



MYSTRA'S SECRET

A 5E ADVENTURE
FOR 1ST LEVEL ADVENTURERS

Introduction

There's always been something fascinating about the ruins of Mystra's temple lying at the edge of the Lyresong Woods. For years it has inspired folk tales and bedtime stories about dragons and magical blue stones. But now trouble is brewing at the old ruins...

This location-based adventure offers a hard challenge for 3 to 5 characters of 1st level and a decent challenge for groups of higher levels as well. It has random encounters, kobolds carrying arcane diseases, troublemaking faerie dragons, rhyming riddles, ancient guardians and new magical items.

FORMATTING

Throughout this document, formatting is used to make things easier for the dungeon master.

Cursive Bold Text is used for separating paragraphs into visual chunks through keywords, so that you can swiftly find the information you're looking for.

Cursive text indicates an item, spell, curse, disease or other similar D&D object, that has a set of rules attached to it. Items in cursive are detailed on page 13-14.

Bold text is reserved for creatures, especially those you have the chance of facing in combat.

(Page references) are usually reserved for showing where information can be found in external documents by indicating the book (PHB: Players Handbook, MM: Monster's Manual, DMG: Dungeon Master's Guide, SCAG: Sword Coast Adventurer's Guide) and the page number.

GREEN TEXT BOXES

These boxes contain additional notes, such as a relevant rule, a piece of information, or tips for running the adventure.

BLUE TEXT BOXES

These text boxes contain descriptions of environments and situations that can be read aloud or paraphrased by the DM.

BACKGROUND

The Temple of Blue Stones was built centuries ago in a place where the magical weave is particularly strong, in dedication to the goddess of magic, Mystra. Located in the lush Lyresong Woods, the temple was a favored travelling destination for both divine and arcane spellcasters, who used the temple in their shared passion for magic and arcane lore.

When Mystra was murdered and the Spellplague was unleashed in 1385 DR, Mystra's followers were particularly badly affected, many of their number dying, going mad or leaving the faith in despair. The temple persisted as a shell of its former self until it was abandoned in 1472 – about 20 years ago – by the dead goddess' last priests. The priests left the symbols of their faith, arcane bracelets imbued with magic, in the Inner Sanctum underneath the temple.

Since the temple's abandonment, it has fallen into ruin. Structural damage and general neglect has caused the structure to deteriorate. This has caused a rift in the floor, through which water flows upwards from Mystra's Basin underneath the temple, bringing with it a magical disease, the *Unravelling Fever* (detailed on page 8).

A few years ago, a young faerie dragon named Amyphixia was drawn to the magic lingering in the area, and made her nest in the temple's old kitchen. Amyphixia is a peaceful – albeit childish – faerie dragon, and has caused only minor mischief to the other residents of Lyresong Woods. The problems first started in truth when a small clan of kobolds took up residence in the temple. The kobolds dug in the ground and bathed in the pool, and were soon all afflicted with the *Unravelling Fever*. They now possess an insatiable thirst for all things magic. Their eyes carry an azure gleam and they shiver and tremble erratically whenever this thirst isn't sated.

The kobolds hold a tentative truce with the faerie dragon Amyphixia, trading her favors for a taste of her magical powers. Not satisfied with so little magic, the kobolds' leader, the winged kobold Izzik, has tasked his subjects with procuring spellcasters to satiate his craving for the feel of magic.

TEMPLE RESTORATION

A week ago ago the kobolds succeeded, when they ambushed and abducted the gnome druid Zanna, taking her back to the Temple of Blue Stones. Here she is forced to continually cast minor and major spells on Izzik, staving off the magical disease eating at him.

But who will save the druid, clear the temple and retrieve the magical relics? Lyresong Woods and the Temple of Blue Stones are in dire need of some heroic adventurers...

ADVENTURE SYNOPSIS

The party has received a quest from a priest of Mystra in the city of Arabel (or another city, that fits your campaign) to clear an abandoned temple in the nearby Lyresong Woods and retrieve lost magical relics.

The adventure starts in earnest when the party arrives at the small hamlet of Miller's Hill on their way to the temple. Here the party finds out that the druid Zanna has been abducted to the Temple of Blue Stones.

Travelling further towards the temple, the party then goes through the Lyresong Woods, possibly encountering friends, foes or both. Eventually, your adventurers find themselves at the Temple of Blue Stones. Here they can sneak, bargain or fight their way through the kobolds that inhabit the upper portion of the temple, in order to clear the temple and free the druid.

If the adventurers figure out how, they can also find passage down into the Inner Sanctum underneath the temple. Here they can recover the magical relics the clergy left behind before abandoning the temple.

ADVENTURE HOOK

This adventure – going to a kobold-infested temple and clearing it out – can easily be adapted for a different story, and you can also change elements of the adventure to fit your campaign better, such as changing the name or location of a town, changing one deity to another, changing a priest to a mayor, and so on. But, if you don't have another hook, here is a suggestion on how to get the adventure started.

Since her resurrection just five short years ago, the Lady of Magic's worship has soared again. The new High Priest of her temple in the nearby city of Arabel wishes to have the Temple of Blue Stones cleared of unwanted inhabitants, so it can be restored to its former glory. Additionally, he has read texts that suggest that magical items are buried underneath the abandoned temple.

The adventurers might come across this message in the town of Arabel or see it on a signboard as they enter the city. Or, they might've already been given the quest by Marcellus, and are on their way to the Temple of Blue Stones when you start the adventure:

Only a few days ago, you came upon an interesting offer on a notice board in the cozy Five Hen Tavern. *“Adventurous souls needed to secure a holy site and retrieve important relics. Possible reward of up to 200 gold pieces. For further information, contact High Priest Marcellus at the Temple of Mystra.”*

Enticed by the prospect of adventure, you went to see the priest, an old elven noble in fine robes. He told you what he knew: some 20 years ago, priests of Mystra had abandoned her temple in the nearby Lyresong Woods. The area around the temple was heavily infused with magical energy, which caused the stones of the temple to glow blue – giving the temple its more common name: the Temple of Blue Stones. Before leaving, the priests hid magical bracelets, symbols of their faith, underneath the temple. Marcellus wanted you to clear the temple of any squatters and retrieve the magical bracelets, if at all possible, offering a 100 gold pieces for the completion of each separate task.

From here you can have the adventure start as the party comes upon Miller's Hill where they can hear about the missing druid, or you can start the adventure off as the party enters the Lyresong Woods, if you don't care about the hamlet.

Locations

MILLER'S HILL

The small hamlet of Miller's Hill is right on the edge of the Lyresong Woods and has about 50 inhabitants living in cottages around a big, white mill that's granted the town its name. A handful of farms (rye and wheat, primarily) lie on the town's outskirts.

If your heroes were issued their quest by High Priest Marcellus, they might pass through Miller's Hill on the way to the Temple of Blue Stones. The party could also still be wholly unaware of any troubles at the Temple of Blue Stones, and will be introduced to them here in Miller's Hill:

The road has led you past miles of sprawling fields and a few solitary farms. As you crest a hill, you see a dozen straw-roofed cottages circling a big, white mill. The hamlet lies on the outskirts of a large forest. As you approach, you see that a sizable group of farmers and other common folk are gathered around an old woman standing at the entrance to the white mill. A bearded man holding a small child on his arm says with desperation:

"But what should we do? The druid might be gone forever, and I can't delay the harvest much longer. Already I've all manner of vermin picking at my crops!"

The lady gestures for him to calm down. She looks to be in her early 50's if you judge her by the wrinkles around her eyes, but could've been a woman in her 20's if going by her bright, lively eyes and her revealing white dress. She speaks kindly, yet with a tone that brooks no debate:

"Be patient, Tomas, please, there's no use for panic. Besides, we have company. Hello there, strangers, my name's Jalana. You look capable – might that you could help us?"

Although she seems calmer than the rest of the villagers, Lady Jalana, who owns the White Mill and is the unofficial mayor of the town, is also distressed. The druid Zanna, who usually

oversees and blesses the crops in the area, has gone missing a week ago. Blue stones were found in the woods where she usually roams, which has led the villagers and Jalana to believe that she's been taken to the Temple of Blue Stones.

Some villagers believe that a dragon resides at the temple, but Jalana scoffs at this notion, although she does seem to think that the temple – that she knows used to be a temple to Mystra – is dangerous. None of the villagers want to go anywhere near the Temple of Blue Stones, especially not in the wake of recent events, but can easily give directions: follow the forest trail for about 10 miles, and it'll lead right to the door of the old Temple of Blue Stones.

LYRESONG WOODS

In order to get to the Temple of Blue Stones, the party must travel 10 miles into the depths of Lyresong Woods – about two or three hours of travel for most parties. The Lyresong Wood is usually considered a rather peaceful forest inhabited by shy woodland critters, although travelers must still be wary of the occasional owlbear or family of wild boars. The trees here are mostly oak and ash, some reaching higher than a hundred feet into the skies above.

During the trek, you may decide to get your party warmed up with one or more encounters. You can pick the one (or more) you like the most below, or choose one at random by rolling on the table. There's also a map included for use with these encounters, showing the party's road through the forest.

