

*Stramwerry Academy of Magics, one of the premier institutes for arcane education in all of the Western Heartlands, and one of Elturgard's crown jewels. Many a famous mage has started their schooling at the Academy, and the school's list of alumni is a veritable who's who of notable wizards, sorcerers, and warlocks.*

*Of course, this is all meaningless to you. To you, Stramwerry is a collection of buildings and meadows on the edge of the Reaching Woods, filled mostly with young humanoids who have a habit of carelessly dropping their sandwiches surprisingly often. You've lived a fairly comfortable life at Stramwerry, coexisting more or less peacefully with the other animals on campus thanks to the oversight of Minister Pinefrost, an ancient snowy owl who has watched over Stramwerry for decades.*

*Today has been a fairly average midwinter day. The students on campus have spent much of it inside, as they usually do when the temperatures drop, busily scribbling marks onto parchment or listening to an older human pontificate about some unimportant topic. A light snowfall began in the afternoon, covering the campus in fresh powder as the big sun sank towards the horizon, leaving Stramwerry's snow-capped red-brick buildings bathed in the warm glow of the small sun that perpetually hangs low in the sky to the west.*

*Ask everyone what they've been up to during the day, pointing out various locations on the campus. All the PCs are at least aware of one another's existence, but also ask if any of them are friends, rivals, etc.*

*As they do every evening, the Great Hall's bells begin to ring out, their gongs echoing across the campus grounds, startling the flock of pigeons that live in the bell tower (just like every other night). All across Stramwerry, young and old humans emerge from various buildings and converge on the Great Hall, where they'll be treated to a delicious meal. Right on schedule, humans emerge from the kitchens, carrying trays, plates, and bowls loaded with amazing-smelling food. You all know that inevitably, you'll get some scraps and treats, but it doesn't make you any less jealous of their feast.*

*The evening gradually turns into night, and as usual, most of the young humans slowly trickle out of the Great Hall and head back to their sleeping rooms, while some stay long afterwards, laughing and snacking, reading books, or scribbling on more pieces of parchment. This is usually the best chance to grab some surreptitious bites, either from a nice human or by scrounging up some forgotten crumbs.*

*Finally, the last few young humans leave the dining hall, yawning and stretching as they head for their dorms. It's quite late at night now, and the gentle snowfall, which continued all evening, glows in the light of the small sun. The Great Hall's bells once again chime, signaling the middle of the night, and suddenly, something that has never happened before occurs: it gets dark. It takes you a few moments to figure out what is going on, but then it dawns on you: the small sun has vanished from the sky. A few moments later, the ground of the campus rumbles, shaking trees and buildings alike as waves of force seem to pass through the very earth. The rumbling*

*stops and everything is still and quiet for a split second, and then screams erupt across Stramwerry. Doors fly open as young humans run out, shouting and crying. You don't know what is going on, but something is clearly very wrong.*

*As chaos unfolds across the campus, you see a familiar sight. An elderly seagull named Seabreeze, who serves as Pinefrost's right-wing bird, lands in front of you. "Something weird is going on...Pinefrost has called a meeting of all the campus's inhabitants. Gather at the Tomb in an hour's time." Message delivered, Seabreeze takes a few hops and flies back into the sky.*

*The Tomb is located in the northern part of the campus, hidden amongst the trees that serve as the vanguard of the Reaching Woods. You know some sort of important human is buried here, but students rarely visit anymore. Beneath the bows of these ancient trees, an eclectic group of animals have assembled. Seabreeze is here, hopping from one foot to the other. The pigeons from the belltower stand around with blank expressions on their faces. An elderly pony who you think is named Hilly shivers and sneezes as a chilly breeze blows through the clearing. You also see Stramwerry's various cats and dogs, miscellaneous birds that live on campus, and even a few representatives from the Reaching Woods: a deer, a badger, a skunk, and a hawk. Some of them are chatting quietly, while others simply stand around nervously, waiting for something to happen.*

