

# WRENCH IN THE WEAVE

AN ADVENTURE FOR 4TH TO 6TH LEVEL CHARACTERS



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WRENCH IN THE WEAVE IS A FIFTH-EDITION adventure for a party of **three to six characters of 4th to 6th level**, optimized for a party of **four 5th-level characters**.

Students at the Zoporths campus of the Pegany Academy of Spells have accidentally

torn a rift in the weave of magic, letting a wild magic surge course throughout their campus building. If the rift isn't closed soon and its resulting impacts addressed, the campus building could be destroyed, and if any of the professors find out, any students involved will surely be expelled. Will the adventurers agree to help the panicked students, and will they agree to keep a secret from the professors should they successfully close the rift? This adventure is set in the city of Dorran in the Cartosia campaign setting, but can easily be placed in another campaign that could feature a university of magic full of aspiring students.

## BACKGROUND

The Spell Makers are an exclusive, secretive club of student mage apprentices helmed by Kopseth Bucannus, a senior at the Pegany Academy of Spells. The Spell Makers mostly enjoy the process of theory-crafting potential new spells, though the difficulty of putting such theory into practice has meant that historically, any theory-crafting has remained as such. But that changed this morning when Kopseth and the other club members had become so sure of their latest theory that they decided to test it. What was supposed to be a relatively simple spell that would allow its caster to phase through a wall has instead pulled loose a thread of the weave of magic, causing a wild magic surge to course throughout the campus building and bringing chaos upon the students of Zoporths. Obviously, Kopseth and the other club members miscalculated, and even a minor miscalculation can have wildly disastrous effects. In this case, pulling loose a thread in the weave of magic has opened a persistent wild magic portal. The longer the portal stays open to leak magic, the harsher the consequences become. The professors of the academy are currently away on retreat, but will be returning shortly. If things can't be brought under control, expulsions are sure to follow. Club members are scattered throughout the campus building in a desperate attempt to stem the tide of chaos, but they are outmatched. They need experienced help.

## GETTING THE QUEST

This adventure assumes that a member of the party shares a connection with a student at Zoporths campus. They may be an old friend, a business partner, or a relative — anything that might make the student comfortable reaching out to the party for help, even if only as a last resort. GMs can use an NPC of their own design or proceed with the character described below. While in the city of Dorran, the party is

confronted by Orinin, a student at the Pegany Academy of Spells. Orinin is a tall, lanky man in his mid-twenties with broad shoulders and long, curly black hair. He speaks quickly, sometimes tripping over his own words in a rush to get his thoughts out. Orinin explains:

Bless the stars, it's a good thing I've found you. Listen — and this is going to sound wild — but a school club I'm involved in has accidentally opened a wild magic portal and now our campus building is going haywire and if we don't get things under control very soon the professors are going to return, see what we've been doing, and expel us all. I'd say that there's no time to explain but please just follow me and I'll tell you as much as I can on the way.

If the party is hesitant to assist Orinin, he becomes increasingly exasperated and offers them the potential of spell scrolls, potions, or future favors; anything that might be in the students' power to reward the party. If the party agrees to follow Orinin, he breaks into a brisk pace towards the Academy. If the party asks questions about the situation, Orinin can provide the following information:

- The Academy professors are away on a retreat, they'll be returning tomorrow morning.
- The Spell Makers are a school club dedicated to theorizing new spells.
- Theory-crafting was put into practice and went horribly wrong earlier today, causing a wild magic surge and persistent wild magic portal that continues to leak magic into the campus building.
- The portal is open on the second floor library.
- Club members are scattered throughout the campus building trying to address the problems, but they're outmatched and need help. Objects are animated, golems run wild — it's chaos.

When the party arrives at the campus building, Orinin leaves in a hurry, explaining that he is going to check on other campus buildings nearby to ensure that the wild magic has spread no further than Zoporths. He urges the party to act as quickly as they can.

## CAMPUS GENERAL FEATURES

From outside the campus building, everything appears to be normal. But inside, chaos reigns. The building features dorms, an observation room, a library, a lecture hall, and a second level balcony, amongst other facilities. Unless otherwise stated, its features are described as follows.

**Ceilings, Walls, and Floors.** Zoporths is constructed from hewn limestone. Walls are two feet thick and ceilings are twelve feet high.

