

# THE CELLAR OF HOLDING...

A low level adventure for one or more players best used for young mages, apprentices, and their friends.  
*DM notes italics. Descriptions to read aloud in bold.*

One or more players either apprentice for a mage, attend a magic school, etc, and are being punished for whatever is appropriate in their current adventure. As a result, they are forced to spend the afternoon cleaning the Cellar of Holding rather than goofing off and having fun. If none of those conditions apply they might also be hired by an eccentric old wizard to clean out his basement, or any other reasonable scenario.

The rickety basement stairs squeak in protest as you descend them, but they're probably older than your grandparents, so they aren't going anywhere. When you reach the earthen floor, you stand on the first floor of the two-story basement referred to by everyone as the Cellar of Holding because of the sheer amount of crap in it. Every wall is crammed with shelves, and every shelf is full of stuff.

Some things, like rusted weapons, moldering trophies, and extra copies of magic texts you've already been forced to suffer through, are deadly dull. There are other more interesting curious tucked away here and there that might be of use... Now, you only have two choices that don't involve disobeying your master: starting from the top down or the bottom up. The basement contains many odds and ends but is, in fact, an extra dimension space. The rumors are right about that much. Each floor is currently **[Messy]**. It would take 2d6 man hours for either floor to get to **[Cluttered]** and an additional 2d6 man hours to get to **[Clean]**. That's an average of 28 hours. So, for a party of 4, that's well past dinner time, and for one player... Well, he'd be here all week after his studies. However, today, there will not be a lot of cleaning. Before the group can even decide if they are going to start on the first floor or the second, there is a terrific crash from below them, and the door into the cellar slams shut as an anomalous wind begins to blow.

As you rush downstairs to find the source of the racket, you see a blurred figure rushing down the stairs to the third floor. You only have a moment to recall that there isn't supposed to be a third floor before you notice the rift in one of the walls, which shows an impossible scene as the wall flutters in the powerful winds. The players can roll a knowledge check to determine that the rift is the astral plane. A Githyanki prospector has found the vault and raided it, and in doing so, has caused a small time loop, as the timelessness of the Astral Plane mixes with the magic of this place.

Whether the players go up or down the stairs, they end up on the third floor. They may attempt to repair the rift with a difficult craft roll, but if they search other floors, they may find items that will aid them in that regard.

Whether they fall into the growing abyss or flee to the next floor, the result is the same: everything is fine. When you reach the next floor, everything is eerily quiet. There is no rift, and there is no wind. Indeed, it's as if the whole thing never happened... Before they can escape, the whole thing starts all over again. They hear the crash and feel the wind. All PCs are healed, and expended spell slots are restored. The only change is that if any surviving PCs managed to find the ethereal thread of the needle rapier, it significantly boosts their chances of repairing the rift on the next floor.

The loop will repeat as many times as necessary until the rift is repaired. Kargen will not remember the PCs, but any PCs that survived the loops will remember all previous iterations of the loop. Depending on if they capture their Githyanki thief, or kill him, the magician in charge of this basement will handle the shirking of their chores very differently.

Whether the PCs question, kill, or negotiate with Kargen, the rift has grown too wide to close, and they retreat to the next floor (or try to escape to the previous one.) Both paths lead to the same place: the third floor. Now, the gale winds are howling, and the room is being torn apart by the rift. You are tempted to flee from this level as well, but if you do, how do you know it won't be even worse? It requires an average athletics success to escape to the next floor. Keen-eyed PCs may spot a giant sewing needle in one corner of the room after the wind rips everything on top of it away. No, it's not a needle; it's a rapier made from a giant needle. Still, it would help you close the rift just the same if only it was smaller.

When you get downstairs, you see that the rift has grown. It now takes up most of the wall it's on. Only after that do you notice the poorly dressed Githyanki muttering to himself. "Come on, come on, where's the good stuff?" Kargen, known to his friends as Kargen the Luckless, finally thought he'd hit his big score, but there is no gold in this basement.

Surprised the PCs, he will talk tough but surrender or flee if given the chance. On him, he has various exotic pieces of loot. Still, most importantly, he has an ethereal thread that could seal the basement back up as a normal difficulty check.

