

RAVENLOFT

CITY OF EYES

SECOND EDITION



A Ravenloft adventure of eldritch secrets, drowned truths and horrible revelations for characters of 15th level and above

BY OLIVER CLEGG



THE CITY OF EYES

Second Edition

The sky is full of falling spiders.
The water is riddled with secrets.
Oh, I'm mad, you say?
Well, it's all the better to see you with, my dear.

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PROLOGUE:

DREAMS OF DARK WATERS

The monstrous sight

Struck them with horror backward, but far worse

Urged them behind

— *Paradise Lost*

What Is The City of Eyes?

The City of Eyes, or Elysium, is a demiplane nested in the dark mists of Ravenloft. Like the other domains of Ravenloft, the demiplane is self-contained, and difficult to escape from. This has led many to speculate that the domains of Ravenloft hold some kind of purpose, though this has never been revealed. The first and most important feature of a domain is its Darklord. This malevolent being is a creature of darkness that committed a crime so terrible that the mists snatched them away. Many domains spring forth from the evil of the ensnared Darklord, and thus the entire demiplane is permeated by their particular brand of evil.

In Elysium's case, the Darklord is no petty creature of malice, or gothic horror with warped human impulses. It has waited patiently for centuries to attempt an escape from the crushing confinement of the demiplane. Known elsewhere in this module as the Heart of the City, this most ancient and terrible of foes is sealed away in a magical prison deep below the surface of Elysium. Soon, it will break free, and the multiverse will once again know the meaning of horror.

The presence of the Heart has caused Elysium to develop some very peculiar quirks indeed.

What To Expect

Adventurers who end up in Elysium are unlikely to do so by choice. The horrible weather, the mad locals, the monsters...it's enough to drive a man insane. Those who do end up here are likely to want to leave...though this is not likely to be easy. The only guaranteed way out of Elysium is by destroying the Darklord, which does not promise to be easy. Little help will be offered by the location or NPCs. Monsters lurk in every corner. Mysteries abound, and questions lead only to more questions. Worst of all, time is running out. All of these pressures lead to a high-stakes, high intensity sleuth through the City, chased by horrors unnameable. This culminates in a showdown with the eldritch horror that lives under the water, and a chance at freedom.

Marks of Horror

The City of Eyes uses several tropes to achieve the desired feel. They should be used liberally whenever appropriate to paint the gloomy streets of Elysium in the right manner.

Ambiguity: Nothing scares like the unknown, and City of Eyes is above all a mystery. What happened to Cecilia? Did I hear footsteps? What could possibly have caused those bite marks? Couch everything in uncertainty. Drip-feed information, and feed descriptions rather than monikers. The shadow on the wall looms much larger than reality.

Here Be Monsters: Elysium is a prison for a terrible evil. Lesser creatures have become born or trapped here in the long millennia since its creation, and they are rife. Aberrations walk hand in hand with Fiends, and no one is what they seem. Question everything, trust no one.

Mystery: Questions lead to questions, until finally you reach an answer. The horror is in the suspense - the answers players dread in their minds will be far more terrifying than anything you dream up. Each answer should lead to another question, more unnerving than the last.

Body Horror: As the campaign progresses, monsters begin to rise up from the deep. Closer to the end of the module, don't be afraid to drive the horror home by including recognizable traits from previously met NPCs, combined with monstrous additions and warpings. Twisted jaws, open chest cavities and writhing tentacles are all your friends.

Noir: Constant rain, street lamps, a smoking gun... don't be afraid to be a little monochrome and over-dramatic. The citizens of the City of Eyes are driven by cynicism and angst, but are relatively hard-wearing as a result. You are less likely to find a damsel in distress than a femme fatale, as the people of the city rail against their grim fate. Allies made should be allies for life...however short that ends up being.

diary,

The strangest thing...I woke to discover my fevered burning of the letters was but some vivid form of hallucination.

It seemed so real.

Plot Elements

Time is Ticking

The adventure is on a clock. The city itself is doomed, and this becomes more apparent as the story progresses. As the clues begin to fall into place, the city becomes more and more dangerous, until the lower levels of the city begin to spew forth horrors. The clues will eventually lead the adventurers down into the deep, there to save or damn themselves once and for all.

The Heart of the City

Lurking deep below the surface of Elysium is an ancient and terrible evil. Nameless and forgotten, a great sacrifice was made to seal it away in a tomb of amber. Noone alive recalls how or when, but the prison has held fast throughout the centuries. Spells and enchantments were laid to seal it away, with a heart's betrayal finalizing the terrible curse. By blood the pact was made, and by blood it shall be undone.

The Heart has spent countless centuries plotting an escape, and with time, it will eventually do so. The adventurers arrive in Elysium at a crucial moment - a moment when the fate of the demiplane hangs on their actions. Will they be able to seal the Heart back into the prison? Can they find the tools they need to do so? Who can they trust, if anyone?

The Heart has little interest in adventurers, unless they seem like they might interfere with its plans. As the hours chime, it becomes more and more paranoid, and begins to watch carefully for any potential foils to its scheme. Once the final few hours begin to tick down, the Heart tries to kill any interlopers in earnest, sending monsters into the streets and flooding the buildings. See **The Chimes** for more information.

The Chimes

As the adventurers resolve the chapters in this module, the time moves forward towards the breaking of the prison and the unsealing of the Heart of the City. When the bells chime thirteen, the spell is undone, the module over and the Heart of the City breaks free. If the adventurers can uncover the truth and reseal the prison before this occurs, then they might prevent this unthinkable fate. At certain points in this module you will see the phrase **ADVANCE THE HOUR**. When you see this phrase, unearthly bells peal throughout the city, chiming a number of times equal to the current hour. At each peal of the bells, new paradigms begin to affect the city - these are cumulative.

Hour	Effect
0	No effect. This is presumed to be the hour when the adventurers enter the city
1	The Ward of Hope The days become shorter by two hours at each end. The sunlight seems visibly weaker, and does not count as true sunlight for the purposes of effects or vulnerabilities that this influences.
2	The Ward of Fog Mist creeps over the walls and into the streets at night, lightly obscuring the area.
3	The Ward of Beasts Vermin creep up from below the city, destroying food sources and biting the weak or dying.
4	The Ward of Spirit The dead begin to spontaneously rise, turning into Ghosts or Wraiths
5	The Ward of Silence Thunder booms perpetually overhead, causing disadvantage on Perception to those outside.
6	The Ward of Blood The blood of those wounded in the city begins to slow, causing lethargy and pain. Characters cannot recover from Exhaustion through any means but magical aid.
7	The Ward of Bone The bones of the dead begin to rise. Any character killed in the city has a 50% chance of rising as corporeal undead within a minute of death. This increases to a 75% chance at hour 9, and a 100% chance at hour 12.
8	The Ward of Starlight The stars begin to vanish from the night sky
9	The Ward of the Sun The sun stops rising, plunging Elysium into endless night. Darkvision (magical or otherwise) cannot pierce this night, though light sources function as normal, including the light cantrip
10	The Ward of the Land The sewers begin to flood the streets, drowning large parts of the city in fetid water.
11	The Ward of Life Monsters begin to pour from below, roll for a random encounter twice as often.
12	The Final Ward The rain turns to black ichor, forming a black, oily slick on the surface of the water. This oil is highly poisonous, and anyone touching it must save against Purple Worm Poison [see the Dungeon Master's Guide]. A character who saves against the poison is immune for 24 hours.
13	The End The Heart of the City breaks free. The module ends. See Conclusions for more information.

Madness

Trials of the Mind and Soul

The corruption that beats at the heart of Elysium pulses through the blood, water and dreams of its inhabitants. Things characters might have found unsettling beforehand may now force them to make a saving throw or succumb to the creeping lunacy of the domain. These saving throws will often be Wisdom or Charisma based, but are just as likely to be Intelligence based in the City of Eyes. The DC of the saving throw should vary depending on the nature of the horror or revelation, and how many Chimes have passed. Realizing your physician is a mind flayer might be a DC10 roll, but witnessing a cosmic horror descend from the stars and melt the eyes of your friends might be a DC 25, or worse. Some examples of things that might force a character to make a saving throw against madness:

- Witnessing something macabre, such as an illithid consuming the brain of a friend.
- Confronting a riddle that makes no sense in this dimension
- Taking psychic damage from an aberration
- Solving a mystery with an answer you wish you had never found
- Casting a Divination spell
- Reading a document which contains a horrible truth
- Realizing your memories have been tampered with

Elysian Madness

When using the rules for Madness in Elysium, you may want to consider using the bespoke madness effects included in the appendices. Aside from the results, they function in exactly the same way as the madness effects described in the Dungeon Master's Guide.

Madness Levels

Madness is measured in levels. Level 1 results in a bout of short term madness that lasts for 1d10 minutes. Level 2 is a long-term madness that lasts for 1d10 x 10 hours. Level 3 is indefinite madness, and it is permanent until cured.

Your madness level starts at 0. When you fail a madness saving throw, your madness level increases by 1, and you immediately suffers the level's effect as determined by rolling on the Short-Term Madness or Long-Term Madness table in the Dungeon Master's Guide, as appropriate to your new madness level. When a madness effect ends, your madness level doesn't change. Any time your madness level increases, you suffer the effect of the new level.

Just because you have reached level 3 doesn't mean your character is safe from further insanity. If your Madness Level is 3 and you fail another madness saving throw, your madness level becomes 1, and you immediately gain a new, short-term insanity. You still keep your first indefinite madness, but begin working on your second! In this way, you can potentially accumulate multiple forms of madness.

Curing Madness: Once madness takes root, it is hard to eliminate. A calm emotions spell can suppress the effects of madness for the duration, in those that fail the saving throw against the spell. The effects of short- and long-term madness can be cured by lesser restoration as described in the Dungeon Master's Guide. While all of these cures end the effect, they do NOT reduce your madness level. A greater restoration spell or more powerful magic is needed to cure indefinite madness. In addition, greater restoration resets a creature's madness level to 0.

But I don't *want* to be crazy!

The City of Eyes is a campaign heavily influenced by cosmic horror, which frequently uses madness as a story device to represent the mind-bending nature of the horrors encountered. Players sometimes find this conflicts with their autonomy, and before running this module you may want to discuss how you will handle madness in your game. It is suggested that you and players treat any acquired madness effects as roleplaying guide rather than a strict compulsion, and perhaps award inspiration for engaging representations of it. It goes without saying that the supernatural representation of madness described here has no basis in reality, and any vague similarities to real world mental illness is purely coincidental. If you have players who might find this subject matter concerning, it is suggested you consider removing or altering how you approach the madness mechanics presented both here and in the Dungeon Master's Guide, perhaps even removing it entirely.

Fortunes of Ravenloft

The events of this adventure are part of dark twists of fate that a fortune teller can discern with the cards of a tarokka deck. Before you run this adventure, you must draw cards from a deck to determine the following elements of the adventure:

- The location of the Wicked Blade
- The location of the Tales of Mortimer Filigree
- The location of the Fetching Mirror
- Cecilia's Fate
- Groblets' agenda

This card reading can make the adventure different each time you play it.

At some point during the adventure, the characters are likely to meet the barkeeper Cicero (area A), who can perform the card reading for them. Characters can also have the Duchess (Area B2) perform a card reading for them, provided she has her deck of tarokka cards.

Appendix II details how to perform the Tarroka reading, which you are advised to do before you begin to run this adventure.

Adventure Hooks

In the events that begin this adventure, the characters are snatched away by the mists of Ravenloft to meet an unknown fate battling the dark heart of Elysium. Different ways to approach this are detailed below. Use whichever you desire, or invent your own.

Dreams of Dark Water: The adventurers begin to dream dark nightmares of a world drowned in black water. One morning, they wake up somewhere alien to them.

A Cry For Help: The adventurers receive a desperate letter from a mother looking for her daughter. This letter leads them into the mists.

Creeping Fog: The characters are wandering a lonely road when a thick mist sweeps over them and carries them away.

DREAMS OF DARK WATER

Your dreams have been troubled of late. Water lapping on the edges of your nightmares. The sound of a clock chiming, and something dark moving out of sight. You wake in terror for twelve nights in a row. On the thirteenth night, you wake screaming, but you are not where you went to sleep....

Adventurers snatched away in their sleep have no recollection of how they came to be where they are. They awaken in Cicero's Bar, who treats them like he does every other stranger who comes through his doors looking confused. See Cicero's Bar for more information.

A CRY FOR HELP

The letter came for you a day ago, and try as you might, you can't seem to get rid of it. It sticks in your pocket, trips you up on the floor, rolls out of bins...it's quite tenacious. Maybe it would be worth looking into, if only to get rid of the cursed thing.

Give the adventurers a copy of the letter from the Duchess of Mordentshire in the Appendices. The letter advises the characters to call upon the Duchess at her home, which appears in the nearest town to the characters on a nearby street, as if it had been there all along. As the characters approach the house, read the following:

Clouds gather overhead, and the sun falls behind a gloomy thunderhead. Rain falls from the sky, at first a light drizzle but quickly becoming a torrential downpour. The streets become slippery, and you can barely see three feet in front of you.

Run the Crooked House (Chapter Three). When the characters emerge, they do so into Elysium proper.

CREEPING FOG

You are traveling down a lonely road, tired from the day's exertions. The weather looks like it might be about to take a turn for the worse, and rainclouds are moving in on the horizon. Before long, the rain is pelting you from above, compounded by a strange fog at ground level which wisps around your feet.

This is the simplest hook. The rain obscures vision and drenches characters not prepared with magic to keep them dry. When the rain passes some hours later, the characters find themselves having wandered into a cobbled street.



CHAPTER ONE:

ELYSIUM

No expert I approach has the faintest idea how to read this script. Perhaps I attribute meaning to nonsense? The letters are strangely hypnotic, but the headache soon comes – it must be some fluke of geometry, I will have to copy it.

— From the diary of Amelia Hawthorne

Lay of the Land

Elysium is a city bounded by stone walls hundreds of feet high. Rain pours down on it from above, cascading down the walls like a waterfall and rushing down the streets, quickly draining away through giant drains to the darkness below. The buildings are a strange mismatch of architectural styles, stacked on top of each other like discarded toys. Many are in an advanced state of disrepair and lie abandoned. At the center of the city lies a huge lake, filled with murky water. Mist coils through the streets and through the sky. The streets are cobbled, and broken lamps are studded along the larger avenues. Winding side-streets lead up, down and across each other in a confusing maze. Small lights appear oc-

asionally in houses, or through shuttered windows obscured by the heavy rain.

The Mists of Ravenloft

A deadly fog surrounds Elysium and engulfs any creature that tries to leave. In the unlikely event a creature manages to crest the walls of Elysium, they enter the Mists. Even flying creatures are subject to the fog's effects, which are as follows:

A creature that starts its turn in the fog must succeed on a DC 20 Constitution saving throw or gain one level of exhaustion (see appendix A in the Player's Handbook). This exhaustion can't be removed while the creature is in the fog.

No matter how far a creature travels in the fog, or in which direction it goes, it gets turned around so that it eventually finds itself back in Elysium.

The area within the fog is heavily obscured (see "Vision and Light" in chapter 8 of the Player's Handbook).

The Rain

A constant stream of torrential rain falls on the city from heavy cloud banks, flowing down into drains that run below streets. This rain cannot be dispelled by magic, though a casting of control weather or similar magic can reduce it to a light drizzle for the duration. Whilst the rain pours down, attempts to engage in any task requiring steady footing or sight are considered to be taken at disadvantage.

ELYSIUM



MAPS IN ELYSIUM

The City of Eyes is ever changing and highly mutable. The Shifting Streets move buildings and locations in and out of reach. Houses change their floors and rooms. Stairways are there one day and gone the next. Where practical, I have provided maps for locations in the City. Elsewhere, the precise arrangement of rooms is left to your discretion. You needn't keep the configuration of rooms the same each time characters visit a building, either.

The Shifting Streets

The streets sometimes move. Those native-born to the city accept this as a fact of life, but to newcomers it can seem strange when a house there one day is gone the next. The main purpose the shifting streets serve is in stopping any of the residents from reaching the edge of the city. Attempts to reach the edge of the city via mundane or magical means fail as the seeker is hopelessly turned around. The walls of the city are constantly in sight, making this a subject of much confusion for any adventurers who try it, and a clear sign something strange is going on.

The Etchings

Words run through the streets, riddles from a by-gone age. Some say they are the lifeblood of a god of secrets. Others say they are a puzzle, or a game. All agree that if you listen closely, you can hear the heartbeat of the city run through them. Characters who examine the streets closely can discern the faint patterns of the etchings writ deep into the stones. What they mean is anyone's guess, and they are dangerous as often as they are useful.

Unbeknownst to any who still live, the Etchings are the remnants of the binding spell that keeps the Heart of the City caged. Whilst they have been weakened and corrupted over time, they retain a trace of their original power.

- Spending an hour studying the Etchings allows the character to discern an Elysian Secret. See Chapter 5 for a list of Elysian Secrets. The character's Madness Level increases by one.
- Casting a Legend Lore or similar spell on the Etchings increases the caster's Madness Level by one.
- Madness levels gained from the Etching cannot be cured by a Greater Restoration alone. Only if the memory of all truths learned from the Etchings are removed (by a modify memory spell or similar magic) can the madness be lifted.

Alterations to Magic

The City of Eyes resides in its own Demiplane, isolated from all others. No spell, not even a Wish spell, allows one to escape. Astral Projection, Teleport and all similar spells cast with the intent of leaving the City simply fail, as do all effects that Banish a creature to another plane of existence. These restrictions apply to magic items and artefacts. Magic that allows transit to the Border Ethereal is the exception to this rule. A creature that enters the Border Ethereal from the city is pulled back into the city upon leaving that plane.

For the purposes of spells whose effects change across planar boundaries, the City of Eyes is considered its own plane. Magic that summons creatures or objects from other planes functions normally in the City, as does magic that involves an

extradimensional space. Any spells cast within such a space are subject to the same restrictions as in the rest of the City.

Whilst in the City, characters who receive spells from deities or otherworldly patrons continue to do so. Spells that allow contact with beings from other planes often receive false answers. Equally, any rolls that would usually be made on the Wild Magic table are made on the Elysian Wild Magic Table.

Flight: Spells or abilities that grant flight operate normally within the city. Should a creature attempt to fly up to or over the walls, the rain increases to a blinding thunderstorm, and they find themselves hurtling towards the ground.

Telepathy: Spells or abilities that grant telepathy work as usual, but the Heart of the City overhears all conversations had in this manner.

Water: Spells that manipulate water or ice are cast easily in the city, and act as if they were cast with a spell slot one level higher than they were, to a maximum of 9.

Fire: Spells that manipulate fire, light or warmth trigger a roll on the Elysian Wild Magic table. [See Appendix VI]

Cosmetic Changes

The peculiar nature of Elysium has strange effects on spells cast within the perimeter. Not all of these changes are mechanical, but most are unnerving or unexpected. Some examples are included below, but feel free to create your own.

Find Familiar - Familiars summoned with this spell are always Aberrations with large eyes and slippery skin.

Watery Sphere - Looks oily and dark from the outside. Shadows seem to move in the water.

Produce Flame/Continual Flame - The flame conjured is a sickly green colour.

Arcane Eye - The caster of this spell sees something watching them out of the corner of the eye.

I found a sliver of
cloth, snagged on the
warped panel.
Was it hers?
Was it a mere accident?

Life in Elysium

The People

The citizens of Elysium are born and die beneath the constant rainfall. Noone alive in the city today has any recollection of a time before the rainfall, or a time when the city wasn't shrouded in a vague sense of unease. Many of the residents are human, though small populations of Drow, Rock Gnomes and water-aspected Genasi dwell in the sinking metropolis. Additionally, those poor souls who have dwelled in Elysium longest have become something...else.

The Rule Unspoken

If there were a guide to life in Elysium, the Rule Unspoken wouldn't be included. It governs almost every aspect of life in the waterlogged streets, a tacit guideline picked up on by the smallest of children and adhered to by those wise enough to live to an old age. The key principle is this:

**If you talk about it,
it will come and get you**

Words have power, and noone understands this better than citizens of Elysium. Though the average person really can't ignore the frequent disappearances, the odd sightings and bizarre phenomena, they are kept quiet by the thought that they might be next. Indeed, those who break the Rule Unspoken almost always fall prey to some hideous or unknown fate, encouraging those left behind to sink further into willful ignorance

Danger and Denial

Life in Elysium is dangerous. Between the ravening monsters stalking the street and the perils of the weather, the average person faces the possibility of death whenever they leave the sanctuary of their homes. More widespread and insidious, however, is the creeping insanity that afflicts those who dwell under the weeping skies. The horrors that the people of Elysium are exposed to, in addition to the pressure of the Rule Unspoken, often wear them down emotionally and mentally until they finally snap.

The Unbelievable

Many of the horrors that walk Elysium are subtle, not immediately noticeable unless you are looking. Intellect Devourers pilot host bodies, Invisible Stalkers hide in the rain. Ghosts lurk on the material plane, and mimics disguise themselves amidst the debris. In many cases, these predators work to isolate a lone figure from a group, attacking when the advantage of surprise looks certain. If the victim survives, their wild stories of teleporting brains and men with tentacles often sound like the hallucinatory delusions of the mad.

Gaslighting

This is not helped in the slightest by the many and sundry varieties of manipulative monster that assume the guise of humanity. Rakshasa purr lies, and mind flayers warp perception, all of them insisting that you must be not feeling well, or that you're stressed, or tired. Faced with a lack of evidence, even the strongest suspicions can be undermined by doubt. The issue is clouded further by the fact that most native citizens have been terrified into denial by the Rule Unspoken, making piecing together the puzzle an incredibly delicate task.

Elysian Rumour

The people of Elysium, cooped up in their watery hell, have developed some superstitions and beliefs over the long years.

- The city is secretly ruled by a gigantic spider who eats emotions
- The rainfall is the tears of a dead god who is falling from the sky far above the city. One day it will crash and the city will be destroyed.
- If you whistle at night, snakes will find you
- There's a hidden forge somewhere in the city, where a gnome crafts weapons from stories
- The sun doesn't come out because it sees all the sin that takes place under its gaze, and it weeps for us.
- Most of the time, doors open where you expect, even if where you expect isn't where you want to be going.
- Not many would admit to knowing about the stair. It dislikes tell-tales even more than it hates new visitors.
- Lilies are for death, Roses speak of passion, and Rosemary speaks of remembrance of a love long departed.
- Locks here have keys, but the keys are all lost, after a fashion. If you look behind you on a cold night, you can see them following.
- The flowers have a language, and they speak it when noone is looking, or when they know bats are spying on them
- In many ways, the skies of the city are neither here nor there. The stars light the way, but for whom?

"My grandfather told me of strangers like you, with your yellow money and poisoned words. Go, get out of here before you kill us all with your questions."

Life in Elysium: The Mundane

Doldrums

You might wonder how Elysium continues to function day after day, night after night. The truth is, it doesn't. There is no infrastructure, no ecosystem, no jobs worth having, No resources to mine. Elysians continue to perform daily tasks because..well, their families always did it this way, and why not? When the baker wakes up to bread in his oven, and grain in the cellar, he silently thanks whichever god has blessed him with their bounty. He doesn't ask questions. Local rumour, never spoken of except on deathbeds and at the dead of night, is that the 'Brownies' take care of such mundane concerns. The closest any Elysian could come to describing one would be the shadow under the bed, or the dark behind the curtain.

When Elysians are sleeping, the Brownies creep out from their hiding places to refill food cupboards and restock pantries. If seen, brownies turn violent and murder the witness to their existence. This is one of many reasons why Elysians do not investigate strange bumps in the night. It's unclear to Elysians why the Brownies perform these acts of charity, though the reason is really very simple. The Brownies are just a form of fey conjured by the desperate plight of the Elysians. The duality of their merciful charity and their violence when discovered is a direct analogue to the contradiction and denial implicit in Elysian behaviour.

Player characters wandering through houses at night might discover a Brownie in the act, which invariably turns the Brownie hostile. A house in which a Brownie is discovered is never visited by them again, and the inhabitants are likely to slowly die of starvation.

BROWNIES

If you need to use a Brownie in play, use the statistics for a **boggle** with the following changes.
The Brownie is Lawful Evil
The Brownie has tremorsense out to 120 feet
The Brownie is immune to the Charmed condition

Money

What use is money to the citizens of Elysium? Very little. But it's traditional, isn't it? Popular folklore says that a rich man sleeps easy, and thus the demand for coin is high. Elysian coin is all pure silver, though you may still find it easier to keep record of character funds in figurative "gold" pieces for convenience in note-taking. Elysians have no interest in gold or copper, valuing silver for its properties that abjure creatures of darkness. They will also trade what little they have for superstitious protective charms, trinkets and toys for children.

Social Standing

Once, Elysium had two cast iron social strata. Noble Elysians lived in luxury in the inner city (now drowned by the lake). and lower class Elysians made their living around the edges under the shadow of the walls. The disaster that struck the city from the face of existence and deposited it in the shadowfell also annihilated this distinction, as the sudden lack of houses forced nobility to share space with less fortunate folk. Now, there is no official distinction between Elysians based on class, though some retain their old titles passed down through generations, and put on misleading airs.

