

The Prison of Gesig - 437SaPrGe

©2024 BrazenWolfe Tabletop, All Rights Reserved, Permission Granted to copy for personal use.

Theft in the city of Karaol has the party searching for the thieves responsible for stealing another adventurer's bag, the contents of the bag? A prison to a legion of demons. The party needs to find the saddlebag and return it to their fellow adventurer before it's too late.

However the thief is not someone they would expect, it is likely the last person they would expect and they have unknowingly taken the bag. Will the party locate the bag of imprisonment before the bag's content spills forth and destroys Karaol.

DM: (A misplaced bag is urgently needed to be found as it is a prison for a demonic army. The bag was mishandled by a new stablehand as the party entered the city at the same time as the bags owner, Fylaine Hellkeeper, and they had it stored on their animal ready for their next transport and job. The bag's magic was required to be renewed in order to keep the seals working and the demons contained.)



The party said their farewells to Bruce, the tavern keeper in Karaol, and headed to retrieve their horses from Tudric, the stablemaster. After preparing, they were hurriedly stopped by Bruce who informed them that Fylaine, a famous paladin, needed help finding a stolen artefact, the Prison of Gesig, which held a legion of

trapped demons. Fylaine explained the urgency, as the seal on the artefact would soon break, potentially releasing the demons. She asked the party to help recover it before chaos ensues.

DM: (The party's job is to look for clues to where the bag could be, it should be easy as demons are leaking out of it. For reference see, **437MoMiLu** & **437TuFyHe**, the bag is currently wherever their horses are and the first sign is that a demon appears and attacks the people near the animals - chasing them as if they have the bag. This has spooked the horses and they have run off through the city causing demons to appear sporadically where the horses go. However, many shy away from the people as they don't want to draw attention to themselves. This encounter is minimal, a simple scout creature that should be **trivial in challenge** for the party, refer also to **437WeKaNi**)

The party discovered that their saddlebag had been mixed up with the Prison of Gesig, leading to demonic chaos in the city. Despite their efforts, they lost Fylaine while battling various demons. The commotion caused panic among the city's people, creating a moment for the party to blend in



with the fleeing crowd, but also more prey for the demons. The seal on the Prison weakened with every delay, adding to the urgency of their quest.

DM: (The horses are found, saddlebag missing - it appears some opportunistic person had taken it. They sold it to a merchant at the market who unknowingly stored it with his wagon near an alleyway where he was set up. This creates a

perfect place for the demonic creatures to break free and search for the bag (which they don't find - they aren't very smart)

The market is vibrant with the scents of spices, food, and herbs, illuminated by colourful lanterns. Sellers of enchanted trinkets and magical potions are amidst buskers who fill the air with music. However, shadows hint at darker dealings, and as the Prison of Gesig's seals weaken, panic ensues, causing chaos in the bustling market. Stalls turn into shelters as people seek refuge from the impending darkness.

DM: (The market stalls, laneways and rooftops are all hiding places for hte demons that have come forth from the bag. These will come in small groups of **moderate to low challenge** but should feel like there is a progression, a few smaller demons, less larger ones then a few more mean ones as the party explores the area. Waves of foes or a 'chase-esque' scene can make this encounter feel like it needs to be. See **437FrMeGeHo** as a reference)

Fighting the remaining few demons the party find several small bat-winged creatures grappling over an old leather bag. The bag itself seemed to burn the creatures but a pulsating orange glow could be seen from the flap that barely held closed as the energy within surged.

The bag pulsed and surged with a life of its own as they ran towards the temple where Fylaine could be seen fighting a few demons from the steps to its front door. As the paladin saw them she pushed back on the last demons that were harassing her and rushed towards the party brandishing

her resplendent great sword. However, before she could reach them the bag burst forward out of the grip of the adventurer holding it and a large form pulled itself out from the bag. The demon snarled at the paladin and the party as it finished pulling its wings, tail and bulky form through the bag's portal. The general of the Gesig demon legion was free.

DM: (The final encounter should be away from the markets but in the broader streets leading to the church. The part will have a NPC that draws some of the creatures attacks (legendary actions if using D&D) but it will be focused on them predominately. This encounter is a **moderate to challenging rating** and focused on a single big creature with multiple action phases that should keep the party from overwhelming it instantly. Once defeated its corpse burns into the ground forming a pit of molten stone in its shape and the bag becomes inert and quiet.)

