

WHAT HAPPENED TO EVY ASHWOOD?



INCLUDES THE
GREAT OLD ONE COMPENDIUM

A former student at the Academy of Alchemy is missing.
Look for clues. Sharpen your wits. Search the laboratory.
Can you find out what happened?

A ONE-SHOT MYSTERY ADVENTURE



WHAT HAPPENED TO EVY ASHWOOD?



A former student at the Academy of Alchemy is missing.

Evy Ashwood, who lives in an old watchtower outside the town of Winterhold, hasn't been seen for over a week.

You must travel to the tower and find out what has happened to Evy. But be warned—the journey is filled with danger, and so is the old tower.

What happened to Evy? Is she still alive? And are the rumours about her strange experiments true?

*Look for clues. Sharpen your wits. Search the laboratory.
Can you find out what happened to Evy Ashwood?*



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EASTERN FARRAWAY

BASED ON THE ORIGINAL MAPS FROM AURORA GNAMTRIX'S
TRAVEL CHRONICLES: EXPLORING EASTERN FARRAWAY REGION



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THE GREAT OLD ONE COMPENDIUM

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OVERVIEW

ABOUT THIS ADVENTURE

What happened to Evy Ashwood? is an adventure for the world's greatest roleplaying game (5e). It is designed for a group of three to five 6th-level characters, but can be scaled up or down by adjusting the encounters.

This adventure is a one-shot Lovecraftian mystery adventure that can be used in any campaign. Some of the towns and events used in this adventure mean that it works particularly well if it is played after the *Secrets of the Drow* trilogy, but the names can easily be adapted to suit any other setting.

FEATURED CONTENT

- A Lovecraftian mystery adventure.
- Three different NPCs (and a collection of small and incredibly smart cats) with background descriptions, agendas, and secrets.
- A tower featuring five different rooms to search for clues, hidden doors, and traps.
- New unique monster: Harak'ye.
- New magical item: *Book of the Great Old Ones*.
- Twelve random encounters on the journey through the mountains.
- Original full-colour illustrations and maps of the tower.

SYNOPSIS

The characters are hired to find out what has happened to Evy Ashwood, a brilliant but slightly unhinged student who lives outside the town of Winterhold in an old watchtower. The characters can gather information in Winterhold before they leave town by talking to various NPCs. On their journey to the tower, the party will meet random encounters in the wilderness before they arrive at their destination.

When the characters finally reach the watchtower, they must overcome a chuul that guards the entrance. The tower itself seems abandoned at a glance, but as soon as the characters enter, there are clear signs that something is amiss.

The characters have the opportunity to search the tower for clues, hidden doors, and traps. They eventually find Evy in the secret basement along with her escaped experiment, a harak'ye (a new type of monster introduced in this adventure).

Once the characters have defeated the monster, they have to decide what to do with Evy before they return to Winterhold and claim their reward.

OPTIONAL: A NON-VIOLENT VERSION

If the DM chooses, this adventure can be played as a mystery adventure without the need for physical conflict. In this case, the players can overcome encounters through stealth or deception instead of combat, and dispose of the final monster by using light, fire, or magic.

HOW TO RUN THIS ADVENTURE

This is primarily a mystery adventure, featuring various clues that can be investigated and NPCs who the characters can interview. The main quest is to figure out what has happened to Evy Ashwood. Before the characters discover her fate, they have several opportunities to learn more about her background and why she is so madly obsessed with her strange research.

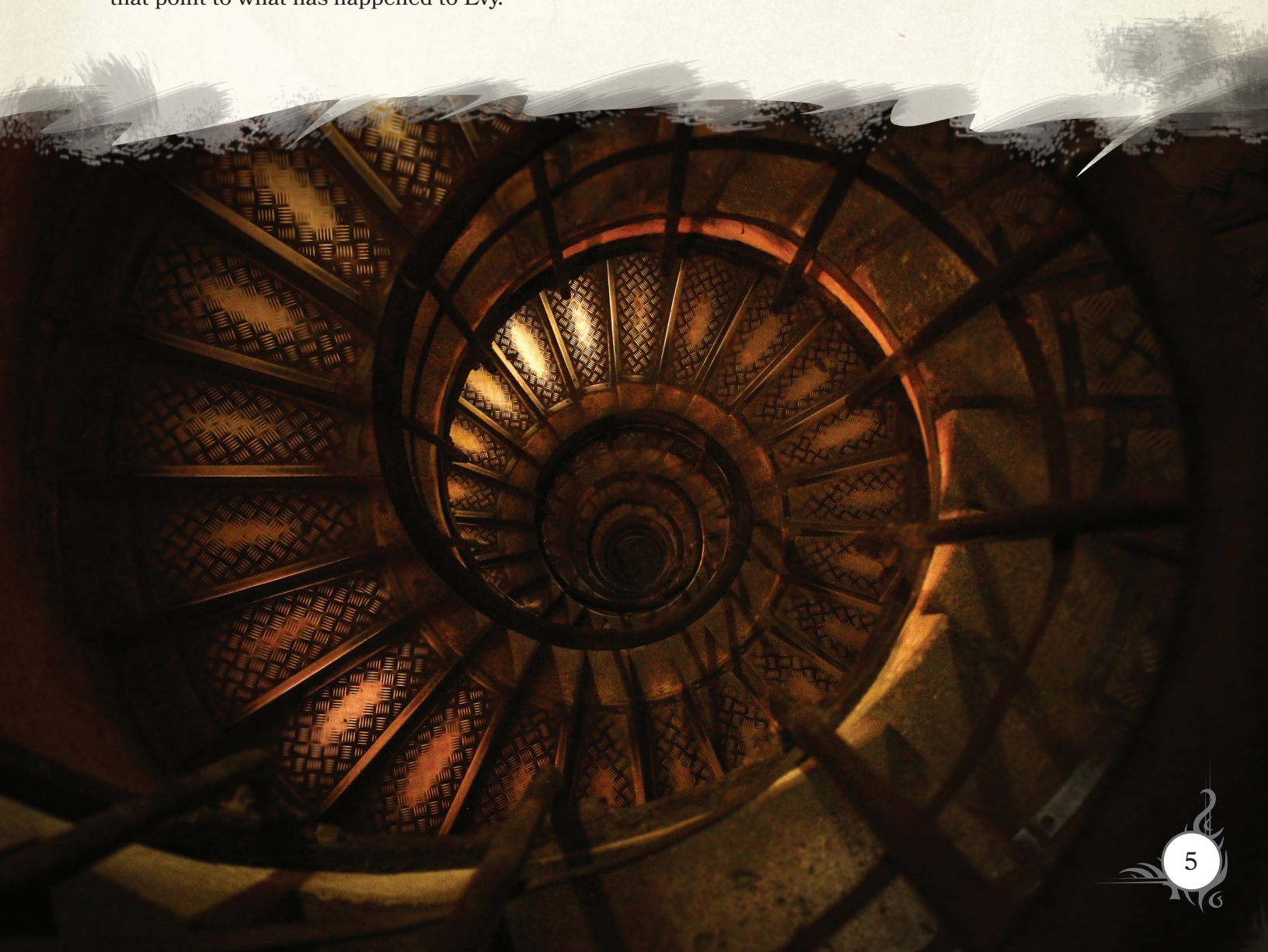
There are three locations where the characters can find information about Evy. One is the Slithering Eel Tavern, where the quest giver and two more NPCs can be found. Another location is Octavia Dragonborn's tower, which is inhabited by small and highly intelligent cats.

All NPCs, including the cats, have secrets that the characters may ferret out. However, the main part of the investigation will be carried out at the tower, where the rooms contain different clues that point to what has happened to Evy.

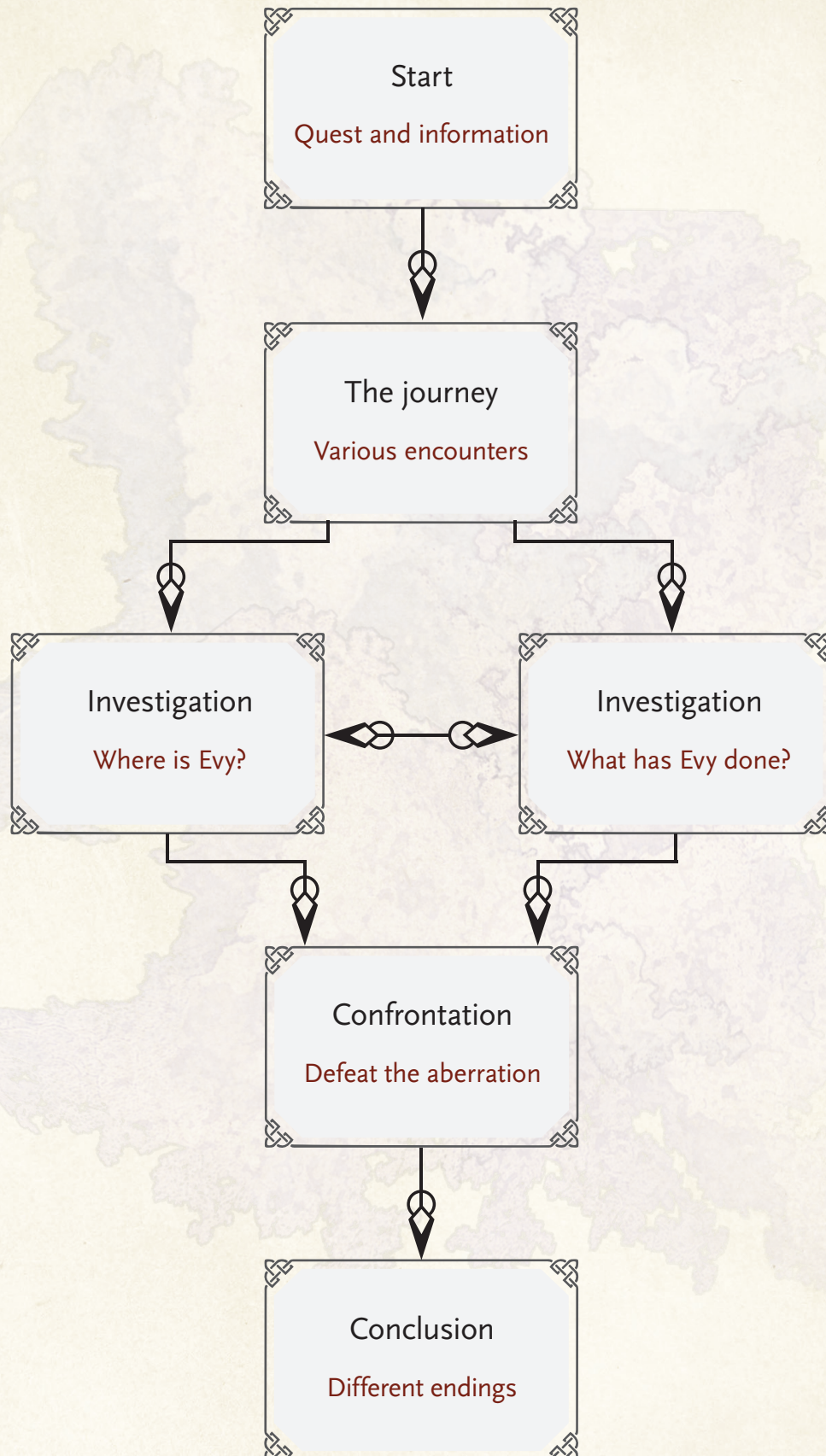
Most clues found at the tower can be discovered without much difficulty, but some can easily be missed. If the characters are short on leads, or if the game slows down for other reasons, the DM is encouraged to nudge the players back on track and keep the story moving along.

This can be done by letting the character with the highest passive Perception notice something that the party have missed, or by letting the character with the highest Intelligence score suddenly remember a critical fact.

The most important part is to have fun and create a spine-chilling atmosphere when searching the old watchtower. After all, it is a laboratory filled with strange experiments locked in sturdy cages, smoky glass jars lit by eerie lights, and all kinds of unpleasant smells. And who knows what lurks in the basement...?



ADVENTURE FLOWCHART



CHAPTER 1: WHAT HAPPENED TO EVY?

About five years ago, Evy Ashwood was one of the most promising students at the Academy of Alchemy in Northwind Gate. Even though no one else in her family had ever entered academia or studied the higher arcane arts, Evy was accepted on a scholarship and did exceedingly well: her exam results were outstanding, her experiments creative, and her reasoning as sharp as a finely honed sword.

A DISASTROUS DARE

However, after a long night out with other students in one of the town's inns, Evy entered a bet that would have dire consequences. Evy's friends dared her to sneak into the Forbidden Section in the Fourth Tower Library, a part of the academy to which few senior researchers have access, and certainly no students.

Being ingenious as well as eager to prove her courage, Evy accepted the challenge and deftly slipped past the library's locks and guards. However, once she reached the Forbidden Section, an old tome, forgotten on the shelves, beckoned her. Moving as if in a trance, Evy took the book down from the shelf.

Evy chose an unfortunate book: the thick, leather-bound and dust-covered tome is known as the *Book of the Great Old Ones* and was created in a realm of pure horror beyond the veil of reality. The book, which covered outlandish secrets best kept away from mortals' fragile minds, had been tucked away in the Seven Keys Library for many centuries until it was rediscovered by Evy Ashwood.

As soon as Evy laid her hand on the ancient tome, a slithering, domineering voice whispered in her head and compelled her to open the book. From this moment, she was overcome with a manic eagerness to explore all the knowledge in the book, regardless of the costs.

OMINOUS SIGNS

Evy's friends had heard stories about students who, in exchange for knowledge, sold their souls to devils, entered contracts with the Fey, or even surrendered their sanity to the one of the entities known as the Great Old Ones.

As Evy's behaviour became more and more erratic, and her research turned from passionate to obsessive, her former friends believed that she had turned to a dark patron in exchange for favours. Evy's former friends decided to keep quiet about it, as they were afraid that they might be expelled if it became known that they had dared her to break the library's rules.

Around a year after the incident, Evy was dismissed from the academy and lost her scholarship since she no longer focused on her studies. Her parents had passed away in an accident, and the only family she had left was her uncle, Feldor Ashwood. He arranged for Evy to travel to Winterhold, where she could stay with him.

Feldor grew increasingly worried for his niece as she continued her fanatical research and volatile experiments in her room above his tavern. More than once, he tried without any success to convince Evy to find a less dangerous area of study. However, when one of her creations—a vicious rat the size of a large dog—escaped its cage and found its way onto the streets of Winterhold before it was hunted down by the city guards, Feldor realised that something had to be done.

Feldor decided that it would be better for both Evy and the townsfolk if she lived outside Winterhold, and arranged to rent an old watchtower outside the town—but the problems would only grow worse.

CALAMITY IN THE HIDEAWAY

When exploring her new home, Evy discovered a large basement beneath the tower and with time converted it into a sizable laboratory. Unsupervised, she immersed herself in the dark knowledge she had gleaned from the tome stolen from the Forbidden Section, and launched several new, much bolder experiments.



A couple of Evy Ashwood's early research notes discovered in her study.

Some of her trials were based on highly controversial ideas, and she delved deeper into the arcane arts than most mages dare to venture. By using the *Book of the Great Old Ones* in combination with her brilliant understanding of alchemy, Evy managed to invent a brand-new form of species: a menacing, cunning monstrosity created from a spider and an octopus, only many, many times larger than either of the two species.

However, Evy's creation grew quickly and soon proved too much for her to handle. When she attempted to move it from its original cage to a

larger one, the monster broke free and attacked her. Reacting instinctively, Evy dashed for safety and slammed the door to another cage shut between them to stop her murderous creation from reaching her. Only then did she remember that the key to the cage in which she was taking shelter was in a drawer in her desk, located in her study upstairs.

Presently, Evy is trapped in a cage down in her basement. Meanwhile, the hideous creature bides its time outside the cage and waits for an opportunity to sink its horrifying teeth into its creator.

CHAPTER 2: WINTERHOLD

The morning sun hangs low and bleak over the frost-capped rooftops of Winterhold. Last night saw the first snow of the year, and patches of powdery white snow linger in streets and alleys.

Around you, tradesmen shiver in the chilly air as they prepare their stalls while they share news, rumours, and gossip with guards dressed in heavy furs.

A loaded cart, pulled by a heavysset horse breathing clouds of steam, rumbles along the cobbled street, and the scent of newly baked rye bread drifts past you from a nearby bakery. In the distance, a church bell announces an early service.

The characters are presently in Winterhold, a town situated in the mountains in Eastern Faraway.

Holding about 3,000 people in a myriad of buildings inside and around its solid stone walls, Winterhold is a former mining outpost turned busy trading town, located partially inside a huge cave. At the far end of the cave are numerous closed-up mining shafts, some of which continue into larger underground regions.

See the appendix for more information about Winterhold and points of interests in this town.

A MISSING PERSON

The adventure begins when one of the characters notices a poster as they walk past it.

A nearby noticeboard lined with frost is covered with dozens of dog-eared posters in varying sizes and colours.

One of the posters catches your eye. It looks fairly new and reads “Adventurers needed for a simple mission. Generous reward. Talk to Feldor at the Slithering Eel Tavern”.

Someone has scribbled over the word “simple” and replaced it with “very dangerous!”, and replaced “generous” with “lousie!” in a similar way.

Another person has corrected this to read “lousy!”, and added in neat handwriting: “Learn how to spell.”

THE SLITHERING EEL TAVERN

The Slithering Eel Tavern is located a stone’s throw from the noticeboard. It is situated in a timbered building with exposed beams on a corner halfway down a narrow, quiet side street. While the walls are unadorned and the furniture plain, the tavern is kept in reasonably good order: its oaken floors are scrubbed, the bar and the tables are tidy, and the rustic chairs are comfortable.