*Suddenly and quietly, Minister Pinefrost appears atop the Tomb, looming over the assembled creatures. Elderly and sightless, Pinefrost still manages to keep the animals of Stramwerry in line, seemingly knowing everything that's going on at the school at all times despite his blindness. "My friends. I can feel the change in the air. Something is wrong. I have been told that the small sun has disappeared, along with all the elder humans of Stramwerry. Without their presence, the younglings are panicked, confused, and worried. The elder humans are their caretakers, and without them, the young humans are nothing but frightened chicks." Pinefrost clicks his beak for emphasis, and pauses for a second, seemingly waiting for any objections.*

*"The humans of Stramwerry have long cared for us. Sharing their food, providing us with shelter, caring for us when we are injured. It is now time we repay that debt! Until the elder humans return, we must protect and comfort the fledgelings of Stramwerry!"*

*You see most of the animals nodding in agreement at this, but Hilly the pony speaks up. "Sure, you can just s-s-saay that, Pinefrost, but what can we possibly do? Those humans are scared out of their wits! How are a bunch of critters gonna be able to put them at ease?"*

*Pinefrost takes a moment to preen, seemingly thinking this over, before answering. "Do any of you know what happens this time of year?"*

*All the PCs can roll DC 10 History checks. If they succeed, they realize tomorrow is Midwinter! In years past, the residents of Stramwerry have celebrated this day with decorations, an even grander-than-usual feast, and the exchange of gifts.*

*"The Midwinter festival...perhaps that is why the young ones are so distressed, worried they will miss out on the festival with their elders gone." Pinefrost puffs up his chest, speaking with conviction. "Then I decree that WE will create a Midwinter festival for them, in order to bring joy and cheer back to Stramwerry!" The gathered animals let out scattered hurrahs at this proclamation, and many begin chattering excitedly, already discussing plans as to how to pull off such an ambitious project. Pinefrost spreads his wings, gesturing for the crowd to hush, and speaks again. "There are many tasks we must complete before morning comes and the big sun rises. Decorations, presents, a delicious meal...we all have our own special skills and talents, but I suggest forming large groups to tackle many tasks at once." He makes a sweeping gesture with his wings, and glowing lines appear on the ground, separating the assembled critters into four roughly equal groups. "These are your allies for tonight. Work together, and we can show Stramwerry a Midwinter festival the likes of which it has never seen before. Now be off! Time is scarce, and the big sun will rise soon!"*

Let the PCs introduce themselves to each other, chat for a little bit, and decide what they want to try and do. Show them the campus map, and let them come up with whatever plans they want for this freeform section. Presented below are the various locations, with a description, resources that can be found within, and minor and major obstacles.



### The Great Hall

The Great Hall is the central gathering place on campus, a huge multifunctional building that can be reconfigured to be a dining hall at mealtimes, an expansive lecture hall for special speakers, or an events space for grand balls and gatherings. Four small turrets rise from each



*corner, serving as offices for high-ranking professors, and the main tower that soars from the center is home to the campus's massive belltower that rings out at mealtimes and midnight.*

*Inside, the hall is illuminated by hundreds of chandeliers holding everburning candles. Tapestries hang from the walls, depicting woven images of Stramwerry's three founders and other notable graduates, though most of this is lost on you. The hall is still arranged as it was for dinner, with three long tables running almost the length of the room, with a smaller, U-shaped table at the one end. Tall stained glass windows would normally allow the light of the small sun to illuminate the room at all hours, but now glow feebly in the dim starlight. Under the windows, on either side of the hall, two giant fireplaces crackle away, each almost 20 feet wide and 10 feet tall, radiating warmth.*

*The Great Hall seems completely abandoned, except for one young human who seems to have fallen asleep at one of the tables, surrounded by piles of books.*