Government & Crime

There is no government in Elysium. Whether it had one or not in the distant past is hard to say, but it certainly does not any longer. This (of course) means there is no law. Citizens are kept from harassing each other largely by the other dangers that surround them on all sides. A thief, burglar or other miscreant is as likely to find themselves monster food as anything else on their night-time raids. The illithids at the Adamant Asylum have cottoned onto the fact that thieves and criminals are rarely missed or accounted for, and have given characters like these much higher priority for harvesting than others. The side effect of this is that criminals are rarer than you would suspect in a place with no justice system.

Disappearances

The people of Elysium suffer an invisible blight - for every person dragged off screaming to the Asylum, another three vanish without trace. This phenomena is so common that parents forbid their child from leaving the house alone or at night, though they cannot explain why. To speak of it is to invite the same fate.

Amongst the Dead and Broken Things

The underworld of Elysium is a watery graveyard for all things strange and horrible. None who enter return to tell the tale. Strange things forgotten by time lurk in the deep, and few are more terrible than What Lies Beneath. An interplanar scavenger trapped and poisoned by the city's evil, it tracks prey through the city from underneath, rising up to steal away victims and vanish back into the storm drains.

All's Well That Ends Well

The hunger of What Lies Beneath is endless. As days turned to years, it continued to drag the living down to its underwater lair. Down in its lair, it studied its prey. Now, old faces return to the city from their long years of absence, appearing to all the world as if they haven't aged a day. They greet their old families and friends, with laughter and tears. Though they seem normal, those who look closely can sometimes see something unnerving in their perfect smiles. Are they being paranoid? You tell me.

Random Encounters

Uh-oh, sounds like trouble.

Elysium is a dangerous place. Staying out by yourself, or at night, can provoke the predations of monsters. These encounters need not be regular, or even common, but they should be timed for when the party is vulnerable or on the edge of some kind of revelation or discovery. Good times to stage a random encounter in Elysium include:

- When the party is tired or hurt, and the healer needs just a few minutes to get them back in shape
- If the party decides to take a rest of any kind in the shifting streets
- If a character needs a moment or two to decipher a note
- If an interrogation is just about to bear fruit
- Someone is happy

Use the Encounters table below to generate an encounter, or just pick one you like. You can also opt to generate a Phenomena to help build the atmosphere.

Phenomena

d4	Phenomena
1	Creeping Mist
2	The Bells of Sacra Mara
3	Thunderstorm
4	Black Moon Rises

Encounters

d12 + d8	Elysium Encounter [Day]
2	Information Broker
3	2d4 Ghosts
4	1 Invisible Stalker
5	1 Gray Render
6	Mire Bird
7	Etchings
8	Trinket
9	Mad Commoner
10	Rag and Bone Man
11	Prophet of the End
12	Forgotten Gravestone
13	Amateur Detective
14	Gargouille
15	1d4 Mind Flayers
16	Madame Eva
17	Book Runner
18	1d4 Intellect Devourers
19	Clue
20	The Hour Strikes

d12 + d8	Elysium Encounter [Night]
2	Quiet Streets
3	2d4 Ghosts
4	Information Broker
5	2d6 Ghosts
6	1d4 Umber Hulks
7	1 Balhannoth
8	2d10 Giant Octopi, hungry
9	1d8 Mind Flayers
10	1 Wastrilith
11	Lightning Strike
12	1 Behir
13	Door to Nowhere
14	Trinket
15	1 Neothelid [VGTM]
16	Mad Angels
17	Delegation of Joy
18	1d4 Hydroloths
19	2d4 Intellect Devourers
20	The Hour Strikes

Amateur Detective

A man in a trenchcoat is studying the cobbles, where faint symbols are moving below the surface of the street. He gives you a hostile, crazed look, and his eyes are shadowed from lack of sleep.

The party comes across a human (LE **spy**) in a trench coat, who is studying the pavement intently. He rudely rebuffs all attempts at help, and is summarily found murdered as soon as reasonably possible.

Balhannoth

Through the streets, you catch a glimpse of...grass? Sunlight? The mists part to reveal a hazy view of home, a glorious vista of hope.

The **balhannoth** lurks in a nearby ruin, hoping to lure characters to their deaths by projecting illusions of their homes. Elysium is home to several Balhannoths, all of whom regularly eat well.

Behir

A slithering sound from behind you makes you turn around. Snaking up from a concealed drain, a snake-like monster with a long tongue is stalking in your direction. Lightning crackles in its throat.

This Behir has a malign intelligence, and snakes up from a storm drain to try and fry the rear member of the adventuring party with its lightning breath.

Book Runner

An urchin sprints by you, satchel flapping at his side. His feet are bare, and his clothes ragged. He seems in an awful hurry, and something heavy is weighing his satchel down.

This urchin is on the way to Sneerian's Bookstore with a book he's stolen from the Great Library. Choose a random text from the Library - this tome is inside the satchel.

Clue

What's this? Something discarded on a street corner? How careless. It's probably not important.....or is it?

The adventurers turn up something useful to their search. A piece of clothing, a discarded letter, a smoking gun. Use a clue to guide characters to your intended destination.

Door To Nowhere

A 6 foot tall rectangular slab of stone has been set into the middle of an empty street. It looks like a door with no handle, and the image of a stair is engraved onto it. Glyphs in celestial circle the border.

INFINITE STAIR. Characters can access the infinite stair here.

The words in celestial read "*Believe, and ascend.*"

Delegation of Joy

Through the dark, a voice rings out. "Behold! You are all blessed! You have been chosen to witness the end, the beginning of nothingness!" A gaunt and ragged figure emerges from the rain, flanked by hideous and trollish brutes covered in eyes.

This delegation consists of a **star spawn seer**, and 1d4 **star spawn hulks**. All these creatures are corrupted and beyond redemption. The seer does little but cry out paens of exultation, even unto its death.

Etchings

Glyphs shimmer under the surface of the street, faintly oscillating in strange patterns. Do they have a meaning?

The Etchings are corrupted and don't make sense, the letters are alien, and they soon fade to nothing. Attempts to use magic to divine their nature cause the caster to suffer a Short Term Madness.

Forgotten Gravestone

At the side of the road, a small stone has been embedded in the cobbles. It seems out of place.

This headstone is unmarked, and a skeleton buried beneath the cobbles of the street. A Religion check will discern the oddly shaped stone for what it is. If the body is unearthed, there's a 50% chance it is carrying a random trinket.

Gargouille

A particularly large puddle blocks the street ahead of you. Something about it fills you with unease.

This large puddle is actually an open storm drain with a swift downward current.

Giant Octopus

Turning a corner, you see a strange sight. Clutching the walls of his alley, huge octopi are hanging in plain sight. All of them are staring at you.

These are a species of **giant octopus** that lives in the undercity. They don't attack unless provoked, but they do watch patiently.

Gray Render

Something large looms through the rain. A hulking grey monster, bigger than a horse, is moving towards you. Suddenly, it stops, and drops something, which rolls down the street to rest at your feet. A ball?

The **gray render** wants to play, and happily bonds with anyone who shows it compassion with a tremulous wailing cry. It follows them around devotedly thereafter. Sadly, it gets very distressed and howls if it has to be left alone.

Ghasts

Nearby puddles erupt in showers of filthy water as filthy corpses with elongated nails claw their way up from beneath. Their teeth are long and yellow, and they scream silently at some unseen horror.

These ghasts have crawled up from beneath the city, and have a swimming speed of 30ft.

Ghosts

Spectral figures drift through the streets, trailing mist which billows out into translucent strands and grasping claws. "Join us," they cry. "The truth is too painful. Join us."

These ghosts are insane and attack anything living until slain.

Hydroloths

The cobblestones rise up in front of you, tearing apart the foundations of the street with sickening tearing sounds. The bipedal monstrosities drip corrosive ichor, and turn towards you.

These creatures have the statistics of **hydroloths**, but have the elemental creature type. They attack until slain.

Information Broker

On a street corner, under a faintly glowing lamp post, someone is waiting. Shadows conceal his face, but chittering sounds come from under the cloak. "Does it want to buy a secret?" it chitters.

Hidden in the fog, these insectoid humanoids (see Appendix III) hide themselves beneath heavy cloaks and hats, lurking on street corners. If paid with personal secrets, magic items, or memories, they will occasionally divulge useful facts about the city.

Intellect Devourers

You hear the padding of soft feet behind you. Stray dogs? Wait...no. Those aren't dogs, they're...brains on legs? What manner of creature is this?

These **intellect devourers** are prowling the streets to feed. They escaped from the adamant asylum.

Invisible Stalker

A faint breath on your neck. You turn, but there's no one there. Perhaps it was the wind.

This unseen assassin begins to stalk one member of the party. It leaves them grisly presents of corpses and dead flowers in their quarters. It leaves messages scrawled in ichor on the walls. It defends the target of its affections to the death, but also tries to murder anyone it deems to be getting too familiar with them.

Lightning Strike

A rumble overhead from black clouds. A brief spark. A blinding, searing flash. The world dissolves into fire, thunder and pain.

Lightning strikes from rainy skies, targeting one PC at random. All targets within 10 feet of the target PC, including them, must make a DC18 Dexterity save or take 10d10 lightning damage. Thunder crashes afterwards, deafening everyone briefly.

Mad Angels

A twisted hymn warps the air, twisting your heart and turning your tears to dust. Angels with tattered wings descend from the sky, eyes weeping black ichor. They weep for their fate, but also for yours.

1d4 **devas**, relics of the Etchings, have been tainted by the growing evil of the city. They swoop down with horrifying cries on any strangers and fight to the death. There is no cure for their affliction.

Mad Commoner

Someone darts out of a side-street. They're dressed only in a pale green flimsy gown. "SPIDERS," they cry. "SPIDERS IN MY EYES."

An insane **commoner** darts out of a side-street, raving about monsters and spiders in their eyes. If calmed down, they are able to relay that Dr. Brains at the Adamant Asylum is their doctor.

Madame Eva

A wizened old crone stands outside a colourful caravan in the rain. She gawks at your approach. "No!" she spits, "No more bloody adventurers. Get out of here. Go on, shoo!"

An old crone clad in colorful Vistani garb, Madame Eva is vacationing in the city. Able to leave with her jaunty caravan whenever she desires, she avoids adventurers like the plague, insisting they leave her in peace.

Mind Flayers

Men and women in white laboratory coats stride through the streets purposefully. They wear bright metal pins denoting their place of work - somewhere called the Adamant Asylum...

These **mind flayers** are using a psionic version of *disguise self* to wander about the streets looking for food. They size up the party, and will invariably decide against a conflict if they can possibly avoid it. If revealed, the mind flayers introduce themselves as Doctors at the Adamant Asylum, and describe their unfortunate appearance as an acute case of a skin condition called Cerebrellia.

Mire Bird

A small black bird lands on your shoulder. "Death," it chirps merrily. "Death to you all."

Mire Birds are a variant species of **raven** unique to Elysium. They are carrion eaters, and can see the future. This unfortunate combination of abilities mean they tend to hang about people they think will die soon, so they get fresh corpses. They are harmless to the living, and very patient.

Neothelid

A rumbling sound from a nearby building builds to a deafening cracking sound as a gigantic, slimy worm bursts forth through the roof. Tentacles drip digestory enzymes, and it looms overhead.

This hideous abomination is the end result of mind flayer tadpoles left to fend for themselves in the undercity.

Prophet of the End

A lone figure is hunched on a street corner. His eyes bleed ichor, and he stares into nothingness. "I weep not for myself," he says. "I weep for what must come to pass."

Characters who engage in conversation with the Prophet must succeed on a Wisdom saving throw [DC17] or gain a Madness level.

Quiet Streets

Quiet. Blessed quiet. The rain patters down in a comforting rhythm, soothing and constant.

The streets are empty, and peaceful. No more random encounters are rolled for the rest of the evening.

The Rag and Bone Man

A small cart creaks down the street, laden with piles of bric-a-brac and dragged by a mule. Leading it is a wizened old man, calling out "Know the price! Name it thrice! Get your happy ending!"

The Rag and Bone man is a strange itinerant peddler who offers anyone who cares to listen a strange bargain. Name the manner of your death, and he'll make a *wish* for you. The wish (as long as it conforms to the rules of the domain) always comes true in a twisted, negative way...as does the manner of death, sooner or later.

The Hour Strikes

A bell chimes faintly somewhere far below you. It rises, and is joined by other ethereal chimes. A carillon rings out, clanging through the streets, echoing in a deafening, glorious, hideous melody. It fades as quickly as it began, leaving you to wonder what it portends.

ADVANCE THE HOUR

Trinket

You almost trip over something lodged in the cobbles. This place is a deathtrap, don't they have anyone to clean these streets? Disgraceful. But what was that thing, anyway.

The party stumbles across something lying in the waterlogged streets. See the Trinkets table the Appendices for more information.

Umbra Hulks

You almost trip over something lodged in the cobbles. This place is a deathtrap, don't they have anyone to clean these streets? Disgraceful. But what was that thing, anyway.

These vicious predators strike fast and burrow through the streets to grab a helpless victim each. As soon as they have someone grappled and unconscious they dive into the nearest tunnel or storm drain to swim to their lair and feed.

Wastrilith

A gigantic puddle fills the street in front of you. As you get close, you see it runs far below street level. Something huge is swimming down there in the deep. Something that smells foul.

This **wastrilith** doesn't emerge unless provoked, and only leaves the water long enough to kill anyone it can reach before retreating under the water,

Phenomena

Creeping Mist

Fog drapes the street, and wisps of it clutch at your feet like hands. In the mist, shapes move at the edge of your vision.

This insidious mist blocks vision, rendering the area heavily obscured.

The Bells

A chime rings out over the street, bright and merry. It is followed by others, lyrical and low. A cascade of music briefly fills the air, and courage fills your heart. Even in a place as bleak as this, someone is making something beautiful.

The bells ring out for the duration of the encounter, making it difficult to hear and filling characters with the will to continue against terrible odds. All characters who can hear the bells gain Inspiration.

Thunderstorm

Rain pelts down even harder as black clouds boil and churn overhead. It becomes difficult to see or move around as water pours down the street and thunder crashes shake the street.

Characters caught in a Thunderstorm are deafened, and find that the rain heavily obscures their vision. They also find that the streets are difficult terrain for any character without proficiency in Acrobatics. Thunderstorm overrides any magic influencing the current weather eg. *control weather* or *storm of vengeance*

Black Moon Rises

In the dark sky above Elysium, the clouds part to reveal a...hole...in the sky. It seems like an absence of light, love or hope. It draws your attention like a lodestone.

The Black Moon is all that's left of the celestial body that once hung above Elysium. Now, it is a corpse, and sheds only darkness. Whilst the Black Moon shines down on Elysium, spells that conjure light fail utterly. Characters with a connection to the divine feel it suddenly and painfully vanish for the duration.





ELYSIUM - THE CITY OF EYES

Elysium Locations

The City of Elysium is full of intrigue and derelict relics of the past. Listed below are some of the locations you might want to visit in the City of Eyes. Feel free to add or remove locations at your whim - The Shifting Streets mean that a location might appear once, all the time, or not at all. It all comes down to your discretion.

A. Cicero's Bar

A flickering lamp over the bar shows a portly bald man wiping down a dirty glass with a dirty rag. Empty tables fill the shadowy taproom, and a mouse scurries across the floor, stalked by a tabby cat with long whiskers.

Cicero (LN **commoner**) is a stocky man of phlegmatic disposition, who frequently finds strangers to the city slumped over the tables in his bar. This is (of course) an inconvenience, but a customer is a customer. Cicero is happy to brief strangers on the quirks of the city, including the Rule Unspoken. The stray cat, Catiline, has proven impossible for Cicero to evict (despite numerous attempts), and they now enjoy an uneasy truce.

There's a piano in the corner, played by a man with no hands. Sadly, his disability renders him particu-

larly unsuitable for this hobby, a fact he does not let dissuade him

Cecilia, a young girl familiar to the neighbourhood, used to come by all the time. She hasn't been seen in a few weeks, and all Cicero remembers is that she was headed to an old wreck of a building to ask an important question of a spider. He's keen to find her, and can direct anyone curious to The Crooked House if they want to know more.

When strangers turn up to the Bar for the first time, Cicero tells them it's an old tradition to have their fortunes read, and he pulls out a battered deck of Tarokka cards to do this with. If they refuse, he tells them the offer is open if they ever need it.

Cicero keeps a small and highly illegal cache of drinks behind the bar. Correctly mixed, a secret which Cicero guards jealously, one of his signature **Bloody Awfuls** can cure a character as if affected by a Greater Restoration spell. A character can benefit from a Bloody Awful only once.

INFINITE STAIR. Characters can access the infinite stair here.

B. The Crooked House

The home of the Duchess of Mordentshire, currently in grieving for her daughter.

See **Chapter Three: The Crooked House**

C. The Adamant Asylum

Run by an urbane mind flayer who styles himself as Dr. Brains, this Asylum keeps all those fools who attempt to defy the Rule Unspoken. Dr. Brains himself is civil to any visitor, as most of the patients have already undergone the 'procedure' in which their brain is eaten and they are reduced to a mindless vegetable. The orderlies are thralls, and they attempt to eject any troublemakers peacefully where possible. **See Chapter Six, the Adamant Asylum.**

D. Storm Drains

Spaced at intervals throughout the city, the gigantic metal drains allow the water running through the streets to drop down into nothingness and drain away.

E. The Great Library

Run by an insane High (or is it Chief?) Librarian, and staffed by insectoid information brokers, the Great Library is avoided by anyone in their right mind. As such, it's only a matter of time before the characters seek it out. **See Chapter Five - Secrets and Lies**

F. The Broken Prison

This devastated relic of the Old City was once a holding pen for powerful evils. It fell to the cataclysm, but something nasty lurks there still.

See **Chapter Four: Bitter Eulogies**

G. The Mausoleum

The dead of Elysium are placed in the vast Mausoleum, a vast graveyard in the shape of a tower, stretching into the sky. Each corpse is burned and the ashes baked into a brick for the endless construction project. See **Chapter Nine: No Rest For The Wicked.**

H. The Temple of the Gaunt Silhouette

Is that a hand on your shoulder? See **Chapter ? : The Temple of the Gaunt Silhouette**

I. The Shrine to the Red Lady

Carved lovingly into the rubble, a roadside shrine is surrounded by a small garden that blooms despite the constant rain that threatens to drown it. Painted red, it depicts a lady clad in armour, watching the horizon. She holds a single candle, as if it alone can hold back the darkness.

The candle lights itself at night. Resting at the foot of the shrine cleanses the mind and soul, curing a single madness or curse afflicting the target. Maintaining a vigil throughout the night not only cures the pilgrim of all madness and curses, but also bestows the Charm of the Red Lady upon them. A character may only receive a blessing from this shrine once.

INFINITE STAIR. Characters can access the infinite stair here.

THE CITY OF EYES

CHARM OF THE RED LADY

This charm has 3 charges. If you would gain a madness level, instead this charm loses 1 charge. When all the charges have been expended, this charm vanishes.

J. The Dancing Spider

This abandoned Hotel was the scene of a horrible crime. Now, it lies empty, apart from the memories that stalk the halls. **See Chapter Ten - The Dancing Spider.**

K. The Gloomwrought Bridge

Above the streets, a dark bridge rises overhead, shrouded in mist. No water runs underneath, only more houses. What purpose does it serve?

The Gloomwrought Bridge spans several streets, rising into the Mists of Ravenloft in both directions. Anyone who heads into it begins to become lost in the mist, and those who fail to turn back are often slain by the draining powers of the fog. Sometimes, rarely, creatures and objects from other dread domains of Ravenloft are found on the bridge.

L. Fiddle & Blind's Auctions

Tucked away under the Gloomwrought Bridge, this highly prestigious establishment is said to sell all manner of interesting trinket, at extortionate prices. The eponymous proprietors, a pair of charming Rakshasa, wheedle and haggle for as long as possible, enjoying the company of new and exciting strangers. **See Chapter Eight: Lot 13.**

M. Sneerian's Books

Opening the door into this cramped, teetering bookstore rings a tiny bell somewhere in the back. Books, manuscripts and fine bindings are crammed into every nook and cranny. The musty atmosphere is claustrophobic and unpleasant.

This old bookstore is an underground bunker accessed by a damaged street level staircase. The proprietor, an aged Tiefling called Trilliman Funk loathes nothing in life more than he despises potential customers. Though he knows precisely how to make sense of the shelving chaos, he deliberately avoids anyone who enters the shop for as long as possible. If cornered, he rolls his eyes and continues to be as unhelpful as possible whilst avoiding being outright offensive.

Fortunes of Ravenloft. If your reading reveals a treasure is hidden here, it's lying unattended on a shelf near the back of the shop.

INFINITE STAIR. Characters can access the infinite stair here.

M. Sneerian's Bookstore (ctd.)

Sneerians is filled with magical scrolls and texts. If a character is looking for a spell of 1st-5th level, there is a 70% chance that Sneerian's has it in stock. If the spell is of 6th-7th level, that chance is reduced to 40%. Spellbooks litter the walls, though many are written in a language long since consigned to oblivion. Attempts to read these spellbooks are likely to cause the user to sink into insanity. Those looking for histories or bestiaries might have a little more luck. If a character picks something up at random, consider using the **A Little Light Reading** table to decide what they discover.

A Little Light Reading

Sneerian's is filled with a host of eclectic and wonderful texts. Who knows what you might discover?

1d6	Books
1	The history of a noble house, tooled in gilt. The eyes have been scratched from all the portraits.
2	A songbook for children. It has never been opened.
3	The appendices for a bestiary, bound in vellum. Many pages have been ripped out.
4	A doctored copy of The Tales of Mortimer Filigree, filled with false information.
5	A treatise on manners and etiquette tied with golden silk. It is dedicated to "Cecilia, with all my love."
6	The third volume of a book on beekeeping. In the front is a calling card engraved with a gaunt silhouette.



SNEERIAN'S BOOKSTORE

N. The Lake

See **Chapter 11: Black Mirror**

O. Foulsham & Co Ferries

A kindly looking young man with greying skin stands by a rickety wooden pier. A tiny fishing boat is lashed to the pier with fraying rope, and a sign has been tied at eye level reading FOULSHAM & Co.

The one man brave enough to set up shop near the Lake. Mr. Foulsham (NE draw **commoner**) operates a ferry service from one side of the city to another, across the middle of the water to the far bank. He has a rowboat tied up near the shore, which he uses to take one person across at any one time. Recently, he's discovered he has a problem.

He wants to get several things across the river, but the boat is only big enough to carry him and one other thing. When encountered, he's puzzling over an chicken, a fox and a bag of grain. He explains to anyone passing by that he can't leave the fox and the chicken together, because the fox will eat the chicken, and he can't leave the chicken and the corn together, because the chicken will eat the corn. What's a man to do?

The fragile little man appreciates any help with his little conundrum greatly. If any character is able to provide him with a satisfactory answer, he promises that character safe lake passage as long as they travel with him. Indeed, any lake journey the character takes with Mr. Foulsham is free of disturbances, and evades the Shifting Streets to arrive at their intended destination.

The third time a character takes a journey across the lake with the little old man, he screams begins to panic as if the character is some kind of monster. He jumps from the boat, fails to swim, and drowns. His body is never found.

INFINITE STAIR. Characters can access the infinite stair here.



P. Sacra Mara

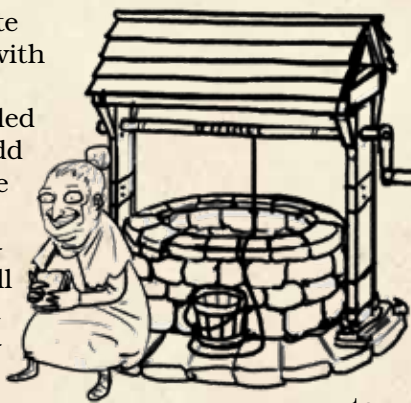
A once proud castle rises out of the mist. The walls are blackened and broken as if by a terrible disaster. Everything about it screams pain, despair and death. You know with a terrible certainty that to enter it would be a swift and painful end to your existence.

The castle of Sacra Mara is not spoken of, even in jest. The seat of the old kings, it has fallen to darkness, and is heavily influenced by the negative energy plane. Creatures which go in do not come out.

Q. Mother Haggie's Lost & Found

A squat little building with a tiled roof and a sign over the door seems oddly out of place here, with a warm fire tempting you inside. The sign reads "Lost & Found. Work available."

Mother Haggie is a late middle-aged woman with her hair tied up in a ragged topknot and filed teeth protruding at odd angles. Mother Haggie seems content where she is. In her decrepitude, she runs a small business locating lost people and items, hiring adventurers who have the misfortune to end up in Elysium to do the dirty work and taking a commission. Mother Haggie would never admit it, but she's looking for something. A priceless artefact is said to be lost in the waterlogged streets of Elysium, and she's confident that some hapless adventurer will find it for her.



Weird Magic

Mother Haggie is inconsistent in the level of concern she expresses about the safety of her employees. On more generous days, she might give out one of the following:

1d4	Weird Magic
1	A bottle that contains a single draught of a flowery liquid. Anyone who drinks it succumbs to the effects of a Feign Death spell which lasts until dispelled.
2	A frog which sings love ballads
3	A feathered hat which sometimes catches fire spontaneously
4	A vicious badger in a box. It's not magical, just an asshole.

