on the wall behind the bed. This is Master Sarovar, depicted in his prime.

**Teleportation Gauntlet Clue.** The spellbook in the painting's hand has no title but prominently displays a symbol on its cover. A character that succeeds on a DC 10 Intelligence (Arcana) check or who has training in arcane magic recognizes this as the symbol for the school of abjuration. The abjuration spellbook can be found in the library (**area 4**).

**Encounter: Unexpected Visitors.** If any creature not wearing Master Sarovar's amulet enters the room, a creature is summoned to protect the Master's belongings. The nature of this summoned creature depends on the level of the adventure.

#### Master's Chamber Encounter

Version	Encounter
5	1 <b>vrock</b>
8	1 <b>chain devil</b>
11	1 <b>djinni</b>
14	1 <b>ice devil</b>



**Treasure: Gold and “Spells.”** Master Sarovar’s personal wealth is stored in his room. Its contents depend on the level of the adventure.

### Master Sarovar’s Treasure Hoard

Version	Room Contents
5	2,000 gp, 70 pp, and a <i>wand of web</i>
8	2,200 gp, 100 pp, and a <i>wand of web</i>
11	9,000 gp, 1,000 pp, 4 art objects worth 250 gp each, a <i>potion of healing</i> , and a <i>wand of wonder</i>
14	12,000 gp, 1,000 pp, 3 art objects worth 750 gp each, a <i>potion of greater healing</i> , and a <i>wand of wonder</i>

**Trick: False Spellbook.** The displayed spellbook seems to have all of the spells Master Sarovar knows (see **area 17** for his statblock), but the spell formulae have all been altered to be useless. Any character that attempts to transcribe spells from this book automatically fails and the money used to transcribe the spell is wasted. A character that succeeds on a DC 20 (adventure levels 5 or 8) or DC 25 (adventure levels 11 or 14) Intelligence (Arcana) check can determine the true nature of this book. At the GM’s discretion, these incomplete spells can be deciphered using downtime.

### 5b - Spellbook Closet

Master Sarovar keeps his real spellbook in a secret closet adjacent to his room.

**Treasure: Spellbook.** Master Sarovar’s spellbook contains all of the spells he knows. See **area 17** for Master Sarovar’s statblock to determine what this book contains.

### 6 - Toilets

The semi-private toilets in this room are kept remarkably clean due to copious amounts of *prestidigitation* and are blessedly scent-free.

### 7 - Great Hall

A large stone table fills the center of the room, with enough chairs to seat Master Sarovar and his ten disciples together.

### 8 - Kitchen

The kitchen is bustling with movement despite the lack of mages in sight. Vegetables chop themselves, a broom sweeps the floor, saucepans are stirred, and pies float themselves out of the ovens.

This magical meal preparation is courtesy of a half-dozen *unseen servants* going about their business. The servants do not react to the characters and continue about their business to the best of their ability regardless of how the characters affect the room.

## 9 - Buttery

Loud voices can be heard through the door to this room.

Food, drink, spare chairs, and surplus kitchen supplies fill this cramped room.

**Encounter: Replacement Keg.** A number of disciples are loudly working together to wheel a new keg from the buttery towards **area 2**, after breaking the previous one. The nature of these disciples depends on the level of the adventure.

### Buttery Encounter

Version	Encounter
5	4 apprentice mages*
8	1 mage and 3 apprentice mages*
11	2 mages and 4 apprentice mages*
14	4 mages

\*The mage apprentice statblock can be found in the Appendix

## 10 - Dormitories

Master Sarovar’s disciples sleep in small dormitories.

### 10a - North Entrance

A statue of a male half-elf grinning triumphantly down at an open spellbook stands at one entrance to the dormitories. This is Master Sarovar, depicted in his prime.

**Teleportation Gauntlet Clue.** The spellbook in the statue’s hand has no title but prominently displays a symbol on its cover and has an illustration of a horned beetle on the open page. A character that succeeds on a DC 10 Intelligence (Arcana) check or who has training in arcane magic recognizes this as the symbol for the school of conjuration. The conjuration spellbook can be found in the library (**area 4**).

### 10b - South Entrance

A statue of a half-elf man with a serene expression on his face and an ornate amulet around his neck has his hands cupped reverently around a green glass sphere with an arcane symbol on it and thick fog within. This is Master Sarovar, depicted in his prime.