The Great Hall is the largest building on campus, and should be the focal point for the PC's efforts, but is not without its complications. As the main dining area, the builders thought it important to keep pests out, and a dozen *unseen servants* patrol the dining area, looking for animals. If the PCs don't succeed on DC 12 Stealth checks, one of the servants notices them, and rushes over to try and shepherd them out (shoving them with a wall of force, requiring a DC 10 Strength check to overcome, otherwise the PC is forcefully but harmlessly ejected out the front door). Though invisible, the PCs can spot the unseen servants with a DC 14 Perception check, and figure out their routes with a DC 10 Intelligence or Arcana check. Even if they get pushed out, there's nothing stopping the PCs from immediately trying to sneak in again. In addition, if the unseen servants take any damage, they are dispelled for 4 hours until the spell resets.

There's not a lot of actual resources in the Great Hall. There's chopped wood by both fireplaces, the tapestries could be pulled down, and the private offices are filled with paper, ink, books, etc.

### **Staff Housing**

*Near the Great Hall, a collection of smaller buildings makes up the living quarters for the elder humans and their families. While they usually eat in the Great Hall with everyone else, occasionally they will take meals in these houses. Each cottage has a freshly snow-capped roof, making them look cozy and inviting.*

The staff housing is set up as duplexes, and each is actually fairly small (though cozy) inside. The biggest obstacle is that most of the condos are locked (roll a d8 for each home, and the door is locked unless an 8 is rolled). Inside is normal apartment accouterments: a couch, small desk and chair, a bed, dresser filled with a variety of clothes, some books. However, each home the PCs check has one thing that sets it apart, roll to randomly determine what that is.

1. *A plate is set on the writing desk, with an absolutely delicious-looking sandwich sitting atop the platter. You can see bacon, tomatoes, and lettuce sticking out from between two thick slices of bread.*

2. *An open footlocker sits at the foot of the bed, filled with shirts, pants, and boots, seemingly thrown in haphazardly. But one article of clothing attracts your attention, as it smells strange to your sensitive nose.*
  - a. The PCs find a *cape of the mountebank*. They can easily put it on, but to activate it, they must succeed on a DC 10 Intelligence check
3. *This home still has the embers of a fire burning in its fireplace. A large, odd jug sits in the middle of the room, and you smell something delicious inside.*
  - a. This is an Alchemy Jug that can produce one of the following (choose randomly): 4 gallons of beer, 2 gallons of mayonnaise, 1 gallon of wine, or 2 gallons of vinegar
4. *It seems like whoever lived in this house got a jumpstart on Midwinter festivities. Strings of colorful garland hang from the rafters, and a tiny pine tree is set up next to the bed, decorated with colorful ornaments.*
5. *You find an odd sight within this home. The small living room is dominated by several large stuffed figures, life-sized and human-shaped. One is dressed in an elaborate frilly pink dress, and the other two are partially clothed, wearing black and white fancy suits.*

### **The Stables**

*As you approach the stables, your noses are filled with familiar animal scents. An unofficial hangout for the critters of Stramwerry during the day, most of you are very familiar with this area. Two horses live here, Chestnut and Cranberry, plus a small hutch for Hilly, the miniature pony, with extra space for any visitors who might come visit the school. The horses are usually cared for by the students, under the supervision of a stablehand. Chestnut and Cranberry are both asleep in their stalls, apparently not roused for Pinefrost's meeting.*

There's not much here for the PCs, though there is an old, ill-maintained sleigh behind the stables. Hilly is too small to pull it, and the horses would have to be convinced to participate. They do both like the students, but are stubborn and grumpy about being woken up.

