

E. Efreeti Mirage

Efreeti Mirage is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 8, 11, 14, or 17**. This document offers a general guideline on scaling the adventure for each level. Deep in the desert it is said that a magical hotel will appear to adventurers in need. Unfortunately, while the Mirage Hotel does exist, its purposes are far more sinister than they appear.

Background

Manasseh Jisabbom'abaid Ruzinazzimal Obezzen—or simply Master Manasseh to mortals incapable of comprehending the full glory of his name—is an ancient and powerful efreeti. He is so old and powerful that he has created a domain known as the Mirage Hotel capable of slipping between the Material Plane and its own demiplane. While some of its guests are allowed to leave to

keep the myth of the Mirage Hotel alive, many more are enslaved and never heard from again.

Locating the Mirage Hotel

If the party is seeking out the Mirage Hotel they must track down where it has previously appeared or search for areas of high magical energy, all while surviving the harsh conditions of the desert.

Each day while searching for the Mirage Hotel the party must choose one character to perform a DC 15 Wisdom (Survival) check. On a failure, the party experiences a random encounter at some point during the day, as shown in the Locating the Mirage Hotel Encounters table. After five successful checks, the party reaches their destination.

LOCATING THE MIRAGE HOTEL ENCOUNTERS

d6	8th- or 11th-Level Encounter	14th- or 17th-Level Encounter
1	1d10 giant hyenas	2d6 wights
2	1d3 air elementals	1d4 + 2 medusas
3	1d4 cyclopes	2d4 cyclopes
4	1d4 + 2 giant scorpions	1 purple worm
5	2 fire elementals	1d3 guardian nagas
6	A trading merchant	A trading caravan
7	1 adult brass dragon	1 ancient brass dragon
8	1 roc	1d4 rocs

Alternatively, the Mirage Hotel may appear to the characters in their time of need. It is most likely to appear when they are wounded from a difficult fight, lost, exhausted, or in danger of running out of rations.

Mirage Hotel

The Mirage Hotel is a decadent mini-resort that appears to be crafted of the finest materials money can buy.

General Features

Unless stated otherwise, the Mirage Hotel has the following features.

Architecture. All of the structures and furniture in the Mirage Hotel are magical in nature and immune to all damage as well as transmutation effects. However, a dispel magic spell can temporarily suppress these properties in a 5-foot-cube section of the architecture for 10 minutes.

Doors and Windows. The doors and windows of the Mirage Hotel generally

follow the same rules as the rest of the architecture. Locked doors and windows require a successful DC 20 Dexterity check using proficiency in thieves' tools to unlock or a successful DC 20 Strength check to force open.

Environment. The weather is always perfect at the Mirage Hotel. During the day it is hot and sunny with a refreshing breeze. At night the temperature cools enough that the light covers provided in the guest rooms are cozy rather than sweaty. There is never a cloud in the sky or a rainy day.

Illumination. The hotel is brightly lit by continual flame spells in decorative candelabras. A creature can use its object interaction to toggle the lights in bedrooms on and off by clapping twice.

Magical Saturation. Due to its highly magical nature, any character that attempts to cast detect magic must succeed on a DC 13 Intelligence saving throw or gain a level of exhaustion from sensory overload. Regardless of whether the character

CURSE OF THE MIRAGE HOTEL

Curse Level	Effect
1st	The progress of time loses all meaning. The cursed creature believes that they arrived at the hotel yesterday and will leave tomorrow.
2nd	The creature begins to express a desire to retire and starts to offer to help out around the Mirage Hotel. The creature no longer has any desire to leave the hotel in the near future.
3rd	The cursed creature is fully enslaved, believes themselves to be a willing servant of the Mirage Hotel, and moves into the servant's quarters. Their memories prior to their enslavement are repressed (even to those using <i>detect thoughts</i> or similar magic), and if asked about people or events from their past they brush it off as uninteresting and unimportant.

succeeds or fails this saving throw, the spell immediately ends.