**Teleportation Gauntlet Clue.** A character that succeeds on a DC 10 Intelligence (Arcana) check or who has training in arcane magic recognizes the symbol on the glass ball as that of the school of necromancy. A character that succeeds on a DC 18 Wisdom (Perception) check can make out the form of a skull with crystal eyes hidden within the fog. The necromancy spellbook can be found in the library (**area 4**).

### 10c - Disciple Dorms

Each dorm room has a bed and chest with no door. The entire area is permanently under the effects of a *silence* spell.

**Trap: Proximity Alert.** The entrance to each room is protected by an *alarm* spell that mentally alerts a disciple whose room is entered. If a disciple is alerted of an intruder into their room, they immediately come to check what has happened with any other creatures in the room they are in, provided they are within the demiplane and the characters haven't already dealt with them. Each time a doorway is entered, roll a d10 to determine the location of any disciples being alerted:

#### Door Alarm by Adventure Level

Area	5	8	11	14
1 - Entrance	1	1	1	1-2
9 - Buttery	2-5	2-5	2-7	3-6
11a - Prison	6-7	6	8-9	7-8
Outside (no effect)	8-10	7-10	10	9-10



**Treasure: Personal Valuables.** The dorms collectively contain an amount of treasure based on the level of the adventure. Any magic items are hidden and require a successful DC 15 Intelligence (Investigation) check to find.

#### Disciple Dorm Treasure

Version	Treasure
5	900 gp, 100 sp, 200 cp, and 3 art objects worth 25 gp each
8	900 gp, 100 sp, 200 cp, and 2 art objects worth 250 gp each
11	50 pp, 6,000 gp, 4,500 sp, 5,000 cp, and a <i>spell scroll</i> of <i>illusory script</i>
14	60 pp, 6,000 gp, 500 sp, 5,000 cp, 6 art objects worth 250 gp each, and a <i>spell scroll</i> of <i>glyph of warding</i>

### 11 - Prison

A large portion of the pocket dimension is dedicated to holding prisoners, both humanoid or otherwise. While most of the cells are empty, some of the cells contain Master Sarovar's prisoners. The doors to the occupied cells are all locked, but the gaps between bars allow sight and sound to pass through. Only Master Sarovar has the keys to these doors.

**11a - Hallway.** The square hallway around the prison allows access to the prison's cells.

**Encounter: Jailkeeper.** The prison is patrolled at all times. The nature of the jailkeeper(s) depends on the level of the adventure. If any jailkeeper is reduced below half of its maximum hit points, they attempt to move to **area 12b** to release the creature held in **area 12a**.

#### Jailkeeper

Version	Jailkeeper
5	2 <b>apprentice mages</b> (see the Appendix)
8	1 <b>mage</b>
11	1 <b>mage</b> and 1 <b>apprentice mage</b> (see the Appendix)
14	2 <b>mages</b>

**11b - Empty Cells.** These cells are empty and their doors are ajar.

**11c - Devil.** An **imp** has occupied this cell for years. It is incredibly bored and eagerly calls over any characters it can see, promising a favor for its freedom. It will not promise to fight for the party now, instead offering its services as a spy after its escape. As a lawful creature, it will honor any deals it makes here, potentially even agreeing to be a non-good-aligned creature's familiar if it is treated well enough.



**11d - Lovestruck.** Aaron Wilson (a young male apprentice mage (see Appendix)) sits morosely in his cell. He is being punished for dating a member of another faction. At the GM's discretion, he may be persuaded to help in other *Seekers of Yil* adventures.

**11e - Mad Mage.** An unarmed female human mage sits in this cell and rocks back and forth with a wild look in her eyes. She attempted to study magic far above her ability to comprehend and was driven mad. She calls out to the party as they pass:

"The rats are in the walls! I can hear them tap-tapping as they pitter-patter past! They want to know the mystery! The magical mystery! But it doesn't want to be known!"

If the party attempts to talk to her, she repeats similar phrases to what she has already said, providing little helpful information. However, a character that succeeds on a DC 20 Wisdom (Insight) check believes that she is telling the truth about hearing noises in the walls. What they don't know is that these noises aren't rat noises at all, but the sound of footsteps in **area 16** as Master Sarovar heads to the vault in **area 17b**.

**11f and 11g - Enemy Agents.** These cells hold a cultist and a guard respectively. If you are running this adventure as a part of the megamodule, they were sent by Gardenyr Valxisys (cultist) and Sir Theodore Pierpont (guard) in an unsuccessful attempt to steal the scroll. At the GM's discretion, they may be bribed, intimidated, or coerced into helping the players in their quest to unite the artifacts of Yil. Otherwise, they may belong to any faction important to your campaign, or were working on their own when they were captured.