### **The Kitchens**

*The Kitchens. The source of the delicious smells that continuously waft over Stramwerry, usually closely guarded by dozens of cooks, servers, and other humans. But now...yours for the taking.*

*The Kitchens are collections of sturdy brick buildings, each of which serves a different purpose. One building is strictly for preparing and cooking the meals, another is dry storage, filled with barrels of unexciting things such as flour, salt, and cornmeal, and a third building is the prep area, where the finishing touches are put on dishes before they're carried into the Great Hall. Most of the fresh ingredients are not stored in the Kitchens themselves, but rather harvested daily from the Greenhouse or surrounding forests. But still, you can't pass up the chance to visit the one area of campus none of you have been to before.*

The Kitchens are a veritable goldmine for the PCs, but not without a guardian of its own. The entire Kitchens area is patrolled by a Shield Guardian, meant to deter pests (and late-night snackers) from stealing from the food stores. While its attacks have been disabled, it's still a

significant opponent, and its strategy relies around grappling smaller creatures and simply carrying them away from the Kitchens. Obviously, this tactic works fine against single opponents, but when faced with multiple targets, those not being carried have plenty of time to slip in before the Guardian returns from depositing its first victim outside the Kitchens.

## SHIELD GUARDIAN

*Large construct, unaligned*

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**Armor Class** 17 (Natural Armor)  
**Hit Points** 142 (15d10 + 60)  
**Speed** 30 ft.

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STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	7 (-2)	10 (+0)	3 (-4)

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**Damage Immunities** Poison  
**Condition Immunities** Charmed, Exhaustion, Frightened, Paralyzed, Poisoned  
**Senses** Blindsight 10 ft., Darkvision 60 ft., Passive Perception 10  
**Languages** Understands commands given in any language but can't speak  
**Challenge** 7 (2,900 XP)      **Proficiency Bonus** +3

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**Bound.** The shield guardian is magically bound to an amulet. As long as the guardian and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the guardian to travel to it, and the guardian knows the distance and direction to the amulet. If the guardian is within 60 feet of the amulet's wearer, half of any damage the wearer takes (rounded up) is transferred to the guardian.

**Regeneration.** The shield guardian regains 10 hit points at the start of its turn if it has at least 1 hit point.

**Spell Storing.** A spellcaster who wears the shield guardian's amulet can cause the guardian to store one spell of 4th level or lower. To do so, the wearer must cast the spell on the guardian. The spell has no effect but is stored within the guardian. When commanded to do so by the wearer or when a situation arises that was predefined by the spellcaster, the guardian casts the stored spell with any parameters set by the original caster, requiring no components. When the spell is cast or a new spell is stored, any previously stored spell is lost.

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### Actions

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**Multiattack.** The guardian makes two fist attacks.

**Fist.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

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### Reactions

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**Shield.** When a creature makes an attack against the wearer of the guardian's amulet, the guardian grants a +2 bonus to the wearer's AC if the guardian is within 5 feet of the wearer.

Inside the kitchens is pretty much anything the PCs could want, food-wise. Preparations had already begun for Midwinter breakfast, so fresh fish and vegetables were already set up on prep stations throughout the kitchen. In addition, the root cellar and dry storage are both full to bursting, in preparation for weathering the long winter.

### Dormitories

Stramwerry's dorms are small, apartment-style dwellings for the young humans that live on campus, at any given time home to 100 or so students. The meadows between the buildings are usually a popular hangout spot for the youths, but right now they're covered in a few inches of fresh powdery snow.

*As you approach, you can hear crying and chattering coming from within the dorms, and the windows glow with warm light from within. It seems most of the younglings are awake, despite how late it is.*

*Wandering the halls of the dorms, you notice something odd: the door of each room has a sock or hat hung from it.*

The Dormitories are by far the most populous spot on campus currently, which might make it difficult for wilder PCs to enter without being noticed. Any PC who wouldn't normally be inside (so anyone but the cats and dogs) will need to make a DC 13 Stealth check to not be noticed and chased out (with tiny PCs getting Advantage and medium PCs getting Disadvantage).

While the dorms themselves don't contain many useful items besides what students would normally have (books, paper, clothes), a small locked shed on the field between the dorms contains various small balls and other toys.