ENCOUNTER

1d3 Encounter

- 1 Wounded Owlbear Cub
- 2 Dwarven Lumberjacks
- 3 Kobold Ambush

WOUNDED OWLBEAR CUB

The party hears pained screeching from off the trail. If they follow the noise for a minute, they'll find a **wounded owlbear cub** stuck in a *bear trap*. It is growling and whimpering, obviously in pain.

If the party attempts to stealth, they might be able to sneak up on the distraught owlbear. The owlbear attacks the party if it notices them and no immediate action is taken to calm it down. A character that succeeds on a DC 10 Animal Handling check can approach the owlbear and attempt to free it from the bear trap. The trap requires a DC 13 Strength check to safely remove. If the attempt is successful, the owlbear immediately limps off into the woods. On a failed check, the pain enrages the owlbear, and it attacks the character that attempted to free it.

Whether the party fights, frees or flees from the owlbear cub, award them 200 experience points for the encounter, and the bear trap if they choose to take it.

DWARVEN LUMBERJACKS

While travelling down the path towards the temple, the adventurers suddenly hear a gruff voice loudly yelling 'tiimbeer!' Each character must succeed on a DC 10 Dexterity saving throw, as the canopy of a large oak comes crashing down towards them. On a failed save, characters take 1d10 bludgeoning damage as heavy branches slam into them.

Immediately after the oak has fallen on the road (and the party!) two bare-chested, wild-haired

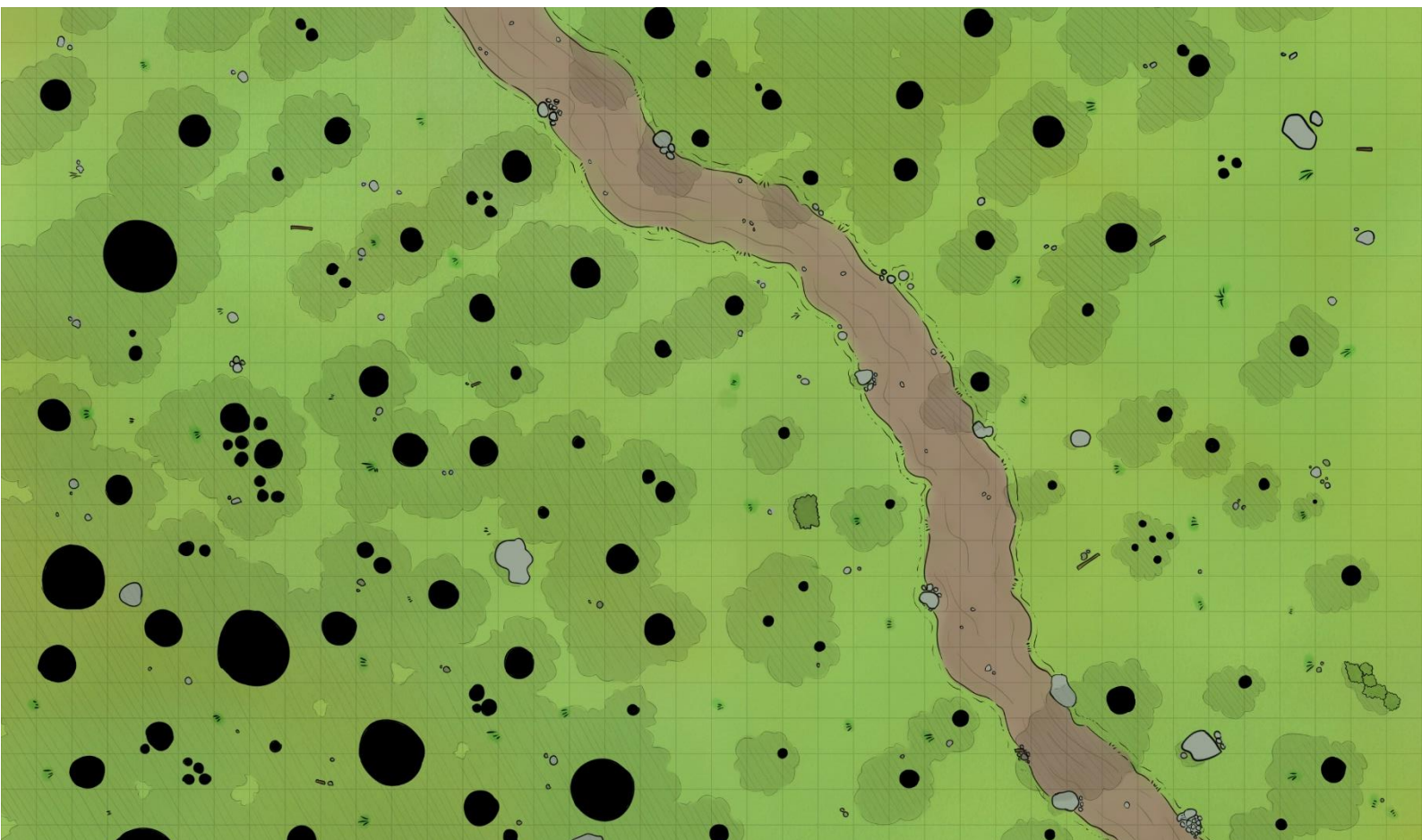
dwarves come bumbling out of the forest. Apologizing profusely for the accident, they help the party back on their feet and dust them off.

"Ah, terribly sorry, there, me friend, terribly sorry. Me name's Mats Onestone, and this here's me brother Miggel! We're new to this tree-fellin'-business, I'm 'fraid we haven't quite gotten the hang of it!"

Mats and Miggel were miners before causing a cave-in and being expelled from their clan. They've taken up logging, but it's not going too great, as the party has just seen first-hand.

The two dwarves will willingly share anything they know about Lyresong Wood and the Temple of Blue Stones. They've seen "godsdurned kobold-creatures" running around the woods, particularly towards that "old, blue temple-thingy just up the road". They can also warn the party about an owlbear roaming the area, although "me bear trap's proolly gotten the better of the durned beast by now!". Lastly, the dwarves have experienced food disappearing straight off their forks and their beards being tugged, followed by shrill giggling (the faerie dragon **Amyphixia** (MM 133) from the Temple of Blue Stones at work!).

Award the party 100 experience points for this encounter.



KOBOLD AMBUSH

Even though the magic-starved kobolds from the Temple of Blue Stones ambushed and abducted the druid Zanna just a week ago, only their leader Izzik has enjoyed any of her magic. A handful of particularly dissatisfied kobolds have set out to find their own spellcaster.

Four **unraveled kobolds** hide alongside the trail, their slings loaded with small *blue stones* from the temple. They'll attack when the party is within range, focusing on any spellcasters, partly to provoke a spell cast against them, and partly to subdue. In the end they'll attempt to spare any spellcaster, in order to abduct at least one to the temple. Should they manage to somehow defeat the party, they won't waste time finishing off the unconscious characters, but instead swiftly head back to the Temple of Blue Stones with a spellcaster in tow.

If the party kills all of the kobolds except for one, the last kobold will attempt to flee back towards the Temple of Blue Stones, where it will warn the other kobolds to ready the defenses. If the party manages to capture a kobold and interrogate it, see the 'What The Kobolds Know' textbox.

Award the party 100 experience points for this encounter. Each kobold carries a dagger, a sling and two small *blue stones*.



WHAT THE KOBOLDS KNOW

Any kobolds interrogated or engaged in conversation, either on the way to the temple or at the temple, possess the following information that can be gleaned with appropriate Charisma checks. A character can gain advantage on a check made to learn information from a kobold if they cast a spell on it or offers to cast a spell on it.

Why are you at the temple?

"No one use it, no? Pretty empty temple. We make temple kobolds' home, yes? It is pretty home, pretty blue home, yes! Very good home, kobolds' home!"

Do you have the gnome druid?

"We captured her, yes! But Izzik took her for hisself, yes he did. No delicious magic for other kobolds! Pleeeeease, give your magic, yes?"

Who is Izzik?

"Izzik is leader, yes! He flies, and has dangerous weapon, and he takes all magic, leaves nothing for other kobolds!"

How many kobolds are at the temple?

"Kobolds are this many" – the kobold holds up both four-fingered hands – "and we are strong! Very strong! We take blue stones and throw them, yes!"

Is there anyone else at the temple?

"There's the gnome, eh... and a dragon, yes! Dangerous dragon! We give dragon stones, yes, it gives magic. But not much magic. Only a little magic every day. Not enough magic!"

Why do you need magic so much?

"Because magic is delicious. We need it. Pleeeeease, give your magic, yes?"

Mystra's Temple

Slowly the trees become fewer and further between, and before long you find yourself in a clearing, overlooking a large building. The structure was almost certainly a temple once, although now it seems abandoned and in a state of complete disrepair. Its walls are built with weathered and cracked stones, tinted a slight blue, and it has a vaulted tile-roof. The entrance to the temple is a heavy door made of white marble that stands atop a small stair. The door is slightly ajar, simultaneously inviting and foreboding.

GENERAL STATISTICS

The temple has stood for more than 300 years, and hasn't had any upkeep for the last 20 years. It is in a sorry state of disrepair.

Blue stones. The *blue stones* lying around the ground inside and outside of the temple are imbued with the magic that lingers in the area.