When the characters enter, a welcoming smell of smoked meat, boiled potatoes, and honey mead hangs in the air under the low ceiling. A slim wooden staircase, so steep it is almost a ladder, leads to a private room upstairs next to the innkeeper’s private chamber. The menu is scribbled on a much-used blackboard on the wall next to the bar. A huge crossbow in black wood covered with dents and notches hangs on the wall behind the bar.

There are presently two other people in the tavern. The barmaid, a tiefling with narrow red eyes and small curled horns, studies the characters curiously from behind the bar. The only customer at this early hour is an elderly male gnome with long white hair tied back at the nape of his neck, who sips a mug of ginger tea. A pair of delicate brass spectacles rest upon his arched nose, and his grey robes are simple, but of good quality. He glances up at the characters for a long moment and then turns back to the thick book that lies open on his table.

Characters who succeed on a DC 14 Wisdom (Perception) check notice that some of the words on the menu are misspelled, and the handwriting is very similar to the scribbles on the poster outside.

Adventurers
needed

^{very dangerous!}
for a ~~simple~~ mission.

~~Generous~~ reward!

~~Lousie!~~ Lousy! Learn how to spell.

Talk to Feldor at the
Slithering Eel
Tavern

“Greetings, customers,” the barmaid says from behind the bar. “How can I help? My name is Ninki Brander, at your service. Or maybe you are here for the quest?” she asks with a half-hidden smile, her red eyes glittering.

She pauses for a moment before she continues, “I can sum it up for you, if you’d like. Feldor, the innkeeper, has a niece by the name of Evy Ashwood. She lives in a tower outside town and comes here every week to pick up food and supplies. This week, she never showed, and now Feldor is worried sick. Myself, I am sure nothing is wrong. The young girl just got caught up in her books again.”

The barmaid leans forward and lowers her voice. “However, between you and me, Evy is a little bit—oh, look! Here is Feldor.”

Ninki stands up straight and waves to a stout man who just entered the tavern together with a cloud of powdery snow.

THE QUEST

The man walks over to the characters and presents himself as Feldor, the owner of the Slithering Eel Tavern. He offers them something to drink on the house and shows them upstairs to a small private room.

Once upstairs, Feldor sits down heavily in a small chair and wraps his hands around a mug of tea. His forehead is deeply furrowed, and he looks like he hasn’t slept for days.

Feldor explains that his niece usually comes to Winterhold regularly, but this week she has failed to show up.

“To be honest,” Feldor says, “I’m really troubled. Evy is just a young lass and lives all by herself outside town. There is plenty of dangerous wildlife in the mountains, and I’m afraid something has happened.

“The tower is only a day’s journey away, but I am working here at the inn all the time and we’re short on staff, so I can’t take any time off.”

Feldor pauses and sips from his drink.

“I need a few capable people such as yourselves,” he continues. “Go out there, make sure Evy is fine, and drop off her supplies. It is an easy enough task. If you would be interested, I’m happy to give you 35 gp for the trouble.”

Feldor is vague about details on Evy, but if he is pressed, he will reveal that she used to be a brilliant student at the Academy of Alchemy in Northwind Gate, far north of Winterhold. However, her behaviour changed for the worse a few years ago. For no apparent reason, she became quiet, withdrawn, and obsessed with her experiments.

He will also share that after one of her creations escaped and terrorised the townsfolk until it was slain by one of the Winterhold guards, he

realized the situation was getting out of hand and relocated Evy to a dwelling located a safe distance from the city: an old watchtower, with a crumbling façade but serviceable rooms. Feldor rents the tower from a regular customer at his tavern, a retired wizard who has moved to Winterhold.

The characters can glean more information from the tiefling who works the bar and the elderly gnome with the book. See the description of Feldor and the other NPCs in chapter 3 for more about what they are willing to tell—and what they are hiding or even lying about.



THE SLITHERING EEL TAVERN MENU

Today's special:	Price
Pickled lumpfish with mashed potatoes, cranberries, and mustard	4 sp

Mains	Price
Salted stuffed eggs	5 cp
Tangy cheeseboard	1 sp
Spiced sausages and large roasted potatoes	1 sp
Roasted root vegetables and local pork	1 sp

All meals are served with bread and butter

Sweet nibbles	
Honey and ginger cakes	2 cp
Blueberry bread	3 cp
Carpenter's crackers	1 cp

Drinks

Slithering Eel Tavern's honey mead	1 sp
Winterhold pale ale	2 sp
Greenspring's finest stout	3 sp
Fairy night cocktail	6 sp
Bashbrew (triple-strength ale)	4 sp
Ninki's special	5 sp
Cyder (apple or pear)	3 sp
Stoneberry lemonade	2 cp
Pot of tea (groundmoss, thornhat, ginger, or fireleaf)	3 cp

CHAPTER 3: NON-PLAYER CHARACTERS

FELDOR ASHWOOD

Feldor is a short, stocky **commoner** (NG) in his fifties who swears like a pirate, although he visibly tries to mind his language. He has dark curly hair and often wears a green linen shirt, a black leather waistcoat, and sturdy boots.

Feldor runs the Slithering Eel Tavern, a local establishment that has been in the Ashwood family for six generations. Feldor was born and raised in Winterhold and rarely leaves town. In difference to his younger brother, Feldor never had the urge to go on adventures. Neither has he been tempted to settle down and raise a family. However, when Feldor's brother and his wife died in a horse carriage accident, Feldor was the only member of the family who could take care of Evy.

At present, Feldor is torn between worrying about his niece, who he suspects might be in trouble, and the responsibility to look after the Slithering Eel Tavern. Greatly inept with outdoor camping and life in the wild, Feldor strongly dislikes the idea of leaving Winterhold, but he is also concerned that something has happened to Evy. Therefore, he has put up posters around town to see if he can interest a group of adventurers in helping him out.

Armour and weapons: Feldor does not wear armour, but he keeps a well-honed dagger in a leather sheath at his hip. Hanging over the bar in his tavern is an enormous crossbow of orcish design that his brother brought home from one of his adventures.

Trait: I worry about things that may go wrong, and often convince myself that they will.

Ideal: Duty. It is my responsibility to take care of my niece, and I am trying to do my best. (Good)

Bond: My tavern is my home, and its clientele is my family.

Flaw: Only a mug of ale can help me relax.

INFORMATION

Feldor can tell the characters that Evy usually comes to Winterhold to see him once per week, and despite her erratic behaviour, she is usually

very punctual. On a couple of occasions, she has arrived a day later than usual due to bad weather, but never before has she been this late.

WHAT HE HIDES

Feldor does not want people to know that his niece is somewhat unhinged, and he does what he can to hush rumours about her infamous experiments and erratic actions.

He will avoid mentions of Evy's compulsive and reclusive nature, or downplay it by describing her as "different" or "somewhat eccentric, like most scholars."

Feldor does not know that Evy has read the *Book of the Great Old Ones* or that this book is the reason for her behaviour.

WHAT HE LIES ABOUT

If asked about his brother's adventures, Feldor will claim that he too wanted to travel and go on dangerous escapades, but as the oldest brother, he was forced to remain in Winterhold to look after the family business.

In truth, Feldor is comfortable only within the city walls and loathes the idea of adventuring and camping in the wild. In his view, there is little sense in choosing a life that means never knowing where you will sleep for the night or which meal is going to be your next—or if *you* will be the next meal of some terrible monster.

NINKI BRANDER

Ninki is a tiefling **veteran** (CN) with narrow red eyes and small, elegantly curved horns. She wears a thick white shirt with rolled-up sleeves, snug leather trousers, and low boots. She always carries a leather cord with a smooth round stone around her neck.

Ninki worked as a guard, sell-sword, and bodyguard before she became employed by Feldor at the Slithering Eel Tavern. Her previous job was with Lord and Lady Lilytons, a couple of wealthy nobles in Winterhold, but she left the household after suspicion fell on her following a burglary in



which she had no part. (In truth, one of the noble's guards was involved in the break-in and spread the rumour that he heard Ninki brag about the theft to avoid suspicion.)

Due to her tiefling ancestry and tarnished reputation, no one in Winterhold wanted to hire her after this incident. She ended up drinking at the Slithering Eel Tavern every evening after yet another day of fruitlessly searching for a job. Eventually, Feldor felt sorry for her and offered her a job at the tavern, although he struggles to afford it.

Ninki currently works various shifts at the Slithering Eel Tavern and enjoys her new-found position. She respects Feldor and appreciates him for giving her a chance to earn her living. However, she is not worried in the least about Evy, and, being an unrelenting tease, she can't help teasing Feldor about what may have happened to her.

Armour and weapons: Ninki wears a *Ring of Protection +1* and well-worn leather armour. She appears unarmed, but carries four daggers hidden on her person.

Trait: I always try to look on the bright side of life, and I have an endless supply of old soppy stories with happy endings.

Ideal: Freedom. Anyone should be allowed to pursue his or her dream regardless of who they are or where they come from. (Chaotic)

Bond: I owe a great debt to an old friend who saved me from making a bad choice when I was young.

Flaw: I can't keep a secret even if my life depended on it.

INFORMATION

Ninki has met Evy several times briefly when Evy has come to the Slithering Eel Tavern to see Feldor. In Ninki's opinion, Evy is slightly unstable, and she thinks that Feldor is right in housing his niece well away from town. Ninki also knows about Evy's earlier experiment that resulted in an oversized rat escaping from her room and striking fear into the residents of Winterhold. Feldor managed to quiet the incident down, but plenty of people—except the city guards—know it was Evy who caused the disaster.

WHAT SHE HIDES

Ninki has heard a rumour that Evy once broke into the Forbidden Section at the Seven Keys Library. She knows that Evy lost her scholarship and had to leave the Academy of Alchemy, but she does not know why.

Ninki is one of those who have scribbled on Feldor's poster, but she meant no harm and did it only because she can't resist having a little fun.

WHAT SHE LIES ABOUT

Ninki does not believe that Evy is in great trouble. However, Ninki believes that Evy has sold her soul for knowledge and become a warlock. As such, it would be natural for Evy to engage in tasks that are strange, irrational, or even considered evil. One might even do so on the orders of someone else. But Ninki is reluctant to disclose this suspicion, as she wants to protect Feldor from slander.

ALBIN NEIFELDTSEN

Albin is an elderly male gnome **mage** (LN) with white hair, an arched nose, and a pair of thin spectacles. He wears plain grey robes, a woollen, dark blue cloak, and practical walking boots.

Albin used to be a lecture at the Academy of Alchemy before he retired. Having spent a century in the same area—and being fed up with an annoying young rival who strutted around Northwind Gate after taking over Albin's previous position at the Academy—Albin decided it was time for a change of scenery and bought an old, unused watchtower outside Winterhold. However, Albin quickly realised that he did not care much for the solitude, and even less for the cold weather. Therefore, he moved into a small cosy flat just opposite the Slithering Eel Tavern.

Albin visits the tavern every day to have his meals and for occasional conversations. He enjoys the hustle and bustle of the tavern, but sometimes retreats to the room upstairs for reading. He knows Evy vaguely, as she used to be his student. Albin let Feldor rent the isolated watchtower in which he used to live so Evy can use it for her research.

Armour and weapons: Albin does not wear any armour, but he wears a pair of *Bracers of Defence* and usually carries a quarterstaff.

Trait: The world is full of mysteries, but old books hold most of the answers.

Ideal: Responsibility. I am at heart a teacher and care greatly for all my past students.

Bond: My intellect is my greatest resource, and I fear losing my wits more than anything else.

Flaw: I can't abide small talk when there are so many essential matters that need to be discussed!

INFORMATION

As a former lecturer with many years of experience, Albin knows some power-hungry students have entered pacts with mighty fey, dreadful fiends, and other, far more outlandish and bloodcurdling entities.

He has heard rumours that Evy has entered a pact, but he is sceptical, as he recalls her as a person who took pleasure in seeking knowledge by herself. However, Albin remembers seeing Evy carrying around a huge, peculiar-looking book at all times before she was expelled.

Albin also knows about the intelligent cats at Octavia Dragonborn's tower in Winterhold and may suggest to the characters that they could go there if they have questions. See chapter 4 for more information about the cats.

WHAT HE HIDES

Albin is keenly aware of the basement under the old watchtower—in fact, while he lived in the tower, he used this space for a series of daring arcane experiments, all of which failed in the end. These fiascos irk him greatly, so he never mentions his research or the basement to anyone else unless he is pressed.

WHAT HE LIES ABOUT

Albin is indirectly responsible for the accident when one of Evy's creations escaped from her room and briefly terrorised Winterhold. At one point when Evy was a student in Northwind Gate, she came to Albin with a series of questions regarding metamorphosis and arcane magic, whereupon Albin absentmindedly offered her some debatable research notes on the topic from his large collection of documents and scrolls.

Albin feels guilty about his part in the incident and does not wish to talk about it. To ease his bad conscience, Albin is more than happy to rent his unused tower to Feldor for a very low and reasonable price.

OTHER CUSTOMERS

Most of the other regular clientele at the Slithering Eel Tavern who have met Evy dismiss her as bookish, eccentric, and a fine example of what may happen if one spends too much time reading musty tomes and carrying out unnatural experiments.

CHAPTER 4: THE CAT COLLECTIVE

Aside from the guests and staff at the Slithering Eel Tavern, there is another, much more peculiar collection of individuals in Winterhold that may provide the characters with information regarding Evy: a large group of very small and highly intelligent cats.

ONE BIG FELINE FAMILY

Located in a corner of Winterhold is a tall, very old stone tower accessible only by a short, uneven path that winds its way through an overgrown garden surrounded by a low iron fence in dire need of reparation.

The tower itself is a slightly crooked three-storey affair that features only a few narrow windows under its pointed, heavily patinated copper dome. This tower was once owned by the legendary mage Octavia Dragonborn but is now in the hands of a large group of shrewd cats that Octavia left behind when she left Winterhold.

If the characters learn about the cats from Albin or any of the other residents of Winterhold and visit Octavia's old tower in search of leads, they need to bring a gift and ensure they can communicate with the cats.

See the appendix for more information about the tower and the cats that inhabit it.

THE CATS AND THE CASE

If the characters visit the tower, they are instructed by signs to take a ticket from a roll and take a seat in a large hall together with others who are queueing for an audience with the cats.

When it is the characters' turn for an audience, they are approached by a graceful high elven woman with long silver-blond hair who introduces herself as Tûrwethiel Eruanna Gyrllass, the cats' assistant. She is dressed in a purple robe with wide sleeves decorated with embroidered scrollwork, and wears a bronze medallion in the shape of a cat's head around her neck.

Tûrwethiel is a tenth-level sorcerer who has taken up her current role after being approached by the cats. With a strong innate affinity for all feline

animals, and naturally fluent in their language due to unknown reasons, Tûrwethiel is perfect for the job and happy to assist the cats, especially since they pay her handsomely for her work.

"Follow me, please," Tûrwethiel says and guides the characters up the stairs to a chamber in which a tiny tabby cat rests on a plush, red velvet pillow. The tabby gazes at the characters and greets them sleepily. (If the characters are unable to understand the cat, it will roll its eyes and point at a sign that shows a potion.)

"I wish you welcome to our tower," the tabby says in a purring voice. "I hope you were not kept waiting for too long in our foyer. Although if you were, rest assured that it was due to a good reason. My name is Mr Sparklegem Superciliousworth. Now, please show me what gifts you bring, and let me hear your questions."



Like all visitors who are granted a session with the cats, the characters may ask three questions. The cat will ask three questions in return. Because of their extremely developed perception, anyone who tries to lie to the cats must succeed on a DC 28 Charisma (Deception) check.

The characters do not need to know the answer to the questions, but any creature whom the cat believes is a liar is immediately teleported back outside the tower and will not be given a new audience. In addition, the person whom the cats have labelled a liar will find their bed filled with dead rats in the morning within the following week.

THE TABBY CAT'S QUESTIONS

- What do you know about the monoliths called The Twins in the Dead Man's Moor in Buckwild to the south?
- Who in the world do you care about the most and will do anything to protect?
- The cat presents a parchment with a rectangular intricate symbol and asks the characters if they know what it means.

Characters who can read Infernal and succeed on a DC 15 Intelligence check recognise the symbol as an ancient word for "Portal" or "Gate".

The cat does not reveal the reason for the question, but it seems very pleased if any of the characters can explain the meaning of the symbol.

INFORMATION

The cats know that Evy is fixated on her experiments and the reason behind her obsession. They kept a close eye on her when she started her trials in Winterhold, but they are less sure exactly what she is up to now.

If the characters are successful on a DC 15 Charisma (Persuasion) check, they learn from the cat that Evy has obtained a book about crossing species. On a result of 18 or higher on the Charisma (Persuasion) check, the characters also learn that Evy might be cursed, and that this could explain why she is so fanatical about her work.

WHAT THE CATS HIDE

The cats are worried that Evy will invent a new species that is smarter than they are, but they are reluctant to share this information with outsiders.

WHAT THE CATS LIE ABOUT

If the characters ask about the reason behind the cats' questions, the cats reply that they are asking random questions only to test the honesty of their visitors. In truth, the cats are mapping key inhabitants and visitors in Winterhold.

Once this task is completed, the cats plan to manipulate important people by magic or cunning blackmail so that all of Winterhold's inhabitants become the cats' slaves. This will be the first step towards building a worldwide Feline Empire.



CHAPTER 5: TRAVELLING TO THE TOWER

Travelling to Evy's home from Winterhold takes roughly one and a half days at normal walking pace. The path to the old watchtower cuts through dense pine forests and runs along dark, steep mountains.