Climbing The Ranks

Mother Haggie likes secrets. In fact, she adores them. She has a little leaderboard in her common room, which she adds names to. People who reach the top of the leaderboard often receive fussing and gifts. People who reach the bottom...well, Mother Haggie usually says that they left in a hurry. This may or may not be true.

INFINITE STAIR. Characters can access the infinite stair here.

R. The Changing Faces Press

This is the base of operations for the Changing Faces Press, run by the evil witch Rosa. See **Chapter Seven: Changing Faces**.



MOTHER HAGGLE'S LOST & FOUND

S. Dr. Zakari's Lab

You can hear strange sounds from inside this squat, ugly house. Screams, braying and whipcracks are muffled but distinct through a thick layer of stone. A lightning vane on the roof sparks blue occasionally, revealing a house sign. Dr Zakari's Augmentations and Improvements.

Cloistered away in his Laboratory, Dr. Zakari (see appendices) is one of the greatest minds to ever walk Elysium's streets. An exceedingly unhinged man of science, he came to Elysium by accident when an experiment of his went awry and he's been trying to escape ever since. His hobby is stitching together strange creatures into abominations, which frequently get loose and go on rampages. When talking, he's fond of strange syntax, rambling and non-sequiturs.

Entering the strange house, you see clear tubes, metal boxes and flashing lights everywhere. From a room further in, you hear a man's voice idly speculating "Clara, you know when your¹ in the heat of the moment and you just think you know what I will just add fire glands and see how that goes...?"

1[sic]

Clara is an ancient and beautiful **eladrin** who serves Dr. Zakari as a lab assistant. It might seem strange that such a powerful creature would be happy acting as famulus to a madman, but from Clara's perspective she's been alive for centuries and never had as much on-call entertainment as Dr. Zakari provides.

The Doctor's favourite experiments are those which tamper with the magical sciences, or those which combine creatures to make new life. This often results in explosions, catastrophes and escaped monstrosities wandering about Elysium until they wander into a puddle and drown.

INFINITE STAIR. Characters can access the infinite stair here.

T. The Black Cauldron

A shoddily build temple leans into itself, seeming almost to buckle under the rain. The roof tiles have fallen off in several places, and the thick wooden doors are beginning to rot through. The small bell-tower remains grimly silent, and an unkindness of ravens perches on the roof, staring curiously.

The ravens are **swarms of ravens**, but they don't have any intention of harming anyone unless provoked. Heading inside is easy, as the time-worn door gives way with a small push, falling inwards and making a rather grisly spectacle on the floor.

The room is large, and littered with bones. Brief inspection reveals the bones to be carved from the very stone of the floor. A stone cauldron dominates the center of the room, watched over by a grim knight some 10 feet tall which stares into it.

The cauldron is empty. Placing a skeleton inside it brings that skeleton to life as if it were subjected to an *animate dead* spell. It immediately sets out to gather more skeletons and place them in the cauldron, ad infinitum.

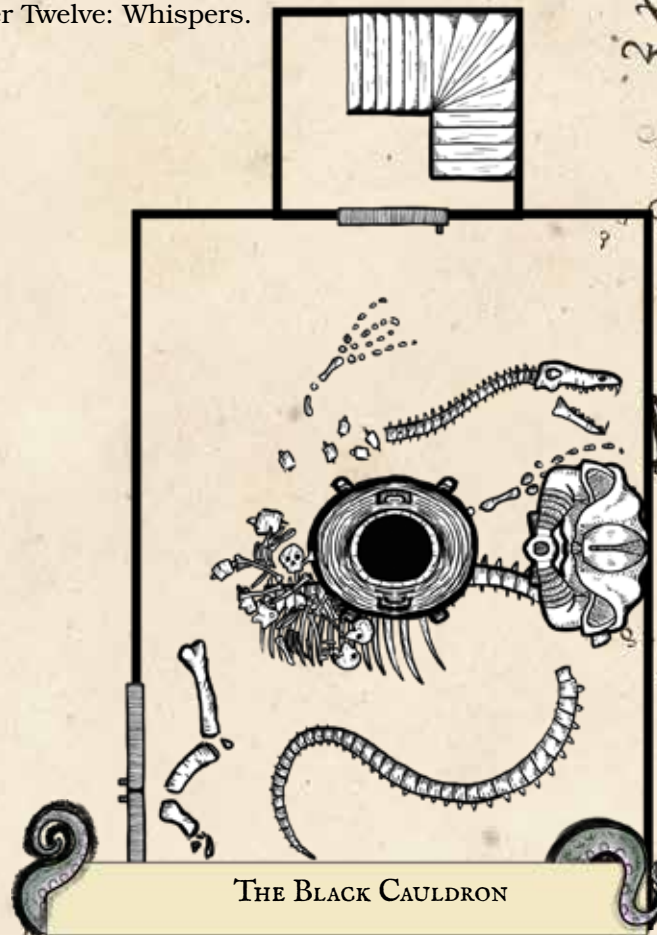
Inscribed into the ceiling of the room for anyone who cares to look upwards are several things.

- A complete star map of Elysium's sky before it fell, detailing all the constellations found in the Appendices.
- A message in druidic reading "We cannot know why she did it. We can only hope to be patient, and perhaps in time, forgive" scratched into the stone.
- Spell inscriptions for *wall of light*, *crown of stars* and *foresight* that wizards can scribe into their spellbooks.

There is a small wooden door which leads into the belltower. A rickety staircase circles the belfry, leading to the bells themselves. There are seven bells, inscribed in celestial (from smallest to largest) Widow, Wailer, Watcher, Walker, Witcher, Wonder and Lies In Wait.

U. Undercity

The undercity is not visible from the surface, existing some significant distance below the surface. See Chapter Twelve: Whispers.



TRIVIA: THE NAME GAME

The name game is something people play in Elysium, when they want to remember a long cast of characters. In essence, you take a character's name, and ascribe them a single defining trait. Whenever you meet them or hear their name, you recap that single trait until it sticks. For example:

There's something nasty in the woodshed.

Elise is a young girl. She's seen something nasty in the woodshed, and is terrified of it. Elise is SCARED, and there's something nasty in the woodshed.

Marianne is Elise's mother. She's kind, but weary. She hasn't slept in nights due to bad dreams. So, Marianne is TIRED, Elise is SCARED and there's something nasty in the woodshed.

Tobias is Elise's father, he's brave but foolish. He went to go and look in the woodshed, but never returned. So, Tobias is BRAVE, Marianne is TIRED, Elise is SCARED and there's something nasty in the woodshed.

Grandma Agatha is insane, and is locked in the attic. She saw something nasty in the woodshed as a child, and never recovered. So, Agatha is CRAZY, Tobias is BRAVE, Marianne is TIRED, Elise is SCARED and there's something nasty in the woodshed.

Grandpa Iroe is dead, but kept that shed locked up away from anyone who would touch it. So, Iroe is DEAD, Agatha is CRAZY, Tobias is BRAVE, Marianne is TIRED, Elise is SCARED and there's something nasty in the woodshed.

What have we learned?

Keep your name close to you. Don't let it go.

And never, EVER go into the woodshed.

CHAPTER TWO: PENNY DREADFULS

I walked into her house, and took off my coat. She gave me a drink, told me to take a seat. Later, as I sat there paralyzed by the sedative, she removed my face with a razor blade. This is why I need yours, to replace my own. Hold still.

How to use this chapter

Penny Dreadfuls is a collection of dire stories from the streets of Elysium. Use them in your story as you see fit, or not at all. The stories are self-contained in their own right, and are flavourful diversions rather than any serious challenge. It's suggested that if you are going to use these tales, you do so earlier rather than later, as in the final stages of the module the characters are likely to feel under significant time pressure and may not feel able to stop for them.

THE GOLEM

"That statue's been here as long as I've been alive, and my father, and his father before him. Ugly, isn't it? I always wanted to remove it, but it's a heavy one."

The Hook

An ugly clay statue stands on a street corner near where the characters are staying. People avoid it. One dark evening, it finds the adventurers as they make their way across town.

The Encounter

As the adventurers scurry across town in the rain, they have the misfortune to encounter the golem.

A gigantic shadow falls over you. A man is hurtling towards you through the rain. No, not a man...some kind of mud monster, dripping with clay. His face is contorted into a howl.

The **clay golem** has been freed from eternal imprisonment, as the arcanist who once bound it long decades ago has finally died. Confused and scared, it lashes out at anyone who gets in its way, trying to escape into the bad weather.

The golem (if allowed to escape) takes poorly to a life of freedom. It begins to try and find a mate to share a life with, and becomes angry when people drive it away. If ignored by the adventurers, it finally goes

on an all-night killing spree some weeks later.

MURDER, SHE WROTE

It's a grisly scene. Renowned murder mystery author Madame von Stank has been found dead over her typewriter.

The Hook

Madame von Stank is dead. Renowned murder mystery author, she left a rather large sum of cash behind her and a book half-finished on her typewriter (of gnomish design). The authorities are offering gold to anyone who can help solve the crime and apprehend the murderer.

The Encounter

As the adventurers scurry across town in the rain, they have the misfortune to encounter the golem.

Madame von Stank's body has been removed, but her office is covered in her blood. The manuscript for the book "Bloody Boggles" lies on the typewriter. It's very graphic.

Madame Von Stank was writing her greatest work - her magnum opus, if you will. Unfortunately, her novel was so violent that it summoned the spirit of a **redcap** from the Feywild, drawn by her vivid imagination. The **redcap** slaughtered Madame von Stank, and then lurked in a desk drawer to sulk. Opening the desk or performing any kind of search causes the **redcap** to jump out and begin gleefully murdering anyone it can see.



LOSING YOUR HEAD

"I've been ill for some time now. I'd like you to take word to my family, so that I can...hrrrrk"

The Hook

A friend or acquaintance of the PCs is bedridden with a terrible incurable sickness that came over them last week. They've called the PCs to their deathbed.

The Encounter

Your old friend is lying in bed, and they look.... hideous. Their face is etched with the ravages of illness, and their voice is faint.

As soon as someone approaches the bed, the poor victim's head rips itself from their shoulders, becoming a **vargouille**.

Blood spurts from their shoulders as the head grows wings and fangs, fluttering about like some insane bat-face hybrid. A fountain of blood splatters the ceiling floor, and your clothes. The bat-face creature shrieks, and swoops for you.

The vargouille opens with a Stunning Shriek, before attempting an infectious Kiss. It's unlikely the vargouille will succeed on this against anyone but the unlucky or unprepared, so play this encounter purely for the fantastically gruesome opportunity to kill off an NPC by ripping their head off their shoulders. Bonus points if someone comes in to find the PCs standing over the decapitated, bloody corpse.

RIGOR MORTIS

"No, you can't take him! My daddy has come back to us, just like I prayed he would! Leave us alone, you monsters."

The Hook

The party are employed by a woman who lost her husband recently to a sickness. The body, however, has risen from the dead ...without the aid of clerical magic. The lady is concerned something strange is afoot, but her teenage daughter won't let anyone near the newly resurrected 'daddy'.

The Encounter

The father's corpse has been possessed by a **dybbuk**, which quickly killed the girl and summoned a second **dybbuk** to possess that too. Both demons have a wonderful time playing father and daughter, luring adventurers closer before preparing to strike.

The father plays deliberately possessed and peculiar, whilst the daughter acts hysterical at the possibility the adventurers might harm her 'daddy'. Characters skilled in Medicine are likely to notice that the girl's neck is broken in several places, and that she shouldn't be upright. Characters proficient in Insight may well see through the lies and contrived drama the demons have laid in store.

"Oh, papa," her neck twists 360 degrees, skin ripping. "They don't think we're really alive, papa. Shall we show them?" She begins to laugh.

The **dybbuks** keep up the game for a brief time until it bores them, and then start ripping off arms and legs from anyone nearby. The **dybbuks** laugh hysterically this whole time.

I SMELL A RAT

There's a rat watching you. It's stood on two legs, little whiskers quivering. As you watch, it raises one paw, and points at you.

The Hook

Choose a character. That character begins to be plagued by rats, which follow them around pointing at them. This strange activity is never seen by anyone but the character being followed.

The Encounter

Continue this gaslighting for some considerable time. Perhaps even allow it to become some kind of in joke, and wait for the character's guard to drop. One night, when everyone else is asleep, assail the character with at least one **swarm of cranium rats**. These rats have considerable psionic potential when amassed in large numbers - try and time is for when the character is badly wounded or deeply in need of rest.

THE IMPECCABLE BAND

The gnomes seem flummoxed. "She's dead, but I don't see how. She was alone all night. Noone came in or out, we was on watch!" They shuffle and tug at their hair, large eyes filled with worry

The Hook

There's been a murder. The rock gnome Bibbleforth Crankstabber (LG commoner) found his daughter dead the other morning in her room. He hires adventurers to find whatever killed his daughter and take appropriate vengeance.

The Encounter

The room is neat and tidy, aside from the bedcovers, which are disturbed as if to suggest someone slept in them recently. A small bedstand, bookcase and purple rug complete the meager fixtures.

Characters who investigate the room might notice several strange things.

Perception. There's a ventilation vent in the ceiling near the far corner of the room.

Investigation. This room seems almost undisturbed. The victim clearly died in bed without a struggle.

Survival. There's some strange marks in the rug. Like something long wriggled across it?

Something rattles above you. Is it...coming from the walls? The rattling sounds almost metallic, and is very faint.

The **iron cobra** responsible for the murder is lurking in the pipes. An escapee from a gnomish lab, it's been hiding in the pipes for days, and occasionally sneaking out to try and murder someone. The snake slithers out if it is baited, or a small creature can crawl into the vent and try and drag it out.

MONKEY BUSINESS

The Monkey is a local legend who answers wishes one night a year, under the full moon. To get his attention, you need to go to his cave, and throw in a coin. Also, bring some food for him.

The Hook

There's a local legend that a monkey spirit lives in a nearby cave. They say he'll answer messages, as long as you bring him a copper coin and something to eat.

The Encounter

The cave entrance looms ahead in the distance, illuminated by the light of the moon. The path up here is well worn from years of travelers such as yourselves seeking the monkey spirit's favour.

The Monkey Spirit is a **su monster**, which lurks inside the cave at the very back, waiting for the donation of shiny things and food. The tales of it granting wishes are a lie told by the villagers to encourage strangers to go in and feed the monster what it *really* desires - humanoid flesh.

TOILET HUMOUR

There's a notice out for a local plumber/slash adventurer. "There's something hiding in my bog" it says. "Kill it, and there'll be a sizeable reward."

The Hook

Cicero (see Area A) has had complaints that his toilet smells bad. This isn't unusual, except that now people are refusing to use it even with their noses plugged.

The Encounter

The toilet room is small and dank. A ghastly stench emanates from the hole in the floor, which the innkeeper says leads right to the sewers. It's enough to curdle your stomach.

There's a family of four **troglodytes** living in the toilet. If characters shine light down the hole, or put their faces inside it, the monsters attack, ideally dragging a careless adventurer down into piles of filth. Adventurers exposed to the filth have a chance of contracting *sewer fever*.

CHAPTER THREE:

THE CROOKED HOUSE

*There was a crooked house
which had a crooked name
and it kept a crooked secret
for crooked was the game
and crooked was the answer
to a crooked question gained
from a crooked little spider
washed down a crooked drain*

Chapter Overview

The Crooked House is the residence of the reclusive Duchess, who has not been seen outside in quite some time. She has sent out word via bars and taverns that she is looking for help in locating her daughter, Cecilia. Those who have answered the call thus far have never been seen again, and the Duchess is growing more and more frantic. The House itself has been largely left in disrepair, and the corruption of the City of Eyes has begun to creep into what was once her sanctuary.

Adventurers can receive invitations to visit the Duchess from any location in the city, she's spread word far and wide of her need. In particular, Cicero [see Cicero's Bar] often sends willing freelancers her way. If the party choose not to bite this hook, that's fine. Sooner or later curiosity will kick in, or it won't, and they'll need to make do without the Duchess' information.

Approaching The House

The Crooked House is located on a dirty, run down side street. It is squat, and the upper floor has clearly been damaged by neglect. The front garden is littered with flowers of various kinds, which seem to have survived despite the unfriendly weather. Tombstones are spaced evenly around the house, and they all bear male names. There are precisely three-hundred and thirty three.

Area B1 - The Front Door

The door to the house stands on a battered porch, and lies slightly ajar. A wilted jar of lilies has been left outside the door, along with a horseshoe hanging from the lintel.

The door is ajar, and can easily be pushed open. Stealth or Sleight of hand [DC25] can be used to push the door open silently, otherwise it creaks noisily, echoing inside and down the street. Inside, the hallway is wallpapered with images of small winged baby lizards and cats with no fur. It is peeling off the walls, leaving large bare patches. Commotion in the hallway draws the attention of

Feste the Butler, a human male commoner dressed in shabby servants gear. He is aged, and bald. He invites the characters to area 1b - The Study.

Hanging up in the hallway on a hatstand are various coats and bags. One of these looks like a Bag of Holding to anyone who scores higher than a 14 on an Arcana check. It is, in fact, a **bag of devouring**, a fact it demonstrates to anyone foolish enough to stick their hand inside.

Area B2 - The Duchess' Study

Adjacent to the hall, a small study reveals the source of the light and warmth. A merry fire lights this room, it is packed with books from floor to ceiling. A desk sits at the far end, at which sits the Duchess of Mordentshire (LE **mage**).

Crouched over a desk in the far corner, a thin and gaunt woman is draped dramatically on a large armchair. She is dressed entirely in black, with a mourning veil covering her face.

The Duchess appears to be in mourning, or so she presents herself. Apparently unable to contain her grief, she makes large overly emotional shows of misery and wailing at every opportunity. If asked about the source of her misery, she cries out for her "Cecilia!", and descends into sobbing.

If shown kindness, or understanding, the Duchess calms down a little and relays her story.

The Duchess composes herself, and in between episodes of wailing and gnashing of teeth, begins to tell her tale. "She's gone! My Cecilia, my baby bird, my only child! What cruel world is this to take a mother's daughter from her side, rent from me, taken!"

This carries on until the Duchess is interrupted. Over the conversation, she reveals that her daughter Cecilia never came home one night, seven days past. She suspects her daughter, a young and beautiful woman, might have been taken by criminals, suggesting they might want to look around for evidence.

The Duchess, whose family have Vistani blood, is one of the few in Elysium with the power to divine the future from Tarokka cards. She eagerly offers to do so if the characters have not secured a reading from elsewhere. She can't think of a reason why this might be. The Duchess is too 'distraught' to offer any significant help, but she grants them access to the rest of the house.

Roleplaying the Duchess

- The Duchess acts incredibly distraught, and is prone to fits of mild hysteria where she becomes incapable of giving a helpful answer
- She constantly laments her incredible number of dead husbands (SIX husbands, in as many weeks!)"

Roleplaying the Duchess (ctd.)

- She drinks a lot of water from a jug on her desk.
- She often looks out of the window as if expecting someone. If asked about this, she says she likes to watch the rain.

If the characters inquire as to payment for their services, the Duchess becomes a little colder, but does promise them whatever payment they deem necessary, within the bounds of her resources. She offers them her house, money, magical heirlooms, payable on return of her daughter. She cannot be convinced to re-negotiate these terms once a bargain has been struck. **She also lets slip that Cecilia knew hidden ways out of the city, and perhaps in searching for her, the adventurers might learn this secret too.** Whether or not the Duchess is lying about any of her promises is up to you.

Fortunes of Ravenloft. If your card reading reveals that a treasure is here, it is on the Duchess' desk.

Area B3 - The Kitchen

A spiral staircase leads down into a dank, foul smelling stone basement. An iron stove and sideboard has been stashed down here, and the floor is covered in offal.

This dirty looking area is where Feste the butler (NE bard) lingers. From down here, he can hear most of what goes on upstairs through the rotting timbers and fragile flooring. If approached, he is wary. Playing on his obsession with the Duchess is enough to convince him to spill a few secrets. He knows that the house had a woman visitor a few weeks ago, and that Cecilia seemed troubled. She seemed elderly, and left behind a note that seemed to worry Cecilia.

Area B4 - Cecilia's Room

This room is sparsely decorated with hangings and aesthetically pleasing furniture. The window has been left wide open, and the wind ripples the curtains periodically. It is chilly in the room, and the rain has been clearly been falling in here for some time, leaving a sodden mess of most of the papers on an imposing desk laid out under the windowsill.

A character who Investigates the room has a chance of finding a scrap of parchment in one of the upper drawers of the desk. It has a riddle scrawled onto it.

THE LAST IN HER AND PLACE IT FIRST;
THE LAST IN FIRST AND PLACE IT LAST;
IN BETWEEN IT'S ALWAYS EVEN;
CALLING FORTH A FACE FROM THE PAST

A particularly high result on an Investigation check might reveal that the drawer has a false bottom,

concealing a tiny compartment in which there resides a small portrait of a beautiful young woman. The duchess can confirm this is Cecilia.

Underneath the bed there is a large chest, wooden and banded in iron. This is a **mimic**, which attacks anyone foolish enough to tamper with it.

Outside the room, under the window ledge, four **black puddings** wait for the chance to strike. If the mimic is disturbed, the oozes attack, leaping for whoever is nearest the window. These oozes are slightly augmented by the evil nature of Elysium, and their Corrosive Form and Pseudopod abilities affect magical gear the same way they do mundane ones.

Characters with a passive perception score of 25 or higher notice a very slight discoloration to the wood on the far wall. Pushing on it causes it to open with a click, revealing a staircase leading upwards.

Area B5 - The Secret Staircase

The staircase is pitch black, and musty. A sense of gloom hangs over it, and you can feel it trying to smother your curiosity like a shroud.

The stair leads upwards 50 feet, winding upwards dangerously. Anyone climbing the stairs with a bright light source of any kind is attacked by two **cloakers**. The staircase itself is dusty and old, though a survival check can discern that the last person to come up here did so about 3 weeks ago, and they were running. This staircase comes to a dead end, though a thorough search reveals a trapdoor nested in the ceiling, leading to area 1g.

Fortunes of Ravenloft. If your card reading reveals that a treasure is here, it is lying on the stairwell as if dropped by someone in a hurry.

Area B6 - The Spare Room

This room is almost empty, apart from a lonely wardrobe in one corner, and a threadbare rug in the center of the room. The wardrobe is painted with a colorful picture of a large cat with a mane. A closer inspection reveals the lion is standing on the graphically illustrated corpses of four young men and women.

This room is almost empty, apart from the lonely wardrobe in one corner, and the rug in the center of the room. This is a **rug of smothering**, and it lies in wait in case anyone gets separated from the party. If anyone enters the room alone, the rug attacks and the door slams shut as if sealed by an Arcane Lock spell - DC 35 to break open or pick locks until the spell is broken.

If the wardrobe is approached, it roars like a lion. *detect magic* reveals a faint illusion magic laid over the furniture, though the reason for this is unclear.

Fortunes of Ravenloft. If your card reading reveals that a treasure is here, it is sitting in the bottom of the wardrobe.

Area B7 - The Attic

This small, wretched room is barely big enough for a human to stand upright. Cobwebs cover the beams which support the roof, and the floor creaks ominously under your feet. The walls have been pasted all over with sheets of blank paper, and books cover the floor in various states of disrepair.

The small attic feels unsafe to anyone who steps on the floorboards. This room is decorated with blank papers and books scattered across the floor. However, they seem to have been desecrated - large swathes of material have been excised and taken from the room. These notes have been taken by someone.. Either way, a letter fragment comes to light to anyone who pokes about, it reads thus:-

*nk you for your kindness. Of
urse I will come. It sounds ever
so exciting.*

*other would never approve, bur as
u say, fortune favours the bold!
've never heard of this inn that you
ention. What a peculiar name. The
..cing Spider. It almost gives me
oosebumps. Meet me there, and
'talk about what we discussed.*

The edges are singed, as if someone tried to burn it. Once the players have uncovered this note,

ADVANCE THE HOUR.



Area B8 - The Bathroom

The bathroom is leaking and decrepit, with water dripping from faucets and puddles on the floor. A filthy bathtub provides an ironic centerpiece to the depressing state of affairs.

The bathroom is leaking and decrepit, with water dripping from faucets and puddles on the floor. Walking into this room attracts the attention of the resident **Grey Ooze** (use the psychic variant), which attacks anyone who meddles with the taps. It remains hidden in the pipes unless anyone investigates them specifically by looking down the hole.

Area B9 - The Vegetable Patch

A small allotment has been tended outside the house, flourishing despite the rain. A scarecrow is lashed up to a cross, sodden from the deluge. It turns to look at you, and opens a patchwork maw, revealing rows of needles for teeth. "Hey friends!" it chortles, jingling slightly from the tiny bells attached to its feet. "Care to help a poor old scarecrow down"

A character proficient in cookery utensils can tell that the vegetable patch is currently harboring a variety of small and wizened root vegetables under the soil. How they are alive at all in this climate is a mystery.