## 12 - Large Creature Cell

Broken bones and old straw cover the floor of a large cell.

### 12a - Cell

The cell door is locked. It can be unlocked as normal, or with the lever in **area 12b**.

Creatures that are too large or powerful to fit into a regular cell are kept here. Its current occupant depends on the level of the adventure.

#### Large Creature Cell Occupant

Version	Creature
5	1 hezrou
8	1 glabrezu
11	1 behir
14	1 erinyes



**Encounter: Pull the Lever!** If the creature is released, it fights any creature it comes across in an enraged bid to escape unless magically compelled to do otherwise.

### 12b - Panopticon

Stairs lead up to a small viewing window that looks down on the creature below. A large lever is mounted on the wall beside the window.

The window is as unbreakable as any other architecture in the vault and additionally doesn't allow sound to pass through. The lever unlocks the door to the cell.

## 13 - Teleportation Chamber 1

This small room is hidden behind a secret door. It only contains an arcane formation on the floor, written in yellow glowing runes.

A character that succeeds on a DC 20 Intelligence (Arcana) check can determine that this formation likely functions as a limited form of one-way teleportation, similar to *teleportation circle* but with a much shorter range.

**Hazard: Teleportation Formation.** A creature that stands on the arcane formation is instantly transported along with anything it is wearing or carrying to the matching arcane formation in **area 14**. If the teleportation formation is targeted by *dispel magic*, it is disabled for 1 hour.

**Time to Roll Initiative!** Areas 14-17 all contain traps. After the first character goes through the teleportation formation, the easiest way to track their progress to the vault is to have them roll initiative.

## 14 - Teleportation Chamber 2

The only entrance to this small room is the yellow teleportation formation in **area 13**.

Two arcane formations, one yellow and one red, are drawn on the floor. The red formation is glowing while the yellow is not.

**Trap: Conjunction.** This chamber is permanently full of swarming locusts, as conjured by the *insect plague* spell. A character can avoid harm from this effect by fully blocking the insects' access to their skin, for example by using a *cube of force* or wrapping themselves in thick layers of clothing. The spell is cast at a level equal to 2 plus half the adventure level (rounded down; minimum level 5).

**Hazard: Teleportation Formation.** A creature that stands on the red arcane formation is instantly transported along with anything it is wearing or carrying to the matching red arcane formation in **area 15**. If the teleportation formation is targeted by *dispel magic*, it is disabled for 1 hour. The yellow formation does not function in this direction.

## 15 - Teleportation Chamber 3

The only entrance to this small room is the red teleportation formation in **area 14**.

Two arcane formations, one red and one blue, are drawn on the floor. The blue formation is glowing while the red is not.

**Trap: Evocation.** A number of glowing darts equal to the adventure level hover in the air in the room. These darts are functionally identical to those created by the *magic missile* spell and launch themselves at any creature that enters the room. They require six seconds (1 round) to re-arm themselves. If more than one creature is present in the room when the darts reform, they split equally between the creatures.

**Hazard: Teleportation Formation.** A creature that stands on the blue arcane formation is instantly transported along with anything it is wearing or carrying to the matching blue arcane formation in **area 16**. If the teleportation formation is targeted by *dispel magic*, it is disabled for 1 hour. The red formation does not function in this direction.

## 16 - Teleportation Chamber 4

The only entrance to this small room is the blue teleportation formation in **area 15**.

Two arcane formations, one blue and one green, are drawn on the floor. The green formation is glowing while the blue is not.

**Trap: Evocation.** A *glyph of warding* (Explosive Runes - acid; DC 14 (adventure levels 5 or 8) or DC 16 (adventure levels 11 or 14)) is inscribed on the floor. Any creature that enters this room and is not wearing an *amulet of recall* or Master Sarovar's amulet triggers the glyph. The spell is cast at a level equal to 2 plus half the adventure level (rounded down).

**Hazard: Teleportation Formation.** A creature that stands on the blue arcane formation is instantly transported along with anything it is wearing or carrying to the matching blue arcane formation in **area 17b**. If the teleportation formation is targeted by *dispel magic*, it is disabled for 1 hour. The blue formation does not function in this direction.

## 17 - Vault

This circular chamber holds the inner vault of the pocket dimension. Small windows in the interior walls allow line of sight to a fancy scroll on a pedestal. The vault is otherwise barren, apart from two arcane formations on the floor, one green and one purple. The purple arcane formation is glowing while the green one is not.

The walls and windows around the vault are as unbreakable as any other architecture in the vault and don't allow sound to pass through.