While travelling, the party meets few other travellers and little wildlife. The weather is chilly, the winds are biting, and snow falls sporadically from the overcast skies. There is a hushed feeling to the land, as if the deep woods and jagged cliffs that line the road were watching the characters' journey with unease.

RANDOM ENCOUNTERS

Roll 1d6 on Tables 1 and 2 to find what the characters encounter on their way to the tower.

Optional: if the characters are playing the non-violent version of this adventure, you can either roll twice on Table 1, or allow the characters to deal with the encounters without the need for combat.

For example, the characters may try to sneak past their encounter or hide. If the encounter features a meeting with intelligent creatures, the characters can try to bargain, threaten, or charm their opponents to get past them.

TABLE 1: ATMOSPHERIC ENCOUNTERS

1. THE DRAGONS

The characters see two huge dragons viciously fight high in the sky far to the northeast. One of the dragons is dark blue, the other one is bright, shimmering white and almost translucent.

Lightning crashes and frost swirls around the two huge creatures as they rip and tear violently at each other. After a few brutal clashes, the blue dragon tries to flee while the other one follows in close pursuit. Soon, both dragons disappear behind a distant mountain crest.

2. BAD DREAMS

Harsh weather forces the party to find shelter and strike camp. During the night, one of the characters

(selected at random or by the DM) has a horrific nightmare with glimpses of gargantuan creatures, with eyes the size of bottomless lakes, gliding slowly over a moonlit landscape littered with ruins.

The character takes 1d6 psychic damage and wakes up with a shrill cry, forcing all within earshot to succeed on a DC 10 Wisdom saving throw or be Frightened for 5 minutes.

3. A LIGHT IN THE DARK

The characters notice a weak glimmer of light farther down the path. The light comes from a small snow lantern made from snowballs that have been propped up in a dome to shelter a glass jar, inside which a red candle burns bright.

In front of the snow lantern, someone has drawn a simple symbol of Meili, a deity who protects travellers, and written "From the endless night, protect my soul" in Common.

4. SOME VENDORS GO WANDERING

The characters spot a hunched man in a ragged fur coat walking down a nearby slope. He carries a black walking staff and a censer that leaves a faint trail of smoke behind in the freezing air.

If the characters investigate, he presents himself as Pralus Myyr (an elderly male human **priest**), a travelling vendor of protective wards against curses and foul magic.

The heavy pendants he sells are covered with dizzyingly intricate symbols and are made from black iron. They cost 5 gp. They are weakly magic and offer some protection by absorbing 1d6 points of necrotic damage aimed at the wearer, after which the pendant crumbles to soot and becomes ineffective.

5. LIGHTS IN THE SKY

As the day becomes evening, the overcast clouds leave together with the sun, and the air turns colder, dipping well below the freezing point.

During the night, the starlit sky is veiled for several hours by a slow-moving, vivid green *aurora borealis*. For those who gaze at the display for a prolonged time, the pattern of the colours seem to turn into a fleeting image of a vast, indistinct and strange creature with hair and beard made out of tentacles, who stares down at the characters from across an abyss dotted with bleak stars.

If anyone in the party carries a magical item that recharges overnight, the item regains the maximum number of charges.

6. THE BROKEN MAN

Soon after the characters leave Winterhold, they hear distant incoherent shouts coming from around a bend farther down the road.

A few minutes later, the characters meet two members of the town's guards (one female human **veteran** and one male dwarf **guard**), who are travelling in the opposite direction along with a sturdy cart pulled by a stout, shaggy horse.

On the back of the cart is a large, robust iron cage that contains a haggard male human **commoner**. The man's clothes are torn in places, his face is pallid, and his eyes are bloodshot.

If the characters talk to the guards, they explain that they found the man wandering aimlessly in the forest when they were patrolling. As the man is agitated and delirious, they decided to bring him back to Winterhold with haste so that a priest can tend to his frayed mind.

The man stares wildly at the character nearest the cart and interrupts the conversation.

"The beast, the horrible beast!" the man screams. "It was hiding in the snow! It is a nightmare made real! It wishes to devour us all, and you are next! *Heed me, you are next!*"

The outburst is followed by a mad cackle, which turns into sobs. Shaking their heads, the guards quickly say farewell to the characters before they hurry on their way.

The man is a resident of Winterhold who got lost in the woods, ventured near Evy's tower by mistake, and encountered the chuul that guards the entrance.

TABLE 2: COMBAT ENCOUNTERS

1. THE GRUESOME AMBUSH

A few hours after the party leaves Winterhold, one random character spots the body of an ogre in a shadowy clearing near the road. The ogre is covered with deep rends and clearly dead. If the characters take a closer look, they are attacked by an **otyugh** that hides under the corpse of the ogre and waits for prey to ambush.

The otyugh has dragged some of its unfortunate victims down into a small filthy lair and buried their items underneath the corpses of what may have been badgers. Among the half-eaten and decomposing bodies are 14 gp, 25 sp, 121 cp, and a brass flute worth 2 gp.

2. PAIR IN HUNTERS

When the characters are making camp for the evening, two **winter wolves** sneak through the undergrowth and attack. The wolves are cunning and will do their best to surprise the party and target the weakest-looking character first.

Close to where the wolves attack the characters are the frozen remains of a human, who fell prey to the wolves weeks ago. Found on the body are a good pair of low leather boots, a simple silver ring (worth 10 sp), a set of dice, and a worn leather purse that contains 23 gp, 5 sp, and 12 cp.

3. ONE DEADLY CACOPHONY

Towards evening as darkness envelops the land, a loud, confused babble that chills the characters' spines rises from the shadows near the road. A moment later, the party is attacked by a starved **gibbering moulder** that has escaped a faraway dungeon in which it was created by a mad mage.

The characters find a tattered backpack left behind by an adventurer who fled when the creature attacked. The backpack contains 5 dried

travelling rations, a green woollen bedroll, a canvas tent, a tinderbox, two torches, and a small engraved wooden box that contains a silver heart-shaped locket decorated with small studded gems worth 50 gp.

4. A RAGING VICTIM

Just before dawn, an enraged **frost giant** storms around a bend ahead and charges at the characters. The frost giant has been injured in a fight with another giant and has only 100 hit points remaining.

The frost giant carries a golden amulet (worth 75 gp) on a thick chain around its neck. The amulet glitters in the winter sun, and the round symbol depicts a serene face surrounded by sun rays.

5. TERROR IN THE DARK

The road takes the characters through a 300-foot-long tunnel under an iced-over cliff. Many other tunnels branch off from the main one, but the exit at the other end is in clear view. When the party is halfway through, a **cloakier** ambushes the party and attacks the character who walks last.

There is no treasure for this encounter.

6. DEATH FROM ABOVE

Close to midday, there is a tremendous roar in the sky. Any nearby animal acts nervous and a flock of birds flees in panic before a raging **wyvern** lands in the middle of the party and attacks the adventurers.

The wyvern's nest can be spotted high up on a nearby cliffside by characters with passive Perception 12 or higher, or with a successful DC 10 Intelligence (Nature) check. It can be reached with a DC 10 Strength (Athletics) check. The nest contains one extremely fine-looking pearl necklace and four silver bracelets (worth 10 gp each). There are also 5 gp, 23 sp, and 124 cp scattered among the twigs and branches.

The necklace is fake and worthless but has an apparent value of 150 gp. A successful DC 15 Intelligence (Investigation) check is required to see that the necklace is unauthentic.

CHAPTER 6: THE OLD WATCHTOWER



After the characters have dealt with the random encounters, they reach the tower without further incidents. The forest is hushed and thick with shadows. Unseen creatures make occasional noises from deep in the woods, and there is a whiff of a strange and repulsive smell near the tower.

FROM THE OUTSIDE

The tower has two storeys and is built of large granite blocks, many of which have been weathered or split open by the teeth of time and bitter weather. A couple of uneven stone slabs lead up to a pair of large oaken double doors, covered with patches of wet moss and lichen. The upstairs windows are lit by a weak, yellow-greenish glow.

THE GUARDIAN

A **chuul** is half-buried beneath a thick layer of snow 20 feet from the entrance to the tower. Characters who actively search the area close to the tower can spot the chuul with a DC 24 Wisdom (Perception) check.

If any character steps onto the stairs that lead up to the front door, the chuul attacks the party.

A large shape covered in black, glistening scales rises out of the snow near the tower. Its front arms end in enormous jagged pincers, and a cluster of fleshy tendrils the size of a humanoid's arm pours from its unearthly, eyeless face.

Wordlessly, the hideous creature lunges forward and attacks you.

Evy has summoned the chuul through a dangerous ritual she has learned from her treasured book. The chuul obeys Evy's commands and is instructed to attack anyone who walks too close to the tower.

Optional: if the characters are playing the non-violent version of this adventure, the cold has left the chuul too sluggish to pose a threat, and the characters can easily evade it. In this case, have the characters make a DC 12 Wisdom saving throw. On a fail, they are Frightened for 1d4 minutes.

INSIDE THE TOWER

HIDDEN DETAILS

Some of the rooms in the tower feature one or more details that are not immediately obvious or easily found. These details are marked "➤ On a closer look," followed by the difficulty and ability check required to discover them. Sometimes the characters need to make multiple checks to find all items or hidden clues.

GROUND FLOOR

The front door opens to a square, shadowy room. All is utterly silent, and there is an unpleasant smell in the air, like dead fish or spoiled crustaceans. Clothes and household items are scattered around the room. Whether this is a result of a manic search, signs of a fight, or if the person living here is incredibly sloppy, is hard to tell.

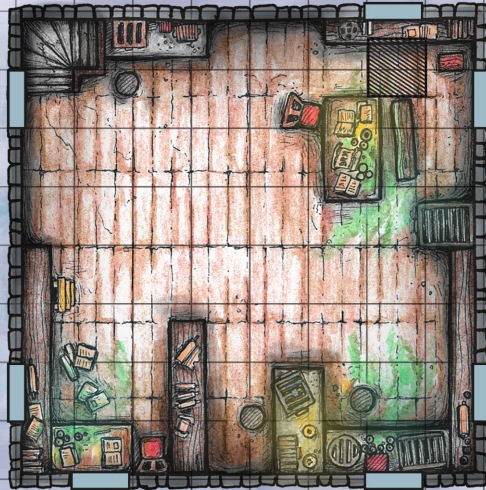
A large chest and a simple, unmade bed stand along one wall. Along another wall, there is an ancient woodstove flanked by untidy shelves loaded with kitchen utensils. A small table and a rickety chair stand near the stove. The larder under the staircase is stocked with onions, potatoes, carrots, dried meat, hard cheese, and a barrel of ale.

The centre of the floor is occupied by a mud-stained rug that has seen better days. Someone has used charcoal to scribble what looks like a partially erased mathematical equation filled with other strange symbols on one of the walls.

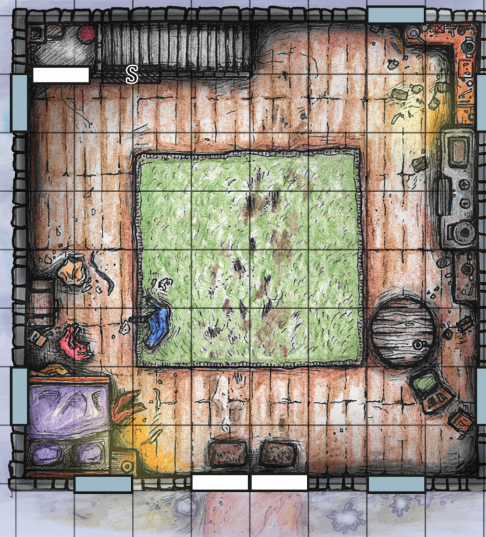
A built-in staircase that leads upwards runs along the northern wall. The staircase creaks so ferociously that Dexterity (Stealth) checks are made with disadvantage when ascending it.

➤ On a closer look, DC 12 Wisdom (Perception): a thick tome, bound in worn black and dark green




THE OLD WATCHTOWER



UPSTAIRS



MAP LEGEND

-  DOOR
-  WINDOW
-  SECRET DOOR
-  TRAP



DOWNSTAIRS

One square = 5 feet

The downstairs and upstairs rooms in the old watchtower.



leather and covered with inscriptions and complex patterns, hides among the rumpled bedsheets. Its pages are filled with obscure diagrams and half-finished illustrations that send chills down the characters' spines.

The text is written in Deep Speech, but its content is much too complicated to understand with a brief glance.

This is the *Book of the Great Old Ones*, which carried the curse that is making Evy so obsessed. As Evy is attuned to the book, the curse is not triggered again. See chapter 9 for more information about this magical item.

➔ On a closer look, DC 18 Intelligence (Arcana): there is a strong aura of malevolent magic around the tome, which suggests that it did contain a curse.

➔ On a closer look, DC 20 Wisdom (Perception): there is a hidden door in the wall under the staircase. Its lock is surprisingly well made and requires a successful DC 30 Dexterity (Thieves' tools) check to pick. The door has AC 15, 20 hit points, and resistance to bludgeoning damage.

Behind the hidden door is a dim spiral staircase that leads down to the laboratory in the basement.

UPSTAIRS

The tower's upstairs room is occupied by overstuffed bookshelves and tables laden with laboratory instruments, many of which look home-built. Most jars are filled with luminous green and yellow liquids, which light up the room in an eerie, flickering manner. Several benches are filled with cages in various sizes. Something in one of the cages growls and hisses at the characters.

A FRIGHTFUL FLOCK

As soon as the first character enters the upstairs room, the adventurers are attacked.

Suddenly, a flock of birds explodes out of the shadows and rushes against you. At first, the birds look like crows, but their eyes are enormous and filled with stark lunacy, and their mad shrieks sound almost human.

This cloud of lunatic blackbirds is the result of one of Evy's many experiments. Through her rituals, one of the many ancient, unfathomable gods that dwell outside time and space has warped the birds' bodies and made them wholly deranged. A few days after Evy was trapped in the basement, the birds escaped their cages and have since flown around the room in search of an exit as well as their lost sanity.

Thoroughly mad and desperate to flee, the birds attack the characters immediately. They use the stats of a **swarm of bats**, but without the Blindsight sense and Echolocation feature. In addition, due to the birds' chilling screams, the characters must make a DC 10 Wisdom saving throw during the first round of combat or be afflicted with short-term madness.

Optional: if the characters are playing the non-violent version of this adventure, the birds fly past the characters without attacking. However, the characters are still required to make the Wisdom saving throw because of the birds' unnerving and piercing shrieks.



SEARCHING THE UPSTAIRS ROOM

Evy usually spends most of her time here when she is not studying her creations in the basement. Tomes, scroll tubes, and reams of parchments have been crammed into the bookshelves, while the run-down tables struggle to support a large number of vials, bottles, tubes, pots, pipes, and coils.

The cages on the benches contain three **lizards**, five **spiders**, and six **poisonous snakes**. The animals are hostile but can't attack the characters unless they are let out of their cages.

The stove on the eastern wall is cold and filled with ash. The bookcases are filled with a range of books and documents on arcane subjects, as well as Evy's research notes. One of the bookcases has a sign that says "Do not touch the books!"

➤ On a closer look, DC 8 Wisdom (Perception): the characters find a key ring in black iron with several keys on one of the desks. If any character gets a result equal to or higher than 18, they realise that some of the smaller keys on the key ring fit the cages in the room. There are no locks in this room that match the larger keys, even though these are slightly worn from use.

➤ On a closer look, DC 12 Intelligence (Nature): some of the animals in the cages seem to belong to more than one species.

➤ On a closer look, DC 15 Intelligence (Investigation): one of the journals was updated by Evy last week with notes on her latest experiment. The words are written in a spidery, almost unreadable handwriting:

Success at last! If only my old mentor could see me now! The Creation is my greatest success. Intelligent, agile, and full of potential!

Its only weakness is strong light, but I will expose it gradually to oil lamps downstairs so that it adapts.

There is no passage that explains exactly what this creation is.

TRAP

The floor in front of one of the bookcases is magically trapped. Anyone who steps on the floor within 5 feet of the bookcase is enveloped in writhing green flames that deal 2d10 fire damage.

The trap can be spotted with a successful DC 20 Wisdom (Perception) check, and disabled with a DC 10 Intelligence check.

CHAPTER 7: BASEMENT LABORATORY

If the adventuring party hasn't yet discovered the concealed door to the basement, the character with the highest passive Perception notices that the odd, putrid stench seems to come from below. This guides the characters to the hidden door under the stairs.

The basement is completely dark with the exception of the first room, which is dimly lit by the strange light from the tanks. The torches along the the wall have burned out days ago.

ROOM 1: UNDERWATER EXPERIMENTS

A narrow spiral staircase leads down far underground and ends in a large chamber with miscoloured brick walls and a high domed ceiling. The walls are made from grey bricks reinforced by rusted iron bars. Water drips from the ceiling onto an uneven stone floor.

In the wall across the room is an arched doorway that opens to a shadowy space. Steam fills much of the room. It is unnervingly silent apart from the hum of distant machinery and the odd scraping sound.

Three big open vats stand along one of the walls, and three equally large tanks are found along the opposite wall. All containers are filled with a cloudy, faintly luminous liquid that gives off a weak, sickly green radiance.

Something appears to be moving slowly in the tank in the northeast corner, but only a closer look can reveal what hides inside it.

The steam causes the room to be lightly obscured. An array of humming levers, spokes, and meters are fitted into the wall behind the vats. This partially arcane machinery controls the temperature of the containers. The glowing liquid in the containers is hot and weakly toxic and deals 1d4 acid damage to anyone touching it.