Fence. The temple garden (A3) is ringed by a 10-foot-tall rusty, spiked fence (DC 10 Athletics check to climb over, taking 1d6 piercing damage on a failed check).

Backdoor. An unlocked wooden backdoor leads into the temple kitchen (A4).

Ceilings. The ceilings are 15 feet high in all rooms.

Floor. The floor consists of even tiles and is easy to traverse, except for squares filled with stones and rubble, which are considered difficult terrain.

Lighting. All rooms are dimly lit by kobold's campfires or the large blue stones lying around.

Doors. All doors in the temple are unlocked and unbarred, unless otherwise noted.

A1 - ENTRY HALL

A damp, sour smell fills your nostrils as you enter this wide entry hall. Two marble doors lead into the ruined room from the north and the south, and a wooden door leads out of the room to the east. The walls are decorated with intricate carvings, where they aren't cracked or crumbled entirely. Weirdly glowing blue stones lie scattered on the floor, and three beds small straw mattresses are clumped along the southern wall. Upon the mattresses sit three small, scaly creatures, playing some sort of game with egg-sized blue stones.

The marble door leading into this room from the south stands ajar (it opens inward). There are three **unraveled kobolds** in this room. If combat breaks out, one of the kobolds will attempt to rally the five kobolds in the next room (A2).

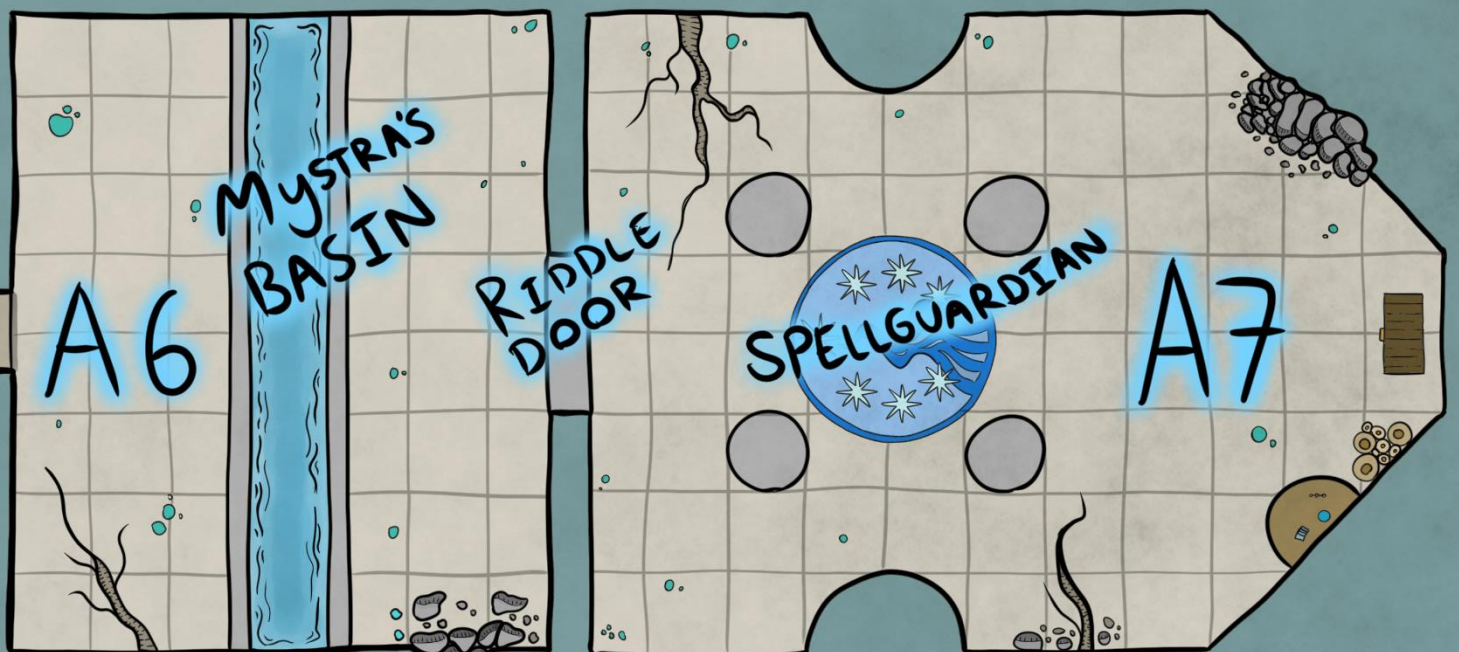
Trap. The kobolds have placed a large *blue stone* on top of the ajar southern door. The small kobolds can enter and leave without disturbing the rock, but any creature that pushes the door open while entering must succeed on a DC 13 Dexterity saving throw or be hit by the stone and take 1d6 bludgeoning damage. Even if the creature succeeds on this saving throw, the stone still explodes when it hits the floor, triggering its secondary effect. A creature will easily spot the trap if they actively look for traps on the door.

Decorations. The decorations on the walls show various scenes from the myths surrounding Mystra. A character succeeding on a DC 15 History or Religion check will recognize a scene depicting Helm, the god of vigilance, destroying the old incarnation of the goddess Mystra during the Time of Troubles in 1358, as well as a scene showing the woman Midnight's transformation into Mystra shortly thereafter.

Treasure. The kobolds have 9 small *blue stones*, 3 daggers, 12sp and 8cp.

Experience. Award the party 100 experience points for this encounter.

THE TEMPLE OF BLUE STONES



A2 - SERMON HALL

This large room is decrepit with disuse. Debris lies scattered on the floor and the walls have partly or wholly collapsed at various points. A wide, five-foot tall dais, probably used for sermons or performances, is on the western edge of the room. A shallow, azure pool of water runs through the middle of the room. On the eastern edge of the room, rocks have been piled on top of the pool, forming a makeshift bridge. In the southeastern corner of the room, five small beds center a small bonfire. Five lizard-like creatures sit in a circle, roasting a large rodent over the fire.

There are five **unraveled kobolds** in this room. If combat breaks out, at least one of the kobolds will try to warn Izzik (who won't leave his room, but instead commands the kobold to shut the door and stay to protect him).

Pool of water. The pool of azure water that runs through this room is a few feet deep at its deepest point, and is considered difficult terrain. It is formed by water flowing upwards from Mystra's Basin below, filling the crevice in the floor. A creature that enters the pool for the first time, or starts its turn there, must succeed on a DC 13 Constitution saving throw or be infected with the *Unravelling Fever* (see the 'Unravelling Fever' textbox)

Pile of rubble. A creature can traverse the tall pile of rubble (which is considered difficult terrain) by succeeding on a DC10 Strength (Athletics) check. If a creature fails this check, it tumbles down and lands prone at the foot of the pile where it started its movement.

Backup. If the party is faring badly against the kobolds, you can have the orange faerie dragon, Amyphixia, that lairs in A4, come to the party's aid.

Treasure. The kobolds have 15 small *blue stones*, as well as a dagger each. Combined they have 3 gold pieces, 8 silver pieces and 20 copper pieces.

Experience. Award the party 150 experience points for this encounter.

UNRAVELLING FEVER

A creature afflicted by this disease has the weird sensation of being 'unraveled' and only exposure to magic temporarily negates the discomfort.

The symptoms of unravelling fever manifests instantly, and the infected creature gains the trait *'I feel unraveled and diminished. Only when I am affected by a spell or near a magical item does this feeling subside. I yearn for magic and magical items.'*

A creature affected by the unravelling fever has one level of exhaustion that can't be removed. This level of exhaustion can be temporarily suppressed while the creature is affected by a spell or magical effect. If affected by a spell that has an instantaneous effect, such as *firebolt* or *cure wounds*, the effect of this disease is suppressed until the end of the creature's next turn.

Additionally, each time an afflicted creature is effected by a spell or magical effect for the first time on that round, it must make a DC 13 Wisdom saving throw, as a wave of immense satisfaction rolls over it. If it fails, it is incapacitated until the end of its next turn, lost to the ecstasy that magic brings.

Paradoxically, the cure to the unravelling fever is distance from magic. Each 24 hours the creature hasn't been in contact with a magical item, or been affected by a spell or magical effect, the creature can make a DC 13 Constitution saving throw, ending the disease on a successful save.

A3 - TEMPLE GARDEN

Tall grass grows wild around rubble and debris in this fenced garden. Two exotic blue-leafed trees flank an overgrown path leading through the garden to a weather-worn statue. Chiseled into blue stone is the likeness of a wistfully smiling woman holding a book and a wand. The spiked, rusty fence that surrounds the garden is 10 feet tall.

A character who succeeds on a DC10 Religion check knows that the statue depicts Mystra, goddess of magic.