**17a - Vault Exterior** The hallway around the exterior of the vault allows Master Sarovar to display his precious Scroll of Mysteries without compromising its security.

If Master Sarovar has not been drawn away previously, he can be seen examining the scroll within the vault. If a character that enters the room is sneaking, compare their Dexterity (Stealth) to Master Sarovar's passive Perception score. With a failed check or if the character is not sneaking, Master Sarovar notices them and immediately exits the vault via the purple arcane formation to come and intercept them.

**17b - Vault Interior** The only entrance to the vault interior is the green teleportation formation in **area 16**.

**Trap: Necromancy.** The first time any living creature enters this room without wearing either Master Sarovar's amulet or one of his disciples' *amulets of recall* it is targeted by *blight*. The spell is cast at a level equal to 2 plus half the adventure level (rounded down).

**Encounter: The Master.** When the party first enters the complex, Master Sarovar is studying the Scroll of Mysteries in this room. If the characters somehow manage to reach the vault interior without alerting him, he is still here and is surprised when the characters enter the room. Master Sarovar's abilities depend on the level of the adventure:

### Master Sarovar's Statblock

Version	Statblock
5	mage
8	elf enchanter (see the Appendix)
11	archmage
14	archmage with 162 hp



## ADVENTURE CONCLUSION

If the characters manage to steal the scroll without eliminating Master Sarovar, he will do everything in his power to capture them and take back what is his. If he is killed, the magic that sustains the demiplane will weaken over the next month and finally disappear completely. In this case, some of the other mages that were living here might attempt to take their revenge against the characters, though they are smart enough to know that without a good plan and allies, they stand little chance. If you are running this as part of the megamodule, they might attempt to team up with another faction upset at the characters.

If the characters are captured by the mages and unable to break out, Master Sarovar might make them an offer to regain their freedom: retrieve one of the other artifacts related to Yil he has learned about in his studies.

It is unlikely that the characters themselves have the abilities to figure out the secrets of the Scroll of Mysteries, at least not quickly. At the GM's discretion though, careful study might earn them knowledge relevant to the campaign or even magical powers. Ω



Master Sarovar does not carry his spellbook on him while he is in the pocket dimension. Instead, he has it safely stored in the secret closet of his personal chambers in **area 5b**.

**Treasure: Artifact of Yil.** The scroll is the Scroll of Mysteries.

**Hazard: Teleportation Formation.** A creature that stands on the purple arcane formation is instantly transported along with anything it is wearing or carrying to the matching purple arcane formation in location 18. If the teleportation formation is targeted by *dispel magic*, it is disabled for 1 hour. The green formation does not function in this direction.

### 18 - Teleportation Chamber 5

This small room is hidden behind a secret door. It only contains an arcane formation on the floor, written in purple runes.

A character that succeeds on a DC 20 Intelligence (Arcana) check can determine that this formation likely functions as a limited form of one-way teleportation, similar to *teleportation circle* but with a much shorter range. This is the exit of a pair of portals and can't be activated from this room. If the teleportation formation is targeted by *dispel magic*, it is disabled for 1 hour, trapping anyone attempting to exit the vault interior (**area 17b**). The secret door to **area 2** is visible from this room.

## APPENDIX

### MAGIC ITEM

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#### Amulet of Recall

*Wondrous item, uncommon (requires attunement)*

This amulet is linked to a permanent *teleportation circle* upon its creation. Once per day, a creature attuned to the amulet can cast *teleportation circle* to its linked location. If the linked *teleportation circle* is destroyed, the amulet ceases to function.



## Apprentice Mage

*Medium humanoid (any race), any alignment*

**Armor Class** 11 (14 with mage armor)

**Hit Points** 45 (7d8 + 14)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	14 (+2)	16 (+3)	13 (+1)	11 (+0)

**Saving Throws** Int +5, Wis +3

**Skills** Arcana +5, History +5

**Senses** passive Perception 11

**Languages** Common plus two other languages

**Challenge** 2 (450 XP)

**Spellcasting.** The mage is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*

1st Level (4 slots): *detect magic, mage armor, shield, thunderwave*

2nd Level (3 slots): *hold person, misty step, scorching ray*

### ACTIONS

**Quarterstaff.** *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 – 1) bludgeoning damage, or 3 (1d8 – 1) bludgeoning damage if used with two hands.