Mental Corruption. An insidious magical enslaving effect permeates the Mirage Hotel. Once every 24 hours each guest of the Mirage Hotel must succeed on a DC 12 Charisma saving throw or advance one level on the Curse of the Mirage Hotel table. Creatures that are immune to being charmed make this saving throw with advantage.

The first and second levels of this curse can be cured with a *remove curse* spell or similar magic, or by killing Manasseh. Once a creature advances to the third level, the curse becomes permanent, and nothing short of a *wish* spell can remove it. All servants of the Mirage Hotel are affected by this curse.

Daily Events

The following events occur on specific days, providing the characters with clues and incentives to expose the mysteries of the Mirage Hotel.

Day 1. The characters are awoken by a loud argument from room 5b. Jerrick (see pages 7–8) has advanced to the second level

of the curse and wants to retire, which Eliza finds disrespectful to their dead party members.

Day 2. Eliza has also advanced to the second level of the curse and seems to have come around to Jerrick's way of thinking. Instead of swimming, they tidy up around the pool and bar for part of the day.

Day 3. Kylantha (see page 9) knocks on the door of one of the character's bedrooms. She is dressed as a maid and asks whether they want their sheets changed. She has fully succumbed to the curse.

Day 4. If the characters ask the guards in area 10 (see page 9), they are allowed up to the master suite. Manasseh is in the mood to challenge his guests to a game of cards.

Day 5. The hotel briefly stops by the Material Plane to pick up a half-dead caravanner who got lost in the desert. The characters have a 30-second window to escape, if they so desire.

Keyed Locations

The following locations are keyed to the maps of the Mirage Hotel on pages 4–6.



01 – Entrance

One second you're in the desert with nothing but rolling dunes and the hot sun beating down on you; the next, the air in front of you shimmers as if you were approaching a mirage. The shimmering increases until a small building complex fades into reality directly in front of you. "Mirage Hotel" is written in shiny gold letters on the gate.

As soon as the entire party has entered through the gate, the hotel shimmers slightly

and a tingle of magical energy seems to fizz along the characters' skin. A character that succeeds on a DC 20 Intelligence (Arcana) check can tell that this magic was some sort of planar transportation effect.

Trick: Please Come Again! The gate out of the hotel is not locked and the party is free to leave at any time. However, the Mirage Hotel is located in a pocket dimension that can't be left via nonmagical means. Shortly after the Mirage Hotel disappears over the horizon, it reappears in front of the party no matter which direction they leave.



02 – Reception

A silver bell on the door jingles as you enter. A woman with bubblegum-pink hair looks up from her desk across the lobby with a smile and says “Welcome to Mirage Hotel!”

2a. The front desk is staffed during the day by Carmela Kosmin. Every few hours she takes a break, leaving a “ring bell for service” placard on the counter.

There are currently four rooms available in the Mirage Hotel: one on the main floor and three on the first floor. The rooms have no

cost, but the receptionist does imply that guests typically tip the staff generously. Each character is provided with a key to their room upon check-in.

If they attempt to set a check-out date the receptionist laughs pleasantly and says, “No need to worry about that! You are welcome to stay as long as you like!”

Encounter: Kind Carmela. Carmela (NG human **veteran**) only attacks if the characters start a physical conflict or Manasseh is killed.

2b. The reception records are kept in a locked room adjacent to the front desk.



Secret: Missing Check-Outs. A character who spends at least 1 minute reading through the records and succeeds on a DC 12 Intelligence (Investigation) check realizes that most people who check into the Mirage Hotel never check out.

03 – General Store

The shelves, weapons racks, and display stands of the general store are stuffed to the bursting with all the equipment an adventurer could possibly need.

During the day, characters can purchase any nonmagical item they desire here at its typical cost from the grumpy drow shopkeeper, Vhondryl Illistyn.