A SLITHERING SHOCK

If a character ventures close to the tank in the northeast corner, a black and brown **giant octopus** slams its tentacles against the glass in front of the character's face. All characters within 30 feet who witness this must succeed on a DC 12 Wisdom

saving throw or be Frightened for one minute.

The octopus spends one round trying to reach the character through the glass before it returns to the depth of the tank. It can't escape the tank unless the glass is smashed (AC 13, 25 hit points).

The octopus largely resembles a normal member of its species, but Evy's experiments have provided it with large serrated teeth that enable it to make bite attacks (+5 to hit, reach 5 feet, 1d8 + 3 piercing damage). It can also breathe air and has a land speed of 15 feet.

➤ On a closer look, DC 14 Wisdom (Perception): one of the writhing tentacles of the octopus grows momentarily invisible before it solidifies again. This is a result of one of Evy's rituals and hints to the characters that there may be other invisible dangers about.

ROOM 2: CAGES

This room is filled with sturdy but rusty iron cages ranging from medium sized to large. Some cages are empty, but most are occupied with a variety of weird creatures that seem to be combinations of species.

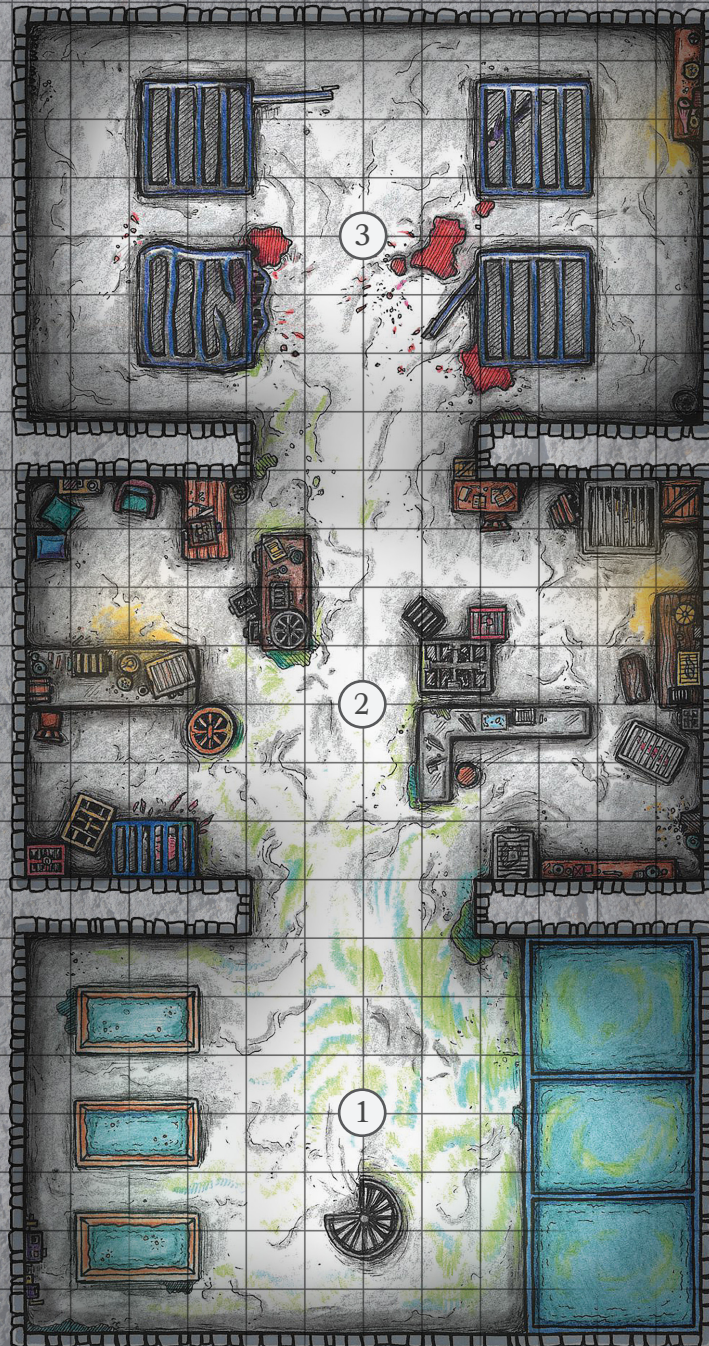
In one cage, an elongated frog with huge pale eyes slithers around in a snake-like fashion, while another cage contains a large eyeless bird with feet disturbingly similar to humanoid hands. A few cages hold slow-moving creatures so outlandish and deformed that they defy description.

As with the other misshapen animals in the tower, these malformed beasts are the product of Evy's rituals and experiments. The beasts are alive, but their minds are warped and twisted. All of the cages are locked (AC 18, 40 hit points, and resistance to piercing and slashing damage). Each cage can be opened with a successful DC 22 Dexterity (Thieves' tools) check.

If anyone in the party is a druid or ranger, they feel so ill at ease at the sight of the creatures they must succeed on a DC 12 Constitution saving throw to move closer than 5 feet to the cages that contain the malformed beasts.

There are also a couple of metal shelves filled with a jumble of dirty vials, smudgy bottles,

EVY'S LABORATORY



BASEMENT

One square = 5 feet

The basement below the old watchtower. 1: underwater experiments. 2: cages. 3: Evy's prison.

buckets filled with dust and slime, and assorted dirty tools.

➔ On a closer look, DC 14 Wisdom (Perception): one of the animals, a doglike creature with long claws and black, glassy orbs for eyes, is faintly semi-transparent. This observation might cause the characters to guess that there may be other invisible dangers nearby.

A DESPERATE CALL FOR HELP

As soon as the adventuring party enters the room, the bizarre creatures in the cages notice the characters and move around while they whine, growl, or emit other various weird noises.

When this happens, Evy calls out to the characters.

“Hello?” a female voice calls weakly from the next room ahead. “Is anyone there? Please help me!”

ROOM 3: EVY’S PRISON

The third room contains four very large cages with thick iron bars. Two of the cages are open and empty. Another cage is partially destroyed, its metal gate bent and some of the bars snapped in half. The floor is stained with blood and small puddles of ooze.

The fourth cage contains a young human woman. Her hair is caked with dirt, her pale skin is stained, and there are dark circles under her eyes. She seems uninjured except for an angry-looking, infected scratch across her forehead.

The woman is Evy Ashwood. She is excited and relieved to see the characters and grips the iron bars as she addresses them.

“Thank the gods you are here!” Evy says. “I thought I would die in this cage!” She catches her breath and says, “You slayed it, did you not? The monster I created.”

Suddenly Evy’s eyes grow wide with fear, and she crawls away from the cage’s door. “Oh no! It’s here! Kill it! You have to kill it!”

EVY ASHWOOD

Evy Ashwood is a human female **mage** (CN) in her early twenties. She is short and skinny, with pale skin and tousled long dark hair in an unkempt braid. Because she works day and night, she always has large dark rings under her eyes.

She normally wears practical mismatched clothes that her uncle has given her. An accident in an alchemy laboratory many years ago rendered her temporarily deaf and left her without three fingers on her right hand. She has a direct, fidgety, and intense manner.

Trait: I am convinced that I am always on the verge of a discovery that will baffle scholars for centuries to come.

Ideal: Knowledge. There is a pattern in everything in this world, including life and death. (Neutral)

Bond: I have little time for other people, but I am fond of my uncle, who is the only relative I have.

Flaw: I fail to see that my hunger for forbidden knowledge and experiments may lead to destruction and chaos.

A HIDEOUS MONSTER ATTACKS

Currently invisible, the **harak'ye** has crept up along the ceiling and is poised immediately above the character closest to Evy.

One round later, the harak'ye drops down and attacks while Evy still screams in panic.

A large, horrific creature drops from the ceiling in the midst of your group! Eight massive spider's legs protrude from its swollen body, its bulbous head is covered with numerous disturbingly intelligent orange eyes, and its huge maw is filled with shark-like teeth.

With a loud, sickening hiss, the creature spews out thick wriggling tentacles from its mouth, which reach for you!

The harak'ye is shrewd and does its best to surprise the party, after which it tries to grapple the character that looks the most dangerous.

If the harak'ye loses half or more of its hit points, it leaps to the ceiling and uses its tentacles to lash its opponents below. This puts the harak'ye 10 feet above a medium-sized creature on the floor.

Optional: if the characters are playing the non-violent version of this adventure, this encounter can be resolved without the need for physical conflict. In this case, Evy also cries out: "It is sensitive to light! Cast a spell or light a torch!"

If any character follows Evy's advice, the harak'ye shudders and tries to get away from the source of light, then slumps and falls over. Green acrid smoke rises from the body, which begins to dissolve.

A few minutes later, all that is left of the creature is a puddle of translucent goo and a terrible stench.



CHAPTER 8: A TRICKY QUESTION

If the party defeats the harak'ye, Evy explains that it was one of her experiments and that it grew much faster than she anticipated. It broke out of its cage when she was going to move it, and it attacked her. To protect herself, she ran into another cage and slammed its door shut, accidentally locking herself in. While safe from the monster, she was unable to leave.

Nevertheless, Evy is very pleased with how terrifying and clever her most recent experiment turned out, and considers it a great success even though it almost meant her end.

"My research is on the brink of complete success!" Evy says, her eyes gleaming with excitement in the dim light of the glowing tanks in her laboratory. "The next creation will change the world, I can assure you!"

It is clear to the characters that Evy is obsessed with her work. At this point, the party needs to decide what to do next.

If Evy is convinced to pursue a different type of research, or if her madness is cured:

Evy returns to her studies in Northwind Gate but shifts her focus from unnatural experiments to rare and difficult sicknesses. She rises to become one of the best in her field. When an outbreak of the scale plague strikes the town of Northwind Gate a year later, Evy invents a cure that saves hundreds of lives.

The party leaves Evy locked in her cage:

Evy dies due to the infected wound a few days after the characters leave. Unmonitored by Evy, one of her other experiments grows immensely large and strong and breaks out of its cage.

The aberration then leaves the tower and finds its way to a nearby mountain lake, in which it metamorphoses into a truly horrific being. Over the following decades, it preys on unwary wanderers who venture too close to its underwater lair, and

becomes known in the region as the legendary "Creature from the Deep".

Winterhold's guards are told what has happened:

Initially, the guards of Winterhold are hesitant to investigate the tower since it is situated outside the city walls, but they eventually send a couple of guards to Evy's home. Aghast at what they find, they call for reinforcements and arrest Evy. Brought back to Winterhold and imprisoned in a secure cell, Evy is accused of "intentionally bringing harm to the public".

However, a diligent sergeant collects and catalogues the equipment confiscated at the tower, and passes on the records to the Academy of Alchemy in Northwind Gate. A member of the academy travels to Winterhold to visit Evy and quickly realises she has been cursed.

Through a loophole in the law, Evy is released from prison, and a local cleric removes the curse and restores her sanity. After a few months of recovering from her ordeal, she starts to work at the Slithering Eel Tavern and, when Feldor retires some twenty years later, she takes over the business.

Evy is released from the cage and allowed to continue her obsessive research:

Evy continues her bizarre experiments and grows increasingly deranged. As Feldor becomes more and more concerned about her, he eventually sells his tavern to afford hiring a high-level cleric, who dispels the curse and manages to steer Evy's research in a new and less destructive direction.

Feldor starts working at another tavern in a different part of Winterhold, but with time he grows bitter over losing his family business.

Evy spends the rests of her days collecting, classifying, and naming tiny beetles around Winterhold. Her research is remarkably thorough, but her research field is too narrow to have any practical usage or impact on the world in general. She is, however, perfectly happy.



EVY'S GIFT

If Evy is freed from the cage, she thanks them distractedly, rummages in her laboratory, and produces two items that she offers to the adventurers as gifts. Roll one d20 twice on the table "Evy's Gift" in the appendix to find what Evy gives the characters.

THE RETURN OF THE HEROES

The journey back to Winterhold is uneventful unless the DM chooses to let the characters meet a random encounter in the wilderness by rolling a 1d6 on each of the random encounters tables in chapter 5 (ignoring encounters that already have taken place).

Regardless of what the characters decided to do with Evy, they can still claim their reward from Feldor, who is relieved to learn what happened to his niece.

"Thank you for travelling through the wilderness and for finding out what happened to my niece," Feldor says and hands you a small purse with 35 gp. "I wish I had more to offer you as a reward."

He pauses, then takes down the massive crossbow from the wall behind the bar.

"Take this too," Feldor says. "The adventuring life is not for me, so you might have better use for it. And please know that you are always welcome back to the Slithering Eel Tavern."

The elderly gnome at the corner table nods at the adventurers, and Ninki asks them if they would like something to drink.

"On the house, of course," she says with a teasing smile that shows her fangs.

Feldor groans and begins to pour the drinks.

FELDOR'S REWARD

This *Heavy Crossbow +1* requires a Strength score of 15 or higher to use. Its powerful design means the wielder adds their Strength bonus to Attack and Damage instead of their Dexterity bonus. In addition, the weapon deals double damage to objects and structures, and can be used as a portable ram. The crossbow comes with a hefty quiver in red wyvern hide that contains 12 *Crossbow Bolts +1*.

The crossbow was once owned by an unusually strong orc chieftain and has seen numerous battles. It was a gift from Feldor's younger brother.

THE END

The adventures continue in *The Frozen Labyrinth*, part 1 of the *Rise of the Ice Dragons* trilogy.

CHAPTER 9: NEW MAGIC ITEMS



BOOK OF THE GREAT OLD ONES

Wondrous item, artifact (requires attunement)

This heavy tome is bound in black and dark green leather of unknown origin, and its pages are so thin they border on transparent. Each page is filled with obscure runes, diagrams, and illustrations, which move and alter incessantly. The book is chilly and slippery to the touch and smells faintly of decay.

Its origin is unknown, but as its oldest pages are written in Deep Speech, some scholars believe the book was authored by an entity that dwells in a dreadful, dreamlike dimension completely unlike that of the material plane. Over time, hundreds of previous owners have added their own notes, many of which are rambling, cryptic, and disconcerting. The book is known to have travelled through both space and time, possibly by its own whim.

Curse. This book is cursed and dramatically alters the minds that fall under its sway. Those affected by this curse will go to extreme lengths to realise the visions granted to them by the Elder Gods whose powers are channelled through the book. See more under the feature “By the Grace of the Great” below.

The curse can be triggered only if no one is attuned to the book. It can come into effect in one of two ways.

- If a person with an Intelligence score of 15 or higher passes within 10 feet of the book, they must succeed on a DC 20 Intelligence saving throw or be affected by the curse and automatically attuned to the book.
- If someone attunes to the book willingly, they are automatically cursed.

The attunement can be ended only by magical means.

UNDERSTANDING THE UNKNOWN

Anyone attuned to the book must spend 80 hours studying it to reap its benefits, and the book can be attuned only to one person at a time. Other people who look at the book's open pages gain no understanding or benefits.

When a creature has studied the book for 80 hours, the reader must make a DC 13 Wisdom saving throw. On a fail, the reader learns nothing and can't make further attempts to comprehend the book. On a success, the Great Old Ones decide to impart their knowledge to the reader, who reaps the benefits and consequences described below.

However, gaining this understanding also means that the reader is inundated with vast, sudden insight into dark and otherworldly knowledge, which is dangerous to fragile mortal minds. A reader who is successful in reading the book must roll one d100. On a result of 1 to 60, the reader is afflicted with short-term madness. On a result of 61–85, the reader is afflicted with long-term madness. On a roll of 86–100, the huge and swift awareness takes a heavy toll on the reader, who is afflicted with indefinite madness.

BENEFITS AND CONSEQUENCES

A Deeper Understanding. Your Wisdom score increases by 2, to a maximum of 24. The book can raise your ability score only once.

Outlandish Powers. You can cast the following spells once per day (recharges at midnight): *hypnotic pattern*, *confusion*, *polymorph*, *dream*.

Aberrational Affinity. While you are attuned to this book, some unearthly monsters recognize you as a potential member of their kin. Any aberration that wishes to attack you must succeed on a DC 15 Wisdom saving throw. On a fail, they must refrain from attacking you, or target another creature.

By the Grace of the Great. You receive visions while awake or when dreaming from the book's otherworldly authors, and the benefits granted to you by reading the book last only for as long as you fulfil these visions. The visions occur randomly, and the tasks may vary in difficulty, but you always have ten days to fulfil each of them. An example of a typical task is to collect seven frogs, thread them up on a cord, and place them in a tree at a specific location in a forest.

Mark of Madness. You develop a physical deformity due to the influence of the mysterious entities that channel their unearthly powers through the book. Your eyes might turn black and become filled with stars in unknown constellations, or one of your fingers might turn into a slim tentacle. You may grow a second set of eyelids, or your tongue might grow to be longer than an arm. The DM determines your exact deformation.

Unearthly Understanding. While you carry the *Book of the Great Old Ones* and are attuned to it, you can read, write, and speak Deep Speech.

Destroying the Book. The book is virtually indestructible and can be destroyed only by a specific ritual that teleports the book into a lake of green fire on the plane of demons. However, the book rematerialises somewhere in the multiverse 1d10 x 100 years later to await a new reader. Pages can be torn from the book, but the book grows new pages over time. In addition, readers tend to inset pages featuring their own mad scribbles.

If all knowledge of the unknown is revealed, and all the Great Old Ones are slain, the book will slowly shrink, fade away, and leave behind only a trail of green smoke.



A MARK
OF MADNESS

CHAPTER 10: NEW MONSTERS

HARAK'YE

The harak'ye is a nightmarish creature that vaguely resembles a cross between an enormous spider and an octopus. Its bulky body is propped up by between six to twelve massive hairy legs, and the small, numerous eyes around its head gleam slightly in the dark with unnatural intelligence.

