



# SOMETHING WILD THE CAGED CONVERSION

REQUIRES THE AD&D PLANESCAPE  
ADVENTURE SOMETHING WILD, TO PLAY

BY IGOR COMUNALE



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# INTRODUCTION

This conversion updates to the fifth edition of *Dungeons & Dragons* the *AD&D* Second Edition *Something Wild* adventure set in the *Planescape* setting. This adventure is suitable for characters from 4<sup>th</sup> to 7<sup>th</sup> level. This conversion assumes a four 6<sup>th</sup> level characters party.

## BACKGROUND

*Something Wild* is an adventure that takes the player characters from Sigil to the prison-plane of Carceri and the dark jungles of the Beastlands. Malarites are trying to free their lord from his exile on Carceri and loose him upon the ripe stalking grounds of the Beastlands. But the plan is having nasty repercussions on the Beastlands itself, causing each person and animal on the plane to become more feral. And now the corruption is rippling beyond the borders of the plane...

## ADVENTURE SUMMARY

**Chapter I** begins in Sigil, where the characters meet Sashell, a seeming barmy from the Beastlands who turns into a tiger and attacks them. Notes in the barmy's dream journal point to a number of spots in Sigil, and the group's investigation slowly leads them to the plot to free Malar. At the same time, a Mercykiller paladin asks the characters' help in finding criminals who've mysteriously vanished from the Prison. However, the heroes' investigation seems to indicate that the Mercykillers themselves are involved in a cover-up to mask the disappearances. What's more, people and animals in the Cage are growing more savage and primal. The chapter ends when the characters leave Sigil and follow a trail of clues to Carceri or the Beastlands.

In **Chapter II**, the characters enter the Land of the Hunt, Malar's realm on Carceri. There, the heroes are caught in a battle for supremacy between the dens of Garond and Guilder Starkad. While exploring the dangerous stalking

grounds of the realm, the characters meet a kidnapped animal petitioner from the Beastlands and witness a Deliverer trap a beast's spirit and feed it to Malar. Finally, the heroes must rescue Meuronna the dream hunter from the gehreleth lair. The chapter ends when the characters leave Carceri with Meuronna and head for the Beastlands.

In **Chapter III**, the characters arrive in Krigala, the first layer of the Beastlands, where the corruption of the plane begins to transform them into animals. They journey to the abandoned town of Signpost, where the One lies dreaming, guarded by Garond and his Deliverers. However, the Signer can't be awakened by conventional means – Meuronna must cast the characters into the tainted dreamscape. There, they must rescue the One from his nightmares and lead him back to the waking world. Only by freeing the Signer from his terrifying dreams can they turn back the tide of corruption washing across the Beastlands.

## RUNNING THE ADVENTURE

To manage the adventure using this conversion, you need the main rules of *Dungeons & Dragons* fifth edition (*Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*) and *Monsters of the Multiverse*. Further, you'll need *Planescape: Adventures in the Multiverse* to have all the information about the setting and the new rules in the current *DeD* edition.

Non-player characters and monsters that are not present in these sources are presented in this conversion.

## CHARACTERS' PROGRESSION

If the characters are at 6<sup>th</sup> level, they level up during the adventure with an event-based progression as follows:

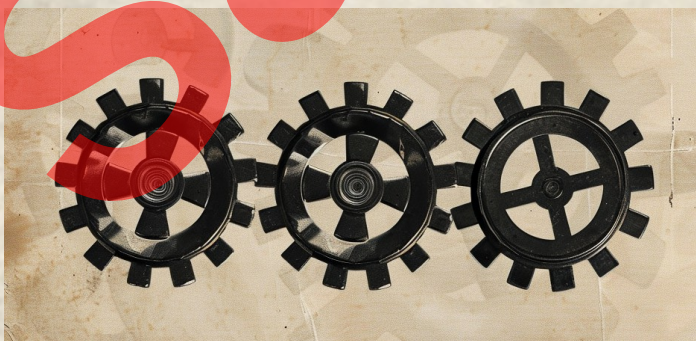
- At the end of **Chapter II: The Hills Are Alive** the characters should reach 7<sup>th</sup> level.
- At the end of the adventure, the characters should reach 8<sup>th</sup> level.