If the PCs succeed on a DC 11 Intelligence check, they figure out that the socks have been hung on the doors in the expectations that small toys and treats will be placed in them (part of the Midwinter festivities)

### **The Quad**

*Three small hills rise up from the campus here, an area mysteriously called "the Quad". Each hill is meticulously cared for by the groundskeeper, and strange swirling patterns are cut into the grass on each mound. One is topped with a small, shallow pond that is currently frozen over, and the largest one has a few trees growing atop it. During pleasant nights, you've seen pairs of students rendezvous on these hills to perform strange activities that you don't fully understand.*

The Quad is largely useless to the PCs, unless they get extraordinarily creative. The tree atop the hill is a lemon tree, and has a good number of fruits on it currently.

### **The Cathedral**

*An odd building that only seems to be used once or twice a week, you've heard it called the Cathedral. The building itself is fairly elaborate, it's architecture almost comparable to the Great Hall, though on a smaller scale. Much like the Kitchens, you've never managed to see what happens in the Cathedral before, but the Cathedral is also much less tempting, bereft of the Kitchens' delicious smells. Unfortunately, you find the front door to be locked.*

*Inside the Cathedral, a dozen or so benches are arranged facing the far side of the room, where a huge sparkling eight-pointed star made of white stone sits on a platform. The domed wooden ceiling has eight skylights set into it, allowing a clear view of the partly cloudy night sky.*



The Cathedral mostly contains things not useful to the PCs, but could be useful in the coming battle against the Fiends. The eight-pointed star is a consecrated symbol of Mystra, goddess of magic.

### **The Greenhouse**

*Surrounded by a thick grove of trees, the Greenhouse is where the students of Stramwerry learn about gardening and agricultural work, overseen by the school's groundskeeper. The persistent light of the small sun usually keeps the building warm and cozy year-round, so it's also a popular gathering spot for animals during the coldest winter nights. Due to the humidity inside, the glass of the Greenhouse is completely fogged up, preventing you from seeing inside.*

*Within the Greenhouse, rows of carrots, chard, cabbage, and other vegetables are growing well, despite the chill outside. In the far corner, a small tangerine tree is just beginning to produce fruit, and a sizable beehive sits dormant, its bees hibernating until warmer days.*

Obviously, the Greenhouse is full of vegetables, but the PCs can also find small shovels and trowels, sacks of dirt and fertilizer (which smells *amazing* to the point that dog, skunk, fox, etc. PCs will need to make a DC 12 Wisdom saving throw to keep from rolling in it and getting very stinky), and some books containing pictures of leaves, flowers, and vegetables.

If the PCs succeed on a DC 16 Perception check, they find an odd object that was dropped into the snow near the entrance to the Greenhouse: a tiny polished steel stone, about an inch across and perfectly spherical. If the PCs succeed on a DC 10 Arcana check, they remember that some of the elder humans on campus have stones like this that float above their head. If any PC tosses it into the air, it begins to orbit their head, granting them proficiency in the History skill. The first time it begins to orbit, any cat PCs must make a DC 12 Wisdom saving throw to avoid immediately batting it out of the air.

### **The Tomb**

*The tomb is hidden in the same grove of trees that conceals the Greenhouse, and the ground here is free of snow. Several winding paths lead to the Tomb, but these are more often used by animals than Stramwerry's humans. The Tomb itself is a grey stone building, ten feet tall and long, and half as wide. Strange glyphs are carved into the door of the tomb, and a tiny stone vase at the foot of the door contains a single withered rose.*

Any PCs who can read Common can read the inscription on the tomb: "Here lie the bones of Ferric Tosscombe"

### **Dean's Office**

*You don't fully know what purpose the Dean's Office serves, but you do know it's where Minister Pinefrost roosts, inside the modest tower that rises from the building's roof. The building itself looks similar to most of the others on campus, a well-built wooden structure with small windows. An arched entrance leads into the interior, flanked by two ever-burning torches.*

*Inside the Dean's Office, you find a small entrance area, with stairs leading up to the second floor. One side room is full of uninteresting books, while the other contains a suit of armor, sword mounted on the wall, and several banners and pennants hanging from the ceiling. Upstairs, you find a room with a large desk and plush chair at the center, a spiral staircase that leads up to Pinefrost's tower, and a locked door.*