Grotesque Gorgier. The mouth of the harak'ye features a row of constantly writhing tentacles that it uses to suck blood and bodily fluids from

its grappled victims. Its strong, slimy tentacles are colourless and semi-transparent, which make its feeding particularly gruesome according to the few who have met this foe and lived to tell the tale.

Sudden Striker. The harak'ye can turn invisible and prefers to stalk its prey this way to study it for weaknesses before attacking.

A Horrifying Visage. The hideous appearance of the harak'ye often causes its prey to flee in blind panic, which makes them all the easier for the harak'ye to catch and devour.



HARAK'YE

Large aberration, chaotic evil

Armour Class 15 (natural armour)

Hit Points 110 (13d10 + 39)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	19 (+4)	11 (0)	14 (+2)	10 (0)

Skills Perception +7

Damage Vulnerabilities radiant

Senses darkvision 60 ft., passive Perception 17

Languages understands Common and Deep Speech but can't speak.

Challenge 6 (2,300 XP)

Frightful Presence. All who are within 30 feet of the harak'ye and aware of it must succeed on a DC 12 Wisdom saving throw or become frightened for 1d4 rounds. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a roll of a natural 1, the creature is afflicted with short-term madness as described in the core rulebooks. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours.

No Friend of Light. The harak'ye has vulnerability to radiant damage. It also suffers a -2 penalty to attack rolls if part or all of its body is in bright light.

A Mind of their Own. Each time the harak'ye is hit by an attack, its tentacles can make one melee attack as a reaction against a target within 10 feet.

Spider Climb. The harak'ye can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The harak'ye makes three attacks: one with its bite, and two with its claws.

Invisibility (1/Day). The harak'ye becomes invisible. It becomes visible if it attacks or chooses to end its invisibility.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 2d6 + 4 piercing damage and 2d6 acid damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 2d6 + 4 slashing damage.

Tentacles. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 3d6 bludgeoning damage and the target is grappled (escape DC 17). Until this grapple ends, the creature is Restrained. The harak'ye can attempt to use its bite attack against the restrained creature on its next turn.

APPENDIX

THE HISTORY OF WINTERHOLD

Winterhold is a town of about 3,000 people situated partially inside a gargantuan cave in a mountain. A quarter of the town is located below ground, and another quarter is found inside the mountain behind the old wall, which runs along the mouth of the cave. The remaining half sits outside the mountain and the wall.

A TUMULTUOUS PAST

The town traces its origin back almost 1,200 years, when a group of dwarven miners discovered promising veins of ore, especially silver and rare adamantine, deep in the cave and decided to mine the depths of the mountain. There was plenty of ore to be found, but it was also difficult to mine, so when the dwarves realized they would spend considerable time in the area, they drew up plans for how to expand their settlement and turn it into a permanent home. Winterhold was born.

Within a couple of decades, Winterhold was a small but proper mining town that saw frequent visits by traders journeying through the area. The town grew in size and added a permanent palisade as protection against dangerous beasts and raiding orcs.

THE IRONSHIELD CLAN

Around two centuries later, another dwarven society known as the Ironshield Clan arrived in the region. The clan's queen, Freya Swiftsteel, was an excellent tactician. Under her command, the Ironshield Clan conquered more and more land and expanded their kingdom towards the mountains in which Winterhold is located. In response, Winterhold bolstered its defences with allies and constructed a stout stone wall, effectively becoming a military outpost. But Winterhold faced more threats: the dark elves who lived under Winterhold did not appreciate how Winterhold's mines intruded on their territory, and made life for the mining dwarves dangerous.

This marked the start of a drawn-out conflict between Winterhold, the drow, and the Ironshield Clan. The future of Winterhold looked particularly grim at one point when the Ironshield Clan and the drow entered a pact designed to crush Winterhold. However, due to a series of misunderstandings and unfortunate events, the dark elves undermined and destroyed the Ironshield Clan's stronghold.

In retaliation, Queen Freja triggered a trap she had prepared in secret and flooded the drow's tunnels, forcing the dark elves to retreat. In a flash, both forces were heavily decimated. Over the following months, the drow pulled back into the shadows while the Ironshield Clan was annihilated in a string of ill-fated battles. At last, Winterhold could breathe out.

A long period of peace ensued, which allowed Winterhold to recover and thrive. Today, Winterhold is a lively trading town, perfectly situated between cities such as Northwind Gate to the north, and villages and hunting outposts in the south, such as Buckbridge. The ore has been depleted, but the town prospers from trading, as merchants from south and north meet here to trade ore and hides for cloth and grain.

GOVERNANCE AND EVERYDAY LIFE

There is no king, queen, or mayor in Winterhold; instead, the town is governed by a group known as the Five. This circle of leaders usually currently consists of scholars, merchants, diplomats, and military commanders. Every ten years, the members of the Five change according to an election in which the most influential merchants, families, and guilds take part.

The population of Winterhold is made up of all kinds of races. However, the town was founded by dwarves, and therefore the architecture is largely dwarven above as well as below ground, and most decorations are in typical dwarven styles. The oldest parts of the town are still owned by various dwarven clans, although some of these areas belong to successful merchants and wealthy families of other races.

THE CATS IN THE TOWER

In a quiet corner in Winterhold is an old stone tower that once belonged to the renowned mage Octavia Dragonborn. After she left Winterhold, her old tower was taken over by generations of very small, but highly intelligent cats. These feline residents are the result of one of Octavia's mysterious and often debatable experiments.

These cats are approximately half the size of normal domestic cats and over the years they have established a small empire of sorts in the tower and its immediate surroundings. Notably, there is not a single rat or mouse to be found in Winterhold, and dogs have long since learnt never to challenge a cat, lest the offending dog might disappear under mysterious circumstances or meet with a freak accident.

As the cats possess rare knowledge, scholars and others often visit the tower in hope to glean an insight or two from the cats in exchange for tasty treats, answers, and sometimes specific favours. Killing a cat in Winterhold is illegal and punishable by death.

A FRIEND OF FELINES

Possessing an immense understanding of the arcane and prone to unconventional experiments that focussed on combining and altering the size of creatures, Octavia Dragonborn was widely known among other mages.

After she left Winterhold, her tower was believed abandoned, but this was far from true: Octavia's old home was still inhabited, and its residents would soon grow in number. Octavia had always kept cats for company and enjoyed their cunning as well as their quietness. Even better, the cats' nocturnal habits matched those of Octavia. More than once, Octavia carried out harmless experiments on the cats, mainly to investigate the size variation of mammal species. In addition, the cats were exposed to the arcane powers that flowed freely around Octavia's laboratory.

After some time, the constant exposure to the flow of magic affected their intellects. First, they grew cleverer than most other cats, then smarter than any other domestic animal. Eventually, they became as intelligent as the average scholar.

MEANINGFUL MEOWS

When Octavia left, the cats took over the tower, and their tribe grew in size. Today, they number well over a hundred and have a finely developed internal hierarchy. The cats have also established a mutually beneficial relationship with Winterhold by offering its inhabitants answers or insight difficult to find elsewhere.

As the cats are innately clever, they are well informed of all current dealings in the area as well as collectors of new information. For this reason, at any given time during the day, there are often half a dozen or more citizens waiting for their turn to consult one of the cats.

Visitors to the tower find in the entrance a huge number of luxurious cushions, all of which are occupied by a cat. There is also a large number of paintings and elegant sculptures of cats in marble throughout the space. A sign encourages the visitor to take a queue ticket and wait for their turn. The same sign points out that visitors must be able to communicate with cats, by natural skill or magical means, and also bring a gift to the cats.

This is followed by a list of suggested gifts, such as five fat salmons, a jar of catnip, a gallon of lantern oil, a set of quality dice, a nice dog collar, five feet of solid chain, or a *Scroll of Fireball*. After a while the visitor is approached by the cats' assistant, a graceful elven woman in purple robes with a huge affinity for all types of felines, who guides them to the particular cat that has agreed to talk to a visitor.

AUDIENCES

Anyone who would like to visit the cats should bring scrolls or potions that enable them to communicate with animals (while clever and organised, the cats can't speak Common). Not everyone is allowed inside the tower, but those who gain an audience with the cats are advised to keep their wits about them: the cats are quite clever, and many scholars suspect that the cats might have a secret agenda of their own.

DOWNLOADABLE MAPS

The maps for *What happened to Evy Ashwood?* can be downloaded here:
<http://midnight-tower.com/maps>

HOW TO SCALE THIS ADVENTURE

Make the following adjustment to scale the adventure up or down so it suits the level of your group.

TIERS

Tier 1 represents levels 1–4 for an adventure group of three to five characters.

Tier 2 represents levels 5–10 for an adventure group of three to five characters.

Tier 3 represents levels 11–16 for an adventure group of three to five characters.

Tier 4 represents levels 17–20 for an adventure group of three to five characters.

SKILL CHECKS AND SAVES

Adjust the DC for skill checks and saves in the following way:

Tier 1: Decrease all DC checks with -2.

Tier 2: Use the DC checks in the adventure.

Tier 3: Increase all DC checks with +2.

Tier 4: Increase all DC checks with +4.

TRAP

Suggested changes to damage from the trap in front of the bookcases in Evy's tower:

Tier 1: 1d10 psychic damage.

Tier 2: Use the trap as described in the adventure.

Tier 3: 3d10 psychic damage.

Tier 4: 4d10 psychic damage.

Adjust the saving throws and skill check DC as previously mentioned.

RANDOM COMBAT ENCOUNTERS

Replace the **otyugh** with:

Tier 1: One **ankheg**. CR 2 (450 XP).

Tier 2: Use the monster as described in the adventure.

Tier 3: Two **trolls**. CR 9 (5,400 XP).

Tier 4: Three **bulettes**. CR 13 (10,800 XP).

Replace the two **winter wolves** with:

Tier 1: One **winter wolf**. CR 3 (700 XP).

Tier 2: Use the monster as described in the adventure.

Tier 3: Five **winter wolves**. CR 10 (7,000 XP).

Tier 4: Ten **winter wolves**. CR 16 (17,500 XP).

Replace the **gibbering moulder** with:

Tier 1: Use the monster as described in the adventure.

Tier 2: Use the monster as described in the adventure.

Tier 3: One **mummy lord**. CR 15 (13,000 XP).

Tier 4: Ten **hell hounds**. CR 16 (17,500 XP).

Replace the wounded **frost giant** with:

Tier 1: One **ogre**. CR 2 (450 XP).

Tier 2: Use the monster as described in the adventure.

Tier 3: Two **hill giants**. CR 9 (5,400 XP).

Tier 4: Two **cloud giants**. CR 16 (15,000 XP).

Replace the **cloak** with:

Tier 1: Two **giant spiders**. CR 2 (600 XP).

Tier 2: Use the monster as described in the adventure.

Tier 3: One **purple worm**. CR 15 (13,000 XP).

Tier 4: Two **behirs**. CR 18 (21,600 XP).

Replace the **wyvern** with:

Tier 1: One **hippogriff**. CR 1 (200 XP).

Tier 2: Use the monster as described in the adventure.

Tier 3: One **roc**. CR 11 (7,200 XP).

Tier 4: One **ancient white dragon**. CR 20 (25,000 XP).

ENCOUNTERS AT EVY'S TOWER

Replace the **chuul** with:

Tier 1: Due to the cold, the **chuul** is sluggish and attacks only once on its turn. Its AC is decreased to 13 and its speed is reduced to 15 feet. CR 2 (450 XP).

Tier 2: Use the monster as described in the adventure.

Tier 3: Three **chuuls**. CR 10 (6,600 XP).

Tier 4: Seven **chuuls**. CR 17 (19,250 XP).

Change the lunatic blackbirds that use the stats of a swarm of bats in the following way:

Tier 1–4: Use the same monster as in the adventure, but adjust the DC Wisdom saving throw as explained above.

Replace the **giant octopus** with:

Tier 1: Use the same monster as in the adventure.

Tier 2: Use the same monster as in the adventure.

Tier 3: Use the same monster as in the adventure.

Tier 4: One **kraken**. CR 23 (50,000 XP). Due to Evy's uncanny experimenting, the size of the kraken is large instead of gargantuan.

THE HARAK'YE

Change the statistics for the **harak'ye** in the following way:

Tier 1:

Armour Class 12 (natural armour)

Hit Points 58 (9d8 + 18)

Frightful Presence. All who are within 30 feet of the harak'ye and aware of it must succeed on a DC 10 Wisdom saving throw or become frightened for 1d4 rounds.

Multiattack. The harak'ye makes two attacks: one with its bite, and one with its claws.

Invisibility (1/Day). The harak'ye becomes invisible. It becomes visible if it attacks or chooses to end its invisibility.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 1d6 + 2 piercing damage and 1d6 acid damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 1d6 + 2 slashing damage.

Tentacles. Melee Weapon Attack: +5 to hit, reach 15 ft., one target. **Hit:** 1d6 bludgeoning damage and the target is grappled (escape DC 15). Until this grapple ends, the creature is Restrained. The harak'ye can attempt to use its bite attack against the restrained creature on its next turn.

Challenge 2 (450 XP)

Tier 2:

Use the monster as described in the adventure.

Tier 3:

Armour Class 17 (natural armour)

Hit Points 195 (17d12 + 85)

Damage Resistance poison, cold, necrotic

Damage Immunities acid

Frightful Presence. All who are within 30 feet of the harak'ye and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1d4 rounds.

Multiattack. The harak'ye makes three attacks: one with its bite, and two with its claws.

Invisibility (3/Day). The harak'ye becomes invisible. It becomes visible if it attacks or chooses to end its invisibility.

Bite. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. **Hit:** 3d6 + 6 piercing damage and 3d6 acid damage.

Claws. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. **Hit:** 3d6 + 6 slashing damage.

Tentacles. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. **Hit:** 4d6 bludgeoning damage and the target is grappled (escape DC 19). Until this grapple ends, the creature is Restrained. The harak'ye can attempt to use its bite attack against the restrained creature on its next turn.

Challenge 11 (7,200 XP)

Tier 4:

Armour Class 20 (natural armour)

Hit Points 333 (18d20 + 144)

Damage Resistance poison, cold, necrotic

Damage Immunities acid; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities frightened, paralysed

Frightful Presence. All who are within 30 feet of the harak'ye and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1d4 rounds.

Multiattack. The harak'ye makes three attacks: one with its bite, and two with its claws.

Invisibility (1/Day). The harak'ye becomes invisible as if affected by the spell *greater invisibility*.

Bite. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 4d6 + 8 piercing damage and 4d6 acid damage.

Claws. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 4d6 + 8 slashing damage.

Tentacles. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 4d6 bludgeoning damage and the target is grappled (escape DC 21). Until this grapple ends, the creature is Restrained. The harak'ye can attempt to use its bite attack against the restrained creature on its next turn.

Challenge 20 (25,000 XP)

HOW TO SCALE TREASURES

Adjust Feldor's reward as follows:

Tier 1: 25 gp. The crossbow is +1 and comes without bolts.

Tier 2: Use the same item as described in the adventure.

Tier 3: 50 gp. The crossbow is +2 and comes without bolts.

Tier 4: 100 gp. The crossbow is +2 and comes with *12 Crossbow Bolts +2*.

Adjust Evy's gift as follows:

Tier 1: Roll once on the table "Evy's Gift".

Tier 2: Roll twice on the table "Evy's Gift".

Tier 3: Roll three times on the table "Evy's Gift".

Tier 4: Roll four times on the table "Evy's Gift".

Other treasures in the adventure:

Tier 1: Decrease the value of the treasures with half the value.

Tier 2: Use the treasures in the adventure.

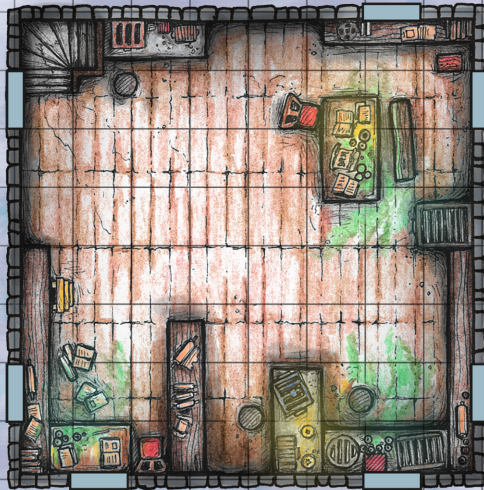
Tier 3: Double the value of the treasures in the adventure.

Tier 4: Increase the value of the treasures in the adventure fivefold.

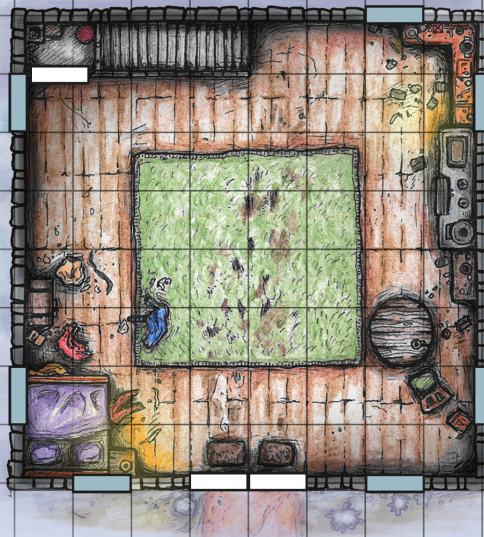
EVY'S GIFT

1. One vial of acid
2. One flask of alchemist's fire
3. One vial of antitoxin
4. One vial of basic poison
5. One packet of dust of disappearance
6. One packet of dust of sneezing and choking
7. One vial of oil of sharpness
8. One vial of philter of love
9. One potion of healing
10. One potion of superior healing
11. One potion of supreme healing
12. One potion of animal friendship
13. One potion of climbing
14. One potion of fire resistance
15. One potion of giant strength
16. One potion of invisibility
17. One potion of poison
18. One potion of speed
19. One vial of restorative ointment
20. One pair of goggles of night

THE OLD WATCHTOWER



UPSTAIRS



MAP LEGEND

-  DOOR
-  WINDOW



DOWNSTAIRS

One square = 5 feet

The downstairs and upstairs rooms in the old watchtower: player version.