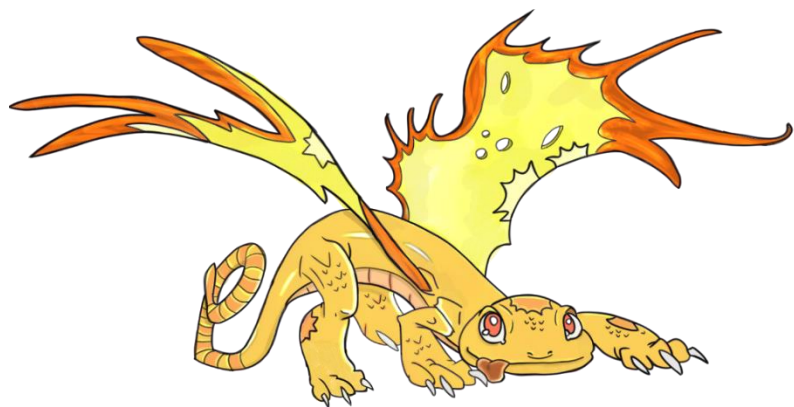
Statue of Mystra. The statue guards the entrance to the temple's Inner Sanctum, where Mystra's faithful hid their magical bracelets before leaving the temple 20 years ago. Any creature coming within 30 feet of the statue while carrying the *Shard of Mystra*, will feel the magical dart tingling and hissing with arcane energy. The sensation becomes stronger the closer it gets to the statue. On the foot of the statue is inscribed a short poem in draconic:

*Come faithful one, share the art,
Show me yours, I'll play my part,
And if you want my secrets, love,
You'll need force to push me off.*

If a creature casts a spell within 30 feet of the statue it gains 5 temporary hit points for each level of the spell (5 hit points for cantrips). If force damage is dealt to the statue, such as with the spell *magic missile* or with the *Shard of Mystra*, the statue slides backwards a few feet, revealing an old set of chairs leading down to A6 - Mystra's Basin (see page 9).

TIP: SHORT RESTING

If your players intend to both clear the temple, free the druid and find the bracelets, they might want to take a short rest at some point, to regain hit points and abilities. While short resting in a temple full of kobolds is generally not advisable, it's perfectly safe for the players to short rest either after they retrieve the relics (taking their short rest in A6 or A7, where the kobolds don't go) or after clearing the upper portion of the temple, depending on which task they complete first. If they don't, they might find that they don't have the resources to survive the temple...



A4 - TEMPLE KITCHEN

This room was clearly a kitchen once. A clay stove centers the room, although the bricks forming it are broken and spread about. In the eastern portion of the room a wide table filled with old, rusted cutlery spans the wall. On the floor next to the table, a large quantity of glowing, blue stones are piled.

Amyphixia. The faerie dragon that makes its lair in this room is Amyphixia, an **orange faerie dragon** (MM 133) that has been living in the temple for the last couple of years. She has a sharp wit, a devilish sense of humor and a fondness for all things shiny or magical. Too small to carry them herself, the kobolds fetch blue stones for her in return for a taste of her *color spray* or *euphoria breath*.

The faerie dragon might be invisible when the party enters the room, as she loves to tease and trick before engaging into conversation. She might act like a real, evil dragon, or use her telepathic ability to pretend to be a voice in one of the character's head. When she's had her fun, however, she'll reveal herself to the party if she deems it safe enough.

Amyphixia will willingly give information about the kobolds in trade for food, baubles or even a funny joke or a musical performance. She knows that there are around a dozen kobolds all in all (some of which are out foraging or scouting), and that they are crazed for magic. She knows that their leader is a winged kobold called Izzik and where his chamber is. She's also seen the gnome druid and Izzik's lizard Hiss, but doesn't know much about them.

Combat. Amyphixia shies away from combat. If she is attacked, she'll use her *color spray* or *euphoria breath* before quickly turning invisible and fleeing.

Treasure. Amyphixia's bed consists of four large and 12 small *blue stones*, none of which she'll willingly part with.

Experience. Award the party 200 experience points for this encounter.

A5 – IZZIK’S ROOM

This large chamber was probably living quarters for important members of the clergy. One of the four marble pillars holding the roof has collapsed, and lies broken on the ground. In the center of the room, there’s a 10 feet wide and 10 feet deep hole in ground. By the eastern wall a hound-sized lizard slobbers over a seemingly frightened female gnome. At the far edge of the room, a winged kobold is floating a few inches above the ground near a ballista aimed at the door.

The winged kobold is **Izzik**, the lizard is his pet **Hiss** and the gnome is **Zanna**.

Izzik. The winged kobold is an arrogant leader with a shrill voice who is used to everyone obeying his commands. He'll beat his wings and flash his magical weapon – the *Shard of Mystra* – in an attempt to scare the party. His desires are simple: he wants to stay alive, he wants to possess magic, and he wants to be obeyed.

Izzik is unwilling to part with Zanna, who he has been ordering to continuously cast *guidance* and *barkskin* on him, in order to bring him pleasure and ease his *Unravelling Fever*. He might be deceived to believing another spellcaster of the party will take her place, but he won't be intimidated or persuaded to give her up without getting something magical in return.

Hiss and Zanna. The frazzled gnome druid Zanna is being guarded by Hiss, a lizard about the size of a big dog. Crazed as it is by the arcane energies permeating the temple, and utterly loyal to Izzik, Zanna hasn't managed to use her druidic talents to convince Hiss to leave her alone.

Cowed by Izzik and Hiss, Zanna dares not try to escape. Instead, she follows his threatening commands in combat, albeit reluctantly. The party can attempt to convince her to aid them instead, by making a contested Intimidation or Persuasion check against Izzik's Intimidation check. Izzik has advantage on the roll as long as Hiss is alive and within 10 feet of Zanna.

Combat. On the first round of combat, Izzik fires the already loaded and aimed *minor ballista* at the party, or orders another kobold to do it, if one escaped from A1 or A2. He then takes flight,

firing upon the party from above with the *Shard of Mystra*, or dropping large *blue stones* upon them. He also orders Zanna to use her magic to either cast *blade ward* on him, or offensive spells at the party. Hiss guards Izzik with fierce bites that are charged with arcane energy.

Treasure. *Shard of Mystra*, 3 large *blue stones*, a *scroll of invisibility* (PHB 254), 46 gold pieces and 31 silver pieces.

Experience. Award the party 300 experience points for this encounter.

A6 – MYSTRA’S BASIN

Scattered around the floor of this chamber are blue stones of varying sizes, their glow casting the surroundings in a faint azure light. The air is thick and damp. A five-foot-wide basin of brightly blue water splits the decrepit room in two, but most peculiarly, a thin sheet of water spanning from wall to wall seems to be flowing upward from this basin, towards a big crack in the ceiling. On the opposite side of this semi-translucent watery wall, you can vaguely make out a large stone door.

The door at the end of this room is magically sealed, as with the spell *arcane lock*. The room is dimly lit.

Mystra's Basin. The water spilling upwards from this chamber was originally meant to prevent unwanted visitors from intruding upon Mystra's Inner Sanctum. It carries the *Unravelling Fever* and is also the cause of the pool flowing through the Sermon Hall (A2).

The basin is only about a foot deep. A creature that passes through the sheet of water without somehow protecting itself from the upward-falling water, must succeed on a DC 13 Constitution saving throw or be infected by the *Unravelling Fever*. The priests who used to venture down here used *Dust of Dryness* (DMG 166) to pass through unharmed, but lacking such measures, the party can try to block the upwards-flowing stream with a large shield, a slab of stone or other creative feats of engineering.

Riddle Door. Three pressure plates are set into the heavy door at the end of the room, each about the size of a dinner plate.

The leftmost plate has a drawing depicting a jawless skull set on a black sunburst.

The middle plate has a gauntlet with an eye in the middle.

The rightmost plate has a skeletal arm holding a scale engraved on it.

Above the three plates, a riddle is inscribed with faintly glowing words into the stone door:

Three tests will prove you true:

Guard my love, even in death.

Stop a righteous blow with magic's sway.

Blast the traitor's blade wielded in darkness.

The first plate that must be pressed to open the door is the one with the skeletal arm on it: the plate of Kelemvor, Mystra's lover before they both ascended to godhood. The second plate that must be pressed is the middle plate with the gauntleted hand on it: the plate of Helm, who righteously struck down and killed Mystra during the Time of Troubles. The third and final plate that must be pressed is the one with the skull on it: the plate of Cyric, who assassinated Mystra and initiated the Spellplague.

When the plates are pressed in the correct order, the door soundlessly glides open. When the plates are pressed in the wrong order, each creature within 10 feet of the door must make a DC 13 Dexterity check, taking 1d6 force damage on a failed save, and half that much on a successful one.

However, the riddle is not entirely so simple. While pressing the plates in the right order will open the door, the Spellguardian in the Inner Sanctum tasked with guarding Mystra's treasures will be awakened unless an intruder also casts an abjuration spell at Kelemvor's plate, an enchantment spell at Helm's plate and an evocation spell at Cyric's plate. Your player characters might not figure this out and that's fine – a battle with the spellguardian will be fun.

RIDDLE CLUES

One or two players can make knowledge checks to find clues about the involved deities:

CYRIC

Religion DC 10: The skull symbol belongs to Cyric, the god of lies, a mad and murderous god, worshipped by assassins and lunatics.

History or Religion DC 15: It was Cyric, together with the goddess Shar, who killed Mystra in 1385. Her death caused the Spellplague, which killed many spellcasters and cast Faerun into chaos.

HELM

Religion DC 10: The gauntlet and eye is Helm's symbol, the god of watchfulness, who is often worshipped by soldiers and guards.