Trick: Quantum Gear. The gear in the general store only exists as long as the shopkeeper is present. At night while he is sleeping—or in the case of his death—the shelves are mysteriously barren and the merchandise is nowhere to be found.

Encounter: Shopkeeper. Vhondryl Illistyn (NE female **drow**) only attacks if the characters start a physical conflict or Manasseh is killed.

04 – Kitchens and Dining Area

A well-dressed waiter patrols this large dining room and offers to seat you at a table as soon as you enter. From within the kitchen, the delectable aroma of lavish meals makes your mouth water.

The doors to 4b–d are not locked during the day, but the characters are politely asked not to get in the way of the staff if they try to enter.

4a. The full-service dining room offers 3 complimentary meals a day to its guests. There is no set menu, but incredibly the kitchens seem to have ingredients for whatever dish the characters desire.

4b. The kitchen is stiflingly hot from the wood stoves used to cook all the meals for the hotel. There is always at least one servant on stand-by, with more during the busiest meal times.

4c. The pantry is stuffed to the gills with foodstuffs. If a character wants to find a specific ingredient, have them roll an Intelligence (Investigation) check. No matter what they roll, they always find what they are looking for.

4d. The Mirage Hotel brews its own ale in this room.

Encounter: Kitchen Staff. During the day, the kitchen is staffed by a number of servants. At night they move to their rooms in the servant's quarters (area 8) and lock the doors. They only attack if the characters start a physical conflict or Manasseh is killed.

The number and statistics of the kitchen staff depends on the level of the adventure, as shown in the Area 4 Encounter table.

AREA 4 ENCOUNTER

Adventure Level	Encounter
8th	1 waiter (noble) and 8 thugs
11th	1 waiter (noble), 2 thugs , and 5 veterans
14th	1 waiter (noble), 1 assassin , and 4 veterans
17th	1 waiter (noble), 1 assassin , and 6 veterans

05 – Main Floor and Guest Rooms

Guest room doors and windows automatically lock when closed. The guest rooms of the Mirage Hotel each boast their own en suite and a luxuriously comfortable bed.

5a. This room is unoccupied.

5b. Jerrick and Eliza Steinberg's room is locked when the couple are not inside, but they always leave the windows open for fresh air.

Treasure: Adventurer's Gear. The couple carelessly leaves their valuables unlocked in the room's foot locker. Inside are the contents of an explorer's pack and a priest's pack, 500 gp, and a *circlet of blasting*.

Encounter: Thieves! Jerrick (a **priest**) and Eliza (a **scout**) react violently if they discover the theft.

06 – Poolside Bar

A burly half-orc covered in geometric tattoos mans the open-air bar. "Warm day," he remarks in a rasping voice as you approach. "May I offer you a cool glass of refreshing ale?"

The house-made ale is the default beverage Hadar Rockfist serves at the bar. Much like the kitchens, however, Hadar seems to have any other beverage the characters could possibly desire on hand.

Encounter: Burly Bartender. Hadar (N male half-orc) only attacks if the characters start a physical conflict or Manasseh is killed. Hadar’s statistics depend on the level of the adventure as shown in the Area 6 Encounter table, although his size is always Medium.

AREA 6 ENCOUNTER

Adventure Level	Encounter
8th	Hadar (frost giant)
11th	Hadar (fire giant)
14th	Hadar (erinyes)
17th	Hadar (erinyes) and 1 stone golem , which bursts out of the ground

07 – Pool

The large pool outside the hotel is filled with crystal-clear, cool water. A pair of guests are floating sedately, enjoying the perfect weather.

These guests are Jerrick Steinberg (LG male human **priest**) and Eliza Steinberg (LN female human **scout**). They are deeply upset after the loss of the other half of their party to a roc attack shortly before entering the Mirage Hotel and both are at the first level of the curse (see General Features). When they first arrived, Jerrick discovered they were trapped and used a *sending* scroll to call for help, although he now forgets having done so.

They have little interest in interacting with the party.