THE GREAT OLD ONE COMPENDIUM



Lovecraftian monsters, cursed magical items, nefarious villains,
and more for the world's greatest roleplaying game

A MIDNIGHT TOWER COMPENDIUM



CURSED MAGICAL ITEMS



CHATHASHAA'S
CURSED
MEDALLION

CHATHASHAA'S CURSED MEDALLION

Wondrous item, very rare (requires attunement)

While wearing this amulet, you gain a +1 bonus on Intelligence-based skill checks. You may also attempt to activate its properties by gazing into its eyes and making a DC 13 Wisdom saving throw. On a success, you can cast one of the following spells per day without expending a spell slot: *clairvoyance*, *divination*, *invisibility*, or *scrying*. On a fail, you are afflicted by short-term madness for 1d10 minutes.

When using this medallion and casting spells, it puts you in contact with an unspecified alien entity, which responds to you in guttural whispers. Once used, you can't use the properties of the item until the next dawn.

Curse. This medallion is a conduit between the material world and a vast plane of infinite and dangerous knowledge. Using the medallion weakens the psyches of mortal beings, and anyone attuned to the medallion has vulnerability to psychic damage.

The medallion is made from serpentine and ancient steel. It is slightly chilly to the touch. Even glancing at the glossy, milky-white eyes on the medallion can induce a nauseating sense of vertigo.

The medallion was last sighted during the Battle of Windbreaker Ridge, when General Abeldonias Scarletcrown went mad, led his army to certain death against the invading forces, and lost the war.

FIGURINE OF
JADE CHUUL



FIGURINE OF JADE CHUUL

Wondrous item, very rare

This small statuette is made out of jade and resembles a chuul with raised pinchers. As an action, you can place the figurine on an unoccupied space on the ground and whisper a command; the figurine will transform to a chuul for up to 8 hours.

The chuul is friendly to you and obeys your commands. While you are within 100 feet of the chuul, you can communicate with it using Deep Speech, even if you normally are unfamiliar with the language. If you issue no commands, the chuul will defend itself but takes no further actions.

At the end of the duration, or if it drops to 0 hit points, the chuul reverts to its jade figurine form. You can also use an action to speak the command word to dismiss it. Once the figurine has been used, it can't be used again until 7 days have passed.

Curse. This item is cursed and there is a risk that the aberration will turn on you. When the transformation ends, make a DC 13 Wisdom saving throw.

On a success, the aberration changes back to the figurine. On a fail, the chuul remains and becomes hostile towards you and everyone else in sight. It can't be dismissed by you, but disappears after 3 hours.



SLIDITH'S GIFT

SLIDITH'S GIFT

Wondrous item (cloak), rare

This cape was created on another plane and conceals your alignment and intellect. While wearing the cape, you can't be affected by the spells *detect thoughts* or *command*. In addition, in dim light or darkness, you can cast the spell *invisibility* once per day without expending a spell slot. You also receive a +2 bonus to your Armour Class, as the slipperiness of the cape makes you harder to hit.

Curse. When you see the cape for the first time and if it is not being worn, you must succeed on a DC 15 Wisdom saving throw. On a failed save, you are compelled to obtain and put on the cape at any cost. However, wearing an item imbued with the powers of a Great Old One takes a heavy toll. When putting on the cape for the first time, you lose one point of Constitution permanently and you gain the following flaw: "I know that everyone is out to get me, and I am constantly pursued."

The cape is made of a slippery material similar to eel skin. It is decorated with heavy shoulder pieces in bronze that are inscribed with ancient runes. The hem of the cape is frayed with age, and it smells faintly of rotting seaweed.

Capes of this kind are often worn by cultists or warlocks who have made pacts with a Great Old One.

STJÄRNA'S TREASURE

Wondrous item (ring), very rare

When worn, this ring gives you a +1 bonus on initiative checks and increases your basic movement speed with 10 feet.

The ring has 4 charges. While wearing it, you can use an action to expend 1 or more of its charges to cast one of the following spells without expending a spell slot: *blink*, *expeditious retreat*, *haste* or *slow*. Each spell costs one charge to cast, and the ring regains 1d4 charges at midnight. In addition, you can use an action to cast the spell *time stop* once. This causes the ring to vanish and reappear 1d20 years later somewhere else on the material plane.

Curse. This ring lets the wearer distort the flow of time by phasing into an unknown dimension in which time changes like the restless ocean. This realm is inhabited by shapeless blind creatures with unnaturally long arms and gaping mouths that sail through the dimension on blackening waves and devour everything in their way.

When the ring is used to cast a spell, roll a d20. On a result of a 1, the wearer disappears into the other realm, suffers 2d6 slashing damage and 2d6 psychic damage, and reappears in the same spot at the end of the next turn covered with bites and cuts.

This ring has the colour and patina of matte copper, but no alchemist has been able to determine exactly what metal it is made from. Likewise, its strange inscription has defied every attempt at interpretation.

The ring was first mentioned by Stjärna Nimi, a travelling scholar from Northwind Gate who disappeared under mysterious circumstances. Since then, the ring has been out of sight for centuries, and it was believed to be lost forever.

However, the ring was recently discovered during an excavation by Ian von Boulderstock, a dwarven archaeologist from the Department of Archaeology, Mining, and History in Winterhold.



STJÄRNA'S TREASURE

MIRROR OF THE AEIDOLONS

Wondrous item, legendary

This legendary mirror has 9 charges. When you gaze into the mirror's shadowy reflection, you can use an action to expend 1 or more of its charges to cast one of the following spells from the mirror, using your spell save DC: *clairvoyance* (3 charges), *locate creature* (4 charges), *scrying* (5 charges), *true seeing* (6 charges), or *foresight* (9 charges). The mirror regains 1d6 charges at midnight.

Curse. Anyone who uses this mirror exposes themselves to the unearthly forces that pulsate through the dominion of the Elder Gods. Those who use the mirror run a risk of being permanently affected by the eldritch power of Elder Gods and becoming deformed, as the powers can warp mortal bodies to gradually resemble the entities who dwell in the realm beyond the mirror.

When the mirror is used to cast a spell, roll a d100. On a result of 1–2, a wave of abnormal energy seeps through the mirror and deforms the user's body. Choose one deformation or roll on the table below.

1. The user's limbs are covered with suction cups and 1d4 of their fingers turn into wriggling tentacles.
2. The user's eyes double in size and turn milky-white.
3. The user's skin becomes ghastly pale and permanently clammy.
4. All of the user's teeth fall out and are replaced with triple rows of needle-thin fangs.
5. The user is afflicted with Sunlight Sensitivity similar to the drawback of drow.
6. A fin the width of a hand grows from the user's spine. Deformed gills appear at the side of the user's throat.

Every time the mirror is used again, add +1 to the roll. This increase is cumulative until the bonus reaches 100, at which point the user turns into an aberration of the DM's choice.

On a roll of 99, the user is sucked into a nightmarish dimension through the mirror and can be brought back only through the spells *gate* or *wish*.

MIRROR OF THE AEIDOLONS



On a roll of 100, the mirror turns into a portal to another plane of existence. Various nightmarish aberrations have the ability to freely enter the material plane and cause terror and destruction. The portal will remain open until the next dark moon, but can be closed with the spell *wish*.

On any other roll, the spell has no other effects.

This mirror stands as tall as a humanoid and weighs just over 100 lb. Its frame is carved from gnarly wood sourced outside of the material plane. Obscure runes line the lower half of the frame, while the upper part is fashioned to resemble tendrils that reach down over the mirror. Some claim that these coils move when no one is looking directly at them.

The *Mirror of the Aeidolons* is currently in the possession of the fanatic cult Followers of Eyon. Its members use the artefact to tap into the immense powers of a Great Old One, which bestows them incredible physical powers as well as hideous deformations.

CULTS & SECRET SOCIETIES

Most people who seek the knowledge or power from the Great Old Ones are secluded scholars and warlocks. However, there are some groups who have formed organisations and societies dedicated to understanding, worshipping, or fighting against these strange deities.

Mages and warlocks tend to use the immense powers that the Elder Gods may offer them in return for favours. This is a volatile activity at best, as the deities who rule the furthest realms care little for mortal lives. Even so, there are several cults who are devoted to the Great Old Ones, and who work incessantly to further their dark cause.

There are also those who perceive the Elder Gods as a mystery that needs to be understood, or view them as a threat that has to be defeated. These scholars, knights, and adventurers often form secret societies that strive to comprehend or fight against the outlandish schemes of the Great Old Ones.

The majority of cults and secret societies shy away from people, but sometimes they hire adventuring parties for particularly dangerous tasks.

CULTS



THE ASCENDED ONES

Motto: From the Dreck of Mortality, We Are Risen

Founded seven hundred years ago following the discovery of a statue said to have fallen from the stars, the Ascended Ones is one of the most reclusive cults in the realm and encompasses around one hundred members who work in utmost secrecy.

The cultists believe that the statue is a gift from the Great Old Ones and worship them in hope for increased physical powers.

All members aspire to go through the so-called Ritual of Ascending, which is reserved for the most promising followers. This torturous ritual involves being walled in with the statue for months without access to water, food, or light.

Those who survive this trial without going mad morph into grotesque and tremendously strong versions of their former selves. In this new state, they rely on senses other than sight and sound. Therefore, according to tradition, their eyes and mouths are sewn shut. To date, only half a dozen cultists have gone through this process.

The cult's base is a ragged temple in Jaggeroth Bluff, a wind-whipped mountain range far north of Whiteport and isolated by a glacier riddled with monsters. Only a handful of maps indicate the location of the temple, and they all disagree on exactly where it is located.

The current leader, Arys Necrirune, is the great-granddaughter of the cult's originator, and the only member who is privy to all its secrets. She currently seeks to expand her influence by forming a sister temple in the hinterlands.



A CIRCLE OF SEVEN CULTIST



CIRCLE OF SEVEN

Motto: Power Through Sacrifice

Little is known about the Circle of Seven. One of the first mentions of the cult was made by the scholar Adanis Rholander from Northwind Gate and dates back 980 years. As the members are strictly forbidden to write down any information about their dealings or traditions, the size of the cult remains undetermined.

The Circle of Seven meet irregularly and at different locations, but always during a full moon and underground. According to the sparse knowledge that Adanis accumulated after five decades of studying obscure cults, each member knows only two other associates by name. Identifying other members at gatherings is difficult, as everyone wears purple robes with deep hoods as well as silver masks.

The cult operates mainly in larger towns and often attracts members from the upper class or rich merchants. Its main goal is to gain knowledge and rule the world discreetly from behind the stage.

Presently one of its members, a rich merchant in Coppertown called Lord Wentrick, searches for an obscure tome. To this end, he looks to hire gullible adventurers to investigate the Forgotten Temple of Kulix, where the book is rumoured to be. However, Lord Wentrick has already hired two other groups of ruthless mercenaries for the same task, and he has no intention to pay whoever succeeds with the quest. Should the book fall into his hands, Lord Wentrick plans to carry out a grisly ritual described in the tome that involves human sacrifices.



FOLLOWERS OF EYON

Motto: Glory, Secrecy, Supremacy

The Followers of Eyon is a fanatical cult whose establishment can be traced back to when a group of religious members left the Monastery of the Sun after a dispute. Initially, the Followers of Eyon was dedicated to Eos, the goddess of morning, but with time their traditions and worship took a darker and more extreme turn.

The leader of the cult, Kerwin Lightbringer, encouraged increasingly ascetic living. The group withdrew from civilisation to the wilderness of the mountains, where they made a remarkable discovery. In one of the caves where they sought shelter, they discovered the *Mirror of the Aeidolons*, a legendary artefact that had been lost for centuries.

The members of the cult use the mirror to spy on others, as they are deeply paranoid about their treasured artefact. However, while the mirror grants those brave enough to gaze into its dusky reflection the immense powers of a Great Old One, it also inflicts a terrible mental toll and hideous deformations. Most of the members of the cult are now so misshapen they hardly resemble humanoids anymore.

It is said that if the *Mirror of the Aeidolons* is used frequently, there is an increasing risk that the mirror will open a portal to another plane of existence and allow a horde of aberrations to spill through, which would lead to devastating terror and death. If this is true or not remains to be seen.

SECRET SOCIETIES



THE SECRET GUARDIANS

Motto: Vigilance, Perfection, and Protection

The Secret Guardians is a secret society that was formed around 450 years ago, when a group of archaeologists in Winterhold unearthed the *Crown of Obliteration*, a legendary artefact.

The leader of the archaeology team, Torold Nickelhelm, instantly realised both the potential and risks of what they had found. He made the other researchers, as well as the group's accompanying guards and servants, swear an oath to keep their discovery secret at all costs, and protect it if needed. Thus, the secret society of the Secret Guardians was formed.

Since then, the society has steadily grown in size, and members can be found in smaller groups around Eastern Faraway and beyond. Its members come from all types of backgrounds, although many are wizards or otherwise academically inclined. Each member will often train one or two apprentices in the lore of the crown and other dangerous artefacts.

The members recognise each other by discreetly displayed silver pins or rings that feature the symbol of the society, a white rose.

The Secret Guardians have established libraries and rare collections in several areas that are open only to members. One of the more remote libraries is located in the wilderness north of Buckbridge, where the apprentice of a reclusive member recently started to translate an old book written in code.

What the apprentice does not know is that once she has finished the translation, her work will accidentally summon a glabrezu and draw the attention of Asmodeus himself.



THE LEAGUE OF EXCELLENCE

Motto: Power through Wisdom

The small and very exclusive secret society known as the League of Excellence was founded several hundred years ago. Their symbol is three snakes biting each other's tails in a circle.

Their meetings are sanctums where any ideas or radical experiments can be discussed openly, free from limitation and disapproval. There are no leaders of the society, but one of the more prominent members is said to be Octavia Dragonborn.

The League of Excellence has frequent meetings, often at fine establishments or private clubs. All conversations are carried out in languages other than Common, e.g., Celestial, Undercommon, Abyssal, or Deep Speech. This is to make sure that outsiders can't understand the conversation, but it is also a way for the members to impress one another with their linguistic skills. During meetings, all members usually wear robes in royal blue with silver decorations and embroidery. No one is allowed to hide their identity or wear masks during the gatherings.

While everyone is allowed to speak freely at meetings, members always pretend not to recognise each other in other circumstances, although a secret hand signal can be used to acknowledge one another. The secret sign is crossing your index and long finger while spreading the remaining fingers wide. The gesture vaguely resembles an ancient arcane symbol for knowledge.

At present, one of the members of the League of Excellence, Lady Wirdinia, is running a series of experiments that focus on resurrection. Her research combines necromancy with divine powers, something that will lead to unexpected results, including raising all the dead at a nearby cemetery.

NEW MONSTERS

CHUGOGTHA

Once servants of the Great Old Ones, these deformed creatures have become transformed by the otherworldly powers they worship, and they barely look humanoid anymore.

Cults. Chugogthas are often encountered in groups, where several deranged chugogthas have united together. They sometimes have followers in the form of fanatic cultists, and they commonly gather around specific rituals or legendary artefacts.

CHUGOGTHA

Medium humanoid, chaotic evil

Armour Class 15 (natural armour)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	9 (-1)	11 (+1)	5 (-3)

Skills Arcane +5, Perception +6

Saving Throws Con +4

Damage Resistances poison

Condition Immunities frightened, poisoned

Senses darkvision 120 ft., passive

Perception 11

Languages —

Challenge 7 (2,900 XP)

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

Innate Spellcasting. The chugogtha's innate spellcasting ability is Intelligence (spell save DC 13). Chugogthas can innately cast the following spells, requiring no material components:

At will: *darkness*

1/day each: *confusion*, *hideous laughter*, *hold person*, *fog cloud*

ACTIONS

Multiattack. The chugogtha makes two attacks, either with its tentacles or its dagger.

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 1d8 + 4 bludgeoning damage.

Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 2d4 + 4 piercing damage plus 1d4 + 4 poison damage.



KALZARIDS

Kalzarids are a type of internal parasite that varies in size from tiny maggots to their mature stage of the monster, which is a large, winged creature with a segmented body and an abnormally long tongue. It has bulging eyes, but the creature is partially blind. Kalzarids are nocturnal and prefer to hunt during the night or underground.

Parasitic. The parasite's life cycle is divided into three different stages: maggot, hatchling, and mature. It starts its life cycle as a maggot when a mature specimen dies. The maggot instinctively searches for a living creature to be its new host, and will burrow through the exposed skin of any nearby creature. Once it has entered its host, it begins its dormant stage, which can vary from a few days to a year.

The maggot begins to multiply and grow. The maggots are cannibalistic and will eat each other inside their host until only one large maggot is left. It consumes the host's soft tissue and intestines until it is large enough to emerge as a hatchling. This procedure kills the host, and the hatchling will eat the remains of the carcass before it regurgitates it. Together with the partly digested remains of the host and the creature's acidic saliva, it forms a cocoon in which it will remain for up to ten days.