### Variant: Changing Factions

Since in the actual incarnation of the setting some factions were changed, merged, or even erased, you may want to substitute *AD&D 2<sup>nd</sup> Edition* factions with those presented in *Planescape: Adventures in the Multiverse*.

The *Believers of the Source* and the *Sign of One* factions have been merged in the *Mind's Eye* faction, while *Free League*, *Revolutionary League* and *Xaositects* have been merged in the *Hands of Havoc* faction.

Using the *Mind's Eye* instead of the *Signers* will slightly influence this adventure, but you can easily adjust the story to take this change into account.



# CONVERSION

This section describes the necessary updates to play the adventure with the rules of *Dungeons & Dragons* 5<sup>th</sup> Edition. The updates follow the same order and have the same title as the parts in the original adventure. If a reference to a part of the adventure is absent, then it means that it does not require any modification and can be used in its original form.

The text appearing in this way is intended to be read or paraphrased to the characters when they arrive at a certain place or certain events occur, as described in the text.

The text that appears in these boxes contains additions to the adventure and game recommendations for the DM.

## FORCES OF CONTENTION

Six different forces or groups are enmeshed in the struggle to bring Malar to the Beastlands.

## THE DELIVERERS

The six Deliverers travel back and forth between the Land of the Hunt and Krigala, leading other Malarites on hunting expeditions and overseeing the capture of animal petitioners. **Garond the Claw** remains on the Beastlands to direct D'kess and his crew, and to make sure that the body of the One, lying in Dreamhearth, is protected from harm.

Garond's a stout tiefling, but he's still nimble enough to hunt prey with great stealth and speed. Small horns protrude from his forehead; Garond considers them a sign of virility. He wears the ebony pelt of a panther around his torso like form-fitting leather, leaving his arms and legs free for movement. As leader of the Deliverers, Garond is proud and fierce, and he carries himself with a noble bearing. He feels contempt for anyone, including the characters, who does not follow Malar.

## GUILDER STARKAD

Garond's plan to free Malar threatens the ego and prestige of **Guilder Starkad**, the human leader of the largest pack of hunters in Malar's realm. As a result, Starkad's willing to do anything necessary to bring down the tiefling wizard. As a priest of Malar, Starkad wants to see the power freed, but he wants credit for it himself. Starkad can't afford to fight Garond openly, because they're supposedly working toward the same goal.

## GAROND THE CLAW

Medium Humanoid (tiefling, wizard), chaotic evil

**Armor Class** 14 (17 with mage armor)

**Hit Points** 123 (19d8 + 38)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 15 (+2) | 18 (+4) | 14 (+2) | 16 (+3) | 12 (+1) | 16 (+3) |

**Saving Throws** Int +7, Wis +5

**Skills** Arcana +7, History +7, Nature +7, Perception +9, Survival +9

**Damage Resistances** fire

**Condition Immunities** frightened

**Senses** darkvision 60 ft., passive Perception 19

**Languages** Abyssal, Celestial, Common, Elvish, Infernal

**Challenge** 9 (5,000 XP)

**Special Equipment.** Garond wields a mace of smiting and a dagger +2. He wears an obsidian triangle pendant.

## ACTIONS

**Multiattack.** Garond makes three arcane burst attacks or one bite attack and two melee weapon attacks.

**Arcane Burst.** *Melee or Ranged Spell Attack:* +7 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 19 (3d10 + 3) force damage.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

**Dagger +2.** *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

**Mace of Smiting.** *Melee Weapon Attack:* +7 to hit or +9 against constructs, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage or 8 (1d6 + 5) against constructs. When Garond rolls a 20 on an attack roll made with this weapon, the target takes an extra 2d6 bludgeoning damage, or an extra 4d6 bludgeoning damage if it's a construct. If a construct has 25 hit points or fewer after taking this damage, it is destroyed.