History or Religion DC 15: During the Time of Troubles in 1358, when the gods were cast out of their heavenly abodes and into the realm of men, Helm was tasked to guard the entrance back to their home planes. When Mystra tried to force her way through, he slew her, albeit her death was only temporary.

KELEMVOR

Religion DC 10: The skeletal arm holding a scale is the symbol of Kelemvor, the god of the dead, generally considered a just and fair god.

History or Religion DC 20: Before Mystra was reincarnated during the Time of Troubles, she was a mortal woman, Midnight, in love with a mortal man, Kelemvor. They both would become gods before the Time of Troubles ended. Midnight became Mystra, goddess of magic and Kelemvor became the god of death.

A7 – INNER SANCTUM

Four large marble pillars support the ceiling of this chamber. Between them, an intricately carved floor mural depicts a stream or haze running through seven stars. On the opposite end of the chamber there's a table, a myriad of jugs and decanters of varying sizes, and a large, wooden chest.

Spellguardian. If a creature proceeds past the symbol on the floor without having cast all of the appropriate spells on the plates in the previous chamber, the **Spellguardian** magically appears between the pillars. It looks like a floating suit of breastplate with glowing red eyes under a dark cloak and a longsword in its invisible hands. If an abjuration spell was cast on Kelemvor's plate, it doesn't have its *shield* ability, if an enchantment spell was cast on Helm's plate, it doesn't have its *sleep* ability, and if an evocation spell was cast on Cyric's plate, it doesn't have its *booming blade* ability.

Combat. The Spellguardian's purpose is to guard the Sanctum, and especially the chest and its contents. It cannot be reasoned with and immediately attacks any creature within the Inner Sanctum. It will use its *sleep* ability to put as many creatures to sleep as possible, and its *booming blade* to stop anyone attempting to flee with treasure. The party does not need to defeat the Spellguardian, as it cannot leave the chamber on its own accord. If it is reduced to 0 hit points it goes up in a flash of blue flame, leaving only small blackened pieces of metal behind.

Chest. The chest at the end of the table isn't locked, but the heavy lid requires a DC 10 Strength check and an action to open.

Treasure. On the table are a ceremonial plate carved in blue marble worth 50gp and four books of arcane lore worth 10gp each. Most of the jugs are empty or contain mixtures that seem to have gone bad, but one of them has *Dust of Dryness* (DMG 166), which the temple's priests used to pass Mystra's Basin unharmed.

The chest contains seven *Magelink Bracelets*. Mystra's priests used to wear these bracelets, but anyone can attune themselves to a Magelink Bracelet.

CONCLUSION

There are several possible endings to this adventure.

Clearing the Temple. If the kobolds were cleared from the upper portion of the temple, High Priest Marcellus will reward the party 100 gold pieces and soon after send a handful of clerics to restore the Temple of Blue Stones to its former glory.

Retrieving the bracelets. If the Magelink Bracelets are retrieved and returned to High Priest Marcellus, he'll reward the players 100 gold pieces. If you didn't use the Ancient Relics plot hook, or if the adventurers are disinclined to return the relics, they can take them for themselves and miss out on the reward.

Freeing the druid. If Zanna is freed and survives, she's immensely grateful to the party. Upon her return to Miller's Hill, the villagers will offer to throw a celebratory harvest feast for the party, and vow to always have beds and bread ready when the party passes through. The grateful Zanna will brew a *Potion of Animal Friendship* (DMG 187) for the party.

Unravelling Fever. Some of the party might have caught the *Unravelling Fever* from the water in the Temple of Blue Stones. If that's the case, High Priest Marcellus will be able to remove the disease, or they can be rid of it by staying clear of magic and magical items for a while.

TIP: AND NOW WHAT?

Rescuing Zanna, the gnome druid, presents an easy way to present a hook for the party's next adventure. Perhaps Zanna was investigating why creatures of the forest has suddenly gone feral (malignant fey at play?) or perhaps she overheard the kobolds saying that they fled their old lair because a band of dark elves chased them out (which there certainly must be done something about!).

Adaptation

This adventure is specifically written with a party of 1st-level adventurers in mind and is tailored to the Forgotten Realms Campaign Setting. This does not mean that everyone else is excluded, however. Below are some ideas for adapting this adventure to suit your world and your party.

ALTERING SETTING

Most of the elements in this adventure are easily changed. The Lyresong Woods get a different name, the Temple of Blue Stones was a temple dedicated to another deity (or none at all) and the town of Miller's Hill is pretty generic as far as small hamlets go. The main thing that ties this adventure to the Forgotten Realms Campaign Setting is the use of the Forgotten Realms pantheon, and especially the goddess Mystra.

Mystra can easily be replaced with another deity of magic (or just another deity), but this creates some problems with the riddle on the door to the Inner Sanctum (A6). Unless your deity of choice has three deities that fits the mold (a lover, a righteous opponent and an assassin), you'll need a new and more generic riddle. You can change the plates to simply show the arcane runes for abjuration, enchantment and evocation magic, and change the riddle to:

*Guard my faithful,
Sway the disbelievers,
Destroy my foes.*

This makes the riddle a bit easier, but preserves the nature of the challenge, and make it easily applicable to almost any scenario.

INCREASING THE CHALLENGE

The easiest way to improve the challenge of this adventure is to throw more than one 'random' encounter against the party before they even reach the temple, to force them to use some of their resources. Besides that, increasing the hit points of the kobolds (and other foes) is an easy

way to increase the challenge they present. Below are some guidelines for increasing the challenge:

6-8 players of 1st level or 3-5 players of 2nd level: Give each kobold 5 more hit points and give Izzik and the Spellguardian 15 more hit points each.

6-8 players of 2nd level or 3-5 players of 3rd level: Give the kobolds, Izzik and Hiss the ability to make two attacks per turn and change the Spellguardian's weapon to a greatsword (2d6 instead of 1d8).

Items

BALLISTA, MINOR

Medium object

Armor Class: 10

Hit Points: 20

Damage Immunities: poison, psychic

A minor ballista is a massive stationary crossbow that fires heavy bolts. Before it can be fired, it must be loaded. It takes one action to load the ballista, and one action to aim and fire it.

Bolt. *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. *Hit:* 11 (2d10) piercing damage.

BEAR TRAP

Mechanical trap

The bear trap is a metal ring lined with 'teeth', that snaps shut around a creature's ankle when it steps on the pressure plate in the middle.

A bear trap can be hidden in brush or under a layer of dirt. A well-hidden bear trap requires a DC13 Investigation or Perception check to spot.

A creature that triggers the trap take 1d10 piercing damage and its movement speed is halved until it receives magical healing or it spends three days without using its leg.

The bear trap is easy to disarm (requiring only that the pressure plate is activated) and can be reused indefinitely.

BLUE STONE

Wondrous item, uncommon

Blue stones are magically charged stones found at the Temple of Blue Stones. A blue stone becomes a mundane stone when it has been removed from the Temple of Blue Stones for more than 24 hours.

Small. A small blue stone ranges from a pebble to an egg-sized stone, and can be fired from a sling. On a hit, it deals 1d4 bludgeoning damage and then explodes with arcane energy, affecting the creature it hit (roll on the Blue Stone Effect Table below).

Large. A large blue stone weighs between 10 and 20 pounds. It doesn't make a very good missile for a sling, but can be thrown (range 10/20 ft.) at a creature. On a hit, it deals 1d6 bludgeoning damage and then explodes with arcane energy, affecting its target and each creature within 5 feet of it (roll on the Blue Stone Effect Table below). Even if the large blue stone doesn't hit its target, or if simply aimed at a point rather than a creature, the large blue stone explodes on impact with a hard surface, affecting each creature within 5 feet of the point it was aimed at.

BLUE STONE EFFECT TABLE

1d4 Effect

- | | |
|---|---|
| 1 | An affected creature takes 1d4 force damage |
| 2 | An affected creature can't take reactions until the start of its next turn |
| 3 | An affected creature must succeed on a DC 13 Strength check or be pushed 5 feet backwards |
| 4 | An affected creature must succeed on a DC 13 Constitution saving throw or be petrified until the end of its next turn |

MAGELINK BRACELET

Wondrous item, uncommon (requires attunement)

This magical bracelet consists of seven stars linked together. While attuned to this bracelet, you are magically linked to other creatures wearing a Magelink Bracelet. Once per day,

when a willing creature wearing a Magelink Bracelet within 30 feet of you is the target of a spell that doesn't also target you, you can choose that the spell targets you instead.

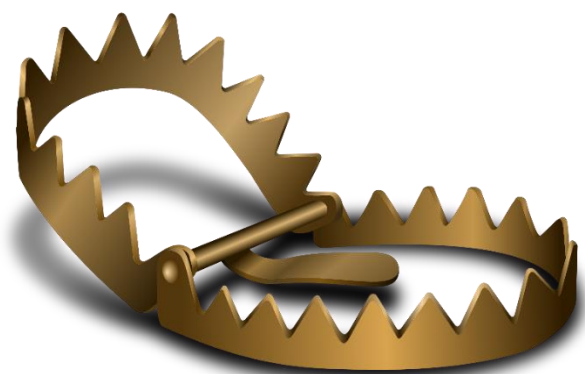
SHARD OF MYSTRA

Magical weapon (dart), rare (requires attunement)

The Shard of Mystra is a throwing dart made entirely of pale arcane energy. You have a +1 bonus to attack and damage rolls made with this magical weapon, which deals force damage instead of piercing damage.