## Elf Enchanter

*“When negotiations turned sour, the kingpin’s elf stepped out of the shadows, stopping my advancing guards with a glance. His eyes are all I remember after that, though this contract says the negotiations ended well.”*

— Dockmaster Hayes

Masters of arcane manipulation, enchanters often make themselves indispensable to diplomats when dealing with belligerent enemies, though some enchanters seek only to empower themselves at the expense of others.

**Quietly Dangerous.** Most enchanters conceal the true depths of their power from those around them to insinuate themselves into halls of power and to bend the wills of those who can make the world more suitable to their desires.

**Fey Diplomats.** Enchanters are often seen as companions, lords, or wardens of other fey; they speak with unicorns, accept fealty from gnomes, sprites, leonino, or fey drakes, and sometimes conjure aerial spirits as servants, friends, or lovers. They have a knack for finding the uncanny side of the living world and are beloved by the fey lords and ladies.

## Elf Enchanter

Medium humanoid (elf), any alignment

**Armor Class** 12 (15 with mage armor)

**Hit Points** 58 (13d8)

**Speed** 30 ft.

**STR**  
10 (+0)

**DEX**  
14 (+2)

**CON**  
10 (+0)

**INT**  
19 (+4)

**WIS**  
13 (+1)

**CHA**  
19 (+4)

**Saving Throws** Int +7, Cha +7

**Skills** Arcana +7, History +7, Perception +4

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Elvish, Sylvan

**Challenge** 7 (2,900 XP)

**Fey Ancestry.** The enchanter has advantage on saving throws against being charmed, and magic can't put the enchanter to sleep.

**Reach of the Fey.** When the enchanter casts an enchantment spell of 1st level or higher that targets only one creature, the enchanter can choose to target all creatures within 10 feet of the target instead.

**Spellcasting.** The enchanter is a 13th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The enchanter has the following wizard spells prepared (enchantment spells of 1st level or higher are marked with an asterisk):

Cantrips (at will): *dancing lights*, *friends*, *mage hand*, *message*, *prestidigitation*

1st Level (4 slots): *charm person*\*, *hideous laughter*\*, *magic missile*

2nd Level (3 slots): *hold person*\*, *invisibility*, *suggestion*\*

3rd Level (3 slots): *hypnotic pattern*, *lightning bolt*

4th Level (3 slots): *confusion*\*, *conjure minor elementals*

5th Level (2 slots): *dominate person*\*, *hold monster*\*, *mislead*, *modify memory*\*

6th Level (1 slot): *irresistible dance*\*, *chain lightning*

7th Level (1 slot): *prismatic spray*

### ACTIONS

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

**Captivating Gaze.** The enchanter targets a creature within 30 feet of it who can see or hear the enchanter. The target must succeed on a DC 15 Wisdom saving throw or be charmed for 1 minute. The charmed target's speed is reduced to 0, it is incapacitated, and it must spend each round looking at the enchanter. While looking at the enchanter, the charmed target is considered blinded to other creatures not between it and the enchanter. The charmed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the charmed target takes damage from one of the enchanter's allies, it has advantage on the next saving throw. The effect also ends if the creature can no longer see or hear the enchanter. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the enchanter's Captivating Gaze for the next 24 hours.