**Spellcasting.** Garond casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 15):

At will: *light, mage hand, message*

2/day: *arcane lock, magic mouth, protection from evil and good, shield, stinking cloud*

1/day: *blink, dimension door, dominate beast, dominate person, hold person, major image, vampiric touch*

**Innate Spellcasting.** Garond casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 15):

At will: *thaumaturgy*

1/day: *darkness, hellish rebuke*

## GUILDER STARKAD

Medium humanoid (human, cleric), chaotic evil

**Armor Class** 14 (16 with *shield of faith*)

**Hit Points** 126 (28d8)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 18 (+4) | 11 (+0) | 10 (+0) | 16 (+3) | 14 (+2) |

**Saving Throws** Wis +6, Cha +5

**Skills** Medicine +6, Nature +3, Perception +9, Religion +6, Stealth +7, Survival +9

**Senses** passive Perception 19

**Languages** Common, Sylvan, Terran

**Challenge** 8 (3,900 XP)

### ACTIONS

**Multiattack.** Starkad makes three attacks: one with his bite and two with his claws of Malar.

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

**Claws of Malar.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

**Fury of Malar (Recharge 5-6).** Starkad makes four claws of Malar attacks with advantage. Starkad deals an extra 10 (3d6) radiant damage when he hits a target with a claws of Malar attack and has advantage on the attack roll.

**Spellcasting.** Starkad casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 14):

At will: *guidance, light, sacred flame*  
2/day each: *animal friendship, charm person, cure wounds, detect poison and disease, flame blade, lesser restoration, shield of faith, spiritual weapon*  
1/day: *conjure animals, control winds, dominate animal, freedom of movement, giant insect*

## THE SIGN OF ONE

The Signer chosen for the *dreamlink* was a local cutter known around town as **the One**. See, faction members believe that each body imagines the multiverse or himself. But some take that idea a step farther, claiming that a single Signer, somewhere, keeps the whole multiverse going, just through the power of his mind. The githzerai in Signpost never claimed to be that special blood, but his strong ability to think things into existence made folks in town start calling him "the One" anyway.

**Sarazh**, the high-up of Signpost and Dreamhearth, agreed to watch over the One and make sure the *dreamlink*

went smoothly. However, apart from the two of them and a small handful of berks in Dreamhearth, no one knew about the experiment - not even faction high-ups in Sigil. The dream crew just didn't see how the experiment would affect anyone but themselves, and they wanted to keep it secret until they found success.

To help boost the One's power, Sarazh enlisted **Meuronna**, a tabaxi (leopard-woman) dream hunter from Bast's realm on Ysgard. Meuronna's powers kept the One deep in the *dreamlink* and guarded his mind from psychic dangers. 'Course, Garond forced Meuronna to trap the berk in a tainted dreamscape and then sent her to Carceri, where she's now held prisoner by gehreleth.

## SARAZH

Medium humanoid (tiefling, cleric), lawful good

**Armor Class** 15 (breastplate)

**Hit Points** 144 (32d8)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 12 (+1) | 12 (+1) | 10 (+0) | 13 (+1) | 20 (+5) | 18 (+4) |

**Saving Throws** Wis +9, Cha +8

**Skills** History +5, Medicine +13, Perception +9, Persuasion +8, Religion +9

**Damage Resistances** fire

**Senses** darkvision 60 ft., passive Perception 19

**Languages** Abyssal, Common, Infernal

**Challenge** 10 (5,900 XP)

### ACTIONS

**Multiattack.** Sarazh makes three melee attacks.

**Mace.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage plus 14 (4d6) radiant damage.

**Light of Deneir.** *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 61 (16d6 + 5) radiant damage.

**Spellcasting.** Sarazh casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 17):

At will: *guidance, light, sacred flame*  
2/day each: *aid, cure wounds, daylight, dispel magic, hold person, lesser restoration, silence, spirit guardians, spiritual weapon*  
1/day: *blade barrier, divine word, guardian of faith, freedom of movement, heal, insect plague, mass cure wounds, planar ally, raise dead, resurrection*