When you make a ranged attack with the Shard of Mystra and roll a 20 on the attack roll, you don't roll the damage dice for the attack twice. Instead, three magic missiles fly unerringly towards the target from your hand, dealing 1d4+1 force damage each, as if you had cast the spell *magic missile* (PHB 257) on the target.

Immediately after you've made a ranged attack with the Shard of Mystra, it magically returns to your hand.



WOUNDED OWLBEAR CUB

Medium monstrosity, unaligned

Armor Class 13

Hit Points 27 (5d8 + 5)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception -2

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 1 (200 XP)

Actions

Multiattack. The Wounded Owlbear Cub makes two attacks: one with its beak and one with its claws.

Beak. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

UNRAVELED KOBOLD

Small humanoid (kobold), lawful evil

Armor Class 12

Hit Points 5 (2d6-2)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/8 (25 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Unraveled. When a spell or magical effect effects the kobold for the first time, it must succeed on a DC 13 Wisdom saving throw or be incapacitated until the end of its next turn.

Actions

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

Blue Stone Sling. Ranged Weapon Attack: +4 to hit, reach 30/120ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage and roll on the Blue Stone Effect Table for the secondary effect.

SPELLGUARDIAN

Medium construct, unaligned

Armor Class 14

Hit Points 27 (5d8 + 5)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive perception 6, passive Perception 6

Languages —

Challenge 1 (200 XP)

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

Actions

Longsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) slashing damage.

Booming Blade (1/day). Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) slashing damage and the target becomes sheathed in booming energy until the start of the spellguardian's next turn. If the creature willingly moves before then, it immediately takes 1d8 thunder damage.

Sleep (1/day). Roll 5d8; the total is how many hit points of creatures the spellguardian can affect with this ability. Creatures within 20 feet of the Spellguardian are affected in ascending order of their current hit points (ignoring unconscious creatures). Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Each creature's hit points are subtracted from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. Undead and creatures immune to being charmed aren't affected by this spell.

Reaction

Shield (1/day). Until the start of its next turn, the Spellguardian has a +5 bonus to AC, and takes no damage from magic missile.

HISS

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 13 (3d8)

Speed 30ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	11 (+0)	2 (-4)	10 (+0)	5 (-3)

Senses darkvision 30 ft., passive Perception 10

Languages -

Challenge 1/4 (50 XP)

Spider Climb. Hiss can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing plus 2 (1d4) force damage.

ZANNA

Small humanoid (gnome), neutral good

Armor Class 11 (16 with *barkskin*)

Hit Points 10 (3d6)

Speed 25ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	10 (+0)	11 (+0)	14 (+2)	12 (+1)

Senses darkvision 60 ft., passive Perception 11

Languages Common, gnomish, elven

Challenge 1/4 (50 XP)

Gnome Cunning. Nissa has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Spellcasting. Nissa is a 3rd level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). Nissa has the following druid spells prepared:

Cantrip (at will): *druidcraft, guidance, thorn whip*

1st level (4 slots): *cure wounds, entangle, faerie fire*

2nd level (2 slots): *barkskin, moonbeam*

Actions

Unarmed Attack. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

IZZIK

Small humanoid (kobold), lawful evil

Armor Class 12 (16 with *barkskin*)

Hit Points 30 (6d6+6)

Speed 30ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	13 (+1)	12 (+1)	8 (-1)	8 (-1)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1 (200 XP)

Sunlight Sensitivity. While in sunlight, Izzik has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

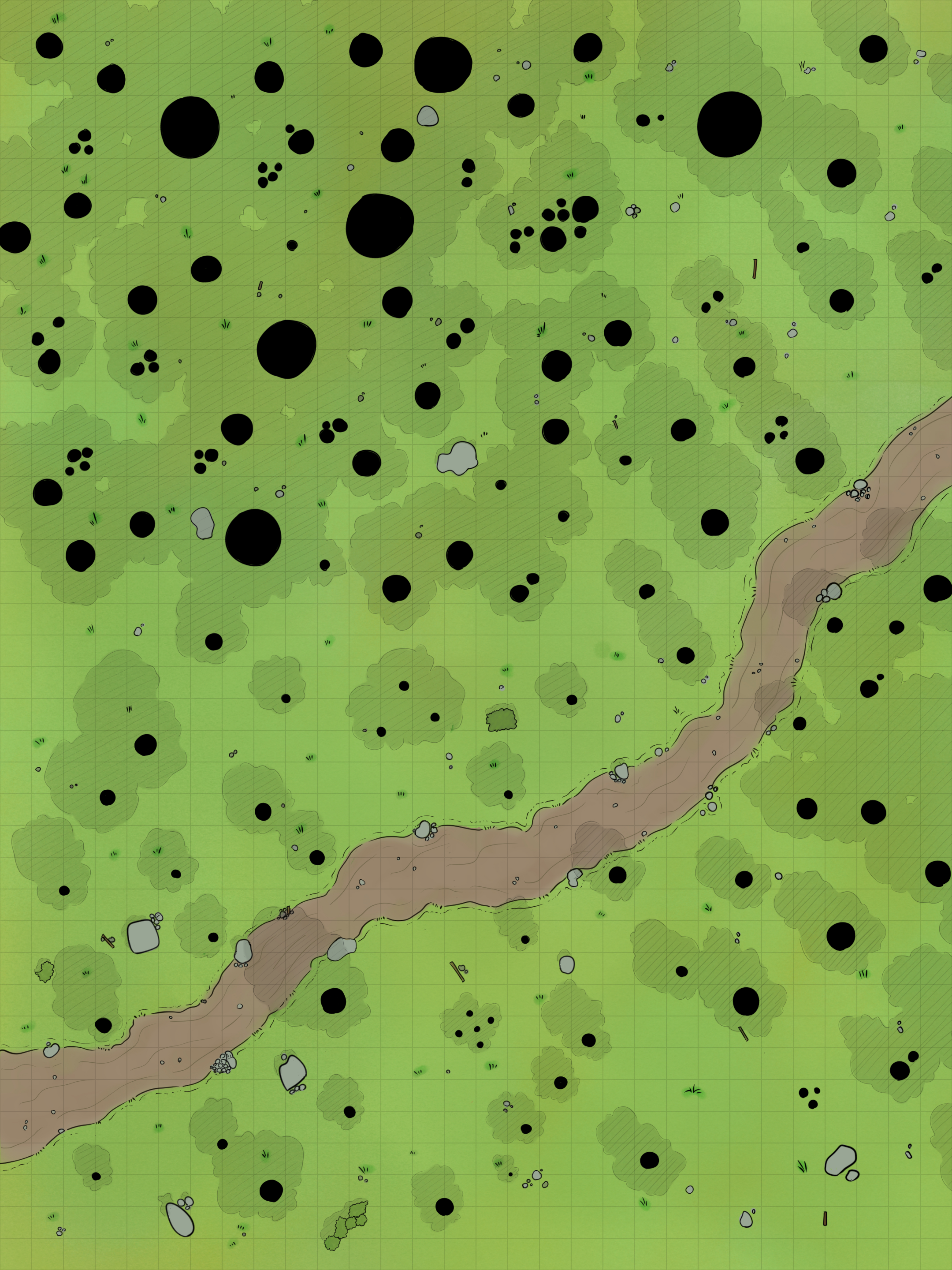
Pack Tactics. Izzik has advantage on an attack roll against a creature if at least one of Izzik's allies is within 5 feet of the creature and the ally isn't incapacitated.