Once it emerges, the Kalzarids has morphed into a fully mature creature, which will live out its

remaining days until it eventually dies. When a mature Kalzarids dies, the creature explodes in a spray burst of maggots and slime, and its life cycle begins anew.

Unearthly Origin. Kalzarids commonly inhabits the outer planes, but it can travel with its host in its dormant stage to any other plane before it hatches.



KALZARIDS

Large aberration, neutral evil

Armour Class 13 (natural armour)

Hit Points 22 (5d6 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	11 (+0)	12 (+1)	13 (+1)	7 (-2)

Skills Perception +2, Stealth +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 30 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

Repulsive Death. When a Kalzarids dies, it explodes with a sickening noise, and a shower of slime and small maggots fills a sphere in a radius of 15 feet. Anyone within this area must make a DC 13 Dexterity saving throw. On a failed save, the creature takes 2d6 acid damage and becomes infected with the parasite. The maggots invade the infected creature's system as described above, and it kills its host once it reaches its hatchling stage after 3d100 days unless the disease is removed. On a successful roll, the targeted creature takes half of the damage and avoids infestation.

ACTIONS

Multiattack. The Kalzarids makes two attacks, either with its wings or bite.

Wing Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 3d6 + 4 bludgeoning damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d10 + 2 piercing damage plus 1d4 acid damage.



The Kalzarids parasite is one of the most horrible creatures I've ever encountered on all of my journeys!

Aurora Gnamtrix,
author of
"Aurora Gnamtrix Travel Chronicles:
Exploring the Outer Planes and Beyond"
and other books

NEFARIOUS VILLAINS

DOOMSAYER

The goal of a doomsayer is to spread the word of an inevitable disaster or to convert anyone who listens to the only true religion.

Some doomsayers have lost their minds by reading the wrong tome, travelling through a dangerous dimension, or due to a failed ritual. Regardless of what pushed the doomsayer over the edge, they all share a common goal: to warn everyone in their path about the end of the world and to convert as many souls as possible.

Doomsayers generally cry out their message and use placards, drums or noisy bells to gain attention.

DOOMSAYER

Medium humanoid (any race), any chaotic alignment

Armour Class 13 (hide armour)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	11 (+0)	7 (-2)	15 (+2)

Saving Throws Dex +6, Wis +2

Skills Survival +2, Intimidation +3, Persuasion +3

Condition Immunities charmed, frightened

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

Fiery Herald. The doomsayer has advantage on Charisma (Persuasion) and (Intimidation) checks.

Rest is for the Weak. The doomsayer can't be put to sleep by magic, and it can use forced march without risk of exhaustion.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1d6 bludgeoning damage, or 1d8 bludgeoning damage if wielded with two hands.

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 1d4 + 1 bludgeoning damage.



RITUAL LEADER

Ritual leaders are scholars with an excellent knowledge of the divine and often lead cults, secret societies, or orders. They perform rituals, arrange meetings, and recruit followers under great secrecy.

Good-aligned ritual leaders are often in charge of societies or religious organisations, and generally collaborate together with priests and acolytes. In contrast, evil ritual leaders tend to work in the shadows together with cult fanatics and dark mages.

RITUAL LEADER

Medium humanoid (any race), any alignment

Armour Class 14 (chain shirt)

Hit Points 110 (13d10 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	15 (+2)	17 (+3)	14 (+2)

Skills Deception +3, Arcane +5, Religion +3

Senses passive Perception 14

Languages any three languages

Challenge 9 (5,000 XP)

Cunning. The ritual leader has advantage on Charisma (Deception) checks.

Unnatural Leader. Creatures who are loyal to the ritual leader and are within 15 feet of it receive a +2 bonus on initiative checks.

Spellcasting. The ritual leader is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *sacred flame*, *thaumaturgy*

1st level (4 slots): *bane*, *command*, *cure wounds*, *shield of faith*

2nd level (3 slots): *augury*, *hold person*, *spiritual weapon*

3rd level (3 slots): *fear*, *fireball*, *magic circle*

4th level (3 slots): *banishment*, *greater invisibility*

5th level (1 slot): *hallow*

ACTIONS

Mace. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d6 + 2 bludgeoning damage.

EVIL NON-PLAYER CHARACTERS

The servants of the Great Old Ones wear many faces, and they come from all types of backgrounds and stages of lives. Each has their own personal agenda and ideas regarding how to reach their goals. Here are four evil villains whose lives are dedicated to an Elder God in different ways.

SERENA COLLEN

Serena is a half-elven female **assassin** (CE). She is lithe, with short-cropped black hair and bronze skin. Her clothes are grey without embellishment, and she often wears a long charcoal-black coat together with low, soft leather boots.

Serena was a member of a assassins' guild, but was forced to flee for her life after an incident when her fellow assassin guild member and lifelong friend framed and betrayed her. Seriously wounded and with a price on her head, Serena hid in the network of tunnels under the city of Hammersong.

Deep underground, she found the hideout of a secret cult that worships a Great Old One, which she joined after witnessing how this sinister entity granted its acolytes great powers. Currently, Serena carries out cold-blooded assassinations for the cult to make it increase in power.

The pale scar across her throat is a constant reminder of her friend's betrayal, and she secretly plots her revenge on those who tried to murder her.

Trait: I plan my work in great detail and leave nothing to chance.

Ideal: Justice. An old childhood friend betrayed me. She was the only person I trusted, and she will pay with blood for her treachery. (Evil)

Bond: My daggers are my voice and the only tools I need.

Flaw: I think the worst of everyone.

DERVEN THORNSTREAM

Derven is a halfling male **druid** (NE) with curly green-blond hair and large auburn eyes. He wears a rugged brown cloak over practical woollen clothes, and carries a carved, twisted wooden staff.

Derven trained to become a druid because he is

fond of nature and animals, especially toads and snakes. He loves the wild and loathes crowds of people. A few years ago, he encountered a huge brooding monstrosity in a deep lake deep in an unexplored part of a forest.

The monster spoke to him telepathically and seemed to know Derven's most secret thoughts. Awestruck, Derven became convinced that this entity was nature's true master, and he became the avid servant of the mysterious creature.

Derven hopes that he will be worthy and swear allegiance to the Great Old Ones and become a warlock with time.

Trait: Most people are brutish fools who don't deserve or understand the beauty of nature.

Ideal: Fanatic. The one god that I serve will end mankind and bring about a better world. (Evil)

Bond: I can think clearly only in the wild.

Flaw: I ignore my suspicions when I am fascinated, which is most of the time.

LYCIA ARWHENDIR

Lycia is a human female **knight** (NE). She is tall, imposing, and keeps her long red hair in a tight braid. She wears fine but plain clothes under chainmail and always carries a well-used longsword and a battered shield.

After making a name for herself on the battlefield, Lycia retired only to find that she was plagued by horrible nightmares.

During one particularly bad dream, Lycia entered a vast murky temple in her nightly vision. Inside, she found an ancient shrine. It was surrounded by a cold, blissful darkness filled with soothing whispers that called on Lycia to abandon her code of honour in return for tranquillity and peace. Lycia now visits the temple every night in her dreams to receive new instructions from the unseen entities that live there. Since she began following the instructions, she has been spared from horrid nightmares and the haunting memories from the battlefield.

Trait: Chaos must be checked by discipline and determination.

ONE OF THE OBSCURE TOMES FOUND IN
LORD WENTRICK'S EXTENSIVE LIBRARY



Ideal: Serenity. I have seen so much of war that I deserve peace of mind, whatever the price. (Evil)

Bond: The army and its strict rules held me together. I miss my old life and the structure it offered.

Flaw: I look down upon all weaklings who do not know how to fight.

LORD WENTRICK

Lord Wentrick is a human male **noble** (NE). He is short and stout, with a shaven head and a well-trimmed goatee beard. His clothes are of the highest quality, and he wears large golden rings on all his fingers.

Even as a child, Lord Wentrick dreamt of being rich, and he has made a small fortune through flattery, bribes, duplicity, together with the occasional murder. His greatest passion, with

the exception of counting money, is browsing old tomes in search of forbidden knowledge that can be used against his rivals.

A couple of years ago, he joined a cult known as the Circle of Seven to increase his influence in the city. However, after understanding the endless might of the Great Old Ones, Lord Wentrick became an ardent worshipper.

Trait: There is no such thing as being too ambitious. Or too wealthy.

Ideal: Status. Connections and reputation weigh more than the greatest sword. (Neutral)

Bond: Books hold the keys to every secret. I will collect them all.

Flaw: I am convinced that I am chosen for greater things and always blame mistakes on others.

CURSES & RITUALS

The realm of the Great Old Ones is churning with arcane forces that can warp matter, twist minds, and distort reality. A mere brush with this harrowing dominion or a simple glimpse of one of the Elder Gods can be enough to cause violent destruction or irreparable madness. For this reason, many spellcasters have tapped into these powers to cast vicious curses and formidable rituals with impressive results.

However, only the most fearless magic-users should consider using these spells. More than one mage who has tried to control the immense powers granted by the Great Old Ones have lost their minds, or their bodies have become deformed, broken, or destroyed.

The Great Old Ones watch all who expose themselves to their great influence, and they don't take intrusions lightly.

CURSE OF THE ELDER GODS

1st-level enchantment

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (the dried jaws of a small predatory fish)

Duration: Concentration, up to 1 hour

You link a target that you can see within range to an Elder God, which warps the mind and siphons the life force from the targeted creature. Until the spell ends, the creature suffers an extra 1d6 psychic damage each time you hit it with an attack.

In addition, the creature has disadvantage on Wisdom-based ability checks, and every aberration within 300 feet of the creature immediately becomes aware of its location.

If your target drops to 0 hit points while this spell is still in effect, you can use a bonus action on a following turn to shift this curse to a new creature. The curse is dispelled by the spell *remove curse*.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on it for up to 4 hours. If you use a spell slot of 5th level or higher, this duration is increased to 12 hours.

DELORA MORNINGSTAR'S SANITY WARD

4th-level abjuration (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a small steel cage that contains an emerald worth at least 100 gp, which the spell consumes)

Duration: 24 hours

You weave a shield around a willing creature's mind that shelters it from damage to intellect and reason.

While the spell is in effect, the creature has resistance to psychic damage and advantage on Wisdom saving throws. It is also immune to the effects of the spells *hideous laughter*, *ray of enfeeblement*, *hypnotic pattern*, *phantasmal killer*, and *modify memory*.

In addition, the creature is protected from madness in the following way: whenever a creature would be afflicted with indefinite madness, this is reduced to long-term madness. In a similar fashion, long-term madness is reduced to short-term madness, and short-term madness is negated.

FIND UNCANNY FAMILIAR

2nd-level conjuration (ritual)

Casting Time: 1 hour

Range: 10 feet

Components: V, S, M (1 lb. of poisonous weeds and a scoop of animal eyes must be consumed by acid)

Duration: Instantaneous

This spell functions as the 1st-level conjuration spell *find familiar*, but rather than attracting a normal spirit familiar to take animal form, the spell summons an enigmatic life force from a murky parallel dimension populated by innumerable strange beings.

The familiar has the usual statistics of the animal of your choice with the following modifications:

- The familiar can understand and read Deep Speech.
- Its Intelligence score is 5, and its Wisdom score is 16.
- It has resistance to psychic damage.

- When attempting to hide, the familiar's Dexterity (Stealth) checks are made with advantage.
- The familiar can use a bonus action to teleport to an unoccupied space within 25 feet. After teleporting, the familiar reappears in an inky black cloud that dissipates after one round. Once this special ability is used, it can't be used again until the next dusk.
- The familiar is an aberration rather than a beast.

In addition, when you see through the eyes of your familiar, your vision is tinted green.

FLAMES OF LAZARUS

8th-level enchantment (ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, M (a handful of ashes from a funeral pyre)

Duration: Instantaneous

This curse channels the forces of an alternative dimension that churns with vile, arcane fire. When you curse a creature that you can see within range,

bright, roaring greenish flames erupt around the creature's body and engulf it. The target must immediately make a Reflex saving throw. On a failed save, the target suffers $7d12 + 30$ fire damage, or half as much on a successful save.

Whenever this curse deals damage to a creature, you can choose to roll a d20. On a roll of 20, the flames remain in effect and deal $2d12$ fire damage to the target at the beginning of each of your turns. The flames stay active until the target dies or until you dismiss them. The ongoing flames can't be extinguished by magical or natural means, and a creature killed by this spell can be brought back to life only by using the spell *wish*.

This spell was invented by the warlock Lazarus Wraith, who used it to great effect while making a name for himself as one of the most powerful and feared adventurers in the realm.

MIND WRECK

7th-level enchantment (ritual)

Casting Time: 1 hour

Range: Same plane of existence

Components: V, S, M (a strand of hair from the intended target and a sacrificed creature)

Duration: Instantaneous



You ruin the intellect of another creature by overloading it with the forbidden knowledge of a Great Old One's vast, unfathomable psyche.

Upon completion of the ritual, the target must make a Wisdom saving throw. On a failed save, the creature is afflicted with indefinite madness and must make the check on the indefinite madness table with disadvantage.

The target can be anywhere on the same plane, and you don't need to know its location.

The ritual requires the sacrifice of a living creature with a Intelligence score of at least 5. The creature is placed inside a complex symbol drawn as part of this ritual, and offered as a gift to a Great Old One. When the ritual ends, the sacrificed creature vanishes in a small burst of slime and acidic fluids.

As the Great Old Ones have their own indecipherable agendas, there is a risk that the spellcaster becomes affected instead of the intended creature. Roll a d100 when the ritual comes to an end. On a result of 1, the caster must make a DC 18 Wisdom saving throw. On a successful save, the caster takes 3d10 psychic damage and the ritual fails. On a failed save, the caster is immediately afflicted with indefinite madness.

At the end of every year, a creature afflicted by madness due to this ritual can repeat its saving throw. If it succeeds on its saving throw, the spell ends. The effect can also be ended by the spells *greater restoration* or *wish*.

PORTAL TO THE VOID

6th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of soot and the parboiled eye of an eel)

Duration: Instantaneous

This curse opens a portal to the deepest reaches of space. When cast on a creature, cracks appear in the ground immediately under the target and form a strange circular symbol. If there is no ground beneath the creature, the cracks form in the air. An eerie aquamarine light shines through the cracks, and the temperature drops markedly.

The creature must make a Wisdom saving throw or be sucked into the portal. On a successful save, nothing happens to the creature and the cracks

close again. On a failed save, the cracks open to a portal under the target, which disappears with a loud gurgling sound. The target is drawn temporarily into the far reaches of the cosmos and spends one turn adrift between gigantic, terrifying entities that float between the stars.

The creature takes 10d10 psychic damage and 6d6 cold damage, and returns covered in frost to the space it previously occupied (or the nearest unoccupied space) at the end of your next turn.

If the target drops to 0 hit points due to the damage from the spell, they remain in space as a frozen, drifting corpse. In this case, the creature's body can be brought back to its original location only by the spell *wish*.

SHILAYA'S TRANSMOGRIFICATION

5th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a handful of fish entrails)

Duration: Concentration, up to 1 hour

You transform a creature that you can see within range into an aberration. Unwilling creatures need to succeed on a Wisdom saving throw to stop from being transformed. Shapechangers have advantage on the saving throw. The transformation lasts for the duration of the spell, or until the creature drops to 0 hit point or dies.

The aberration must have a challenge rating equal to or less than that of the transformed creature. If the target doesn't have a challenge rating, its level is used instead. All of the transmogrified creature's statistics, except for its alignment and personality, are replaced by those of the aberration.

When the creature reverts to its normal form, it returns to the number of hit points of its natural form. If it reverts as a result of dropping to 0 hit points, all excess damage carries over to its natural form. Unless the excess damage reduces the creature's natural form to 0 hit points, it remains conscious.

The creature's gear melds into the new shape and can't be accessed. Likewise, all magical and natural effects of carried gear becomes ineffective. The gear becomes accessible when the spell ends.

This spell was named after the adventurer Shilaya, who escaped her troubled past and became a famed hero.

DEFORMATIONS

Mortal creatures who draw on the powers of the Great Old Ones sometimes become physically deformed. This can happen by accident or because of the dark whims of an Elder God. There are also rituals and cursed magical items that can warp creatures in shocking and uncanny ways.

GENERAL CONSEQUENCES

All the below deformations decrease a creature's Charisma value with -1 to -4. The DM decides the effect for each afflicted character or NPC.

DEFORMATIONS

ASPECT OF KNARST

The creature's tongue grows as long as its leg. The creature can keep the tongue retracted in its mouth, but it may sometimes slip out.

Benefits: The creature has advantage on Charisma (Intimidation) checks if its tongue is displayed as part of the check. In addition, the creature has advantage on Wisdom (Perception) checks based on taste.

Drawbacks: The creature's speech becomes slightly garbled. This prevents the creature from shouting and casting spells that include verbal components.

DEEP ONE'S GAZE

Both of the creature's eyes double in size, and their irises and pupils turn milky white.

Benefits: The creature gains darkvision.

Drawbacks: When hit by an attack that deals radiant damage, the creature must succeed on a DC 15 Constitution saving throw or become Blinded for 1d10 turns.



GILLS OF BOKRYGIAN

The creature's head grows large flapping gills on each cheek.

Benefits: The creature can breathe underwater.