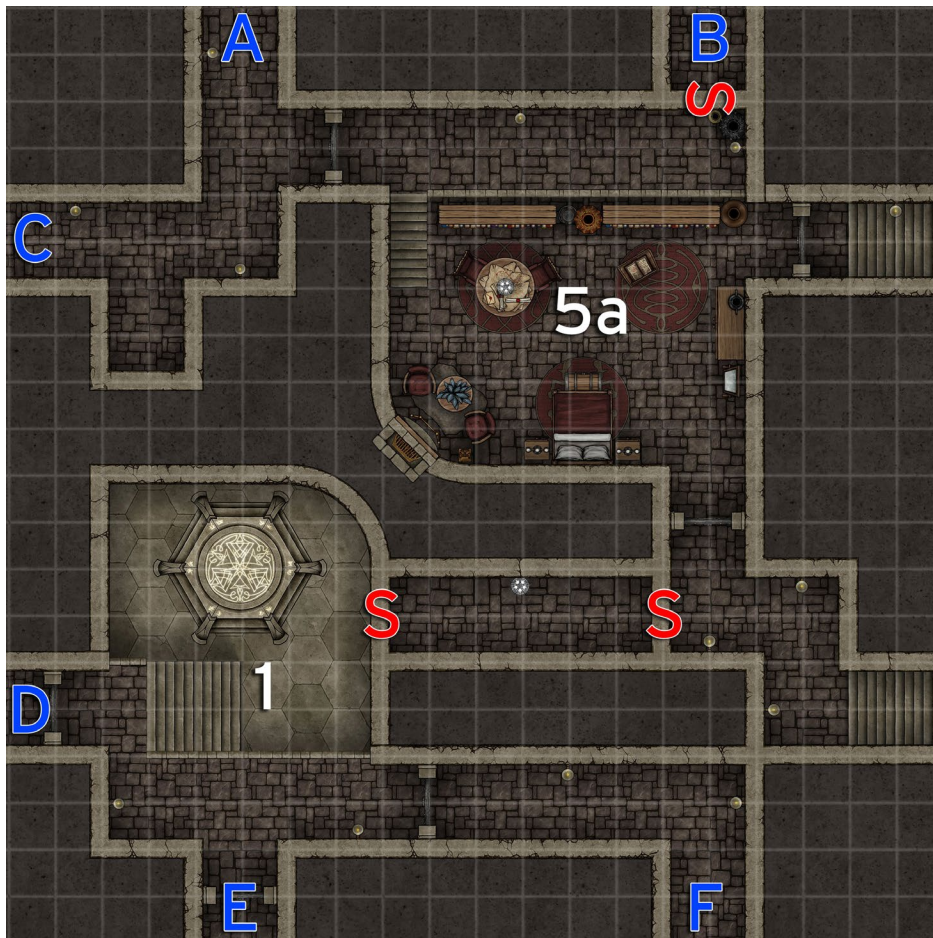
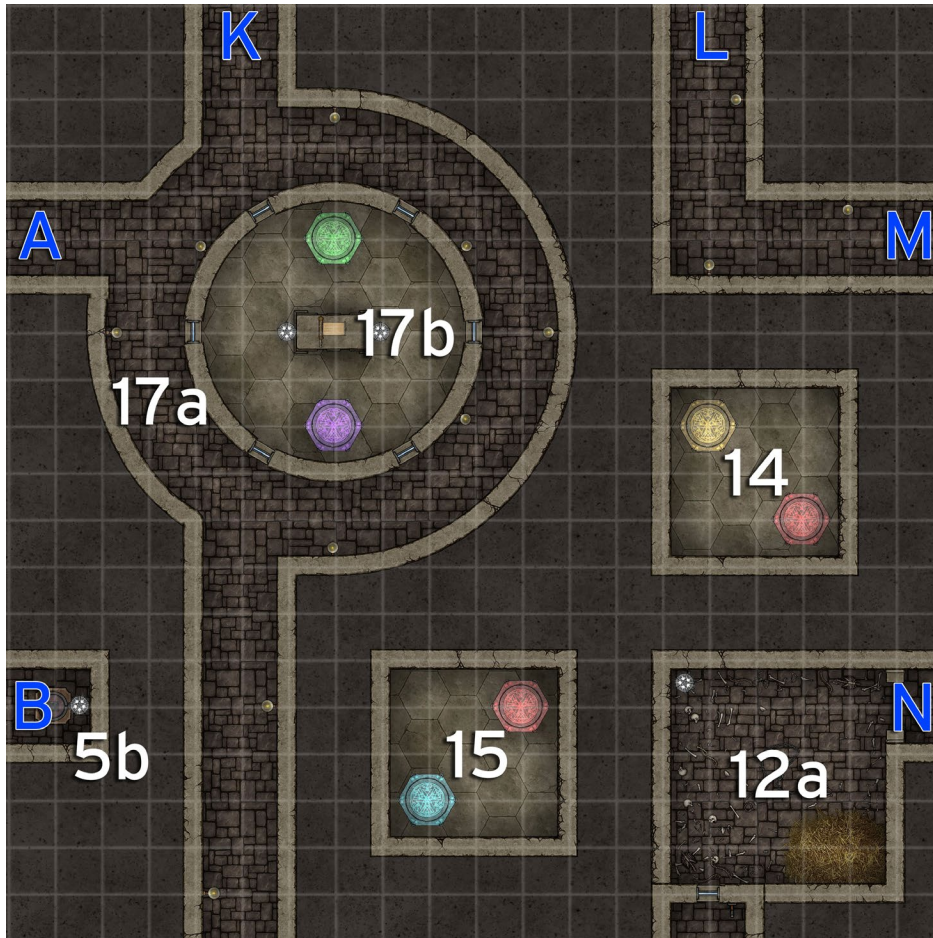
### REACTIONS

**Beguiling Parry (Recharge 4-6).** When a creature within 30 feet that the enchanter can see targets it with an attack, the enchanter can stop the attacker with a glance. The attacker must succeed on a DC 15 Charisma saving throw or immediately stop the attack. The attacker can't attack the enchanter again until the start of its next turn.