08 – Servant’s Quarters

A much less opulent building takes up the corner of the property filled with cramped but clean quarters for the hotel’s servants. While the party is strongly discouraged from entering the servant’s quarters, there are no consequences for doing so. None of the doors are locked because none of the servants have any valuables.

Secret: Follow the Money. Characters who search the rooms will discover that there isn’t a single coin in any of the rooms. The servants must store their tips elsewhere—note that they will discuss such matters with guests.

Secret: Signs of a Past Life. A character who succeeds on a DC 16 Intelligence (Investigation) check to search the bedrooms finds a handkerchief with beautifully embroidered heraldry, far too fine for a typical servant to own. Succeeding on a DC 12 Intelligence (History) check reveals it to be the Knights of Sedinya heraldry, a famous order of eccentric knights who recently had a member disappear and cause a huge scandal. If they investigate further, none of the guests or staff remember anything about this.

09 – First Floor Guest Rooms

Guests room doors and windows automatically lock when closed. The guest rooms of the Mirage Hotel each boast their own en suite and a luxuriously comfortable bed. On the second floor, each room has a private balcony.

9a. Kylantha Norren’s room is always locked when the spy is otherwise occupied.

Secret: Means of Communication. A creature that breaks into Kylantha’s room and

succeeds on a DC 18 Intelligence (Investigation) check finds a *sending stone* hidden under the mattress. Zarek Nightwhisper of Sandara Oasis has its paired *sending stone* and has been anxiously awaiting word for over a week since Kylantha has been cursed since her first morning here and believes she has only been at the hotel for a single night.

9b–d. These rooms are unoccupied.

10 – Storage

The door to this small storage room is propped open. Inside, a human woman dressed in practical traveling clothes hums as she folds sheets.

This woman is Kylantha Norren (LE human **spy**) staying in room 9a who explains that she was getting some fresh sheets for her bed when she noticed that they were poorly folded and decided to tidy things up. Kylantha is at the second level of the curse (see General Features), and as such, she believes she has only been here a single night. Nothing the characters say will shake her certainty unless they first remove the curse.

11 – Stairs to Master Suite

A red velvet ribbon blocks access to the top floor. Alert guards stand in front of it. “Master Manasseh is not accepting visitors today,” they explain as you approach. “Perhaps tomorrow.”

Unless otherwise stated in Daily Events (see page 3), the characters are given the same greeting every day.

Encounter: VIPs Only. If the characters try to force their way past or are caught as they attempt to sneak through, the guards give a single verbal warning before resorting to lethal force.

The nature of the encounter depends on the level of the adventure, as shown in the Area 11 Encounter table.

AREA 11 ENCOUNTER

Adventure Level	Encounter
8th	2 gladiators
11th	3 gladiators
14th	3 gladiators
17th	1 gladiator and 2 assassins

12 – Master Suite

The windows and doors leading into the master suite are all closed and locked.

The top floor of the Mirage Hotel is even more luxurious than the previous two floors. A thick haze of sweet-smelling herbal smoke lightly obscures the air. A human man with glittering yellow eyes and a magnificent waxed mustache sits in a plush chair, accompanied by fawning admirers in decorative armor. “Ah! New guests,” he exclaims as he spots you. “Come, enjoy yourselves!”

Hazard: Enchanting Smoke. The smoke amplifies the effects of the Mirage Hotel’s curse. At the end of each minute a creature spends in the smoke, it must succeed on a DC 12 Charisma saving throw or advance to

the next level of the Curse of the Mirage Hotel (see General Features).

Manasseh acts friendly and attempts to keep the characters engulfed in the smoke long enough for them to become enslaved. He's more than willing to engage in a long conversation and tries to lie to the players to rationalize any suspicions they may have.

Encounter: Repaid in Kind. Although Manasseh would prefer to enslave the characters, he will attack with lethal force if the characters provoke a fight. The three possible outcomes of the fight are detailed below. The nature of the encounter depends on the level of the adventure, as shown in the Area 12 First Encounter table.