**Doors.** Doors are made from sturdy oak reinforced with iron bands. They have AC 13 and 18 hit points.

**Light.** Zoporths is well-lit by continual flame spells lit in wall-mounted iron scones throughout the building.

**Wild Magic Surges.** Wild magic courses throughout the campus building while the portal remains open. At GM discretion, the party may be affected by a wild magic surge at any point throughout the adventure, such as when entering a room, delivering a critical strike, or casting a spell. Consult the wild magic surge table on page 104 of the PBB to determine the surge's effects.

**Mage Apprentices.** For the purposes of this adventure, students at Zoporths campus are referred to as **mage apprentices**. Mage apprentices use **mage** statistics, though they do not have access to any spells or spell slots above 2nd level.

The following areas are keyed to the provided map of Zoporths Campus.

## I. LOBBY

The front doors to the campus building are unlocked and lead into the lobby. Read aloud:

Two twelve-foot marble statues depicting faceless mages wielding simple arcane staves are positioned near the north and south walls facing the center of the room. Tufted chesterfield couches line the walls near the entrance. The floor in the middle of the room is decorated with a patterned yellow tile mosaic. A pair of doubled doors exit to the east.

**Dancing Button.** Characters with a passive Perception of 16 or higher or who pay particular attention to the couches notice that a single tuft button on the northern couch vibrates madly, as if it is trying to pull itself free from the threads that bind it. The dancing button is the only evidence in this room of the wild magic chaos that is to come. If the button is removed from the couch and left unrestrained, it hops around the room endlessly as if propelled by an unseen force.

## 2. COURTYARD

A marble statue of a winged arcane warrior dominates this courtyard. It looks upwards towards the sky with its arms outstretched. Six floating orbs, each glowing with a different hue of light, meander around the courtyard in abrupt, jerking movements. Doubled doors exit the courtyard in all directions.

The statue in the courtyard is a depiction of a demigoddess of magic, who represents the never-ending fight for greater power, knowledge, and ascension, the ethos of the Pegany Academy of Spells.

**Hazard: Haywire Orbs.** Under normal circumstances, the orbs in this courtyard follow around those who walk through it, providing colored light that looks especially beautiful after

sundown. Their colors are yellow, blue, red, cyan, green, and orange. The wild magic surge, however, has infused them with chromatic magic and made them unstable. The orbs lurch towards anyone moving through the courtyard and deal magic damage corresponding with their color. Any creature attempting to move from one end of the courtyard from another must make a successful DC 15 Dexterity saving throw or take 3d8 magic damage from a haywire orb, the type of which is determined by the table below or GM discretion.