The **scarecrow** is called Patches. He's very friendly, if not that much use. Indeed, most of his clothes are throw outs from the Duchess' husbands' clothes. The Duchess' first husband was buried under this patch, and Patches knows it was done...hurriedly... long ago. Offers to let Patches down are accepted gratefully.

Those who dig up the body can see it is a ragged skeleton, the flesh having been devoured by grubs and worms. Casting spells on the corpse produces a variety of effects, depending on the spell cast.

Spell	Effect
Speak With Dead	Causes the boneclaw to spring to life and attack, cackling about the End of All Things
Animate Dead	The skeleton shudders and lurches into uncontrolled undeath. Use the Lich statblock in the Monster Manual. It attacks its creator until it is slain.
Raise Dead	The skeleton lets loose an ungodly howl and dissolves into dust, leaving behind Dem Bones. [See appendices]
Legend Lore	The skeleton giggles and speaks thus: "Children should be seen and not heard, beloved." before crumbling into dust.

Fortunes of Ravenloft. If your card reading reveals that a treasure is here, it is sewn into Patches' stuffed chest. He doesn't know it is there.

Area B10 - The Sitting Room

Scattered cushions and chairs litter this room, and lamps shed low light throughout the area. Most noticeably, this room is stuffed head to toe with cats perches on every available surface, all of which are sleeping blissfully.

This room is where the Duchess keeps her cats. Perched about the room are thirty-three cats, which are hard not to step on. A stealth or sleight of hand check allows a character to cross 5ft through the room without disturbing any cats. [Use the stat-block for a **Tiger**]. If a single cat is disturbed, all cats in the room attack, focusing on the disturbance first, then moving onto the nearest player character with the lowest hit points. If the Duchess is with the party, the cats do not attack.

Hidden in the couch farthest from the door are **eyes of minute seeing** that belong to the Duchess. She has lost them down the side of the chair, and demands them back if she sees them.

Area B11 - The Library

This small room is filled with four floor-to-ceiling bookcases. Each one is stacked high with books, most of which appear to be fairy-tales and childrens stories. A small armchair sits against one corner, in which is lying a cat with an abnormally large grin.

The cat is **Cheshire** (see the appendices). He declines to join on any adventuring, and gives confusing advice, preferring to avoid answering questions entirely with clever linguistics. If threatened, he vanishes into the Border Ethereal.

The books are mostly old, broken or worthless.

Fortunes of Ravenloft. If your card reading reveals that a treasure is here, it is lying discarded on an empty shelf.

Area B12 - The Tombstones

Hidden away around the back of the house are a set of tombstones, all set in a line. The most recent says "Barnabus - Devoted Husband, Loving Father, Quiet Corpse."

A 10 minutes search, paying attention to the writing on the stones, reveals they are all male, and died at various points in the last few thousand years. Some piles of rubble indicate where graves used to lie before time and weather eroded them. A Nature check will reveal someone has been placing flowers from the gardens onto these graves.

Placing the lilies from the garden onto the grave provokes 3d10 **zombies** to rise from the earth each

round to tear the adventurers to pieces. This continues until 100 zombies have been dispatched, or until the adventurers escape. Placing the rosemary from the garden onto the grave instead sends a calming breeze through the area, and no undead rise from their graves. Buried with Barnabus was his favorite sword - Hindsight. [This is a **longsword of warning**]

Fortunes of Ravenloft. If your card reading revealed a treasure to be here, it is buried under the earth near one of the bodies, and is unearthed with the zombies.

Area B13 - The Vault

A huge steel door dominates the rear wall of the sitting room. It is inscribed with arcane glyphs, which glow a faint green.

This is where the Duchess keeps her riches, and she keeps it well protected. The locked door is made from solid steel, and sealed with an Arcane Lock, which increases the DC to break it or pick the lock by 10 to 40 each. Additionally, the door is protected by an Alarm spell and a *glyph of warding*, noticeable by a passive perception of 19 or higher followed by an Arcana check of 18 or higher. The glyph activates if anyone other than the Duchess opens the door, and casts a *finger of death* spell, [DC 19] on any humanoid within 10 feet of the door. All of these spells have been masked by a *nystul's magic aura* effect, so the door seems mundane and unprotected to anyone who uses *detect magic* or similar effects to divine the nature of the door.

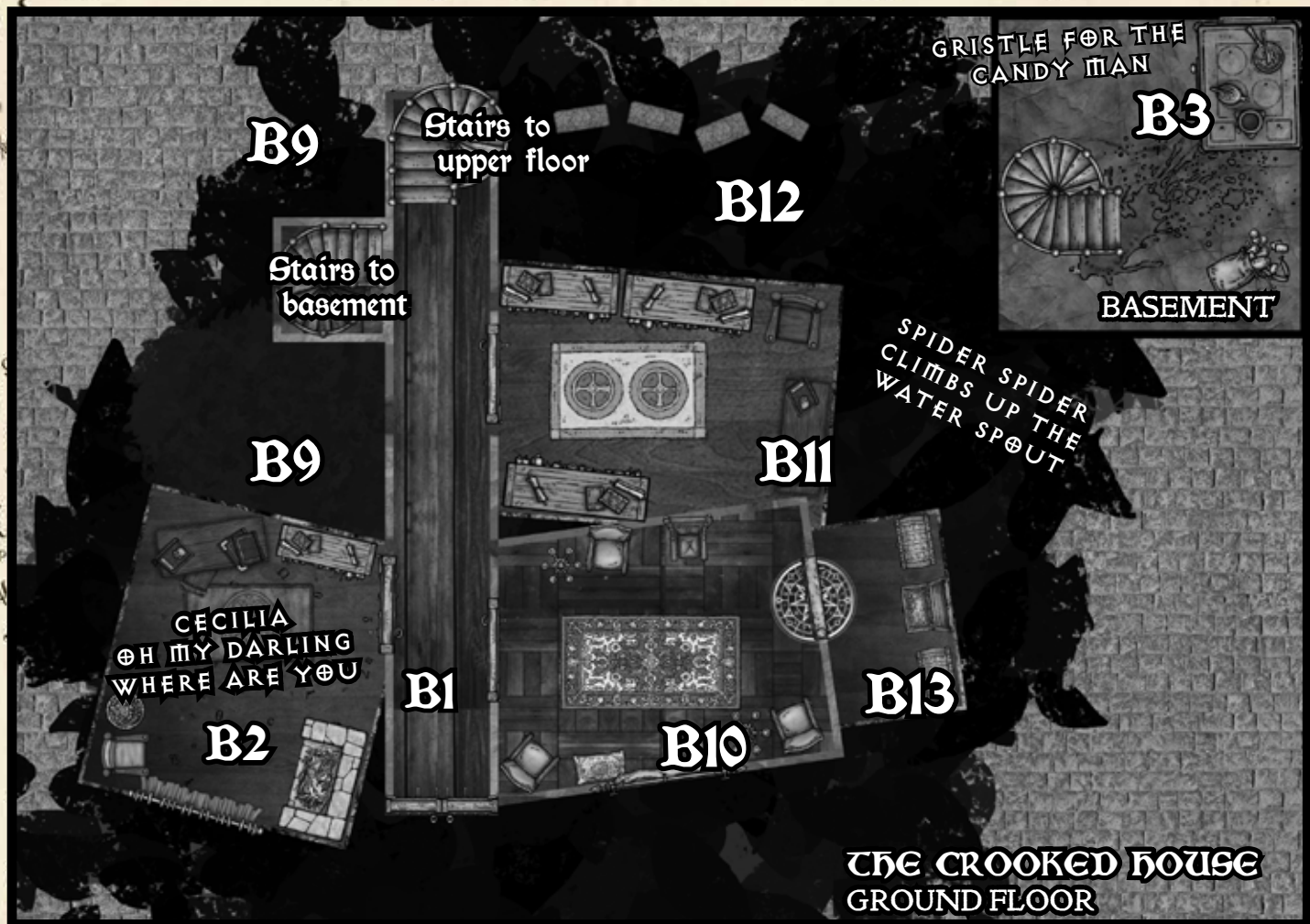
The room is small and empty aside from three chests placed parallel to each other facing the door. One chest is bronze, the second is tin, and the last is brass.

Inside the Vault are three chests, placed equal distances apart, all of which are **mimics**. Under the floorboards here is a small box containing the real treasure: a sack containing 1000 platinum, a small **Stone of Good Luck** made from amber, a **Fetching Mirror** (see Appendix A) and a **Potion of Good Luck**.

If the *alarm* spell is tripped, the Duchess and Feste arrive in 1d4 rounds to apprehend the thieves. They insist the treasure be returned, but the Duchess will not risk her life for her riches if the adventurers look ready to fight for them.

Fortunes of Ravenloft. If your card reading reveals that a treasure is here, it is lying on the pile of platinum under the floorboards.

INFINITE STAIR. Characters can access the infinite stair here.



AREA ONE THE CROOKED HOUSE

- B1:** The Front Hallway
- B2:** The Study
- B3:** The Kitchen
- B4:** Cecilia's Room
- B5:** The Secret Stairway
- B6:** The Spare Room
- B7:** The Attic
- B8:** The Bathroom
- B9:** Vegetable Patch
- B10:** The Sitting Room
- B11:** The Library
- B12:** The Tombstones
- B13:** The Vault

CHAPTER FOUR: BITTER EULOGIES

*I knocked three times, and quickly down
the Spider came to me
thirteen smiles, and thirteen faces;
answers - one, two, three.
And though I did not know it
I would not live to see
The day the spider came again
The day he came for me
— Diaries of Amelia Hawthorne*

Run down, broken and filled with rubble, this prison for evil is a discreet landmark for those who know their way around the city. It used to stretch across a massive area, but now the vast vaults of the prison lie open, and only the central chambers remain. The ruins are inhabited by an old spirit characters can head to for advice, at the risk of their souls.

Broken Things

In the dark past, in a time when the city thrived underneath the sun, the gods of Elysium watched their chosen people from above. Those who remember say that the tragedy which struck Elysium from the face of creation killed them, though some small memory of them remains imprinted in the bones of the earth. Though very few would admit to the suspicion, some have guessed that the prison may not have been to hold the enemies of the gods as much as the gods themselves. Regardless, they are long gone, and only some faint sense of the prisoners remains.

Dark Urges

Hidden in the depths of the prison, one last presence remains, a survivor down the long centuries through guile and strength. Was it always this twisted? Was it always this treacherous? Perhaps time has transformed it into something hideous, where once there was beauty.

Groblets skulks in the darkest tomb of the old prison, forgotten by all. An ancient spirit of malice, it loves receiving visitors. Those who do not take the time to research the rules of conduct when conversing with it might find their minds eaten...or worse.

The Curse Absolute

What happened to the prison is a subject of speculation for anyone who happens across it. Elysium's histories are all but lost, and endless rumours circulate as to the purpose this place served, or what happened to the prisoners. Remnants of old magics

linger here, filling those who wander near with a sense of unease.

GENERAL FEATURES

The following facts about the environment are true unless otherwise noted in a specific area description.

Walls The walls are made of crumbling stone (17 ac, 15 hit points), and vary in height between 5 to 30 feet depending on the state of decay.

Light. The broken prison is shrouded in an ever present gloom, cloaking in area in dim light.

APPROACHING THE PRISON

The prison can be found via the Shifting Streets by those who are looking for it, or looking for a spider.

The rank smell of decay fills your nostrils. Ahead of you, a ruined array of buildings lies in the dirt and rain like a pile of corpses. The mist seems to halt at the outer walls, shattered and broken in many places, as if it hesitates to enter.

Area F1 - The Outer Doors

An archway remains standing at the edge of the outer walls. A dark orange plaque near the keystone is inscribed with black runic script.

The plaque is made from amber, and is immune to magic that might alter what it says. In druidic, it reads "We follow the pact. We walk the path. May the gods have mercy on us all."

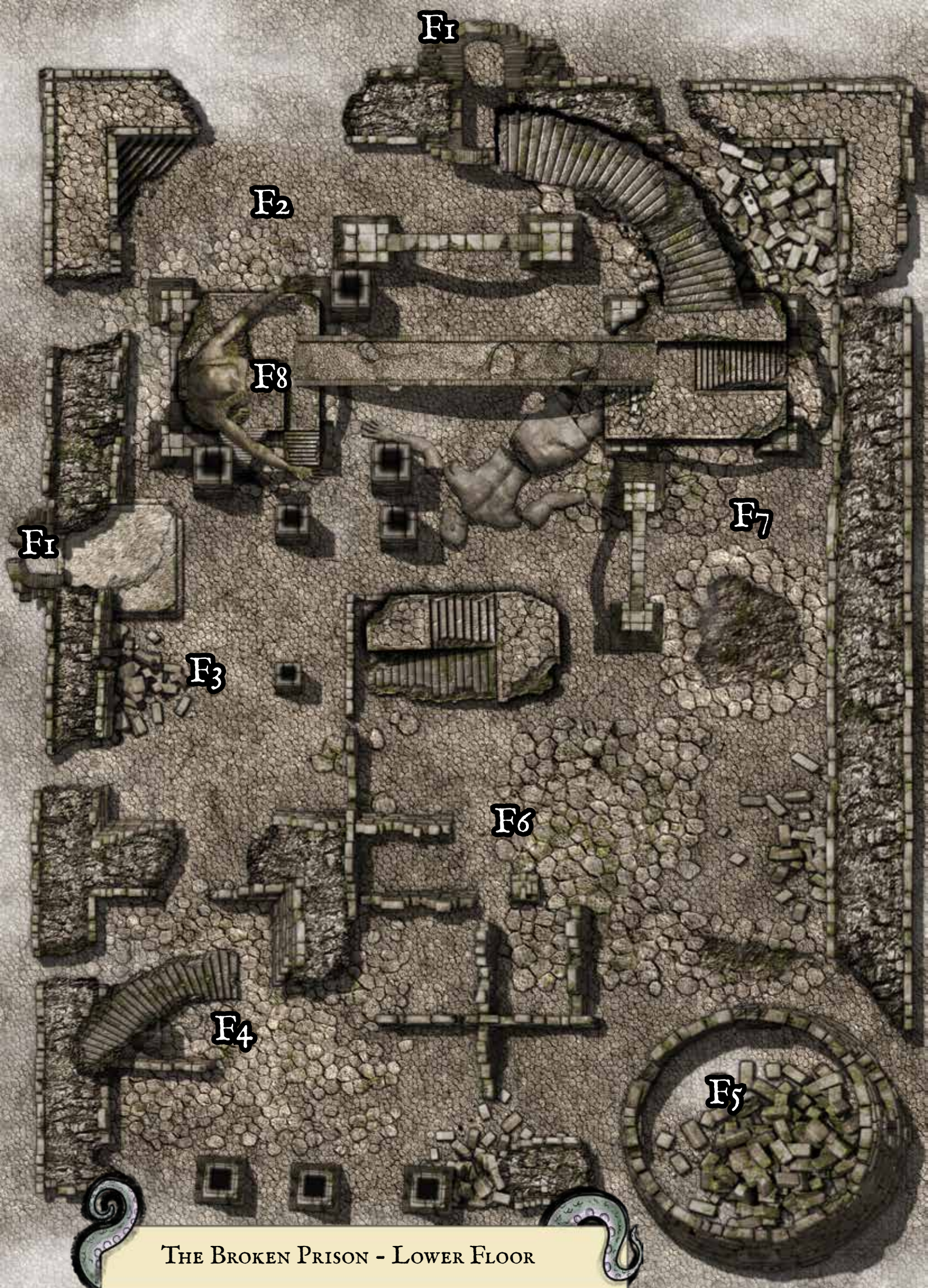
Characters with a high passive Perception score will notice that on the northernmost door, shorthand glyphs are scratched into the wall in Thieves' Cant. They indicate someone has been here before, and left more notes inside.

INFINITE STAIR. Characters can access the infinite stair here.

Area F2 - The Bull's Escape

The outer wall here has been smashed asunder as if by terrible, unthinkable force. Something crunches underfoot, as you see that this entire corner is covered in minute shards of glass. The shadow of something vast moves across the room, the echo of a vast beast filled with rage.

This area is covered in broken glass shards. Characters walking through the area should treat it as difficult terrain. All non magical items made of glass the characters are carrying break upon entering this room. This includes vials and bottles of all kinds.



THE BROKEN PRISON - LOWER FLOOR

Area F3 - The Badger's Set

A shuffling, shifting presence drifts through this chamber. It reeks briefly of disease, rot and vomit before vanishing, leaving you with the thought that one day your time will be up.

Characters who enter this area age 1 year for every minute they spend there. Any characters who have a personality trait expressing patience or calm are immune to this effect.

There is a message etched into a floor here in Thieves' Cant.

THE BADGER MOVES SLOWLY, FOR HE HAS ALL THE TIME IN THE WORLD

Area F4 - The Skull's Haunt

This tiny room still has most of its walls left. A winding staircase leads up to nothing, in the center of it. The floor of the staircase is lined with skulls, which turn to watch you closely.

This room feels hostile to any character with the Spellcasting class feature. Detect magic reveals a powerful aura of erratic energy currents. Characters who remain in this room for longer than a minute lose their highest level spell slot. Any character with a personality trait relating to magic or power can see words etched into the staircase in Celestial.

THE SKULL WILL SCOUR THIS WORLD WITH LIGHTNING, AND BLOOD WILL FALL LIKE RAIN.

Area F5 - The Hunter's Hoard

This tower has remained largely intact, but large chunks of it have fallen to the elements, leaving it leprous and fragile. Inside, piles of bones and bricks provide a grisly aesthetic.

This tower is half-filled with bones of various species, some of which are completely alien to the characters. Many are humanoid, and range from hundreds to thousands of years old. Some are small animals. Those proficient in Medicine or Nature might guess these to be the bones of animals that wouldn't be able to survive in a city as drowned as this. Why are they here? Who could have done this?

Characters who rest in this room find their dreams haunted by an urge to run as far away as possible, and gain no benefit from the rest.

Touching any of the bones causes a monstrosity to rise, animated by fell magic and dark memories. The resulting monstrosity has the statblock of a,

iron golem and fights until destroyed. It chases down any who flee from it relentlessly. Any character with a personality trait expressing panic, stealth or worry can see a message hidden in the bones, in an odd dialect of Abyssal.

Fortunes of Ravenloft. If your card reading revealed a treasure here, it lies buried in the bones.

THE ARCHER STALKS THE SKY, AND NOONE IS BEYOND HIS REACH. THERE IS NOWHERE YOU CAN RUN TO.

Area F6 - The Twin's Bed

Two identical alcoves are hidden away in this quiet corner. The stones shine, mirror bright, reflecting your own face back at you. Your reflection scowls, and walks away. Soon, the lustre fades, leaving you feeling very alone.

This room is completely silent, and no sound can permeate the border of the room. Use of a *wish* spell or similar magic to challenge this effect causes the walls of this room to shatter into ten thousand mirror shards, dealing environmental damage, and causing 10 rolls on the Elysian Wild Magic table centered on the perpetrator.

Characters who have proficiencies in one or more musical instruments lose those proficiencies on seeing their reflection.

Any character with a personality trait expressing chaos, freedom or music can see a message scrawled in primordial on the mirrorlike rocks, as if by a finger on foggy glass.

THE TWINS MOVE IN CONCERT TO MUSIC ONLY THEY CAN HEAR.

Area F7 - The Wolf's Den

Your hackles rise. Something deep in the recesses of yourself, some primal instinct to flee, threatens to overwhelm your faculties. The scent of blood and bone drifts past you, and the glimmer of moonlight falls from an empty sky. It passes as soon as it came.

This room is home to 10 **invisible stalkers**, crouched on all fours like animals. They viciously attack anyone passing through the room, howling like wolves the whole time.

A character who has a personality trait expressing fear or caution can see the following words shimmering in the air like moonlight. The language is sylvan.

**DO NOT STRAY FROM THE PATH.
THE WOLF HUNTS
AND IT DOES NOT HUNT ALONE.**

Area F8 - The Widow's Grave

The statue of a woman rises above the wreckage, towering over the devastation. Her arms reach out as if to embrace an unseen lover. The rain spills down her face like tears, having worn away deep scars into her cheeks. Her mouth is slightly parted, perhaps with a question she will never ask.

Coming within 60 feet of the statue exposes characters to its insidious magic. Characters must succeed on a DC19 Charisma saving throw or succumb to the effects of a sympathy spell centered on the statue. Creatures that move within 10 feet of the statue can hear a faint sobbing. Creatures that have been raised from the dead in the past who come within 10 feet of the statue must succeed on a DC21 Charisma saving throw or instantly perish as their soul leaves their body, becoming an angry **ghost**. Until the ghost is slain, the dead character cannot be raised by any means. Undead cannot come within 60 feet of the statue, or be created within that radius.

A character who has a personality trait expressing grief or sorrow can see the following words running through the tears of the statue. The language is celestial.

THE WIDOW WATCHES FOR THE END
YET TO COME

SHE SMILES

FOR SHE WILL NOT BE WAITING LONG

Area F9 - The Rose's Garden

The air is filled with shadowy thorns, barely visible in the half-light. A vicious whisper passes through the insubstantial array of plants. Is it a threat, or a warning? It's hard to say. Under the shadowy thorns, something is buried. A sword, driven into the stone. It shines with an inner light.

Moving through the ghostly thorns tears at the body and soul. For each 5 feet moved through the thorns (which are difficult terrain), a character must make a saving throw against purple worm poison (see the *Dungeon Master's Guide*). In addition, a character who remains in contact with the thorns at the start of their turn must succeed on a DC15 Constitution saving throw or gain an ugly scar in a location of their choosing. Fire will burn away the unseen plants as easily as live ones, though they regrow in 1d4 minutes. The sword is **lifebringer** (see Appendix IV), and it cannot be removed except by a character with a personality trait expressing a need to heal or help others. The following words are etched into the flat of the blade. The language is common.

THE ROSE FADES, AS ALL BEAUTY MUST
UNTIL ONLY THORNS REMAIN
THIS WORLD WILL BLEED

Area F10 - The Dragon's Cave

Blinding light. Stepping into this room plunges you into a searing, baffling whiteness. Endless, bleak, uncaring. Stretching on into infinity.

This room blinds anyone who enters it with a bright white light projected into their minds. Anyone who touches the walls in this room must succeed on a DC17 Dexterity saving throw or receive 8d10 fire damage as the wall bursts briefly into flame. Characters who succeed on the saving throw take half damage. Characters who enter this room and who speak draconic hear a whisper in their ear - "do you fear death?". Characters who respond to this question receive the Dragon's Blessing - no character can receive this blessing more than once.

A character who has a personality trait expressing a love of life or a wish for longevity can see the following words drifting through the white noise. The language is draconic.

THE DRAGON BURNS AWAY THE ENDLESS
SLEEP. THERE IS NO SANCTUARY FOR YOU IN
DEATH.

THE DRAGON'S BLESSING

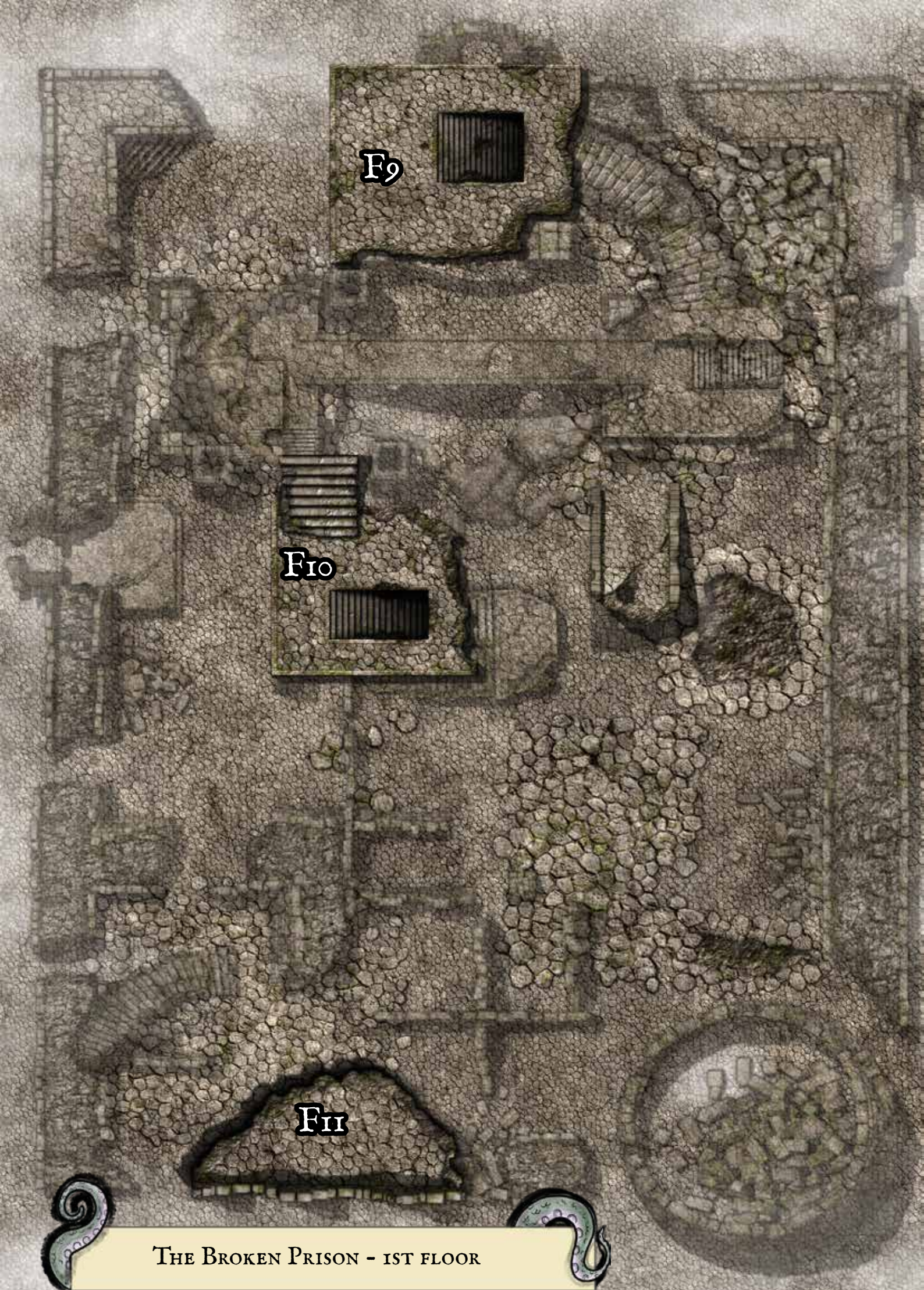
This charm has 3 charges. If you would gain a madness level, instead this charm loses 1 charge. When all the charges have been expended, this charm vanishes.