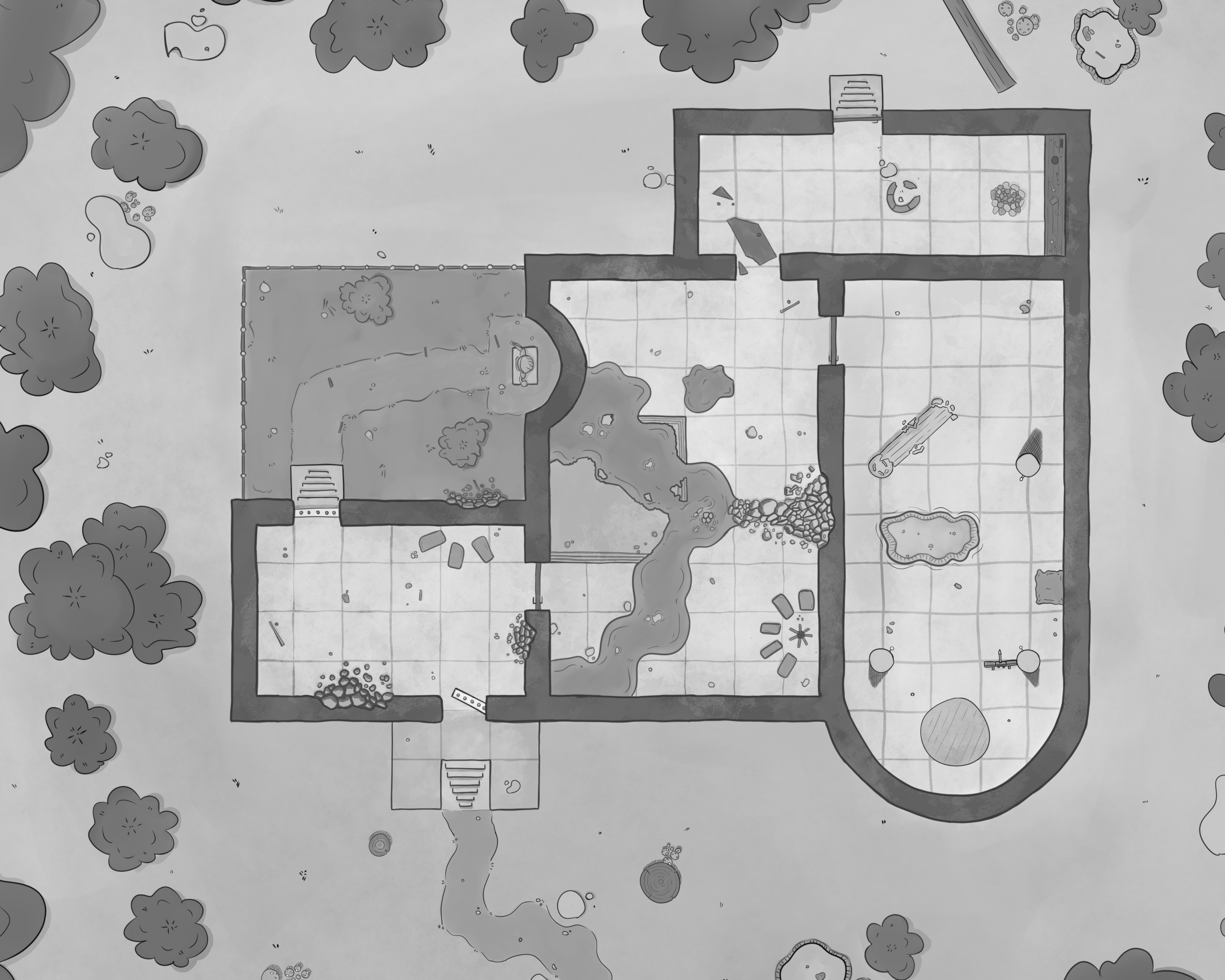
Unraveled. When a spell or magical effects Izzik for the first time, he must succeed on a DC 13 Wisdom saving throw or be incapacitated until the end of his next turn.

Actions

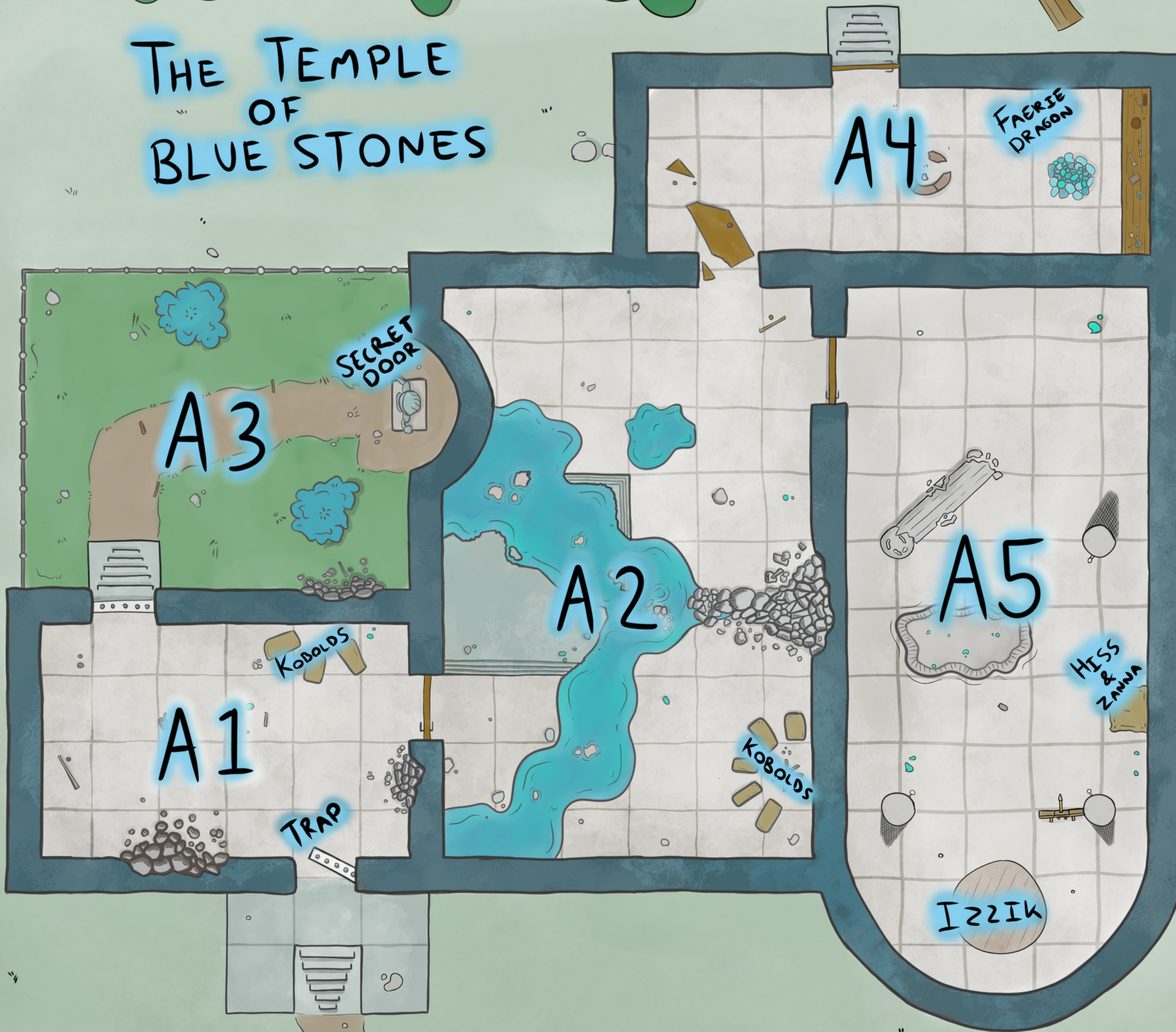
Shard of Mystra. *Ranged Weapon Attack:* +5 to hit, reach 5ft. or 20/60 ft., one target. *Hit* 5 (1d4 + 3) force damage. When Izzik attacks a creature and rolls a 20 on the attack roll, three magic missiles fly unerringly towards the target from his hand, dealing 1d4+1 force damage each, as if he had cast the spell *magic missile* on the target.

Dropped Large Blue Stone. *Ranged Weapon Attack:* +4 to hit, one target directly below the kobold. *Hit:* 5 (1d6 + 2) bludgeoning damage and roll on the Blue Stone Effect Table for the secondary effect.