### HAYWIRE ORBS

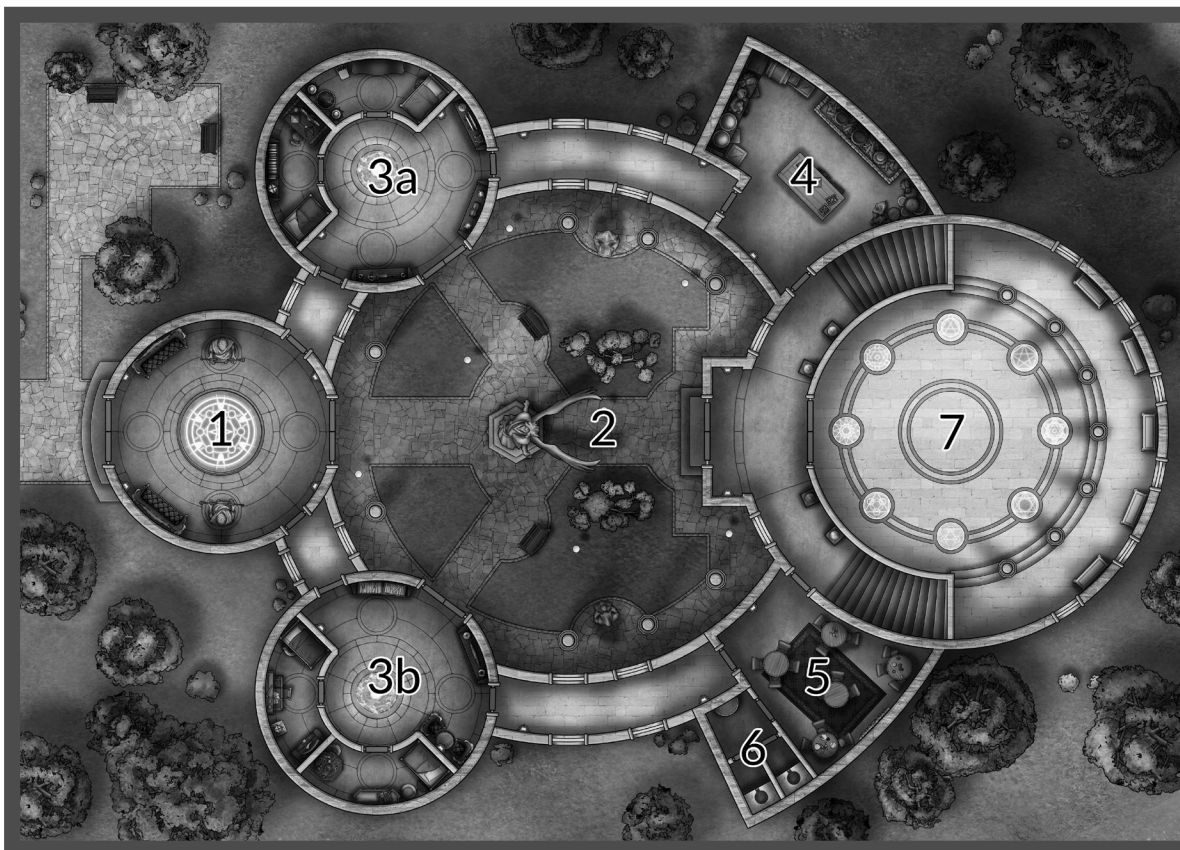
Orb Color	Damage Type
Yellow	Acid
Blue	Cold
Red	Fire
Cyan	Lightning
Green	Poison
Orange	Thunder

## 3A, B. LOWER DORMITORY TOWERS

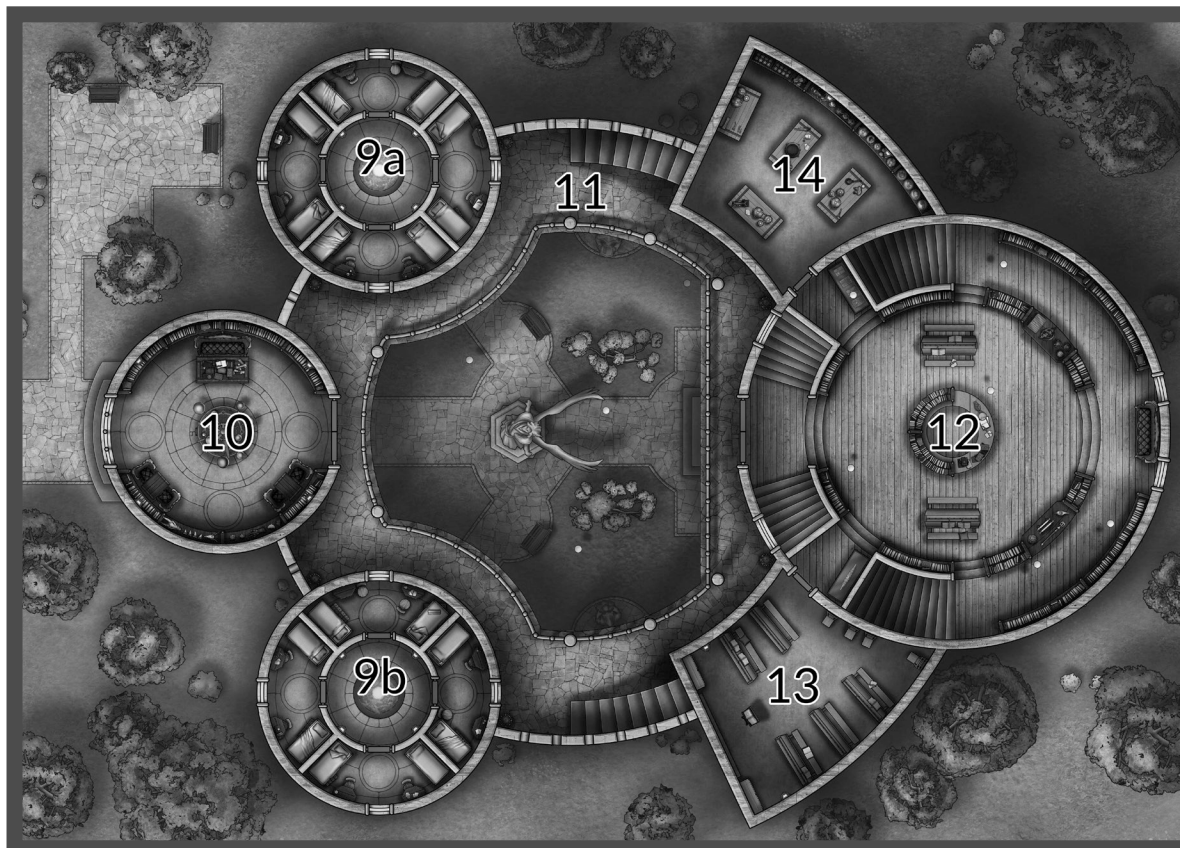
These towers are where the students live while they attend the Academy. Individual dorm rooms lead off from a modest ground-floor lounge area. Inside the dorm rooms are beds, desks, and wardrobes containing the personal belongings of Zoporths students.