Behind the locked door, the PCs find a veritable treasure trove of contraband. The closet is filled with items the Dean has confiscated from misbehaving students, things such as fireworks, balls that scream when you throw them, trading cards showing famous mages, small tops with animated monster arms, and more. All of these items would be very useful to the PCs, but it's just a matter of getting the items out. The first time the PCs take one of these items out of the closet, an arcane alarm goes off, and all PCs will need to make a DC 14 Wisdom saving throw or become frightened of the loud sound.

### **Training Grounds**

*The Training Grounds is an open-air pavilion next to a large cleared field, where you often see the students participating in athletic and magical competitions. This area is also a popular hangout for Stramwerry's dogs, running through and around obstacles as they chase sticks and balls the younglings throw for them.*

Next to the Dean's Office, the Training Grounds might have the most useful items for the PCs if they're looking for gifts. An unlocked closet inside the pavilion contains balls and hoops of all sizes, and another locked one holds a dozen wooden training swords. In the open field, a small obstacle course is set up, including a rope maze, boxes to climb over, and a set of monkey bars.

### **The Library**

*Centrally located, the Library is a quiet part of the campus, avoided by most animals as being fairly uninteresting. The wooden building has tall glass windows running along both sides of it, and the heavy front door actually has a tiny door cut into the base, to allow the library's resident cats to come and go as they please.*

*Inside the Library are rows and rows and rows of books. Looking over the endless scribbles that you can't decipher, you notice that some of the books give you an odd feeling that you can't quite describe. The Library's front desk is arranged to watch over the entire space at once, and an overstuffed and cozy cat bed sits prominently on top.*

If the PCs succeed on a DC 11 Arcana check, they realize the odd feeling the books are giving them is magical energy, something that is prevalent throughout the entire campus but stronger here, where the books are packed so close together. These magical books, logically, are more valuable, and if the PCs wanted to collect them as presents, they'd be a fine prize.

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*You're exhausted after a long night of trying to put together your own Midwinter celebration, but things are starting to come along nicely. Between your haul and the other animal's work, the campus does look a little cheerier.*

Here's some things the other animals did (unless the PCs did it first):

- *The pigeons from the Great Hall's belltower have decorated the exterior of the Great Hall with strips of colorful fabric tied into long ropes, and draped from the building's eaves.*
- *Hilly the pony has dragged a large pine tree in from the forest, and propped it up atop the tallest hill of the Quad, where its frozen branches sparkle in the starlight. Raccoons from the Reaching Woods collected forks and knives from the Kitchens and stashed them among the branches, where they occasionally flash with reflected light.*
- *Seabreeze, with the help of a few ducks, collected berries and crushed them up, then walked through the fresh snow, leaving patterns of shocking red streaks that cut through the white snow.*
- *Under the supervision of Pinefrost, two badgers have scooped up piles of snow to make approximations of the snow figures the children sometimes erect this time of year. Their faces are crude, with acorns and sticks sticking out at odd angles, but get the idea across.*
- *A penguin that you've never seen before has dressed himself in a large green coat and somehow fastened a sack to his back, which is overflowing with books taken from the library.*

Let the PCs enact their own plans for a bit, and then have them all make DC 15 (scent-based) Perception checks. If they succeed, they feel a strange aura, and smell something odd and unnatural on the wind, coming from near the entrance to Stramwerry.