**Innate Spellcasting.** Sarazh casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 16):

At will: *thaumaturgy*  
1/day: *darkness, hellish rebuke*

## THE ONE

Medium Humanoid (githzerai, bard), chaotic good

**Armor Class** 15 (chain shirt)

**Hit Points** 55 (10d8 + 10)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 11 (+0) | 14 (+2) | 12 (+1) | 11 (+0) | 15 (+2) | 18 (+4) |

**Saving Throws** Dex +4, Wis +4

**Skills** Acrobatics +4, Perception +6, Performance +8, Persuasion +8

**Damage Resistances** psychic

**Senses** passive Perception 16

**Languages** Celestial, Common, Gith

**Challenge** 3 (700 XP)

**Mental Discipline.** The One has advantage on saving throws to avoid or end the charmed and frightened conditions on himself.

## ACTIONS

**Multiattack.** The One makes two Shortsword or Shortbow attacks. He can replace one attack with a use of Spellcasting.

**Shortbow.** Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

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

**Cacophony (Recharge 4-6).** Each creature in a 15-foot cube originating from the One must make a DC 14 Constitution saving throw. On a failed save, a creature takes 9 (2d8) thunder damage and is pushed up to 70 feet away from the One. On a successful save, a creature takes half as much damage and isn't pushed.

**Spellcasting.** The One casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 14):

At will: *dancing lights*, *mage hand*, *prestidigitation*  
1/day each: *charm person*, *fear*, *hold person*, *invisibility*, *sleep*

**Spellcasting (Psionics).** The One casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 14):

At will: *mage hand*  
1/day each: *detect thoughts*, *shield*

## BONUS ACTIONS

**Taunt (2/Day).** The One targets one creature within 30 feet of him. If the target can hear the One, the target must succeed on a DC 14 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the One's next turn.

## MEURONNA

Medium Humanoid (tabaxi), chaotic neutral

**Armor Class** 15 (leather armor)

**Hit Points** 93 (17d8 + 17)

**Speed** 30 ft., climb 20 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 12 (+1) | 19 (+4) | 13 (+1) | 14 (+2) | 14 (+2) | 15 (+2) |

**Skills** Athletics +4, Insight +5, Perception +8, Stealth +10, Survival +8

**Senses** passive Perception 18

**Languages** Common, Tabaxi

**Challenge** 5 (1,800 XP)

**Feline Agility.** When Meuronna moves on her turn in combat, she can double her speed until the end of the turn. Once she uses this ability, Meuronna can't use it again until she moves 0 feet on one of her turns.

## ACTIONS

**Multiattack.** Meuronna makes three attacks with her claws, her shortsword, or her shortbow.

**Claws.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) slashing damage.

**Shortbow.** Ranged Weapon Attack: +7 to hit, range 80/320 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

**Shortsword.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

**Feline Rush (Recharge 4-6).** Meuronna moves up to her speed without provoking opportunity attacks and then makes one shortsword attack. On a hit, the target takes an extra 10 (3d6) slashing damage.

## THE VILE HUNT

The Vile Hunt is a group of lawful evil humanoids who can't stand the idea that a beast might be smarter than they are. Led by a nasty berk named **D'kess**, the hunters think the intelligent animal petitioners of the Beastlands are abominations, good for nothing but the dead-book. When the Malarites came to the plane, Garond made the Hunt unwitting pawns in his own plan.