**Levitation Elevators.** Shafts of glowing blue light extend upward to the second floor of the towers above central platforms. The platforms and light shafts provide access between the floors with the magic of levitation, though the user must focus their mind appropriately to use them. Successfully using the elevators to levitate from one floor or another requires a successful DC 10 Constitution saving throw. A character who fails this save by 5 or more loses their focus from a height of ten feet, causing them to tumble to the floor and take 3 (1d6) fall damage. A character who makes a successful saving throw no longer needs to make a saving throw again when using the elevators for 1d4 weeks.

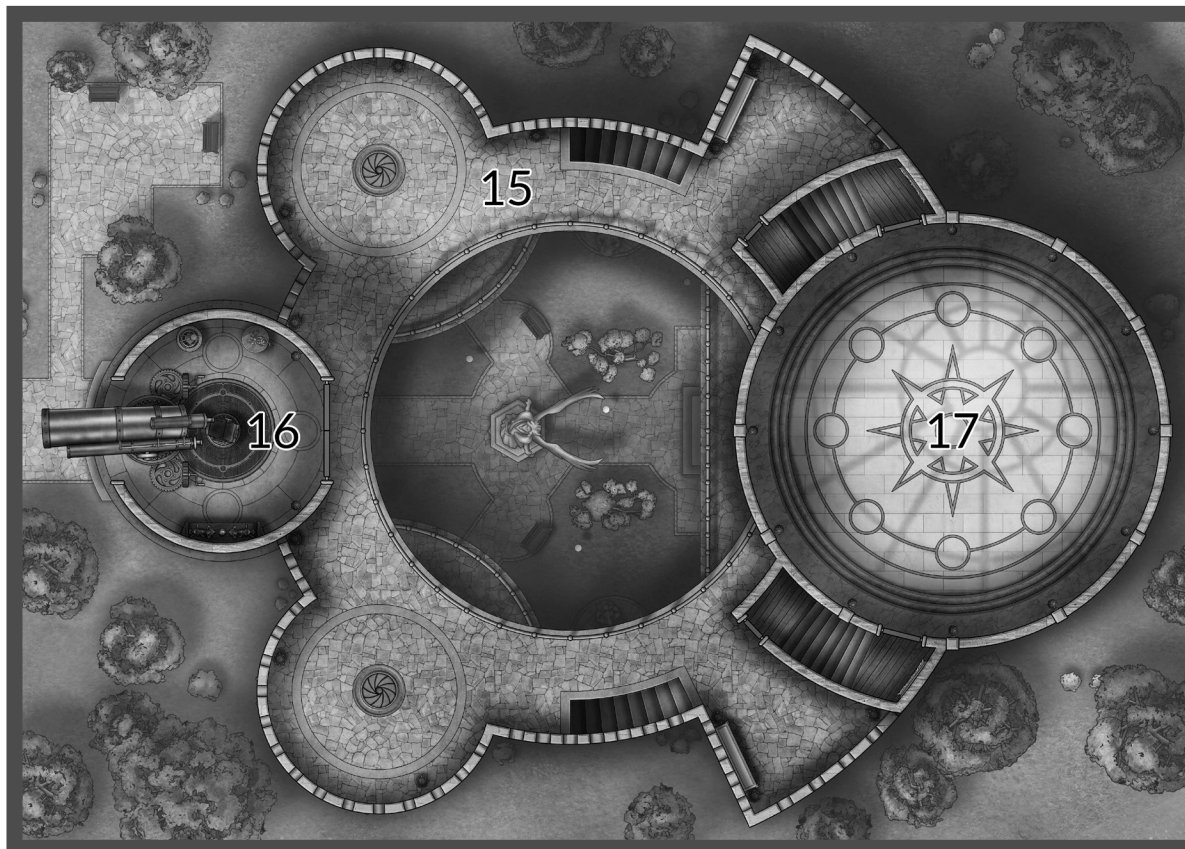
## ZOPORTHS CAMPUS FIRST FLOOR



## ZOPORTHS CAMPUS SECOND FLOOR



## ZOPORTHS CAMPUS THIRD FLOOR



### 4. KITCHEN

Characters approaching this room can hear clanging and banging sounds as well as the muffled shouts of someone in distress. When the characters enter, read aloud:

A red-haired young man thrashes about wildly, suspended in the air by coils of rope that have wrapped around his face and restrained his limbs. Two burlap sacks and two cleavers fly about the room, crashing into the cooking utensils and other supplies scattered about the kitchen. The floor is littered with baby potatoes.

**Encounter: Animated Objects.** A collection of objects in this kitchen have been animated by the wild magic coursing throughout the campus. The two burlap sacks (each using **rug of smothering** statistics) and the cleavers (each using **flying sword** statistics) immediately attack any characters who enter this room, fighting until they are destroyed or the characters leave the room. The baby potatoes scattered over the floor (dumped by one of the burlap sacks) make the entire kitchen difficult terrain. The rope binding the red-headed student is also animated, having the statistics of a Small animated object as per the *animated objects* spell.

**Oshan.** The student in a bind is named Oshan (a **mage apprentice**, see page 2), who came to the kitchen in

an attempt to get things under control and was quickly overpowered. Oshan loves mischief and chaos. Despite the circumstances, Oshan keeps a wide grin on his face after being rescued by the party. He can't provide the party with much more information than Orinin did originally, other than the fact that the campus building's resident golem (that is normally used for evocation spell practice) has begun running amok and is stomping about the second floor. Two other students tried to subdue it, but Oshan doesn't know what has become of them. Oshan is willing to assist the party saving the rest of the students and closing the portal, if they're willing to have him. Otherwise, he hunkers down in the kitchen and waits for things to quiet down.

### 5. COMMON ROOM

Multiple circular tables surrounded by high-back leather chairs are arranged around this room. Oil paintings of distinguished-looking professor figures hang on the walls. Colorful flowers of all shapes and sizes grow from the grooves in the stone floor and push outwards from under a luxurious green rug in the center of the room. Doors exit to the east and west.

The flowers in this room have grown as a result of the wild magic surge. They smell pleasant and are harmless.

## #6. PRIVIES

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Two open stalls with holed benches above wooden buckets occupy this chamber. Colorful crystalline rock formations sprout from the north wall. Small chunks of the rock formation have fallen to the floor.

The rock formations in this room all share a consistent shade of red and brown and appear to manifest out of the wall nonsensically. A character who makes a successful DC 10 Wisdom (Nature) check recognizes the rocks as agate. The rocks, like the flowers in the common room, are a manifestation of wild magic.

**Treasure: *The Manifested Stone of Good Luck.*** A casting of *detect magic* reveals an aura of enchantment magic emanating from one of the small chunks of rock scattered across the floor. The chunk is a spontaneously occurring *stone of good luck*.

## 7. LOWER STAIRWELL

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Winding stone staircases climb to the second floor to the north and south. A pair of double doors inscribed with the words "power, knowledge, ascension" in flowing script exit to the east.

This stairwell provides access to the assembly hall as well as to the second floor of the campus building.

## 8. ASSEMBLY HALL

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Multiple stone benches on a stepped dais are lined against the far wall of this spacious, circular room. Colorful tile mosaics representing the eight schools of magic decorate the floor. Two faceless, spectral forms hover in the middle of the room, turning abruptly to face you.