AREA 12 FIRST ENCOUNTER

Adventure Level	Encounter
8th	Manasseh (efreeti ; AC 15) and 2 nobles
11th	Manasseh (efreeti) and 2 thugs
14th	Manasseh (efreeti), 1 mage , and 2 knights
17th	Manasseh (efreeti), 2 mag es, and 3 gladiators

Outcome 1: Manasseh Surrenders. If Manasseh is reduced to 50 hit points or fewer he attempts to flee using his *plane shift* spell. If that fails, he offers the characters three wishes in return for his life. Naturally, Manasseh will attempt to exploit any poor wording.

After using their wishes, the Mirage Hotel transitions back into the Material Plane. A round later, it shimmers out of existence again, leaving the characters and their gear back in the desert.

Outcome 2: Manasseh Dies. The Mirage Hotel exists only as an extension of Manasseh and vanishes the moment he dies. If this happens while it is in its demiplane, everyone and everything inside is violently shunted back into the desert on the Material Plane. Each creature in the Mirage Hotel must make a Constitution saving throw, taking force damage on a failed save, or half as much damage on a successful one. The DC for this save and the amount of damage dealt on a failure depends on the level of the adventure as shown in the Mirage Hotel Collapse Damage table.

MIRAGE HOTEL COLLAPSE DAMAGE

Adventure Level	Save DC	Force Damage
8th	13	36 (8d8)
11th	15	45 (10d8)
14th	16	54 (12d8)
17th	17	63 (14d8)

Outcome 3: Manasseh Escapes. If Manasseh successfully flees from the party, the players remain trapped in the Mirage Hotel, and all of his enslaved servants attack them on sight. After 24 hours, Manasseh uses *plane shift* to return with reinforcements.

Encounter: Manasseh Returns. Manasseh returns with backup, appearing back in the living area of the master suite. On his first turn, he casts *invisibility*, and hides until his allies successfully take out the party or he is revealed. With only a single use of *plane shift* each day, Manasseh will surrender if he is reduced to 50 hit points or fewer or if all of his allies are slain.

The nature of Manasseh's allies depends on the level of the adventure, as shown in the Area 12 Second Encounter table.

AREA 12 SECOND ENCOUNTER

Adventure Level	Encounter
8th	Manasseh (efreeti ; AC 15), 2 fire elementals , and 2 azers
11th	Manasseh (efreeti) and 4 fire elementals
14th	Manasseh (efreeti), 5 fire elementals , and 2 azers
17th	Manasseh (efreeti), 5 fire elementals , and 2 fire giants

Treasure: Ancient Hoard. Manasseh has amassed quite a bit of wealth over the years. The total value of all currency and art objects in the suite, along with the magic items, depends on the level of the adventure, as shown in the Area 12 Treasure table.

Additionally, any items the characters were sent to retrieve can be found here.

AREA 12 TREASURE

Adventure Level	Treasure
8th	Currency and art objects worth 7,500 gp; a <i>bag of tricks (tan)</i> ; and a <i>gem of brightness</i>
11th	Currency and art objects worth 20,000 gp; <i>boots of elvenkind</i> ; and an <i>amulet of health</i>
14th	Currency and art objects worth 35,000 gp; a <i>spell scroll</i> of <i>simulacrum</i> ; and an <i>animated shield</i>
17th	Currency and art objects worth 50,000 gp and a <i>luck blade</i>

Aftermath

If the characters are all enslaved they will remain trapped in the Mirage Hotel for the rest of their lives, unless a new group of plucky adventurers is sent to save them! As long as Manasseh lives, the Mirage Hotel continues to abduct and enslave adventurers in the desert indefinitely. Of course, if he dies, the region will have one less safe-ish haven for adventurers in need. One of the lucky souls who escaped the hotel without discovering its dark secrets may even seek the characters out in search of retribution! Ω