Area F11 - Despair

A slim shard of a once proud room remains across the rubble, a mere fragment of past grandeur. Something about it seems dreadfully wrong.

This room fragment is dangerous to comprehend. Setting foot on it is enough to drive a strong man to madness. Creatures who walk upon it should make Wisdom saving throws against madness, as an unseen grief batters away at their sanity. There is only one word here, scratched over and over again into the bricks.

WHY



F9

F10

F11

THE BROKEN PRISON - 1ST FLOOR

Area F12 - The Spider's Parlour

This high above the ground, endless darkness stretches above you into the sky. You can see the rest of Elysium, blurred by the rain. Ghostly webs criss-cross the prison, visible only now are you looking down upon them. In the inky blackness above you, a wriggling shape is descending. It seems formed of black thoughts, a vast creature of lingering animosity. Eight legs spin their way down towards you, a bulbous abdomen supporting a tiny face with far too many smiles for comfort.

This room is always in at least dim light, which Darkvision cannot pierce. The spider-like creature is Groblets, who descends to meet his latest visitors. The spider is evil, treacherous and hungry for souls. Groblets is unable to leave the Broken Prison, but can travel anywhere he wants to within it as he chooses to. He usually spends his time here, invisibly lurking and watching the city from afar.

The Amber Convention

Though corrupted by the evils of Elysium, Groblets is still the vestige of a God, and bound by the old laws of stone, water and blood. Pilgrims that come calling bearing the symbols of the old gods are beyond Groblets' power to harm. Unless the characters break one of the following rules, Groblets is unable to instigate violence. As a result, characters that keep to the following strictures (knowingly or otherwise) stand a chance of securing conversation with Groblets.

The Bull's Curse: The characters cannot ask more than 13 questions. No more, no less.

The Badger's Oath: The conversation should not exceed 13 minutes in length.

The Skull's Laugh: Noone should cast a spell using verbal components.

The Hunter's Tread: Noone should unsheathe a weapon in violence.

The Twins' Revelation: Noone should wear a disguise.

The Wolf's Path: Noone should stray from the platform whilst the conversation takes place.¹

The Widow's Mercy: The spider will not tolerate anyone to weep or mourn in his presence.

The Rose's Spite: Each character must bear something of beauty on their person, or openly display a scar.

The Dragon: The spider cannot abide open flame.

Characters should be careful to specify when their conversation is over, or risk breaking the Badger's Oath/the Wolf's Path. Groblets is aware of these strictures, and is forced to disclose them to anyone who directly asks him a question about the matter such as "are there any rules to this conversation" or "why aren't you attacking us?". Despite this,

Groblets is not above tricking people into accidentally breaking the rules by asking them to perform feats of magic, or to light a torch so it can see them better. If it convinces them to break a rule, its many smiles break into gleeful shrieks of violence, and it attacks, hoping to devour one or more of the party before they escape. It chases them down through the prison, but not past the doors. Each time Groblets attacks, **ADVANCE THE HOUR.**²

Fortunes of Ravenloft. If your card reading a treasure here, it is held by Groblets in one of his many mouths.

INFINITE STAIR. Characters can access the infinite stair here.

SPECIAL EVENTS

You can use any of the following special events while the characters are exploring the prison.

The Bone Witch

A little old lady with a wicker basket in hand is shuffling around the base of the tower. She leans down, picks a bone shard up, and raises it to her lips as if to taste it. Muttering, she places it in the basket before looking for another.

This is Rosa, **The Bone Witch** (see Appendices). Taking a break from her responsibilities at the Changing Faces Press (See Chapter X), she's out on something of a collecting spree. She occasionally comes to the broken prison to harvest bones from the Hunter's X, which she uses in her necromancy. She isn't expecting strangers, but if she meets characters before they break the Amber Convention, she schools them in the specifics, warning them to be quiet in case the "spider comes for them".

Time Flies

The spider smiles from his stomach to his ears, "My delectable little bluebottles," it whispers in a voice that reeks of spices and honey, "you're looking for the girl? Why didn't you say so...?" It raises a spindly leg that bristles with violet anticipation. A shudder of yearning. "She was asking me many questions. Such wonderful questions." The shadows ripple, and the spider crawls upwards on invisible strands. "The real question is...how badly do you want to know?"

Groblets doesn't know how long ago Cecilia came by, as his concept of time is not linear. However, he does know where she went. She was looking for a temple to something forgotten, and that's exactly where he sent her. He can give the characters the same directions, which he proceeds to do if he's feeling whimsical. He might also lie and send them somewhere else entirely.

¹ Characters who initiate conversation with Groblets before they meet the platform break this rule.

² If the characters manage to use Groblets to **ADVANCE THE HOUR** three times, he is absent on the fourth and subsequent visits.

F12

CHAPTER 2:

THE TEMPLE OF THE GAUNT SILHOUETTE

*So much that we once knew, has been lost
so many things once treasured, have fallen to ruin
we do not remember the secrets
we do not know the names
and yet
there is hope*

Broken Wings and Shattered Skies

A god shattered. Torn asunder. Betrayed. The temple of the Gaunt Silhouette was once a place of light, knowledge and power. Now, it is none of those things...if it truly exists at all, which is a matter open for debate. The being this temple was dedicated to did not die, as it could not conceive of death. Instead, it became a shadow of a shadow. A distorted reflection of its own divine might, lurking in half-remembered nightmares. This creature, entity or phenomena is known as the Gaunt Silhouette for our purposes, and is referred to as such elsewhere in the module. The temple itself was abandoned during the cataclysm, and its devotees were slain. As time passed, other creatures moved in to serve their own purposes.

The Infinite Stair

One cannot speak of the Temple without speaking of the Infinite Stair, a subject of scholarly interest throughout the multiverse. A peculiar manifestation of cosmic harmony, it snakes behind the planes, connecting each of them in strange and unfamiliar ways. Entrances can sometimes be found in inconspicuous places on any plane, though the entrances in Ravenloft sadly do not allow the users to escape the mists. Before it fell, Elysium was built on a natural wellspring of Infinite Stair potential, and thus fragments of the stair still exist in the mists to this day. Stepping into the Infinite Stair is a matter both of concentration, belief and location. In places where the Infinite Stair is ready to receive visitors, canny creatures can walk its hidden paths. For the Temple of the Gaunt Silhouette, learning to navigate the stair is necessary to get anywhere at all.

Entering the Stair

In places in Elysium where the wall between realms is thin, a character possess of sufficient willpower can walk onto the stair. The stair resists those who attempt to rationalize it and explain it. These locations are marked with the following phrase:

INFINITE STAIR. Characters can access the infinite stair here.

When in any of these locations, a character who is aware of the stair (or at least suspicious of it) can attempt to enter it by visualizing it in their mind and making three Charisma ability checks, with a DC of their Intelligence score. These must be made consecutively, and without interruption. The character must remain stationary for the duration, and each attempt is an action. Check the table below for the results.¹

Infinite Stair Check Table

A character does not finish the checks due to damage or distraction

The character gains three levels of exhaustion.

A character passes one check, and fails two.

The character remains in their current location and becomes insubstantial, as per the *etherialness* spell, and gains two levels of exhaustion.

A character passes two checks, and fails one

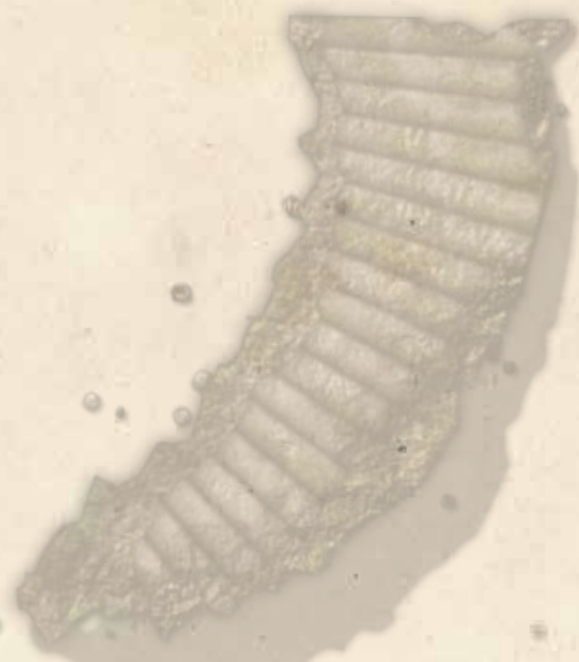
The character appears on the Infinite Stair, and gains one level of exhaustion.

A character passes all three checks.

The character appears on the Infinite Stair as intended.

Climbing The Stair

The stair appears as a crumbling white spiral staircase. In places, the walls ooze black ichor, and the stairs look like they have been shredded by some kind of hideous beast. For each round that the characters travel up the stairs, they can move one location along the Infinite Stair Map (see Appendix VII). You are advised to either keep the map to yourself, or cover locations the characters have not yet encountered. The character(s) can emerge at any location they wish by using an action to disappear from the stair into their current location on the Infinite Stair Map.



¹ these checks can be made as Group checks for parties wishing to travel together

IABROCHORUM

The stair is not completely safe. A monster hunts creatures that use the stair - the old people of Elysium knew this, and avoided it for this very reason. The **Iabrochum** (see Appendix III) is nasty beast that prowls the stairs, looking for food. 1d4 rounds after a character enters the Stair, read the following.

A padding sound far below you echoes up the staircase. The click-clack of claws on stone, and the realisation you are not alone. A humming sound rises up beneath you.... it's humming?

"O fuge iabrochorum, sanguis meus! Ille recurvis Unguibus, estque avidis dentibus ille minax."

Comprehend languages and similar abilities are foiled by this patter - it is literally nonsense, after all. The next round, the Iabrochum reaches the characters' position on the stairwell, and attacks.

The Gaunt Silhouette

A strange sight, rarely encountered, the Gaunt Silhouette haunts Elysium as a grim reminder of the tragedy that cast it from the face of creation to the waterlogged hell it now occupies. Manifesting as the feeling of a hand on your shoulder, the Gaunt Silhouette chooses targets who commit terrible or treacherous deeds as its victims.

A Calling Card

The first sign of the Silhouette's attention is the appearance of a mysterious calling card in your pocket. The card is blank, aside from the picture of a tall and thin man which has been inked onto one side. This calling card returns to the owner each time they try to lose it, and can only be dispensed with by convincing or tricking another to accept the gift. Whilst carrying the card, a character has disadvantage on saving throws against fear.

Don't Look Back

Some time after the appearance of the calling card, the character feels a hand on their shoulder, accompanied by an instant and terrible feeling that to turn around would be a horrible idea. Bystanders can see nothing.

Should a character turn around, they are faced with the true form of the Gaunt Silhouette, which removes a memory from the character. This memory can be anything, but the Silhouette prefers treasured and happy ones.

The affected character does not remember what they saw, only that it was horrible beyond imagining. They are aware that something precious was taken from them, and stolen memories can be restored with a *greater restoration* or similar magic.

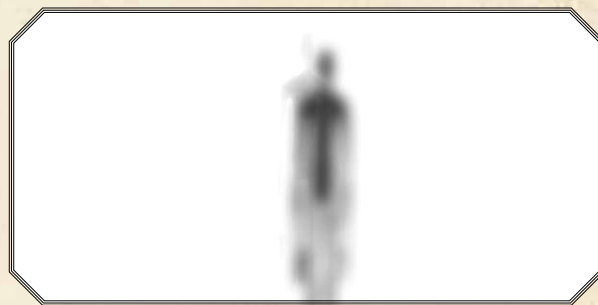
The Inevitable

The Gaunt Silhouette is almost unknown in Elysium, despite having been there since its inception. This is down to one sovereign truth - the Rule

Unspoken, which applies to the Gaunt Silhouette to a far greater extent than it does to everything else in the tormented city. The most terrifying power of the Silhouette is this - **If you talk about it, it will come and get you.**

Worse, the insidious manifestation is also drawn to the mere act of puzzling over it. Silently musing on the nature of the Silhouette is enough to feel a spectral hand on your shoulder, or find a Calling Card tucked neatly into your pocket.

A *mind blank* or *nondetection* spell can defend an inquisitive mind from the awareness of the phantom, but these secrets are often the first ones it removes from victims caught off guard.



FINDING THE TEMPLE

So, the temple can only be accessed by a secret, magical staircase, and is protected by a memory-removing spirit? You might reasonably ask how anyone is supposed to find it. Though it is fairly unlikely the characters will find the Temple through sheer happenstance, they can be guided there by Groblets, or Dr Brains, amongst others. It can also be reached by the Door to Nowhere random encounter.

Running This Chapter

This chapter relies heavily on interplanar hopping and spatial shenanigans. The Temple has been reduced to fragments floating in a sea of madness. Effects and abilities that would allow a character to detect their location within the temple reveal unhelpfully contradictory information. You'll also need to get to grips with the Infinite Stair, a mechanic for traveling from place to place. It's better for the players to get to grips with it earlier than later, as use of the stair might get them out of tricky situations in later chapters. It might take several trips to the temple before the players recover the evidence or clues they were looking for.

Area H1 - Ent'racte

This imposing room stretches up hundreds of feet to an impossibly vaulted ceiling. Rubble litters the floor and rain cascades down from gaps in the ceiling where water is leaking through. Thin puddles are scattered all over the tiled floor, which depicts a mosaic of a man in prayer. His face has been ripped away, the tiles seemingly lost or destroyed.

High above, in the rafters, hundreds of angelic statues watch as if enraptured, mouths open in silent prayer.

One angel remains in the rafters of the The Grand Foyer. Long fallen from grace, the corrupted **planetary** is completely insane, and perceive any attempts to access the interior of the temple as a violation or invasion. Should anyone step into the chamber proper, it starts singing a wordless psalm. [Characters who can speak Celestial recognise the psalm as a plea for the mercy of death.] After three rounds of rising crescendo, the angel swoops down in a mad rage. It fights to kill, and retreats back to the rafters only if it can no longer detect intruders.

Fortunes of Ravenloft. If your card reading reveals that a treasure is here, it is high up in the rafters.

Area H2 - Zekox's Lair

This ruined half-chamber is spotlessly clean. Your feet squeak on the stones, which have been scrubbed clean until they shine. The remaining walls of this chamber have been decorated with large images gouged out of the stone, depicting a bulbous creature with a large central eye and ten spokes.

Against the wall, mops, brushes, sponges, buckets and a host of other cleaning paraphernalia are stacked up and organized by size. A horribly ghostly presence levitates above floor level - a bulbous mass of flesh with a single lidless amber eye. The deep purple pupil is shaped like a spider. Ghostly eyestalks droop from its head, and its mouth is filled with serrated teeth.

Welcome, it says in a whisper, to the Temple. Please do not track mud into the temple. Please clean up after yourselves. Do not remove anything from the temple. Do you understand?

The strange creature is Zekox, the temple's caretaker. It is a doomsphere, a dead beholder which exists only as a phantom. It has the statistics of a **beholder**, with the following alterations.

It has the undead creature type.
It has the Etherealness trait of a ghost.
It is immune to the following conditions: charmed, frightened, paralysed, exhaustion.
Replace the following eye rays, as per Volo's Guide To Monsters. Death Ray > Feeblemind. Paralysing Ray > Modify Memory.

Zekox takes its job very seriously, and cleans up after the adventurers as they move through the temple. It never leaves the temple, but can travel by the Infinite Stair (and show others how to do so). If a creature flagrantly disregards its commands, it gets angry. Anyone who deliberately makes a mess risks a confrontation - the doomsphere shows no mercy or quarter to anyone so foolish. Otherwise it remains relatively harmless. Zekox, if flattered, might give away the following information about the temple.

1) The temple is watched over by a god. Zekox doesn't know the god's name. Noone does. *(True. The Gaunt Silhouette keeps a close eye on this place.)*

2) Zekox has been here since the beginning. *(False. Zekox is mad, and believes the temple has always been this way. He doesn't truly know how he arrived, or why he feels compelled to keep it clean)*

3) If you die here, you wake up in paradise. *(False. This is a lie, and just for fun. Noone ever said Zekox didn't have a sense of humour.)*

4) There was a girl here not long back. He's not sure why she was here, but she seemed to find what she was looking for. *(True. Cecilia was here, and left swiftly afterwards.)*

Zekox knows that this room used to house a gigantic clockwork machine that had something to do with the night sky in Elysium. He made a deal with the custodians of the Mausoleum (Area G) to remove it, which they did some time ago, and he's more than happy to see the back of it. The machine now rests in area G3 - The Orrery.

Fortunes of Ravenloft. If your card reading reveals that a treasure is here, it is hidden in one of Zekox's cleaning buckets. He is loath to part with it.



Area H3 - The Final Rest

This domed room sports a vast gap in the roof, through which rain pours onto the floor. The room is knee deep in water. Masonry is piled up against every wall, and in the center of the room lies a peculiar bier, on which the statue of a man lies as if sleeping.

This room is a particular disaster area because Zekox fears to enter it. The bier is in actuality a sarcophagus containing a shard from the astral corpse of one of Elysium's dead gods. The rain is incessant here, though the water level never rises as a result of it. The lid of the sarcophagus can be moved by a character with a combined strength score of 40 or more. Doing so, or damaging it in any way, attracts the attention of the Gaunt Silhouette. Inside the sarcophagus lies a single shard of black stone, which reflects light like a mirror. This the **Cat's Eye Shard** (see appendices).

Fortunes of Ravenloft. If your card reading revealed a treasure to be here, it is resting inside the sarcophagus.

Area H4 - The Luminary

This small room has desks and chairs piled up against one wall. They are largely decaying, and water has pooled on the floor of the room up to knee height. Near the front of the room, a lectern lies disused. Scraps of illegible parchment float on the top of the water. It's cold in here, and deadly quiet.

This room was once a place for priests to train novices in the ways of the faith. The scraps of paper, if reconstituted by magic, comprise nothing more than fragments of doggerel.

Under the water, a **water elemental** is lurking. It only attacks if it is disturbed.

Area H5 - The Hall of Memories

This grand arched hall runs 300 feet ahead of you into the distance. The whole room is lit briefly by flashes of lightning through stained glass windows untouched by time. At the far end of the hall, a faceless statue looms over twenty feet tall. It has its hands folded and stands as if expectant. Elsewhere in the room, stone benches face towards the statue. Empty alcoves line the walls. A skeleton lies near the foot of the statue, curled up in the fetal position.

This was once where visitors would come to worship the God That Is And Is Not. It is abandoned.

The skeleton is the body of an adventurer drawn in by the mists who was caught unawares by the Gaunt Silhouette. He died unable to remember his own name.

Someone has carved the image of a spider into the western wall, under one of the alcoves.

The room is spotless, ominously so. A bucket and mop lie in the corner, and a keen eye might notice they're not covered in dust, so must have been used recently.

Area H6 - The Dead Chamber

This room is suspiciously blank. It's perfectly cuboid, and the walls have little lines scratched into them in places. Skeletons litter the floor here. There is no door.

This room was a prison for the faith's dissenters. In their prime, the priests used extraplanar magic to bind this room to Carceri, the Prison Plane. Attempts to leave this room by any spell other than a *Wish* simply fail. The Infinite Stair cannot be used to escape this room. Divine Intervention, the Fetching Mirror, and similar loopholes will still have their usual effect.

The skeletons' belongings were likely removed before they were thrown in the cell.

Area H7 - The Vault of Things That Were Once Known

The walls of this corridor are filled with alcoves, which it seems were once sealed with metal plates to serve as secure holding boxes. Most of the metal has corroded away, and many of the alcoves are empty. Some small objects still remain in their boxes, covered in grime and dust.

This room was where the priesthood stored their objects of power and holy relics. In the last days of the temple, the storeroom was looted for the more powerful items, which were lost. Several items remain, untouched in the long centuries since they were left here. Zekox sometimes comes here to clean, but he doesn't touch the relics themselves. On the shelves at various points are the following items.

- A small topaz statuette of a woman in prayer. There's a hand on her shoulder, as if a second statuette was once attached to this one, and broke off. Whilst holding the statue, a character is immune to fear.
- A long spinal cord which has been threaded onto a staff. This is the *Staff of Nine Lives*. [See Appendix A].
- A phylactery wrought in golden filigree. The lich that once owned this is long since dead.
- An iron flask (see *Dungeon Master's Guide*), which contains a trapped **balor**. If released, the balor kills anyone it can see but remains trapped in the vault, unable to marshal the sanity to ascend the Infinite Stair.
- The component pieces of an *Apparatus of Kwalish*, which can be assembled by a character proficient with tinker's, thieves or smith's tools over

Area H8 - The Truth En'Thrall'd

This circular room stretches high up above you, and has a radius of no more than 30 feet. A circle has been etched deep into the floor, surrounded by intricate, complex patterns of symbols. The sight is both entrancing and repulsive. The floor has some puddles, but otherwise this place is dry and clean.

This room was where the grand divinatory rituals of the temple would be cast in days gone by. Any character able to read celestial can discern that the symbols are marks of clarity and insight for use in holy sermons.

A character who steps into the circle finds themselves filled with the urge to ask a question. A character who speaks a question whilst inside the circle triggers the latent enchantment. The symbols light up over three rounds, shedding faint yellow light through the room.

At the end of the third round a voice speaks to anyone inside the circle. This voice is telepathic.

You come seeking answers. A female voice sounds in your mind. You must know that such a quest can only bring you suffering.

You have come far, and endured great pain. You have earned what grace we can pass to you.

A character offered this boon feels the choice clearly in their hearts. If they accept, they can shed their mortal forms and travel to a different shore, far from the cares and pain of mortal life. A character who accepts dies instantly, and their soul vanishes from the realms of dread to a new unknown vista beyond our knowledge. Either way, the offer is made only once, after which the circle fades.

Area H9 - The Spider and the Fly

This room is circular. Around the wall runs a gigantic mural which connects back to itself at the end. The image presented is of a ghostly spider chasing down a woman who seems terrified. The further she runs, the closer it gets. The last image is the woman turning into the spider.

This room is as quiet as the grave. Characters who have met Groblets in the Spider's Parlour (Area F12), recognize the spider depicted in the image as being similar in size, colour and general sinister ambience. Scattered on the floor of this room are calligraphic tools in a state of disarray, an oil lamp (which has run out of oil) and a bouquet of rosemary.

Investigation. There was a struggle here. Someone was dragged away bodily.

Perception. There are many footprints on the pa-

per...humanoid by the look of it.

Survival. Someone was here less than a week ago. They were grabbed by two humanoids and vanished into thin air.

EVENTS

You can use the following special event while the characters explore the temple.

Which Way?

A smile appears on some nearby masonry. It is followed by some fur, a tail and four paws. The cat with the unusually large smile (and eyes as large as dinner plates), gives you a funny look. "Going nowhere?" it quips. "Or is it just you have nothing to where for the occasion?"

Cheshire (see Appendix III) occasionally visits the temple to play with the bones or knock over cleaning equipment. If he sees a character stuck or in trouble, he turns up to mock them and maybe offer some advice in exchange for fish.



CHAPTER FIVE: SECRETS AND LIES

*I cannot regret the promise I made that night
under the hollow stars
though
oftentimes I think
perhaps if I had been wiser
things would be different*

Secrets From Before

The Grand Library is easy to miss. A single door, unmarked and unguarded, lying in a stone wall in a lonely street. The reason is simple - only a madman would enter it. The Rule Unspoken has kept the Great Library safe from any real inspection since the fall of Elysium. The books and manuscripts inside tell stories and legends of things that the majority of Elysium find to be unpalatable conversation. The door was left guarded at first, and as time went by the tradition fell into disuse. No-one who went in ever came out again, so guarding it was felt to be pointless.

Fellow nerds, assemble! To the library!