This space is used as a gathering hall as well as a place for practicing lower magics.

**Encounter: *Weave Wraiths.*** The spectral forms in this room are **weave wraiths** (see page X) manifested by the wild magic surge. They attack the characters immediately, focusing on any spellcasters or characters carrying prominent magic items. They fight until they are destroyed.

## 9A, B. UPPER DORMITORY TOWERS

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The upper dormitory towers are divided into four small dorm rooms, each holding two beds as well as a shared desk and wardrobe containing the shared belongings of Zoporths students.

**Levitation Elevators.** Shafts of glowing blue light extend downward to the first floor of the towers toward central

platforms below. The platforms and light shafts provide access between the floors with the magic of levitation, though the user must focus their mind appropriately to use them. Successfully using the elevators to levitate from one floor or another requires a successful DC 10 Constitution saving throw. A character who fails this save by 5 or more loses their focus from a height of ten feet, causing them to tumble to the floor and take 3 (1d6) fall damage. A character who makes a successful saving throw no longer needs to make a saving throw again when using the elevators for 1d4 weeks.

## 10. READING ROOM

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Characters approaching this room can hear banging on the doors and a female voice yelling for help from within. When the characters reach the doors, they find that a thick layer of twisting vines that glow softly with red light has sealed the doors shut.

**Hazard: *Scorchvine.*** The wild magic rift has manifested a plant called scorchvine, which is native to the plane of fire and the plane of fey, and appears on the Material Plane only in very rare circumstances. Scorchvine is burning hot to the touch; characters who touch the vines take 6 (2d6) fire damage per round. The vines have an AC of 12 and 30 hit points. A character can pull enough vines free to open the doors with a successful DC 18 Strength (Athletics) check, though they take 6 (2d6) fire damage for each attempt, regardless of success or failure. When the characters enter the room, read aloud:

The entirety of this reading room has been overtaken by thick, glowing red vines that smother the bookshelves and furniture. In the middle of the room, the vines coalesce and sprout a massive, pulsing red flower within the brass components of an orrery.

**Esmelda Yularis.** The student confined in this room is Esmelda (a **mage apprentice**, see page 2), a diligent student with long, braided blonde hair and thick, square-framed glasses. She can explain to the characters that she fled to this room from the golem in the library when she saw it incapacitate her friend Dominic, who she believes is in serious danger. They tried to subdue it, but failed. Moments after she entered the room, the strange flower and vines sprouted "from nowhere" and locked her in. If the characters have not yet ventured into the library, she pleads with the characters to head to the library as fast as they can so that they can potentially rescue Dominic.

**Hazard: Scorchvine Flower.** The scorchvine flower in the middle of the room provides the magical essence required to support the vines. If the flower is destroyed, any vines within a 60 foot radius of the flower immediately wither and combust into ash. The flower has AC 10 and 10 hit points. When reduced to 0 hit points, the flower erupts in a burst of flame. Creatures within 10 feet of the flower must make a DC 16 Dexterity saving throw, taking 12 (3d8) fire damage on a failed save or half that amount on a successful one.

## II. MEZZANINE

Stairwells at the north and south ends of the mezzanine ascend to the balcony level of the campus building. A three-foot-high iron railing runs around the mezzanine's inner perimeter.

## 12. LIBRARY

This library is in disarray. Loose papers and books litter the floor, having been pulled off their shelves. Other shelves have been knocked over entirely. Multiple sets of winding staircases at the perimeter of the room lead to the upper and lower floors of the campus building. A figure lies sprawled over a circular desk in the middle of the room. Blood drips from their head, pooling on the floor below.

**Encounter: Campus Golem.** Wandering around the library and occasionally pulling down a bookshelf is the campus golem, a construct of iron and clay that the faculty usually keep inert unless it is being used for spell practice. Animated by the wild magic surge, it roams mindlessly and attacks other creatures on sight. It uses **stone golem** statistics, with the following modifications:

- It has 125 hit points.
- Its AC is 15.

Dominic Stulucky. The unconscious figure sprawled across the desk is a student named Dominic Stulucky (a **mage apprentice**, see page 2) who was felled by the golem.