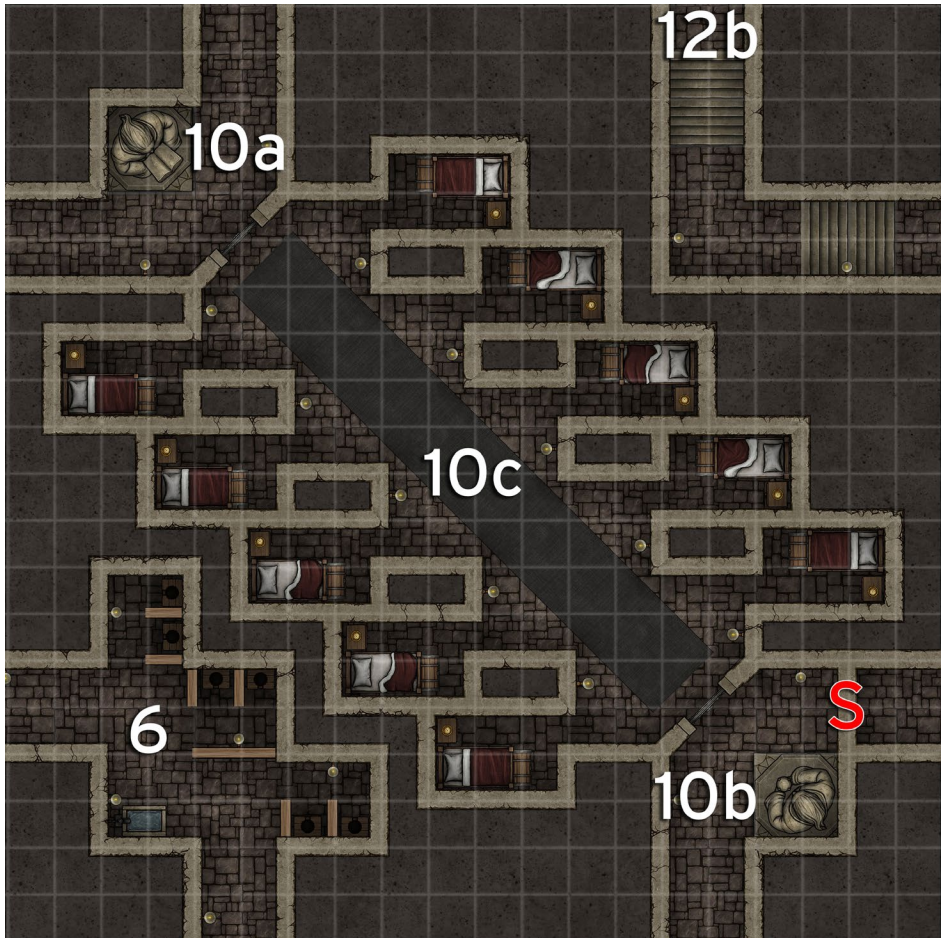
## MAPS

For better visibility, the individual sides of the Mage Cube are printed below. For an overview of how they fit together, see the map on page 5 as well as area descriptions.