Characters might be directed to the library by many avenues. Information Brokers, The Shifting Streets or the Infinite Stair might lead a character into the library. Citizens of Elysium avoid it like the plague, and the simple door is unguarded, a staircase leading down into a vast room with stone walls and bookcases stretching into the infinite distance in every direction. Those with the intent to leave the library find themselves easily at the door in a matter of minutes, no matter how far they have walked.

Entering the Stair

The library is a strange place. Endless shelves intersect at yet more shelves, and you're very unlikely to find anything you need in a hurry, as all the items are hopelessly disorganised. For every ten minutes characters spend searching the library, roll a d20. On a 15-20, roll once on the Grand Library encounters table to find out what the characters come across.

Head of Faculty

The library, in the absence of human visitors, has acquired some peculiar caretakers. Foremost amongst these is the Head Librarian, a **beholder** who thinks it owns the library. It also goes by the moniker Chief Librarian, and there's no way to make it more angry than to use the wrong name on any given day. Or perhaps there are two beholders, each with a different name. Maybe more. Or maybe none at all. It's hard to say.

The Name Game

In addition to the mad beholder running the show, the library has a more subtle infestation - an **elder oblex** has amused itself by creating a cast of fictional people it parades about the halls playing games and asking silly questions. If too many "characters" are encountered and destroyed, then it gets annoyed, and begins a manhunt for the perpetrators through the library.

Grand Library Encounters	
1d20	Result
1	The Chief Librarian
2	Nightwalker
3	Bookwyrn
4	Thoughtful Skeleton
5	Asylum Physician
6	Spellbook
7	Maddening Truth
8	Forbidden Knowledge
9	Schematic
10	1d4 allips
11	Sphinx's Riddle
12	Library Assistant
13	Etchings
14	Mortimer Filigree
15	Cecilia
16	Gaunt Silhouette
17	Cheshire
18	Familiar Face
19	Elysian Secrets
20	The High Librarian



Asylum Physician

A tall figure with purple skin, an enlarged skull and tentacles on their mouth is browsing the shelves. They wear a white ankle length jacket, and acknowledge you with a brief nod.

This **mind flayer** works at the Adamant Asylum, and is looking for medical texts. It doesn't like being disturbed. It has a pet **mastiff**, which has been taken over by an **intellect devourer** piloting it from the inside. The mind flayer excuses itself as soon as possible, fighting only in self defense.

Bookworm

A brief tremor shakes the bookcases, and knocks some from the shelf. Then another, which sends a case crashing to the floor. A moment's pause, and then a giant worm breaks through the floor of the library, teeth oozing poison.

The Bookworm (CE **purple worm**) is a predator of the library keen to meet the intruders and make lunch of them. If it is destroyed, do not run this encounter again.

Cheshire

A smile drifts into place on top of a shelving unit. It is followed by some yellow eyes, some fur and a tail. Shortly enough, a grinning tabby cat is lurking and watching you intently.

Cheshire (as is his wont) is here to keep an eye on the characters, hoping something awful will happen so he can enjoy the drama. If questioned, he is his usual cryptic self.

Cecilia

A striking young woman is pulling books from the shelves with mild amusement. She doesn't seem to have noticed you, so engrossed is she.

Characters who have met the Duchess and acquired the picture of Cecilia from the Crooked House will recognise her. Sadly, this just an ooze-like simulacrum conjured by the elder oblex, and dissolves into goo if she leaves the library. If this copy is asked any questions, she responds in a suspicious falsetto with obviously made up answers.

Elysian Secrets

What's this? An open book. A torn page. A folded note, Whatever could it contain?

The characters stumble across a conveniently placed note or other ephemeral material containing an Elysian Secret. (See the Elysian Secrets table in this chapter)

Etchings

Glyphs shimmer across the shelves, faintly oscillating in strange patterns. Do they have a meaning?

The Etchings are corrupted and don't make sense, the letters are alien, and they soon fade to nothing. Attempts to use magic to divine their nature cause the caster to suffer a Short Term Madness.

Familiar Face

The adventurers come across one of the Oblex's Sulfurous Impersonations, which is based (coincidentally) on someone the characters are familiar with already.

Forbidden Knowledge

The characters discover an ancient text from Elysium's past. See Forbidden Knowledge later in this chapter for examples.

Gaunt Silhouette

...is that a hand on your shoulder? Something deep in your instinct for survival tells you not to turn around.

The Gaunt Silhouette (see Chapter ?) chances across the characters as they explore things best left forgotten.

Library Assistant

A figure shrouded in a large trench coat and a trilby stands at the corner of a bookcase intersection. "Lost?" it says, hidden mandibles clicking.

This is an **information broker** (see Appendices), which is happy to trade directions to a specific kind of material in exchange for secrets of some kind.

Maddening Truth

As per Elysian Secrets, except that a random character must succeed on a Charisma saving throw DC17 or gain a madness level from the revelation.

Mortimer Filigree

A ratty man scurries up you. He seems furtive and anxious. "Hide me!" he begs. "They are searching everywhere for me. They want my book." There is a faint whiff of sulphur in the air.

This a Sulfurous Impersonation the Elder Oblex imprinted a long time ago. The memories are hazy, and it gives up the game if the characters start asking difficult questions, dissolving the simulacrum into a pile of goo.

Nightwalker

A shadow appears in the distance. It's very presence withers the pages around you. The air is very still, and you begin to understand why this place was abandoned.

This **nightwalker** is the remains of a creature which tried to escape Elysium through the Negative Energy Plane. It slays anyone it finds in the library.

Schematic

Piles of scrolls etched with mad designs for incomprehensible artefacts roll off a shelf and into your path. Perhaps there is something you can learn here? Something you can make?

The characters stumble across at least one usable schematic, describing the process and cost for constructing one magical item of your choice, using the guidelines set out in Xanathar's Guide to Everything.

Spellbook

The words of magic sing you to across the library, drawing you closer. What magical secrets have been squirreled away here for eternity, never again to see the light? Perhaps these books can tell you.

The adventurers chance across a spellbook. You can use this opportunity to introduce some of the spells in Appendix VIII, or those of your own devising.

Sphinx's Riddle

A purr sounds from atop a bookcase. A huge lion with feathered wings is staring down at you with a malevolent smile. "Tell me," it rumbles, "what walks on four legs in the morning, two legs in the afternoon, and three legs in the evening?"

The answer to the riddle is (of course) an elysian jumping spider. If the characters fail to answer the riddle correctly, the **androsphinx** attacks.

Thoughtful Skeleton

There's a skeleton leaning casually on a table. It's posture suggests it might be in deep thought.

The **skeleton** doesn't respond to attempts to communicate. Encountering the Thoughtful Skeleton on successive occasions finds it in different but equally pensive positions.

ELYSIAN SECRETS

1d20

Result

- | | |
|----|---|
| 1 | If you whistle at night, you'll attract snakes |
| 2 | There are 13 seals in the Lake |
| 3 | Elysium only has 3 cardinal directions |
| 4 | Climbing up a drainpipe can sometimes take you somewhere strange |
| 5 | Dreams are the rain's way of warning you what lies ahead |
| 6 | There are words written in the pavement |
| 7 | There's something nasty in the woodshed |
| 8 | If you tap three times on a keystone, the bridge will remember you for thirteen years |
| 9 | There are men who live in the mirrors |
| 10 | People who are sensible often keep secret drawers in their desks |
| 11 | There was once an old set of rules for keeping safe from spiders. It has been lost. |
| 12 | Some people keep their secrets in their mirrors, for safekeeping |
| 13 | There are rumours that one of the 13 gods of Elysium is still alive, but noone knows which one or where |
| 14 | There is an invisible staircase which snakes through Elysium. Not everyone can find it, but it can help you get to hard-to-access places. |
| 15 | There's an octopus by the lake who likes to steal food from strangers |
| 16 | If you can find an angel feather, you should wish on it to bring you luck |
| 17 | If you see a man with blood red eyes and sharp teeth, you should not take what he offers, even if he sings the name of your birth in 13 tongues |
| 18 | The Black Cauldron was lost forever in Elysium's past. Supposedly it can raise the dead. |
| 19 | Elysian houses have at least one secret staircase for times of crisis Elysian houses have at least one secret staircase for times of crisis |
| 20 | Never be rude to a raven |

FORBIDDEN KNOWLEDGE

Use excerpts from this list when the characters stumble across some forbidden knowledge. Please refer to the lexicon if you come across any terminology you are unfamiliar with.

LEXICON

8vo (or Octavo): the average sized book. Hand-held, able to fit in a large pocket.

12mo (or Duodecimo): a small book, might fit into the palm of your hand

4to (or Quarto): a large book, might fit on a lectern

folio: books with very large sheets. unwieldy.

codex: sheets of paper bound up with a spine in a binding. how we envision a book nowadays.

vellum: prepared animal skin for writing on

Under The Waters

8vo. Blue cloth. Heavily waterlogged.

This book gives directions on rare plants that live underwater...from the prologue, it seems there was a time when Elysium didn't live under perpetual cloud banks.

Municipal Records

Scroll. Vellum. Annotations in red ink.

These financial records seem to be the outgoing spendings of some kind of regulatory body. They're not particularly exciting, but it's quite clear that a great deal of funding once went into 'medical research' and 'augmentation experimentation'.

Obtaining this book gives directions to the Adamant Asylum.

Grotto: A Tale of Suspense

3 volumes. Original green cloth covers, badly waterstained with missing endpaper

This is a sensationalist novel about a woman who runs away from home to live in a grotto haunted by three spirits.

Tales from the Dancing Spider

1 volume. 4to. Illustrated paper covered boards, pp.440, water damaged to upper cover and spine

This is a collection of stories about adventurers delving into dangerous dungeons, including *The Moonless Citadel*, *Against the Treants* and others

My Life As A Man

2 volumes. Small 8vo. Violet cloth, blocked in white with the silhouette of a man with tentacles where his mouth is.

This journal describes the dramatic tale of Dr. Xenophilus Funk, a strange creature who used a fancy magical hat to disguise himself as a human.

As I savoured the delicious spongy texture of the brain. I thought to myself...in what manner could I supply myself with indefinite source of such nutritious foodstuffs?

Conjunctions and Confluences

2 volumes. 8vo. Calf, lacking second volume.

A book on stars and their meanings, detailing the influence of astronomy on Elysium's wildlife.

[This book contains some of the astrological signs noted in the appendices]

The Strange Tales Of Mortimer Filigree

12mo. Green cloth. Pages missing.

This is a collection of fairy tales, but the last tale, called "Man In Chains" has been excised.

Cecilia; or The Penrose Murder

This book is old, and smells of rosemary. It contains the story of a women who murdered her husband for another man. It's been stamped "Heretical" on the front free endpaper in red ink.

An Agreement Between Two Men

This long parchment scroll has been water damaged in several critical places, but seems to be an agreement to exchange two parcels of land in perpetuity.

Doodles

This is a bundle of papers tied up with string that has mostly rotted away. Whoever drew this was obsessed with spiders.

This book can also act as a spell scroll of Evard's Black Tentacles.

The Hundred Falls

This book describes the story of the inventor who came up with the Storm Drains, the massive funnels that drain water from Elysium and send it down to the Undercity.

A character with this book and proficiency in Survival can find a safe Storm Drain through which to travel to the Undercity.

Being A Dictionary of Terms...

4to. Rich brown leather, very foxed.

This book seems largely untouched, almost as if noone even bothered to open it. It's been stamped "Heretical" on the front free endleaf.

This is a text on Elysian phrasing, and can clarify precisely the Rule Unspoken.

The Last Will & Testament of Goodluck Sexton

Scroll, parchment, blue ink

This is a rather long winded document consigning the earthly belongings of someone called "Goodluck" to his companions. It also delivers something called "Toosad" into their care. It's signed off with the adage "Things are looking up for ol' Goodluck".

Seven Brides for Seven Spiders

8vo. 2 volumes. Red cloth, gilt stamped

A tale that doesn't seem to make any sense, as if seven different nightmares have been amalgamated in no particular order.

Cassian's Bedevilments

12mo. Ragged black cloth, worn.

This is a book of diversions and leg-erdemain for children. It covers card and coin tricks, as well as the occasional knot.

A character who reads this book gains proficiency in Sleight of Hand. This book can only confer its benefit to one character, and once only.

A Song for He Who Was

13 scrolls in purple ink

This is a requiem mass in notation, for orchestra. It's unfinished.

Chestiborean Map Series

12 volumes. Missing volumes 1-11.

The other volumes to this series must have been taken off the shelves a long time ago. This one shows a series of hills and valleys surrounding a city that looks suspiciously like Elysium from above.

Deed To The Crooked House

Single scroll, heavily annotated.

These are the deeds to a place called the Crooked House. A note enclosed with the deeds suggests they were left here by a man who feared his wife wanted him dead.

Wards and Ways

Codex. 2 volumes in blue and silver

This guide to the constellations of Elysium points out the star signs and their correlations to the gods. It mentions a widow, a huntsman, a bull, some twins, a dragon, a rose and a skull. Some pages have been neatly excised.

Festive Foods for Fun Families

4to. Pictorial boards showing a family gathered around a tentacled table.

This strange cookbook lost its covers a long time ago and is heavily water-damaged. It seems it was largely focused on tentacle based foodstuffs.

Lucinda and the Red Herring

8vo. Grey cloth stamped in red with whimsical herring motifs.

This is a rather dramatic tale about a young woman who comes into a large inheritance, but gets caught up in a whirlwind romance with a soldering iron and elopes.

The Trial of Dr. Valerian

Tall 8vo. 1 volume in faded red cloth

This is a reprint of a trial that must have been famous here, once. It seems a Doctor poisoned all of his patients with herbal concoctions, and his practice was shut down. It seems like the building was taken over by new management.

CHAPTER SIX:

Asylum

*Hands that pry and gouge your eyes
To grant you peace and make you wise
A beating heart is made of ice
Down in the deep, where liars lie*
—Elysian Folk Song

The Adamant Asylum is possibly the most populated building in Elysium, and was clearly built with this in mind. Vast halls stretch into the rain and out of sight, with each window shedding a faint harsh light into the street below. The shrieks of the patients can be heard as you approach, though they often disappear as abruptly as they began.

The Good Work

Everyone knows where the Asylum is, but few would bother to go there voluntarily. When citizens of Elysium break the Rule Unspoken, and talk of the monstrous forces that prey on them, they are swiftly bundled off to the Asylum. There are very few remaining in Elysium who do not know someone who has been carted off to the Asylum. Regardless, those who are admitted are destined for a short and miserable life in captivity.

The Doctor Is In

The face of the Asylum is a mind flayer ulitharid called Dr. Brains, [See Appendices] who oversees the running of the Asylum and the nurses. Dr. Brains does not indulge in a disguise, instead claiming his appearance is the result of a rare skin condition called Cerebrellia. Several of the nurses, also **mind flayers**, claim to suffer from this curious illness, contracted from long years catering to the Asylum's sick and needy. Those who seem too incredulous are carted off to the Asylum.

Please Be Patient

The people admitted to the Asylum go through several stages before they are considered 'compliant patients'.

- First, they are stripped of their belongings, and thrown into bare stone cells. One of the nurses attends the patient and beats them into submission. This goes on for 24 hours.
- Second, Dr. Brains takes over, and spends the next 48 hours 'treating' the patient. This involves flaying the patient's mind, and rebuilding them from the ground up into a thrall. [See **Volo's Guide To Monsters** for more information on Mind Flayers and Thralls.]

- The new thrall is dumped in a "ward", which is actually just a large empty room where all the thralls stand in rows and await commands.

The process of inducting a new patient into the ranks of mindless thralls is a big exertion on the colony. Sometimes weeks can pass with prospective patients waiting in holding cells whilst Dr. Brains is busy elsewhere. Once he starts the process, the colony is distracted and vulnerable, so each thrall is a labour of time and effort. Over the many years, the Asylum has built up an army of thralls in this manner.

The Disciplinary Board

Dr. Brains, whilst nominally in charge of the facility, is not the true power behind the Asylum. Lying in the deepest room of the complex lies the true power behind the Asylum's insidious affairs - an **elder brain**. The Elder Brain controls all the mind flayers with the exception of Dr. Brains, though often leaves them to their own devices whilst it plots and schemes. The euphemism the brain uses when referring to its physical presence is 'The Disciplinary Board'.

The Nursing Staff

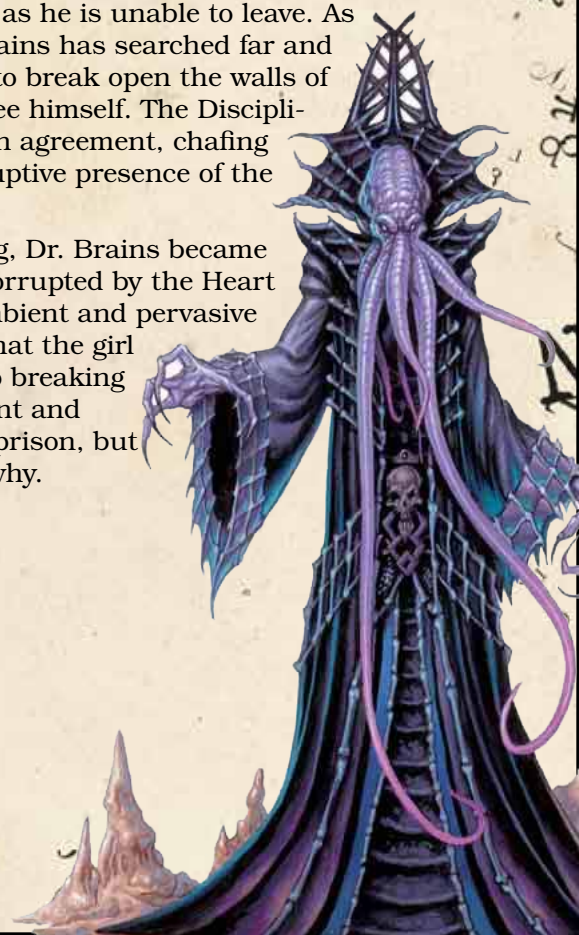
Dr. Brains is aided by seven lesser **mind flayers**, who masquerade as nurses. From most to least senior, they are: Nurse Fair, Nurse Grace, Nurse Woe, Nurse Faraway, Nurse Loving, Nurse Wyrk & Nurse Blithe.

These Nurses are little more than extensions of the Elder Brain's will.

Room To Breathe

Dr. Brains, as an ulitharid, has long passed the point where he should have departed the colony to start his own. The nature of Elysium, however, has prevented this, as he is unable to leave. As a result, Dr. Brains has searched far and wide for a way to break open the walls of Elysium and free himself. The Disciplinary Board is in agreement, chafing under the disruptive presence of the ulitharid.

In his searching, Dr. Brains became unknowingly corrupted by the Heart of the City's ambient and pervasive evil. It knows that the girl Cecilia is key to breaking the enchantment and destroying the prison, but it has no idea why.



The Rule Unspoken

The mind flayer colony has a good life here. Free food, no local resistance, and damp living conditions. They find the current arrangement to be highly favourable, and thus are watchful for any attempt to destabilise their control of the local humans/food stocks. Equally, whilst they haven't had a chance to use their army of patients/thralls yet, the Elder Brain is working under the assumption that they might someday come in useful.

Characters who intrude on this, largely by refusing to leave the Asylum alone or stop asking questions, are first gently accused of paranoia and mental instability. This is augmented by the Elder Brain's ability to induce visions and feelings in anyone in proximity to the Asylum.

Characters who intrude on this, largely by refusing to leave the Asylum alone or stop asking questions, are first gently accused of paranoia and mental instability. This is augmented by the Elder Brain's ability to induce visions and feelings in anyone in proximity to the Asylum.

If this fails, and the adventurers seem adamant, then the Elder Brain sends out a warrant to all the Nurses and Thralls that the characters are to be detained for mandatory psychological treatment. From this point forward, mind flayers and thralls hound the characters through the streets at periodic intervals, led by one of the Nurses.

An Unexpected Visitor

In recent days, Dr. Brains was (for the first time in a very long time) surprised by Cecilia's sudden appearance at the asylum. She was brimming with questions, having visited both the enigmatic spider spirit Groblets, and the Temple of the Gaunt Silhouette.

Fortunes of Ravenloft. If your card reading revealed Cecilia to be here, she is being held captive in area X

The Asylum Proper

The Asylum is vast, housing as it does hundreds of thralls and vacant looking patients. The asylum has the following common features common to all of its interiors unless otherwise specified.

Ceilings. The ceilings are 10-15 feet tall, and vaulted with gothic embellishments.

Doors. Doors are heavy and wooden (AC10, HP15). They are usually locked. Each Nurse carries a set of keys that unlock the doors. Rooms on the 3rd and 4th floors are locked using Qualith Door Locks unless otherwise noted.

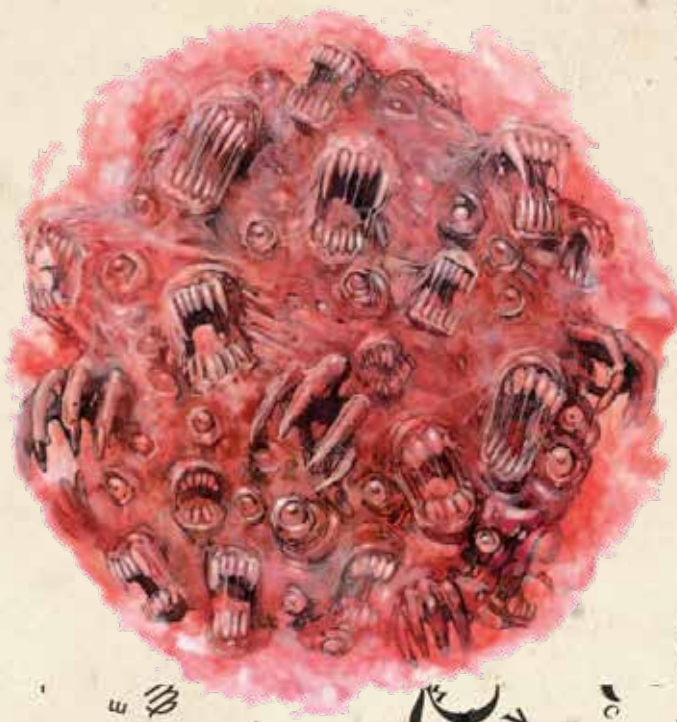
Lighting. The building is brightly lit on the lowest floor. In all floors above the ground, the place is dark. Nurses carry lanterns shedding bright light in a 20 foot radius.

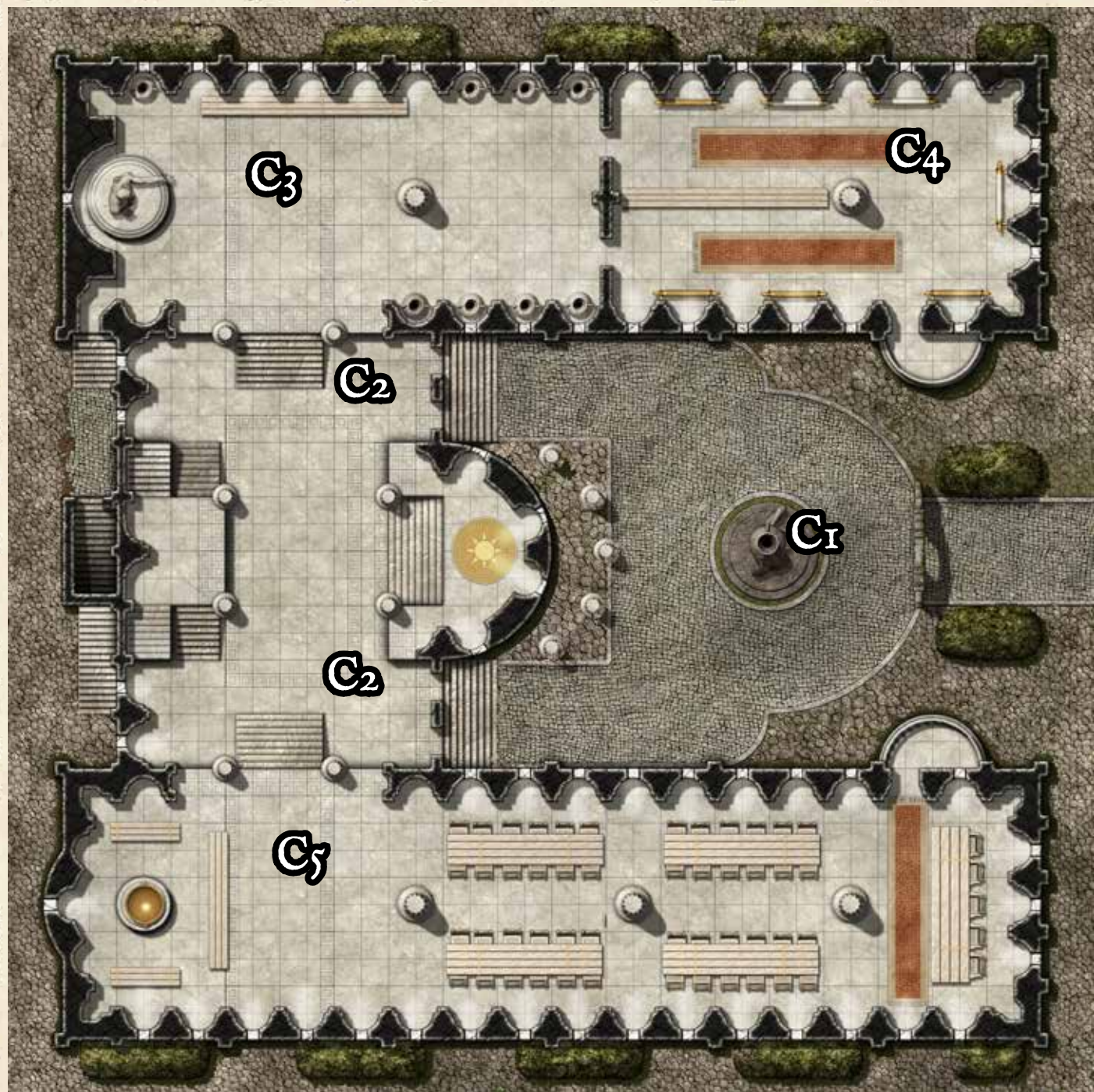
QUALITH DOOR LOCKS

Mounted on both sides of every door in the asylum is a burnished plate of dark, alien metal embossed with a braille-like form of tactile writing known as Qualith. Mind flayers use their tentacles to read Qualith, which is composed in four-line stanzas indecipherable to other creatures. A creature that touches a Qualith inscription, however, can receive fragmentary insight into the multilayered thoughts contained in it. A non-illithid that wants to understand a Qualith inscription can make a DC 18 Intelligence check to interpret the inscription. A failed attempt results in a crushing headache and requires the creature to succeed on a DC 11 Wisdom saving throw or develop a random form of short-term madness (see "Madness" in chapter 8 of the *Dungeon Master's Guide*). A comprehend languages spell provides understanding of the inscription roughly equivalent to what a mind flayer would get from it.