Dominic has 1 hit point; he is unconscious but alive. He can be brought back to consciousness with a successful DC 12 Wisdom (Medicine) check or if he receives at least 5 hit points of healing. If brought back to consciousness, Dominic is dazed and unfit to help the characters. He thanks them for their help, asks the party about his friend Esmelda's whereabouts, and urges them to head to the arena room to close the portal that was opened.

## 13. LECTURE HALL

Rows of wooden benches fitted with bookstands are arranged in front of an ornate pillared lectern of mahogany. A wall-spanning chalkboard behind the lectern is scribbled with dense arcane notations. Two cupboards flank the southwest wall.

**The Awakened Lectern.** A few moments after a character enters this room, the lectern in front of the chalkboard moves suddenly; an open book sliding off its pedestal as two of its support pillars flex outwards like stretching arms. Creases and knots in the wood form the shape of a face. "What is my purpose?" the lectern asks, confusedly. Like the rest of the happenings in the building, the awakened lectern is a result of the wild magic surge. It has awoken with the knowledge that has been shared in the lecture hall, giving it a robust arcane understanding and the ability to speak Common. Alarmed by its newfound sentience, it is eager to speak to the characters about how it came to exist as well as the meaning and purpose of life. At GM discretion, the lectern may return to a mundane state when the wild magic portal is closed. Alternatively, the lectern may remain sentient, posing a challenge for the students and returning professors in deciding how to deal with it. The lectern uses awakened tree statistics, though its size is Medium.

## 14. ALCHEMICAL CLASSROOM

Despite the mess, this room looks like it is used for alchemy. The floor is stained with different-colored liquids and littered with shards of broken glass. Four wooden tables, one of which has been flipped over, fill most of the space. Shelves along the north wall have had much of their contents spilled to the floor.

The golem wandered into this room and caused destruction before wandering back into the library. Luckily, none of the damage is structural.

**Treasure: Remaining Potions.** A few shelves throughout the room have been untouched by the destruction. Scattered about the shelves can be found three potions of greater healing, a potion of hill giant strength, and a potion of flying. Even if the students or professors were to become aware of the characters taking potions from the Academy, they would surely see the reasoning if the potions were used to help the adventurers restore order to the campus building.

## 15. BALCONY

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The balcony of the campus building is open to the elements above. A four-foot-high raised battlement runs around its perimeter. Doors exit to the east and west.

## 16. OBSERVATORY

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A leather reclining chair is positioned in front of a towering brass telescope pointing towards the sky through an opening in the domed ceiling of this room. Other astronomy tools are scattered about a pair of worktables.

Students and faculty use this room to observe the sky. Prominent arcane theory suggests that certain spells become more potent depending on the alignment and movements of the cosmos.

## 17. ARENA

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The floor of this spherical room is decorated with a tile mosaic depicting an eight-pointed star; a representation of the schools of magic. A portal of vivid blue and purple light swirls in the middle of the room, surrounded by four wraith-like creatures who hover hungrily beside it. Below the portal, the pages of an open book flutter furiously back and forth as if caught in a strong wind, though no breeze can be felt. Lying near the portal is the unconscious body of another student.

This room is normally used for spell practice. The open book is a spellbook belonging to that belongs to Henrietta Winkworths, the student on the floor and the chair of the Spell Makers club. As a disastrous result of the failed spell creation, the book now functions as a conduit for wild magic while it remains open.

**Encounter: Weave Wraiths and the Portal.** The spectral figures near the portal are four **weave wraiths** (see page 9) that attack the party immediately, fighting until they are destroyed. They are especially protective of the book, focusing their attacks on any creatures who attempt to approach it. The wild magic portal can be collapsed if the spellbook facilitating it is closed. The violent force of the wild magic, however, makes the book especially difficult to force shut, requiring a successful DC 16 Strength (Athletics) check. At GM discretion, each failed attempt to close the book may bring another weave wraith through the portal. Once the book is closed, however, the portal collapses, and any remaining weave wraiths as well as manifestations of wild magic are violently sucked through it in the moments before it disappears in a radiant flash of colorful light.