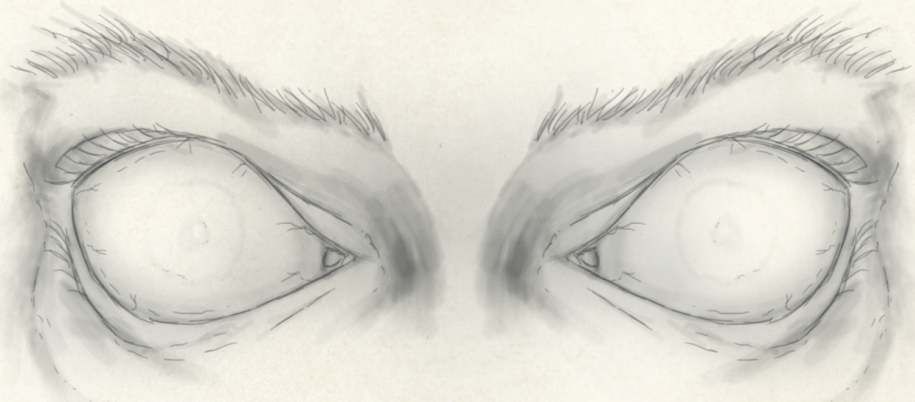
Drawbacks: The creature has vulnerability to poisonous gas.

HIDE OF AEHOORT

The creature's skin becomes deathly pallid and constantly slimy.

Benefits: The creature has resistance against cold damage. In addition, the creature has advantage on Dexterity (Acrobatics) checks made to escape grappling attacks.

Drawbacks: The creature has vulnerability to fire damage.



LIMB OF CASOGGTA

One of the creature's arms turns into a thick tentacle twice the length of its other arm and covered with suckers.

Benefits: The creature gains a +2 bonus to Strength when using the tentacle as part of an attack, a saving throw, or a skill check. In addition, the creature has advantage on Strength (Athletics) checks made to climb.

Drawbacks: The creature is unable to take actions that require two hands and nimbleness, such as picking locks, casting spells with somatic components, or using tools that require fingers.



MAW OF PHAROOAN

The teeth in the creature's mouth fall out and are replaced by rows of translucent, needle-like fangs.

Benefits: The creature gains a bite attack that deals 1d4 piercing damage. The attack and damage bonus is based on Strength or Dexterity (DM's choice).

Drawbacks: The creature's spoken words become hisses and whispers. This prevents the creature from shouting and casting spells that include verbal components.

HOST OF COANCHEEN

The guts in the creature's body are disgorged and replaced by a mindless tentacled organism.

Benefits: The creature is immune to poison and disease.

Drawbacks: The tentacled creature inside the host's body constantly makes slithering sounds that give the creature disadvantage on Dexterity (Stealth) checks based on sound. In addition, the host's appetite triples, and it must feed only on fish, crabs, and shrimp.



LEGEND & LORE: THE FALL OF SIRENHOLM

An excerpt from “Legendary Sunken Cities and Forgotten Ruins: An Introduction” by Shyael Amarallis, Department of Ancient History, Seven Keys Library, Northwind Dale.

ONCE A PEACEFUL RETREAT

Sirenholm was a scenic, tranquil town located at Sapphire Bay situated on Remora, a remote island far southeast of Whiteport. Initially, Sirenholm was a trading stop used by seafaring elves, but with time Sirenholm became a haven for scholars and artisans who desired serenity for their studies and craft.

It is said that the artistic and intellectual inclination of the inhabitants was reflected in the town's architecture. Graceful spires rose among gilded arches, while lush gardens poured from balconies and terraces. As trade increased the wealth of the people on the island, many collected art, gems, and other riches.

A DISTURBING DISCOVERY

700 years ago, one of Sirenholm's residents, a scholar called Tanyll T'karon, decided to chart the island's many natural caves and grottos. He came upon an undisturbed tunnel that ended in a cave in which obscure primordial motifs were carved into the walls. At the far end of the cave, part of the wall resembled a black mirror with a cold and shimmering surface akin to an oily liquid.

Highly skilled in arcane magic, Tanyll understood that he had discovered a portal to a distant dimension filled with ancient horrors best left undisturbed. Together with several other mages, he devised a ritual that would seal off the portal forever. After days of debating how the ritual should be carried out, the group ventured down to the cave. Although the ritual was complex and demanding, Tanyll was convinced that he and the other mages could complete the task without trouble. After all, they were among the best of their kind.

DISASTER STRIKES

However, the ritual ended in a catastrophe. Some scholars have argued that it was caused by a

misunderstanding regarding how the ritual should be carried out. Others claim that Tanyll and his fellow wizards underestimated the forces that lurked on the other side of the portal. No one knows for sure what happened.

According to the only surviving record of the event, the ritual failed and the gateway flashed open. The mages' fragile minds were poorly equipped for what they saw on the other side, and the terror and insight drove them mad. Only one of the wizards, Jiera Dawn, escaped with her sanity partly intact and ran blindly from the cave towards safety.

FURY FROM THE DEEP

The Great Old One that Tanyll and his fellow mages had disturbed was displeased and called upon krakens from the depth to avenge the intrusion into its domain. Hideous, nightmarish shapes rose from the churning waves around Sirenholm, while the clouds overhead roiled and darkened. Black, inky fog rolled in over the streets, and crashing lightning ruined buildings and ships alike.

The onslaught lasted for hours. People screamed and scrambled for shelter, but the summoned krakens tore Sirenholm apart until nothing was left. As a final gesture, the Great Old One sent the entire island plummeting beneath the waves into the depths.

THE MYTH LINGERS STILL

Jiera Dawn was among the few people who survived the calamity. She was rescued by a fishing boat and was brought to a monastery dedicated to Eir, the goddess of healing, where she stayed until the end of her days. It is through her brief spells of lucidity and irrational scribblings that we know what happened at Sirenholm.

Today, only a few elderly sea elves know the exact location of where Sirenholm was once situated. Sailors give the region a wide berth and claim it is cursed with permanently rough waters, foul weather, and raging aquatic beasts.

However, rumours persist that the enormous riches of the sunken city are untouched and still await adventurers brave enough to claim them.

HORROR AT THE WAYFARER STONES

A ONE-SHOT MINI ADVENTURE

INTRODUCTION

A cult leader known as Lavinia Voiera is preparing a dark ritual at a stone circle near Winterhold. She sends one of her devoted disciples, Nim, and a doppelganger to find a group of suitable sacrifices.

Nim works as a servant of a scholar in Winterhold. Lavinia instructed Nim to murder the scholar so that the doppelganger can impersonate him, hire a group of adventurers, and lure them to the stone circle. When the plan is in motion, Lavinia, a loyal cult fanatic, and three doppelgangers travel to the stone circle to prepare the ritual—and to ambush the characters!

THE QUEST BEGINS

The characters are currently at the Slithering Eel Tavern in the town of Winterhold.

At the tavern is a doppelganger impersonating the scholar Lerion Aaliandre (hereafter referred to as Lerion). Lerion is an elegantly dressed high elf with brown hair and numerous silver rings on his slender fingers. He approaches the characters and introduces himself.

“I couldn’t help overhearing that you helped the innkeeper find out what happened to his niece, Evy Ashwood,” Lerion says and lowers his voice. “I wonder if you’d be interested in earning a handsome reward for another noble quest?”

Lerion makes a friendly hand gesture towards his table. He sits down and removes the thick book he has been reading and some parchments.

➤ On a closer look, DC 12 Wisdom (Perception): the book is called *When the Stars Align* by Jingo Xantelle, and the writing on the parchment seems to be part of a thesis. The final sentence reads:

According to my research, it is not impossible that the legendary ice dragons will return during, or soon after, the next winter solstice.

Lerion explains in a hushed voice that he is looking for a group of brave adventurers who can help him. According to his studies, three star constellations will align the following night: the Elven Maiden, the Spear, and the Dragon. At the same time, a comet called “the Watcher” will appear. The comet can be seen only every 33 years and is said to increase magical effects.

Lerion says he has heard rumours that a fanatic cult will carry out a horrible ritual that will include human sacrifices when the stars are aligned. He is willing to offer the characters a reward of 250 gp if they will help him to stop the ritual.

If the characters accept, Lerion suggests that they meet outside his house the next morning. He lives in the finer part of Winterhold.

TRAVELLING THROUGH THE MOUNTAINS

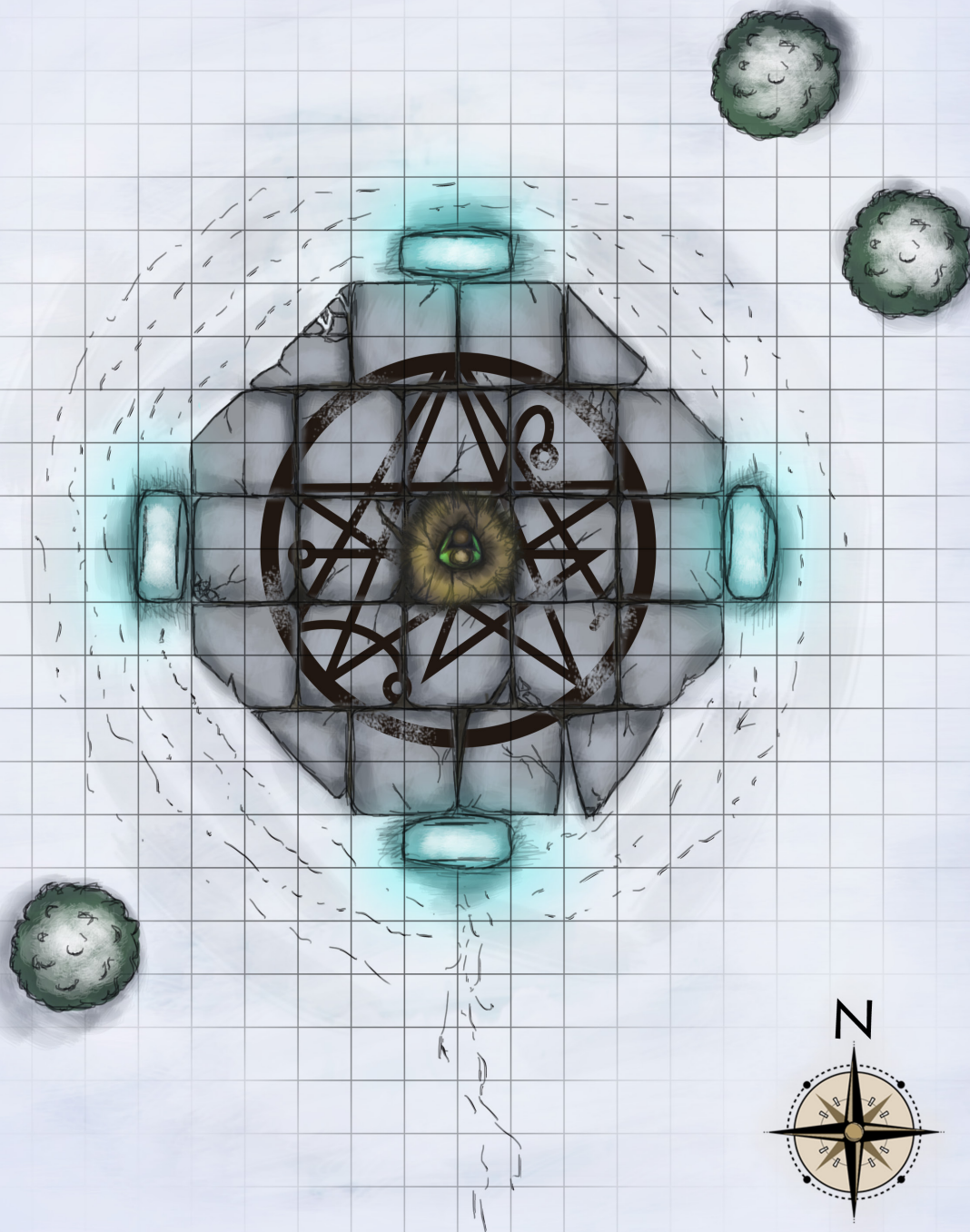
The following morning is clear and chilly. White snow covers the rooftops, and gusts of icy wind tug at the characters’ clothes.

Lerion waits for the characters outside his house together with his servant Nim, a mute halfwit with uneven teeth. Both men wear thick woollen clothes and heavy boots. Lerion proposes that they set off at once, as time is of the essence.

After a cold day of travelling through the snowy mountains, the party is ambushed in a narrow forested valley. The highwaymen, one **bandit captain** and seven **bandits**, are hired by Lavinia to wear the characters down before they reach the stone circle. They are extremely well hidden and can be spotted only by a DC 25 Wisdom (Perception) check.

The highwaymen use ranged attacks and have partial cover behind the trees. They target only the characters and will flee into the woods if the fight turns against them.

THE WAYFARER STONES



One square = 5 feet

The Wayfarer Stones and their immediate surroundings.

THE STANDING STONES

As darkness sweeps in over the mountains, the characters arrive at four tall standing stones situated 50 feet apart on a low hill. The air is crisp and clear, and the stars glitter above like crushed ice. To the north-east, a bright comet rises slowly over the horizon and leaves a green-blue trail in its wake.

THE WAYFARER STONES

The Wayfarer Stones consist of four standing stones facing dead north, south, east, and west. During equinoxes and solstices, the sun shines straight through the rounded holes in the stones at dusk and dawn.

No one knows who raised the stones, but they were erected long before the fall of the Ironshield clan. Scholars from Northwind Gate have estimated them to be over 5,000 years old. According to old folktales, the stones were used by giants as a compass or as game pawns.

Some people in Eastern Faraway claim that if you cup your hands and whisper a question to one of the stones, sometimes you hear the faint echo of a reply. In the olden days, villagers from nearby paid homage to the stones by offering food and prayers to the old gods, but this tradition was abandoned centuries ago.

The standing stones glow faintly in the darkness. In the centre of the stone circle, a person with a sack over their head is tied to a pole. At the base of the pole there is a pile of dry sticks and branches. A large, intricate occult symbol has been drawn in the middle of the stone circle. All is quiet and there are no signs of other people.

Suddenly a creature wearing a deep hood appears among the stones.

"I saw someone move up there," Lerion whispers. "We have to stop them before it's too late! Follow me!"

He draws his sword and runs quietly towards the standing stones.

IT'S A TRAP!

Lavinia has cast meld into stone to hide herself and three doppelgangers inside the standing stones. She plans to draw the adventurers near and attack them to complete the ritual.

The tied person is a hapless, unconscious **commoner**, and the hooded creature is a **cult fanatic**. If the characters hang back, the cult fanatic pretends to attack Lerion. Should this not bring the adventurers closer, the three doppelgangers emerge from the stones, looking like Lerion, and attack the characters.

Nim follows the characters as they venture forward.

"I brought them, Mistress," the half-wit servant hisses behind you. "Just like I promised."

A pale woman in dark green flowing robes and white braided hair steps out of one of the stones. Her eyes are grey and cold. She carries a metal wand inscribed with strange runes, and a thick book hovers in the air.

"Well done, my servant," the woman says to Nim with a nod. "Then let the ritual begin."

Lerion slits the peasant's throat. The blood spills down on the snow and sinks into the symbol with a dull, unpleasant gurgling sound.

THE DARK RITUAL

The characters are opposed primarily by three **doppelgangers** and two **cult fanatics**, including Nim who uses a Necromancer Dagger +1. Lavinia is an **archmage** and casts spells mainly to help the others in her group unless she is forced to defend herself.

DEVELOPMENT

When three people have died (including the captive), or when all combatants have lost a total of 50 or more hit points, green flames spring up from the occult symbol. At this point, Lavinia addresses the characters.

“Thank you for helping me complete the ritual.” Lavinia makes a mocking bow and arches an eyebrow. “I am sure we shall see each other again.”

With that, she disappears and teleports away.

If the adventurers slay Lerion, his corpse turns into a dead doppelganger who wears a dark, time-worn cape with heavy shoulder pieces in bronze. This cloak is cursed, and those who see it must immediately make a DC 15 Wisdom saving throw. (See more about *Slidith's Gift* under Cursed Items.)

REWARDS

The characters find *Slidith's Gift*, a magical cloak. Nim carries 44 gp, 13 sp, 5 cp, a large ruby worth 400 gp, and a black dagger with a wavy blade surrounded by a faint aura of evil. The weapon is a *Necromancer Dagger*, a +1 dagger that grants the wielder half the damage it deals as temporary hit points on attack rolls of a natural 20.

Nim and the other cult fanatics wear carved wooden amulets with an ancient arcane rune. A successful DC 18 Intelligence (History) or (Arcana) check reveals that the rune means “Return”.

The characters receive a group award of 4,350 XP for accomplishing the quest, plus additional XP for defeating monsters. Alternatively, the DM can use this as a minor milestone award and the characters gain half a level.

AFTERMATH

The real Lerion is found murdered in his house. A distant relative contacts the adventurers to thank them for their help in unravelling who the murderer was and gives them 100 gp.

If the dark ritual was completed, good-aligned characters suffer horrible nightmares during the following week, and the lack of sleep

results in one level of Exhaustion. Neutral-aligned characters sleep uneasily and lie awake at night, wondering about their part in Lavinia's scheme.

TO BE CONTINUED...

The adventure will continue in *The Frozen Labyrinth*, the first adventure in the *Rise of the Ice Dragons* trilogy.

Three days after the night at the Wayfarer Stones, the occult symbol begins to burn once more. Strange symbols appear in the air and swirl faster and faster until it turns to a bright circle that warps the pattern of time and reality.

A tall, bald man steps through the portal. He is wearing a blood-red robe and carries a slender white staff with a carved dragon head. As the magic around him fades away, he looks around.

“At last,” he says with a shadow of a pleased smile on his lips.

The man turns around and begins to walk through the snow in the direction of Northwind Gate. The cold weather doesn't seem to affect him.



NECROMANCER
DAGGER

FLAWS

.....

.....

.....

[illegible][illegible]

ARMOUR & SHIELDS

[illegible]

TRAVEL RATIONS



NOTES

NOTES

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