Each door plate is imbued with psionic energy that functions like an arcane lock spell. The Qualith inscription on the plate describes the genuflections a mind flayer must make with its tentacles to open the door. Other creatures with at least four tentacles (such as flumphs) can imitate these motions to bypass the lock, provided they can interpret the inscription. A creature must be within 5 feet of the door to open it in this way. Creatures without the requisite tentacles and knowledge must deal with the lock by more conventional means, such as a *knock* spell. If magic is unavailable, a locked door can be forced open with a successful DC 30 Strength (Athletics) check.

Clever adventurers might discover that a decapitated mind flayer head, animated through an *animate dead* spell, can be used to access the locks.





APPROACHING THE ASYLUM

The asylum can be easily found by anyone familiar with Elysium's streets, and anyone in Elysium can give directions to it (even if they probably don't want to.)

You approach the asylum down a cobbled path, and under a stone arch with the motto "We Take, We Give" engraved into the keystone. A grim fountain stands in the yard of a woman with a jar for a head. Behind the courtyard, two large wooden doors lead into the building

Area C1 - The Woman In White

This woman has been carved with a jug for a head. The pale stone used here seems almost luminous.

This statue is of the Asylum's first inmate, a long time ago. Inside the jug is a *potion of healing*.

INFINITE STAIR. Characters can access the infinite stair here.

Area C2 - Entrance Hall

This spacious entrance hall is manned by two rather hideous looking nurses in white aprons. They have purple skin, and tentacles where their mouths should be. Voices chorus in your mind.

Welcome to the Adamant Asylum. Can we help?

The **mind flayers** will likely have sensed the characters approaching from some distance, thanks to the elder brain's Creature Sense ability. The nurses are keen to have the characters gone, but answer any basic questions thus:

What is this place?

This is a place of healing for the sick of mind. The patients here have exhibited dangerous mental traits and instability. Many are kept here for their own safety. Some for the safety of others.

Can we have a look around?

We are afraid to say that we do not allow civilians to walk about the asylum. If you wish to make an appointment to see a blood relative, then you may.

You're a mind flayer!

Oh (chuckles) I'm afraid we get that a lot. We actually have a rare skin condition called Cerebrellia, and it's quite rude of you to mention it. It's highly contagious, so we recommend you keep at arm's length.

Have you seen anyone called Cecilia around?

There's no-one in the register by that name, but a young lady came by a little while ago looking for information about spiders. We had to remind her that we are a hospital, not a zoo. (muted laughter)

Area C3 - The Waiting Room

This large hall has a bronze sign hammered into the wall which reads WAITING ROOM. A bench has been laid up against the far wall. It's quiet and cold in here, and a large statue of a woman pointing in horror at something only she can see occupies the western wall.

The mind flayer nurses ask troublesome characters to wait here if they need to head off for some reason, or if they want to fetch Dr. Brains.

INFINITE STAIR. Characters can access the infinite stair here.

Area C4 - The Screaming Gallery

This bare stone room is hung high and low with portraits. All of them depict humans frozen in various states of duress, as if the subjects are trying to escape the frames. Some of the people seem to have given up, slumping against the sides. Others are in the process of bashing against the walls of the frame with their fists. The occasional portrait is empty, with just a chair, table or other discarded paraphernalia.

These paintings are nonmagical, if disturbing. It's unclear what kind of madman would decorate a room like this, but it certainly explains why noone wants to use this room.

Fortunes of Ravenloft. If your card reading revealed a treasure here, it is in a small, dusty alcove behind one of the portraits,

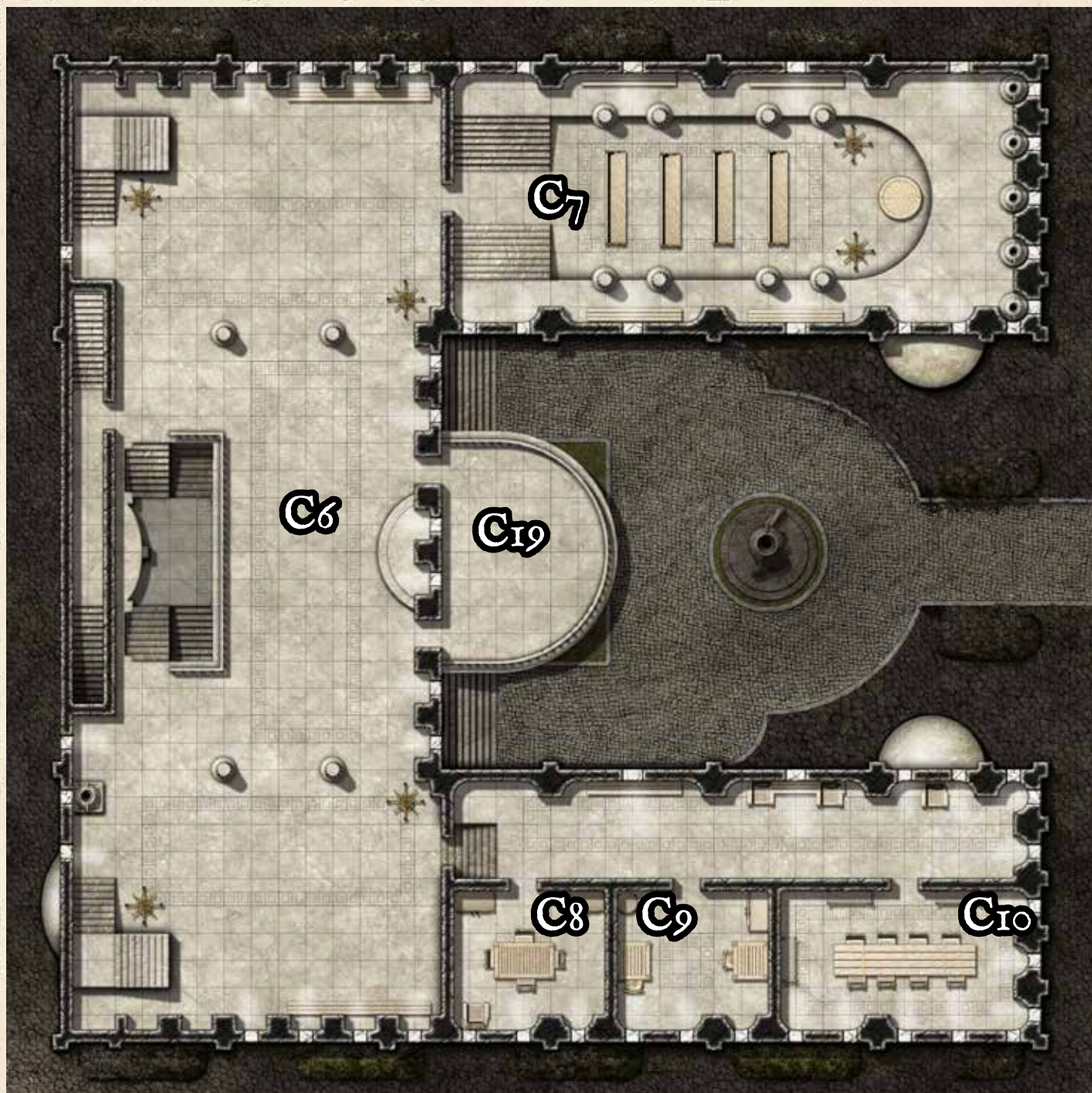
Area C5 - The Dining Hall

This empty room is filled with long sheet-covered benches, dusty with lack of use. The room is shrouded in shadow, and it doesn't seem like anyone has used this place in some time.

In different days, before the Asylum became what it is now, this is where the faculty and patients would eat. It isn't much use to the mind flayers, who eat on a rather ad hoc basis, and the patients are fed in their rooms. In the absence of any interference, a **giant badger** has moved in and now lives under the table.

Fortunes of Ravenloft. If your card reading revealed a treasure here, it is under the table, covered in badger excrement.

INFINITE STAIR. Characters can access the infinite stair here.



“There was a time, you know, when all I wanted was to be a fire-fighter. A fire-fighter, can you imagine! And then I moved here, and...well, it wasn’t really necessary. So I became a doctor, which you might think was strange unless you understand that from a very young age I’ve had a strange fascination with how the human brain works. Such an intricate machine, so delightfully squishy. Good on toast, if you’re adventurous. Oh, don’t look at me like that. I bet if I offered you a bugbear spleen you’d wolf it down. No? Picky picky. Now hold still, I need a better vantage point to remove that spleen of yours. Hush, the anaesthetic will wear off eventually.”



Area C6 - The Watching Hall

This wide and tall chamber has a watchful presence. Lined up around the walls of the room, humanoids stand staring blankly into empty space. There must be hundreds here, and none of them react to your presence. Passages to the east lead off to other rooms, and several staircases lead both upwards and downwards.

The creatures along the walls are mind flayer thralls (see appendices) and have been wiped of any personality. They only respond to commands from mind flayers, and do not respond to any other stimulus, including damage. The door to C7 is locked with a Qualith Door Lock.

Area C7 - The Disciplinary Board

Rows of benches face towards a strange plateau at the back of this dimly lit room. On the plateau, under a dome of transparent material, a huge brain is pulsing gently. A psychic chorus of ten thousand slithering voices whispers in the back of your mind. The room is otherwise bare...though on reflection, you can't think what possessions a gigantic brain would need to hand.
Welcome. It speaks telepathically. *Welcome, indeed.*

The **elder brain** which runs this colony resides here, in a pool of brine. It is protected by a thin glasslike dome which blocks all attacks except for psionic abilities. If the characters are not all protected by *mind blank* spells or similar defenses against the brains Creature Sense trait, it has already contacted the available **mind flayers** in the building to attend it, and they arrive in 1d4 rounds.

The elder brain has no interest in the player characters beyond their potential as thralls or sources of food. It is already aware, however, that the cost of engaging the player characters in combat is likely to result in the deaths of colony members, something it is keen to avoid. For this reason, it lies to the characters, telling them whatever it thinks they need to hear in order to get them to leave.

If the characters refuse to leave until they get the truth and prove intractable to bribes or intimidation, the elder brain reluctantly strikes. It doesn't play fair, marshaling all the mind flayers at its disposal to end the fight as soon as it begins.

The elder brains tactics are as follows:

- Order mind flayers to use *mind blast* and *dominate person* as soon as they become available, preferring to target arcane casters or martial characters where possible
- Use *psychic links* on creatures who are stunned by mind blasts, and disrupt concentration with legendary actions
- Use *levitate* on melee combatants, and tentacles to drag casters in range of mind flayer extract brain attacks

Fortunes of Ravenloft. If your card reading reveals

an item to be here, it is contained inside the glass dome with the stuffed under his desk.

Area C8 - Private Brain Library

This chamber is lined with shelves, on which have been placed a great number of brains in jars, floating in a green-ish brine. There's also a table and chairs, perhaps for whoever uses this room to more comfortably indulge.

This library of brains belongs to Dr. Brains, who keeps them nearby in case he needs to review them.

Area C9 - Dr. Brains' Office

This chamber is lined with shelves, on which have been placed a great number of brains in jars, floating in a green-ish brine. There's also a table and chairs, perhaps for whoever uses this room to more comfortably indulge.

Dr. Brains can usually be found here. A psionic *wall of force* is present 5 feet inside the door if Dr. Brains is in the office, as he's had the benefit of being warned of the characters' arrival due to the hive mind.

Dr. Brains is a busy bee lately, as he's been desperately trying to find a way out of the city so he can found a new colony, something which the elder brain concurs would be a productive move. If the characters engage with him on this front, he's more than willing to give them a few hints as to where to go next, and can provide the following information.

- Supposedly Elysium was built on the remains of a buried city which lies under the lake. There may be magic there which can free someone from this hell.
- A girl named Cecilia came by asking similar questions not long ago. She didn't stay long.
- The Great Library has all sorts of interesting information inside, but Dr. Brains mostly goes there for medical textbooks.
- The auction house Fiddle & Blind were talking of holding an auction for some priceless magical artefacts from the old city. Perhaps they could help.

Dr. Brains doesn't appreciate intimidation or violence, and quickly responds in kind to any such activities. As to his identity, he insists that he's just a human with a skin condition until the bitter end. Where possible he uses his magic to confuse and gaslight characters with plausible lies and red herring plot hooks. If in danger, he uses *teleport* to escape to elsewhere in the Asylum. His office materials are mundane supplies which bear no real value.

Fortunes of Ravenloft. If your card reading revealed a treasure to be here, it is inside Dr. Brain's desk with a note attached saying "for further study".

Area C10 - The Revelation Room

This oblong room has been set up to include a whiteboard at the end of the room. Diagrams have been pinned onto the board, with strands of red twine running between the pins in an intricate web. A large table that could seat perhaps eight people occupies most of the floor space.

This room is frequently used by Dr. Brains to educate the other mind flayers on his research into the population of Elysium, debate pressing issues of the day.

Fortunes of Ravenloft. If your card reading revealed a treasure in this location, it is stored carefully in a jar on a shelf.

The North Wing

The North Wing is where the mind flayers keep problematic patients. Rooms in the North Wing have the following traits.

- The interior of the cell is affected by an anti-magic field. This field does not affect psionic abilities.
- The cells are padded to prevent creatures from hurting themselves.
- The cells are warded against teleportation or scrying magic.

Area C11 - The North Wing

Ugly orange carpets line the floor of this long corridor with doors on either side. Each door has a small metal plaque attached to the front.

The North Wing is the home of 'undesirable' patients, locked away in their rooms. The corridor is patrolled every hour by Nurse Joy (LE **mind flayer**) who checks all the doors are locked. The plates on the doors are Qualith Door Locks (see sidebar) which state the name of the occupant to those able to read them.

Area C12 - The Seven Sisters

Seven floor mattresses have been laid out in this small room. On each crouches a nasty, hideous looking woman, wrinkled and toothy in all the wrong places. Their skin is a deep purple, and they shriek at you.

The seven sisters are a coven of **night hags** captured by the mind flayers some time ago. The mind flayers have been torturing the hags for some information on how to escape the city to no avail, the hags had no idea, and are now utterly insane. The hags have no belongings. If the door is opened, the night hags desperately make a break for freedom.

Fortunes of Ravenloft. If your card reading revealed a treasure in this location, it is stashed under one of the mattresses.

Area C13 - Gordish

In this cramped cell, a lizardlike humanoid is lying on a bed staring at the wall. As you enter, it sits up and hisses at you. "*You have come to free Gordish?*"

This lizardfolk sorcerer is sleeping in his cell. He doesn't remember much at all, and lashes out with powerful magic if allowed to exit his cell. Use the statblock for a **mage**, but Gordish knows only the following spells: *Burning Hands*, *Aganazzar's Scorch*, *Fireball*, *Wall of Fire* and *Immolation*.

Area C14 - Isabella and the Pot of Basil

This larger room has two beds against the padded wall. On one bed, a young woman in a dark grey dress is clutching a pot in which she's growing herbs.

The lady is Isabella, and she's been given to the Asylum by her parents who are concerned about her attachment to the Pot of Basil (See Appendix IV). They have some cause to be worried.

Area C15 - Farrick Forcester

A thin, troubled looking young man in a dinner jacket is tossing and turning on a bed in the corner. His face is twisted in fear.

This is Farrick Forcester (see Appendices), who is trapped in a nightmare he cannot wake from. Magic like *remove curse* can wake Farrick from his affliction, whereupon he does anything he needs to in order to escape his prison.

Area C16 - [Blank]

This cell seems empty. An ill wind passes through it, chilling you to the bone.

This cell contains a homicidal **invisible stalker**, which follows the party until it sees an opportunity for murder.

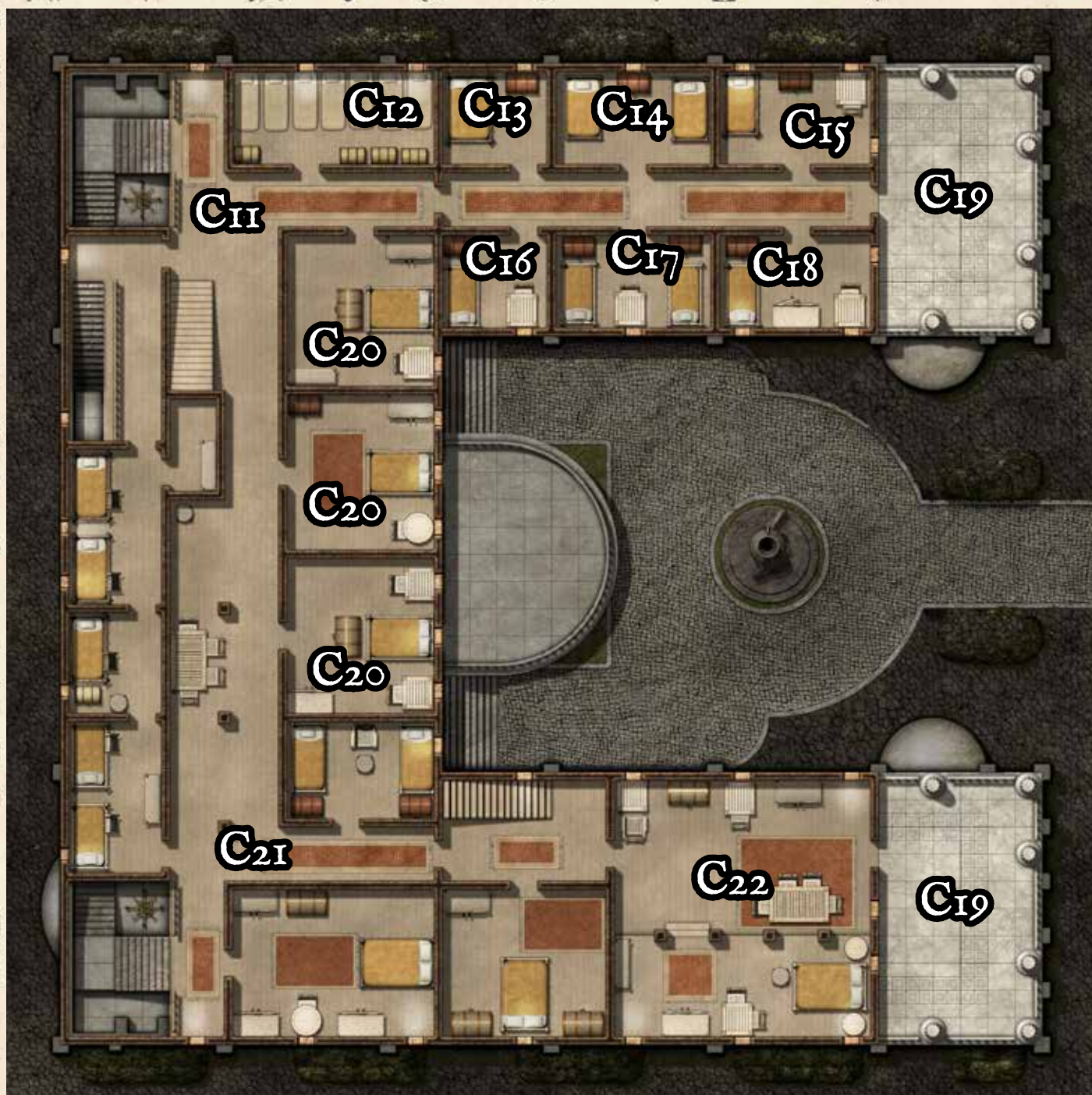
Fortunes of Ravenloft. If the card reading revealed a treasure here, it is carried by the stalker, which immediately flees.

Area C17 - The Hungry

A thin, pathetic looking humanoid cowers on one of the beds in this room. It raises its eyeless head, and whispers the word "Hungry".

The **hungry** has been on a diet for far too long, and creeps slowly towards any intruders, hoping to catch them by surprise when it goes for their jugular. It was captured by the mind flayers when it escaped from the Debtor's Dais (area L1).

INFINITE STAIR. Characters can access the infinite stair here.



Area C18 - Spare 'Oom

This room is empty, and dust covers everything. A wardrobe stands ajar in one corner.

This room was sometimes used to house patients, until patients kept disappearing and the mind flayers closed it off. Entering the wardrobe in this room causes a creature to vanish and reappear in area B6 - The Spare Room.

Area C19 - Balcony

This balcony looks out into the rain. The edge of the railing is covered in spikes. Gargoyles perch on the edge of the balcony, stone tentacles hanging where there mouths should be.

These balconies were part of the old building, and the mind flayers use them to house their **gargoyles**, which have been specially constructed to guard the asylum without looking too obtrusive.

The railings are spiked to deter intruders, but pose no serious threat to a skilled and careful climber. Falling to the pavement below from the balcony would be unfortunate, but no significant obstacle to a hardy adventurer.

INFINITE STAIR. Characters can access the infinite stair here.

Area C20 - Holding Cells

This padded room has been furnished with the barest of necessities. A small empty chest, a clean bed and a small table.

These rooms are kept aside by the mind flayers to hold future captives. If there should come a time when the mind flayers have one or more characters to hold, they keep them here after confiscating their equipment.

The South Wing

The South Wing is out of bounds, as it is tainted with a strange influence that the mind flayers don't quite understand. Characters that are found in the South Wing by the mind flayers are asked to leave, for their own good.

Area C21 - The South Wing

There's something funny about this place. The air is made of rubber ducks, right? No. That can't be right. Well, it's probably left. Left alone. You'd love to be left alone right now, wouldn't you? Stop asking me questions, I get mad when people ask me questions. Flubber.

The South Wing is heavily tainted by the aura of a gigantic gibbering moulder called Flibbertygibbet. (See the Appendices.) The rooms here are empty, apart from C22.