**Henrietta Winkworths.** Henrietta Winkworths (a **mage apprentice**, see page 2) is a sturdy woman in her early twenties, with short, curly black hair and a prominent sapphire ring on her left pinky finger. She is weakened but alive, having been drained of all her energy after she was

possessed by a weave wraith. She suffers from three levels of exhaustion but can be brought back to consciousness with a successful DC 10 Wisdom (Medicine) check or if she receives at least 5 hit points worth of healing. When she is awoken by the party, she laments how a simple spell meant to conjure bubbles could go so horribly wrong. Not one to sulk, she immediately begins planning her next moves, asking how long she was unconscious for and determining the next steps required to hide any evidence of wrongdoing in the campus building before the professors return. She immediately offers to destroy the spellbook if it has not been destroyed already, knowing that it is too dangerous and unpredictable to keep around. She thanks the party profusely for their help and offers them the ring from her fingers as a reward. The ring is a ring of spell storing.

## AFTERMATH

Once the characters have closed the portal, it is up to them if they would like to help the students eliminate the evidence of the day's events before the professors return to campus. Depending on the relationship between the party and the students, and at GM discretion, the professors may or may not find out about the disaster — the future of the students' enrollment at the Academy may hang in the balance. If the spell book somehow evades destruction, its opening at some point in the future could wreak similarly chaotic results.



# WEAVE WRAITH

*Medium aberration, chaotic evil*

Armor Class 14

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+3)	14 (+2)	10 (+0)	12 (+1)

**Saving Throws** Int +6, Wis +6

**Damage Resistances** bludgeoning, piercing, and slashing from non-magical attacks

**Senses** Blindsight 120 ft, passive Perception 13

**Languages** Understands Common but can't speak

**Challenge** 3 (700 XP)

**Magic Resistance.** The weave wraith has advantage on saving throws against spells and other magical effects.

**Possession (Recharge 6).** One humanoid the weave wraith can see within 5 feet of it must succeed on a DC 13 Intelligence saving throw or be possessed by the wraith; the wraith then disappears, and the target is incapacitated and loses control of its body. The wraith now controls the body but doesn't deprive the target of awareness. The wraith can't be targeted by any attack, spell, or other effect and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge. If the target has the ability to cast spells (through any means) the weave wraith will cast as many spells as possible during its turns, choosing its targets randomly.

The possession lasts until the body drops to 0 hit points, the wraith ends it as a bonus action, or the wraith can no longer cast any more spells through its target. When the possession ends, the wraith reappears in an unoccupied space within 5 feet of the body. The target is immune to this wraith's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

## ACTIONS

**Multiattack.** The weave wraith makes two essence drain attacks.

**Essence Drain.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 7 (1d10 + 2) psychic damage.

## REACTIONS

**Magic Absorption.** Whenever a creature within 60 feet of the weave wraith casts a spell, the weave wraith can use its reaction to attempt to absorb it its power. The creature casting the spell must make a successful DC 13 Intelligence saving throw. On a failed save, the spell fails and has no effect, and the weave wraith gains 15 temporary hit points.

Weave wraiths are incorporeal manifestations of arcane energy with an insatiable hunger for magic. They appear on the Material Plane where arcane energies are strongest: at intersections in the weave of magic, at sites in the aftermath of complex rituals, and on blasted battlefields sundered by the spells of war, amongst other locations. Most weave wraiths are only barely-sentient beings that act on a sort of spiritual instinct rather than conscious processes, though scholars have observed exceedingly unique weave wraiths that are capable of limited speech and reasoning ability. Weave wraiths are destructive in their hunger for magic and can pose serious threat to magic users who are unaware of how to deal with them. Weave wraiths may possess the bodies of non-innate spellcasters and force their host to cast spell after spell so that they may feed, driving their host to madness and exhaustion. Innate magic users, such as sorcerers, can suffer a worse fate as a weave wraith can drain the arcane essence from their target directly, leaving the victim a damaged, non-magical husk.

**Uncertain Origins.** How exactly the weave wraiths come to be is uncertain, though there are a few prevailing theories amongst scholars. Some suggest that weave wraiths are the unfortunate remains of mages who attempted to pull at loose threads of the weave in an attempt to create entirely new spells and were instead obliterated by raw arcane energy as a result. Others believe that weave wraiths are souls of the dead that have leaked from the higher or lower planes and become infused with arcane energies via their travel through unstable planar tears. Regardless of the details of the various theories, scholars agree that weave wraiths were once mortal individuals in previous lives, though they would seem to have no awareness of this fact nor memory of their past.

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