## THE VERDANT GUILD

Opposing the Vile Hunt is a sect called the Verdant Guild, who try to protect the Beastlands from hunters and ecological despoiling. Members call themselves Wylders. Each Wylder wears an animal mask that lets him speak with the kind of beast depicted on the mask.

## D'KESS

Medium Humanoid (human), lawful evil

**Armor Class** 14 (studded leather)

**Hit Points** 82 (11d8 + 33)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 17 (+3) | 14 (+2) | 16 (+3) | 12 (+1) | 11 (+0) | 10 (+0) |

**Skills** Athletics +5, Perception +2

**Senses** passive Perception 12

**Languages** Common

**Challenge** 4 (1,100 XP)

**Special Equipment.** D'kess has a pouch of *dust of disappearance*.

## ACTIONS

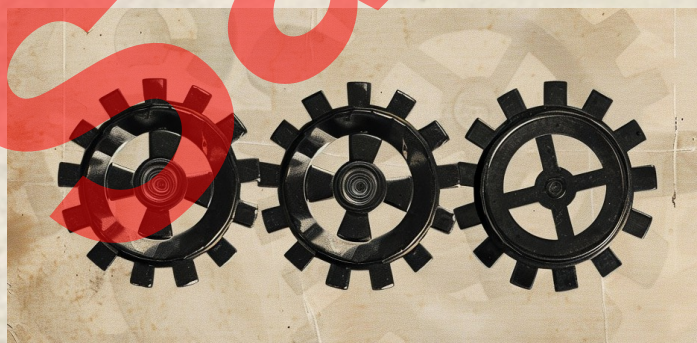
**Multiattack.** D'kess makes three longsword attacks.

**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

## THE CAT LORD

Needless to say, the new **cat lord** detests being blamed for the changes affecting the Beastlands. But the increased savagery in the beasts, the shapeshifting of humanoids into animals, and the constant nightmares of cats all seem to point the finger in her direction.

The cat lord keeps out of the affairs of humanoids, so she doesn't know about the *dreamlink* or the tainted dreamscape. What's more, she knows only the basics about the Malarites and the *Vile Hunt* - felines who've been stalked by either group have told their lord that evil berks are hunting the animals. But the cat lord knows nothing of the plot to bring Malar to the Beastlands.



## CAT LORD

Medium fey (shapechanger), neutral

**Armor Class** 20 (natural armor)

**Hit Points** 184 (16d8 + 112)

**Speed** 50 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 22 (+6) | 22 (+6) | 24 (+7) | 16 (+3) | 24 (+7) | 24 (+7) |

**Saving Throws** Con +12, Wis +12, Cha +12

**Skills** Intimidation +12, Perception +17, Survival +17

**Damage Immunities** poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, exhaustion, frightened, poisoned

**Senses** darkvision 120 ft., truesight 120 ft., passive Perception 27

**Languages** all, telepathy 120 ft.

**Challenge** 16 (15,000 XP)

**Shapechanger.** The animal lord can use its action to polymorph into a Large giant cat, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Keen Hearing and Smell.** The animal lord has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

**Pounce (Giant Cat Form Only).** If the animal lord moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 19 Strength saving throw or be knocked prone. If the target is prone, the animal lord can make one bite attack against it as a bonus action.

## ACTIONS

**Multiattack (Giant Cat Form Only).** The animal lord makes three melee attacks: one attack with its bite and two attacks with its claws.

**Multiattack (Humanoid Form Only).** The animal lord makes three longsword attacks or four dart attacks.

**Bite (Giant Cat Form Only).** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

**Claw (Giant Cat Form Only).** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

**Dart (Humanoid Form Only).** *Ranged Weapon Attack:* +11 to hit, range 20/60 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage.

**Longsword (Humanoid Form Only).** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage, or 11 (1d10 + 6) slashing damage if used with two hands.

**Spellcasting.** The animal lord casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 20):

3/day each: *charm person*

1/day each: *antimagic field*, *plane shift*, *teleport*