*At the foot of the stairs leading into the Great Hall, you encounter a bizarre sight. Two red creatures, human in shape but the size of a crow bicker angrily with each other, while behind them, five beings, appearing more than anything like melted snowmen, groan and shuffle in place. Surprisingly, you can understand the two red creatures. "Krot, you moron, our instructions were just to scout out the school. We can't possibly hope to take over the entire campus, look at the size of it!" The other one sneers as it replies. "That's where you're wrong, Yex! The adults are already in Avernus, and without them here, all the barriers that protect the school are gone, broken! There's just a bunch of children here, delicious little children's souls! Easy easy easy!"*

When the Imps notice the PCs, they laugh and ask what a bunch of animals are looking at. When the PCs attack, Krot orders the Lemures to attack them, while the two imps try to stay out of combat, only attacking if they're attacked and otherwise just directing the Lemures. If one of the imps dies, the other flees, leaving the Lemures to their fate, knowing they're cannon fodder anyway.

## IMP

*Tiny fiend (devil) , lawful evil*

**Armor Class** 13

**Hit Points** 10 (3d4 + 3)

**Speed** 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

**Skills** [Deception](#) +4, [Insight](#) +3, [Persuasion](#) +4, [Stealth](#) +5

**Damage Resistances** Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered  
**Damage Immunities** Fire, Poison

**Condition Immunities** [Poisoned](#)

**Senses** [Darkvision](#) 120 ft., [Passive Perception](#) 11

**Languages** Common, Infernal

**Challenge** 1 (200 XP)

**Proficiency Bonus** +2

**Shapechanger.** The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Devil's Sight.** Magical darkness doesn't impede the imp's [darkvision](#).

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

## Actions

**Sting (Bite in Beast Form).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

**Invisibility.** The imp magically turns [invisible](#) until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is [invisible](#) with it.

## LEMURE

*Medium fiend (devil) , lawful evil*

**Armor Class** 7

**Hit Points** 13 (3d8)

**Speed** 15 ft.

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

**Damage Resistances** Cold

**Damage Immunities** Fire, Poison

**Condition Immunities** [Charmed](#), [Frightened](#), [Poisoned](#)

**Senses** [Darkvision](#) 120 ft., [Passive Perception](#) 10

**Languages** Understands Infernal but can't speak it

**Challenge** 0 (10 XP)

**Proficiency Bonus** +2

**Devil's Sight.** Magical darkness doesn't impede the lemur's [darkvision](#).

**Hellish Rejuvenation.** A lemur that dies in the Nine Hells comes back to life with all its hit points in 1d10 days unless it is killed by a good-aligned creature with a [bless](#) spell cast on that creature or its remains are sprinkled with [holy water](#).

## Actions

**Fist.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

The big sun slowly comes over the horizon, first striking the tower of the Great Hall, and then gradually bathing the entire campus in its warm glow. The freshly-fallen snow sparkles in the early morning light, and you scramble to put the finishing touches on the meal you’ve created as the Great Hall’s bells chime out. You can hear murmuring from the dorms as the young humans gradually wake up, but soon that muttering is replaced with shouts of surprise and joy as they discover the stockings on their door are filled with presents. Laughter echoes across Stramwerry as the students slowly filter out of the dorm, showing off their new gifts as they enter the dining hall, and yet again, there’s a chorus of gasps of delight as they see the feast you’ve managed to put together. You watch from a distance as they descend hungrily on the meal, and for the first time since the elders disappeared last night, it seems like the children aren’t scared anymore.

You’re feeling quite pleased with yourselves when you’re startled to hear the sound of hoofbeats approaching the main gate of the campus.

Still wary after last night’s encounter, you peer down the school’s long driveway at the approaching figures. A dozen people on horseback, wearing crimson and white armor. As they draw closer, you can see each of them has an emblem on their chest of a large circle slightly eclipsed by a smaller one. They slow as they approach the gates, and the lead figure swings down off their horse and holds up a hand for the others to wait. They take off their helmet revealing them to be an older human woman with long brown hair, and you watch as her eyes sweep over the school, a look of relief on her face. She begins to turn back to her companions, but seemingly notices you watching her for the first time. She crouches down, and extends a

*gauntlet-clad hand. To your great surprise, you can understand her as she speaks, a kind smile spreading across her face. "Hey there buddy, aren't you a good (whatever animal)? Did you keep these kids safe last night? Hahah!"*