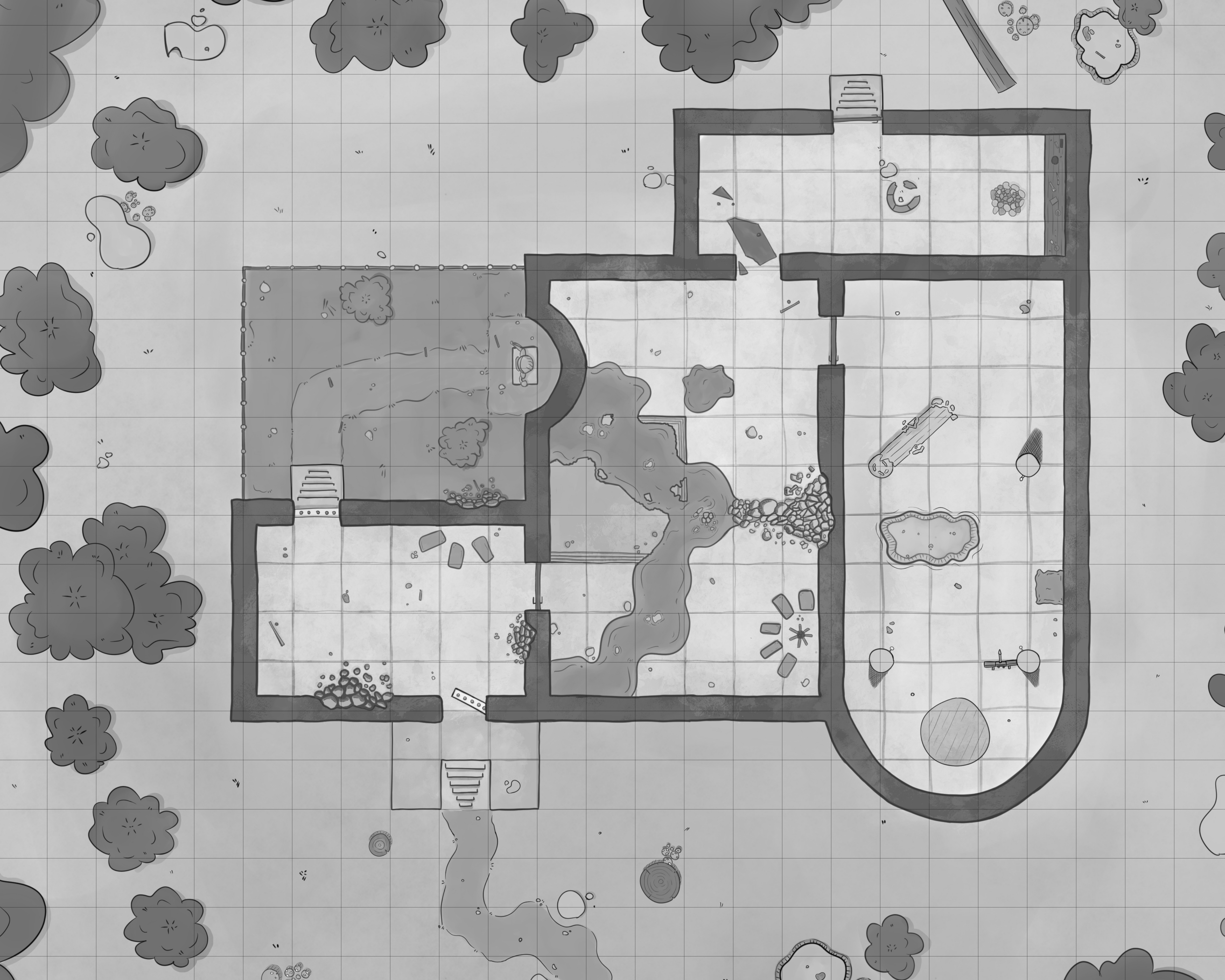


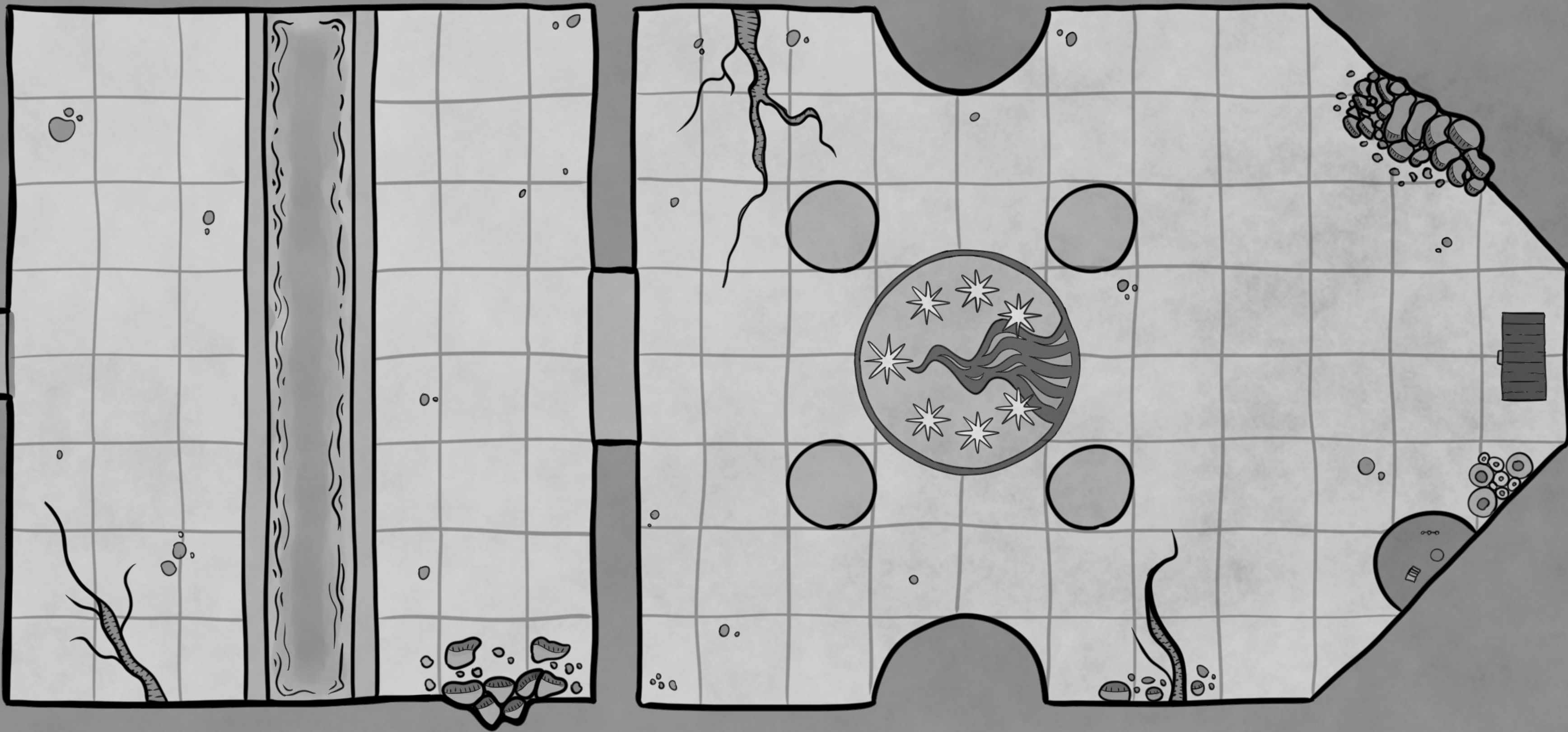


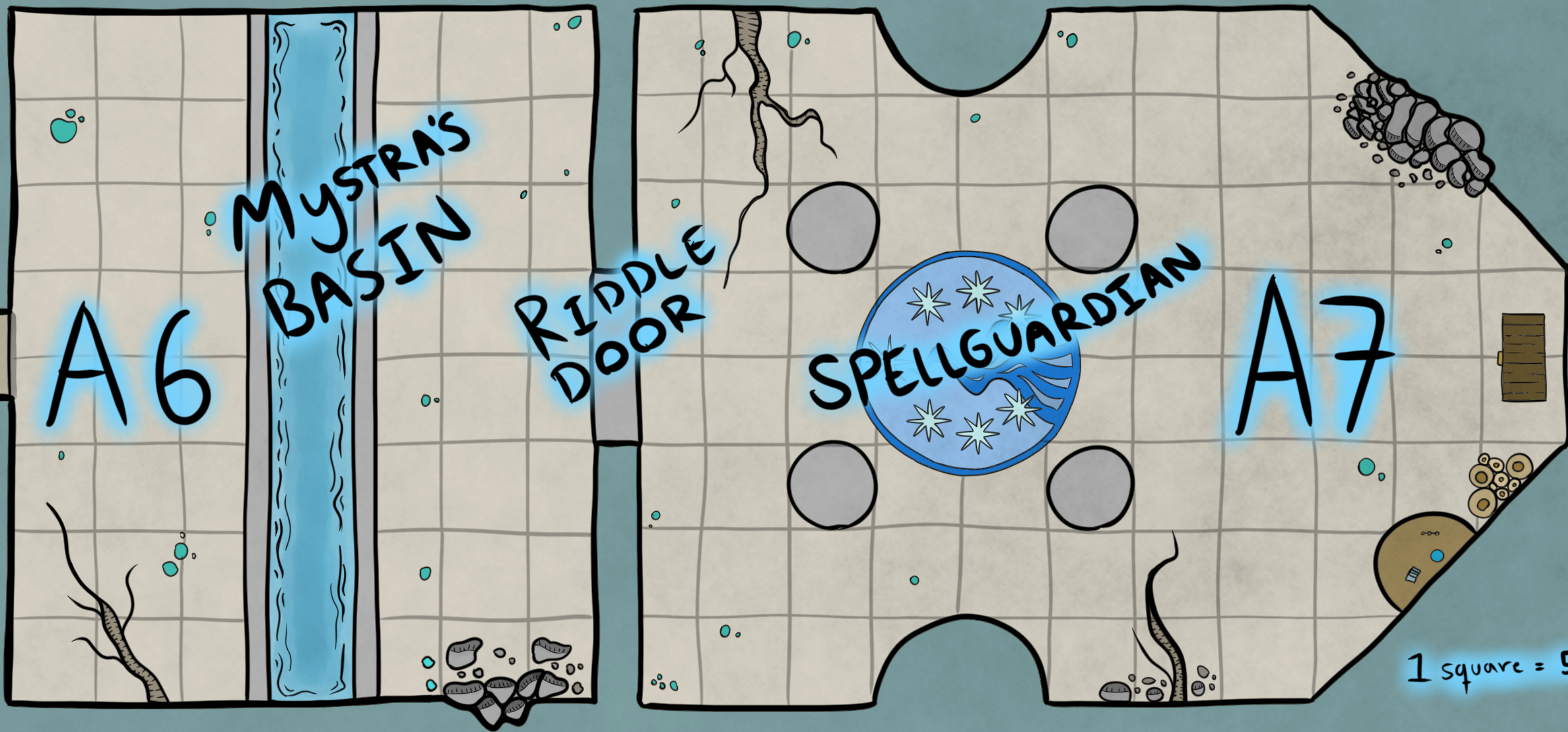
THE TEMPLE OF BLUE STONES



1 SQUARE = 5 feet







A 6

MYSTRA'S
BASIN

RIDDLE
DOOR

SPELLGUARDIAN

A 7

1 square = 5 feet