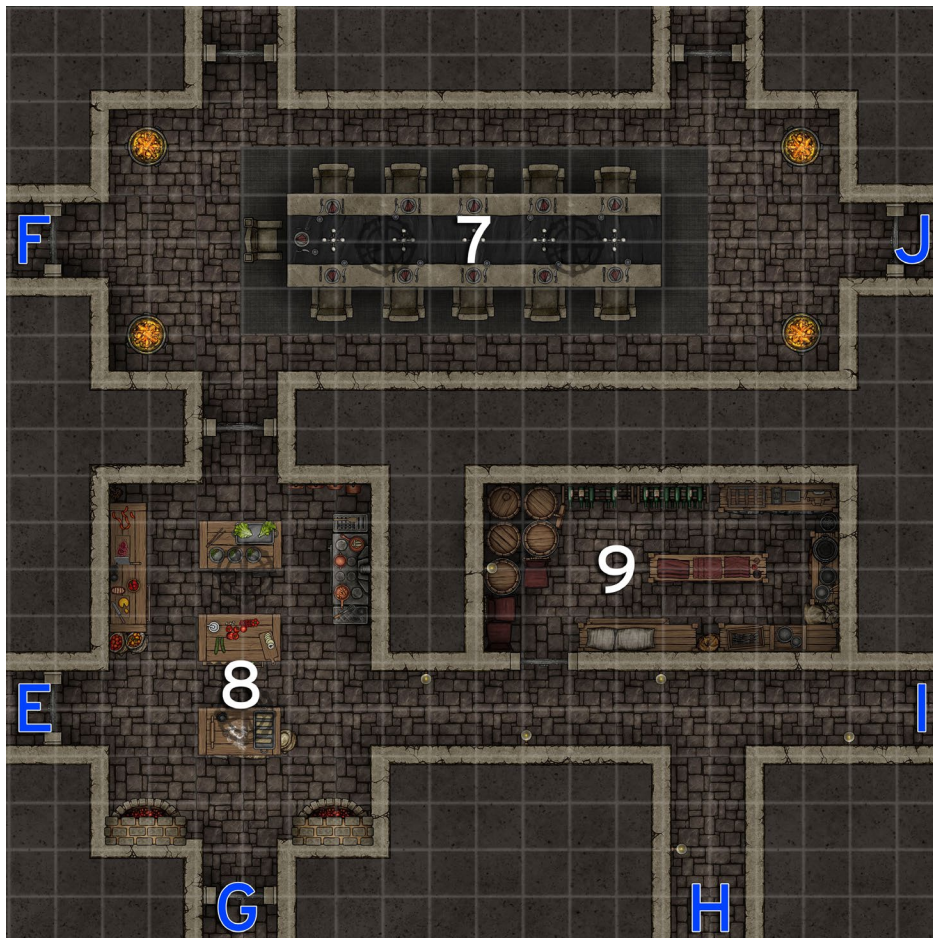
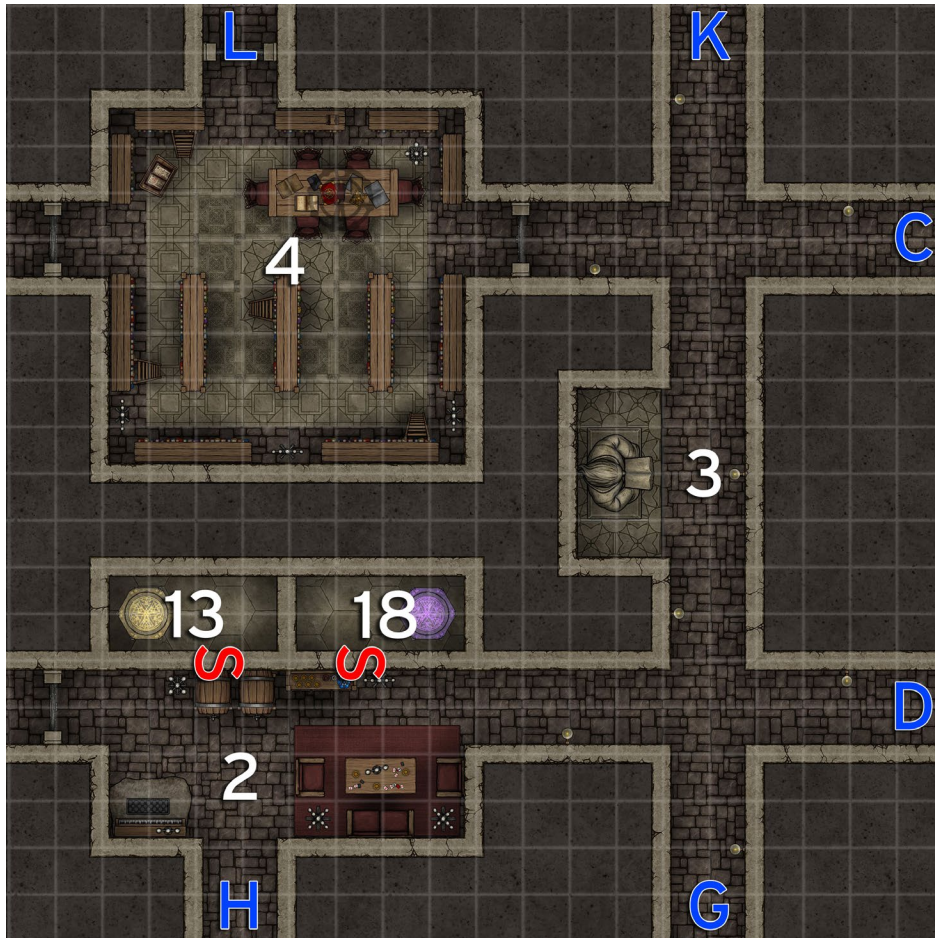














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