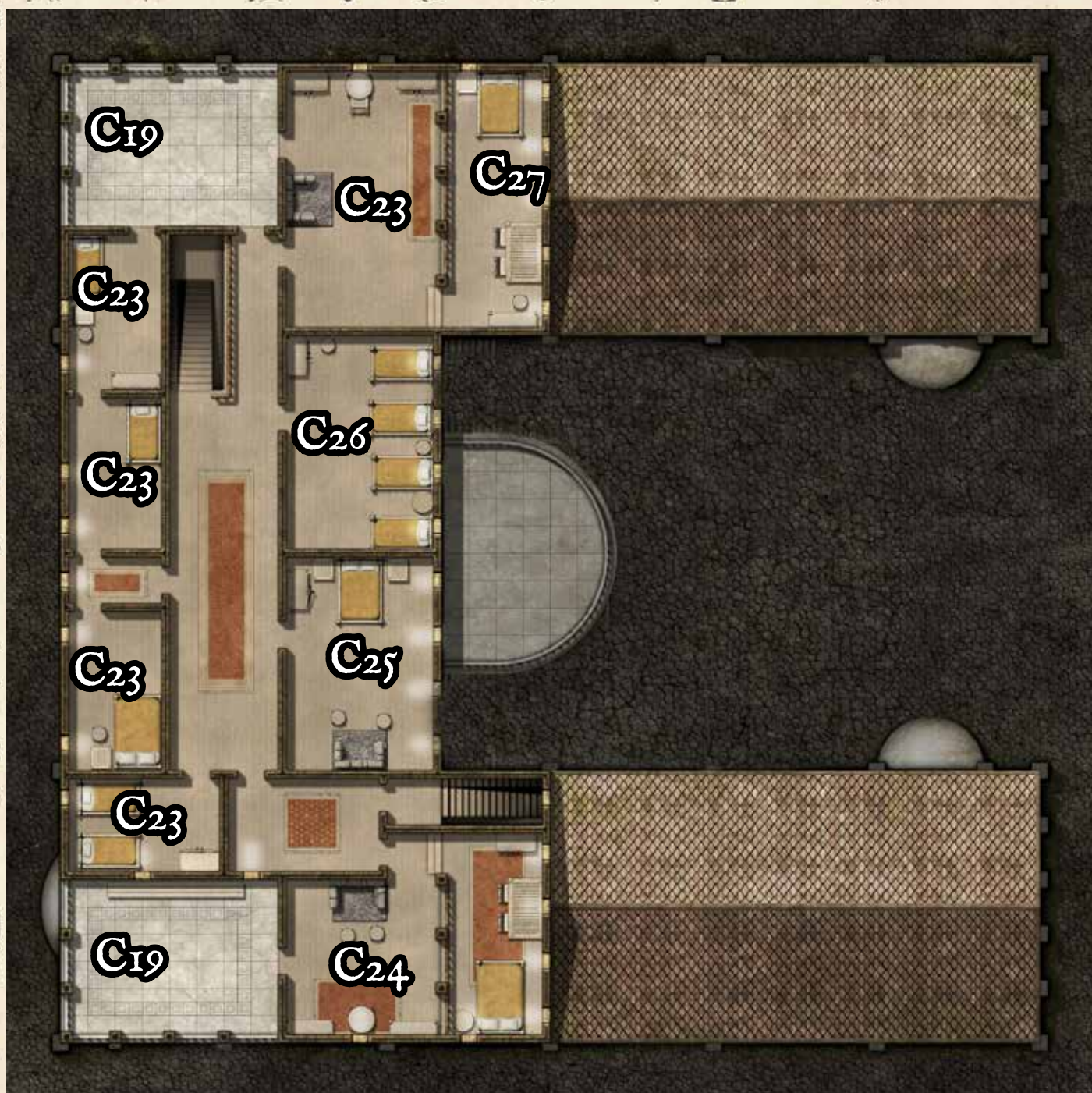
Area C22 - Flibbertygibbet

This large room has become occupied by a bizarre sight. A huge pile of fleshy goop festooned with an uncomfortably number of mouths, eyes and teeth is chattering away mindlessly at you. The words it speaks are mortifying.

Mortifying? What's a mortar without a pestle to epistle, like a letter that's better than wetter than rain. To reign is to rule, like a fool without bells, in a hell of his own devising that rises like ash in my heart, it's like art, you see...

Flibbertygibbet has been left in this room because the mind flayers don't know precisely what to do with it. It eats anyone who comes close, because it's bored.





The Thrall Ward

The Thrall Ward is used by the mind flayers both as offices and to store both thralls and people who they mean to turn into thralls.

Area C23 - Thrall Storage

These thin, sparsely outfitted rooms have been filled with vacant looking people of all shapes and sizes. They stare blankly at the wall in rows, not reacting to your presence.

This is where the mind flayers keep their thralls, in case they need them for something. Any mind flayer from the asylum can command a thrall (use the statistics for a gladiator, minus the equipment) to attend them anywhere in the asylum, or to accompany them into Elysium proper.

The thralls don't react to anything else, even physical damage is unable to rouse them from their stupor. If the elder brain is threatened, it rouses all 4d10 thralls and mobilizes them in defense of the asylum.

Area C24 - Dr. Zakari's Office

This small room is open to the elements. Small metal devices litter the floor and crackle with electricity. Papers lie all over a desk in the corner and a fireplace has been used as a dumping ground for shrivelled brains.

The mind flayers allow the infamous Dr. Zakari (see Area S) to host a part-time office here. The elder brain harbors some hopes that Dr. Zakari might be able to free the mind flayers from their reliance on brains as sustenance, but to date all he has managed is to shrivel a load of brains.

The brains in the corner are useless and electrified. Stepping into the room risks touching the many electrified metal conduits scattered across the floor and setting off Dr. Zakari's magical defences.

Entering the room and triggering the alarm causes the manifestation of an **air elemental myrmidon** from the assorted debris. When the **air elemental myrmidon** manifests, characters in the room must succeed on a Dexterity saving throw as lightning arcs around the room in a vicious surge or roll on the System Shock table below.

SYSTEM SHOCK

1d10	Result
1	The creature drops to 0 hit points
2-3	The creature drops to 0 hit points, but is stable
4-5	The creature is stunned until the end of its next turn
6-7	The creature can't take reactions and has disadvantage on attack rolls and ability checks until the end of its next turn
8-10	The creature can't take reactions until the end of its next turn

The **air elemental myrmidon** defends the office, but does not leave it. If left alone for 10 minutes, it fades back to its component parts.

Fortunes of Ravenloft. If your card reading revealed an item's location to be here, it's scattered amongst the mess on the floor.

Area C25 - Cecilia's Room

This room is dark, and smells strongly of kitchen herbs. An array of personal belongings lie on the neatly made bed. On the walls, a gigantic spider has been scrawled in black charcoal.

This room is where Cecilia was kept whilst she was a captive of the Asylum. Her belongings remain on the bed, including:

- A herbalist's pouch stuffed with rosemary.
- A shard of amber.
- A small candle that can't be lit.
- A scroll on which she has noted the Amber Convention in Celestial. [See Chapter Two.]
- A calling card bearing a gaunt silhouette.
- The address of the Dancing Spider Tavern, and keys to Room Number 13.

Fortunes of Ravenloft. If your card reading revealed Cecilia's body to be here, it is lying under the bed.

Area C26 - The Nursing Station

Four beds sit side by side. There are no trappings of human sentimentality here. On the bed farthest from the door, ten little brains with dog legs stitched onto the side are gamboling about.

This room is used as a place to rest by the mind flayers, who rotate in and out. At any one time, there are 1d4 **mind flayers** resting in this chamber. The **intellect devourers** in the basket are small examples, but no less dangerous for that fact.

Area C27 - Skeletanders

A skeleton sits on a bed, alone. He looks up at you, despair in his empty eyes. *The windmill*, it cries through clattering teeth. *Won't someone listen? The windmill!*

This is the room of Skeletanders. He was killed a long time ago in a different domain of dread. How he came to be here is a mystery, as is his real name. He has the statistics of a **skeleton**, and gibbers endlessly to anyone who will listen.

Fortunes of Ravenloft. If your card reading revealed a treasure to be here, it is inside the skeleton's chest cavity.



CHAPTER SEVEN: CHANGING FACES

IS YOUR AMBITION DEAD ON ARRIVAL?
NEED MORE CONTROL OF YOUR LIFE?
WHY NOT BECOME A JOURNALIST

Chapter Overview

The Changing Faces Press runs out of a warehouse in Elysium's slums. Masterminded by Rosa the Bone Witch, it deliberately propagates lies and rumours in order to convince the regular citizens that things aren't as bad as they appear. Rosa animates skeletons and other undead as her delivery boys, who disseminate papers through the city. Included in this chapter are headlines, stories and materials to bring the paper to life.

The Bone Witch

Rosa (see Appendix III) has something of a personal investment in keeping the people of Elysium suppressed. Her interests in the undercity are an

expression of her madness - she hopes to find a way to communicate with the thing at the Heart of the City, which she has seen in her nightmares. She is too insane to realise her attempts are futile, and kidnaps more and more citizens in attempts to fuel her dark magics. To cover these disappearances, she started the Changing Faces Press.

Read All About It!

The Changing Faces periodical is written by Rosa and distributed by her legion of skorrespondents - animated bones she has harvested from locations all around Elysium, including occasionally removing them manually from their original owners. The skorrespondents dress up in big coats, cloaks and hats before making their way in the rain to deliver the papers to houses in Elysium. The skeletons have long since been left to their own devices, as Rosa finds manual control of them inconvenient, and bad for her back. Most skorrespondents are nevertheless diligent, appreciating that jobs as journalists for skeletons are relatively hard to come by, but there are some cases where skeletons have been known to disappear into Elysium proper. Some own houses, and there have been one or two embarrassing recorded occasions where a **skeleton** has raised two generations of family before being caught in the act and chased down a storm drain, capering madly.

CHANGING FACES

YOUR LOCAL NEWS SOURCE FOR ALL THINGS ELYSIAN

Issue 1057

MISSING GIRL As the search continues for Cecilia, her mother refuses to give up hope, calling on all intrepid or mercenary souls to aid her in recovering her daughter.

DON'T LOOK DOWN The clanging noise from under the street has been confirmed to be merely a plumbing issue, local authorities suggest, putting to rest spurious rumours of supernatural activity.

FOR SALE

THE TALE OF MORTIMER FILIGREE, IN 15 PARTS, SERIALISED. PUBLISHED BY THE CHANGING FACES PRESS IN A LIMITED EDITION OF 10 COPIES.

THE CITY OF EYES



THOUGHTFUL SKELETON
SAYS: "IS THAT A HAND ON
YOUR SHOULDER?"

HELP WANTED Situation vacant. Appreciation of bodily fluids and open mind required. Contact Nurse Grace at the Adamant Asylum. Open mind and pliable cerebellum preferable, but candidates from all backgrounds considered.

The Eve of St. Hildegard

RETRACTION: *Changing Faces seeks to uphold the highest standards of ethical journalism. It has come to our attention that the stars may not, in fact, be the eyes of a gigantic spider. We would like to inform the citizens of Elysium that there is no need for panic, and that there is probably nothing wrong with the stars.*

DON'T WORRY ABOUT IT Have you recently had a missing family member return to you after an extended absence? Do they seem different? This could all just be post-trauma behaviour, says Dr. Brains of the Medical Disciplinary Board.

Free The Press!

Use the tables below to generate the topics of the day and items of note mentioned in the paper. You can drop copies of Changing Faces anywhere in Elysium, as the Skorrespondents aren't particularly careful about where they scatter copies of the paper.

You can also use the Press to stage slander campaigns against specific characters, or just cause hysteria about nothing at all. Elysium is a dark and forbidding place - use the Changing Faces Press to inject a little comedy

ADVERTISEMENTS

1d6

Result

- 1 Free badgers to a good home.
- 2 Find my daughter! Girl missing. Substantial reward. Seek the Duchess at the Crooked House
- 3 FREE AUGMENTATIONS, ALTERATIONS AND ADDITIONS. CONTACT DR. ZAKARI.
- 4 Jobs, tasks and errands. Paid handsomely at Mother Haggle's Lost & Found emporium.
- 5 Lost cat. Answers to Cheshire. Feed with riddles and red herrings.
- 6 Bring your Bodies to the Mausoleum for Internment. Free of charge.

OBITUARIES

1d10

Result

- 1 Henry Mortensen (84) dies of a sudden arrhythmia, leaves behind three suspiciously thin daughters and a cat
- 2 Master Fenniwick (32) drowns in the Lake after getting cramps (body not found).
- 3 Mrs Feathergap (24) recently married, dies in tragic roof accident.
- 4 Professor Zed (42) struck by lightning.
- 5 Madame Hilda (57) hit by falling masonry.
- 6 His Eminence (62) blown away in a storm (body not found).
- 7 Oscar Treleaven (36) heart attack in side alley.
- 8 Mervyn Peak (71) dies of ironic laughter.
- 9 Mister Mofagofalus (?) falls into a storm drain (body not found).
- 10 Master Patrick Stein (53) eaten by his own pet dogs.

HEADLINES

1d10

Result

- 1 IMMIGRANT CRISIS TO BLAME FOR SHADOW DEATHS
- 2 90% OF ELYSIANS DO NOT TRUST IN ANECDOTAL EVIDENCE OF MONSTERS SAYS STUDY
- 3 DO NOT BE AFRAID OF THE DARK, SAYS PSYCHIATRIST
- 4 'LAKE MONSTER' found to be only shadows
- 5 THERE IS NOTHING HIDING IN THE RAIN, REVEALS RESEARCH WATCHDOG
- 6 THERE ARE NO UNSPOKEN RULES IN ELYSIUM, CONFIRMS BARKEEP
- 7 LILY ONSLAUGHT REACHES NEW HEIGHTS AS INVASIVE PLANT HITS URBAN COMMUNITIES
- 8 NO GAIN FOR DR BRAINS AS LATEST EXPERIMENT FAILS. MORE TIME NEEDED, SAYS DOCTOR.
- 9 IF YOU FEEL A HAND ON YOUR SHOULDER, DO NOT TURN AROUND
- 10 NO SHADOW DEATHS OR WRIGGLING DOOM NEAR THE LAKE, SAYS SCIENTIST

FREE GIFTS

1d10

Result

- 1 A badger in a box. It's not magical, just an a**hole
- 2 Three vials of rainwater. use wisely (2 **potions of greater healing** and 1 **potion of poison**)
- 3 A bookmark made of tanned humanoid leather
- 4 The skeleton of a fish with three eyes
- 5 A shard of obsidian which smells of decay
- 6 A small jade statue of a lion with two owl heads (figurine of wondrous power - goat)
- 7 A wooden puppet of a vampire hunter (talking doll)
- 8 A miniature tarokka deck
- 9 The pickled head of a philosopher
- 10 A key that doesn't fit in any locks (**immovable rod**)

CHAPTER EIGHT:

LOT XIII

*I cannot regret the promise I made that night
under the hollow stars
though
oftentimes I think
perhaps if I had been wiser
things would be different*

Cat Got Your Tongue?

Fiddle & Blind's Auction House is a purveyor of antique collectibles whose origins hearken back to a time when Elysium rested under the light of many suns. It was destroyed during Elysium's fall from grace, and subsequently rebuilt by the owners - Mr Fiddle, and Mr Blind. This all seemed perfectly unremarkable to citizens at the time, who had many other things on their mind. In truth, both the original Mr Fiddle and Mr Blind were killed in the disaster. Two rather opportunistic rakshasa took their place, masquerading around as them and taking over their business smoothly. The rakshasa came to Elysium hoping to increase their infernal standing by gathering hundreds of corrupted souls. When they realized they couldn't escape, they became desperate, and have made a business of trading in rare items in the hope they will discover something that might save them.

Purrfect Service

The eponymous **rakshasa** twins run their emporium with iron backwards fists, and oversee the chaotic workings of the cataloguing rooms on a day-to-day basis. They can often be found interfacing with customers in the drab foyer, once proudly decorated with red velvet furnishings but now worn away by use and mould. Characters at Fiddle and Blind's auction house can ingratiate themselves with the owners to take advantage of their peculiar services.

Meeting the Owners

Mr. Fiddle appears as a short, grumpy old man with curly hair. He wears half-moon spectacles, and has a face in a state of constant grimace. In his rakshasa form, his fur is grey and mottled, and most of his teeth are missing.

Mr. Blind is thin and gaunt. He wears all black, and uses a cane to feel his way around. His eyes are a dead white colour. In his rakshasa form, his eyes look like they were scratched out by a huge claw, and his fur is a deep midnight blue.

To The Highest Bidder

Sales are run once every day and only one item is offered at each sale. They vary from being curiosities to being items of true power. Sadly, the Rakshasa don't accept payment in anything so mundane as money. Instead, they require the bidder to 'donate' their strength of character, will or intellect to pay for an item. In a system developed by the Adamant Asylum, customers can bid 'Squeems' of Intelligence, Charisma or Wisdom towards lots that they desire. Once the sale is concluded, a Rakshasa takes the customer aside to a small room and extracts the promised materials from them using a handheld device with 13 large needles. [The characters score in that attribute is reduced by 1 for each Squeem they offered.] The item is then handed over.

For items listed in Anything and Everything later in this chapter, a suggested Squeem price is given next to the item, in addition to other possible bidders.

Herding Cats

The Rakshasa are scholars, not fighters. They have no desire to embroil themselves in politics, fighting or danger. They rely on their magic immunity to keep them safe from most harm, and flee if confronted by true peril. The rakshasa, however, have a few unusual tricks up their sleeves should it come to blows. If they end up in combat, they pull random items from their pockets to aid them. Both Rakshasa retain a human appearance at all times, and if their monstrous forms are ever revealed they claim to have been cursed by evil foreigners determined to ruin their business prospects.

Bidding His Time

The auction house has something of a lurker lately. A stranger shrouded in a cloak and mask has attended all auction sales. Someone who looked closely at the mask might discern the fact that he is missing an eye, and the fact that one of his hands seems oddly stiff. If the Eye of Vecna or the Hand of Vecna comes up for sale, he drives the bidding up to 10 squeems before giving up.



Anything and Everything

Each day, the auction house holds a sale for an important item of some kind. The sale is held at noon, and interested parties from all over Elysium have been known to send representatives to bid for them. If you need to randomly decide what item is up for sale on any given day, use the table below. Then reference the individual item listing given below to see how the item is described by the auction house.

Fortunes of Ravenloft. If your card reading revealed an item's location at the auction house, place it for sale the first time the characters visit the auction house. If they fail to purchase it, it is bought by the mind flayers at the Adamant Asylum, and kept by Dr. Brains in Area C9.

Items For Sale	
1d20	Result
1	Apparatus of Kwalish
2	Cloak of Invisibility
3	Deck of Stranger Things (See Appendices)
4	loun Stone of Knowing More Than You Should
5	Iron Flask
6	The Wicked Blade
7	Robe of Eyes
8	Book of Vile Darkness
9	Dimensional Shackles
10	Staff of Thunder and Lightning
11	Talisman of Ultimate Evil
12	Staff of Endaimonius
13	Eye of Vecna
14	Ring of Swimming
15	Ring of Water Elemental Command
16	Ring of Free Action
17	Hand of Vecna
18	Robe of the Archmagi (Black)
19	Vorpall Sword
20	Mirror of the Past

EXAMPLE LISTING

AUCTION HOUSE DESCRIPTION

PHYSICAL DESCRIPTION

LORE

Apparatus of Kwalish

Wondrous machine from the before times! This barrel might contain anything! Gold! Fame! It might also just be a very heavy barrel.

This rather bleak looking iron barrel looks completely airtight. You could probably fit two people in it if you were able to open it.

This an **apparatus of kwalish**. Characters who acquire it might find it useful to enter the undercity.

Squeems: 2-4

Book of Vile Darkness

Book of spells. Grubby looking. Neglectful owner, by the smell of it. Don't put it near pets, organic material or anything you care about.

This hideous black book reeks of evil and decay. Wooden fixtures near it are already beginning to rot. It's hypnotic to look at, but dangerous...like a snake.

This the **Book of Vile Darkness**, which made its way to Elysium in the hands of a scholar who should have known better. It betrayed him to his death, and was picked up by the Rakshasa. it greatly desires a new owner.

Squeems: 7-10

Other Bidders: Rosa the Bone Witch

Cloak of Invisibility

Well. It's an invisible rag. I don't know what to tell you, ladies and gentleman.

The auctioneer is gesturing to an empty pedestal.

This an invisible *cloak of invisibility*.

Squeems: 1-3

Deck of Stranger Things

A deck of cards, folks! Good for kids, the elderly or the bored. May come with cosmic powers.

This deck of metallic looking cards comes in a battered leather case emblazoned with dark spider motifs.

This is a **Deck of Stranger Things** (see Appendices).

Squeems: 7-10

Other Bidders: The Duchess

Dimensional Shackles

Shackles for those of our customers who are a little more...adventurous? Don't forget folks, the rule is Safe, Sane and Consensual.

A set of dull bronze shackles sit on a cushion. They are inscribed with strange glyphs and seem to drink in the light.

This is a set of **dimensional shackles** engraved with words on druidic for binding and sealing. These shackles are only useful for binding fiends and aberrations.

Squeems: 1-3

Other Bidders: Nurse Joy

Eye of Vecna

A gruesome sight for those interested in anatomy. A single eye, preserved by magic! Perhaps useful as a table decoration?

A hideous, greenish eye sits on a pedestal. Occasionally it swivels to stare at someone in the audience. It radiates malice and power.

This is the Eye of Vecna (see DMG) which ended up here after several very unlikely and unfortunate events.

Squeems: 9-11

Other Bidders: Mysterious Man In Black (see Bidding His Time, above)

Hand of Vecna

Anyone need a hand? Put your grubby paws together for this prize specimen. You can use it to scratch your back, or open doors.

A severed hand has been mounted on a wooden base. The withered flesh and black, and the nails clawed. A sense of evil surrounds it.

This is the Hand of Vecna (see DMG) which ended up here after several very unlikely and unfortunate events.

Squeems: 9-11

Other Bidders: Mysterious Man In Black (see Bidding His Time, above)

Ioun Stone of Knowing More Than You Should

A pretty stone for that special one in your life. Comes with a lifetime guarantee, however long that ends up being.

A blue/grey gemstone stands on a plinth. Fog swirls in the depths of it, like a storm in a teacup.

This is the **Ioun Stone of Knowing More Than You Should** (see appendices).

Squeems: 4-5

Other Bidders: Cicero

Iron Flask

An iron hip flask, for those amongst you who feel walking to the tavern is a bit much to ask. Previous owner was a 'Pandora', this is the last item from her estate.

A grim looking iron hip flask sit on a table. It's ugly, dark and probably heavier than is practical.

This is an **iron flask**. The flask already contains an **elder tempest**. Needless to say, releasing an elder elemental into the auction house is frowned upon.

Squeems: 1-2

Mirror of the Past

A hand mirror, good for looking forwards and backwards. Hard to find a good mirror these days, I'll tell you that.

A battered looking silver hand mirror lies on a cushion. The surface seems dull, but invokes a keen sense of nostalgia in you.

This is a **mirror of the past**. If used to show the past of Elysium, it invokes horrors enough to drive a man mad. The Gaunt Silhouette mercilessly stalks a person who possesses the mirror.

Squeems: 1-3

Ring of Free Action

This little ring is more than meets the eye. For a slippery customer, see?

A ring of interlocking silver bonds around an azure gem. It sings to you of freedom.

This is a **ring of free action**, with the following changes.

Curse. This ring is cursed. Attuning to it curses you until you are targeted by the remove curse spell or similar magic. Removing the ring fails to end the curse on you. The curse puts you in a foul mood and encourages you to grumble bitterly about the weather.

Delver. While underwater, the bearer of this item always knows the item's depth below the surface and the direction to the nearest path leading upward.

Squeems: 3-5

Ring of Swimming

A band for someone nervous about the water. Perhaps it might help someone scared of the Lake overcome that irrational fear.

A small golden band, unmarked and lightly misted with water. It smells like the ocean.

This is a **ring of swimming**. The Rakshasa encourage the owner to go and take a dip in the lake.

Squeems: 1

Ring of Water Elemental Command

One of our better quality rings, from the estate of Mortimer Filigree. Helps keep the water off your clothes, that sort of thing.

A grey-green stone ring has been hooked onto a silver stand for you to view. Looking at it reminds you of staring into the night sky.

This is a **ring of water elemental command**.

Squeems: 3-6

Robe of Eyes

Now don't be put off by the eyes on this fabulous piece of tailoring. Look at those colours! Ok, so perhaps the eyes are a little disturbing. They're staring right into my soul. Gross.

A red robe has been hung on a peg. It is covered in embroidered eyes which seem to follow you around the room.

This is a **robe of the eyes** with the following additional traits:

Possessive. The item demands attunement when first wielded or worn, and it doesn't allow its bearer to attune to other items. (Other items already attuned to the bearer remain so until their attunement ends.)

Waterborne. This item floats on water and other liquids. Its bearer has advantage on Strength (Athletics) checks to swim.

Squeems: 5-6

Robe of Rattlelung

Ah, now this is special. The robe of Rattlelung. Wonderful playwright, mediocre magician. Supposedly he wore it whilst composing his magnum opus "*Magnum Opus*."

A jet black robe has been hung up on a peg. It looks pristine despite being allegedly second hand.

This is a **robe of the archmage (black)** with the following additional traits:

Gleaming. This item never gets dirty.

Hidden Message. A message is hidden on the inside of the hood. It is visible only in the rain, and reads "Focus on the stair, and dream a new horizon".

Squeems: 2-4

Staff of Endaimonius

A walking stick for the elderly, infirm or lazy. Riddled with runes. Once belonged to Endaimonius the Obstreporous.

This staff has been cast from steel, and graven with runes of great power. Looking at it is like staring into a blazing dark sun of arcane might.

This is a **staff of the magi**.

Sentence. The Staff of Endaimonius is a sentient neutral evil weapon with an Intelligence of 20, a Wisdom of 12, and a Charisma of 14. It has hearing and darkvision out to a range of 120 feet.

The staff can speak, read, and understand Common or Deep Speech, and it can communicate with its wielder telepathically. Its voice is harsh and deep. It knows every language you know while you're attuned to it

Squeems: 6-7

Other Bidders: Dr. Brains

Staff of Thunder and Lightning

Careful, folks, because this sale is bound to be *shocking*. This little twig packs quite a punch, so try not to point it at anyone here. *chuckles* No, but really, please don't.

A twisted staff of charred wood has been leaned against the wall. A heavy sense of foreboding hangs over the room, like a storm on the horizon.

This is a **staff of thunder and lightning**, with the following changes.

Curse. This staff is cursed. Attuning to it curses you until you are targeted by the remove curse spell or similar magic. Putting the staff down fails to end the curse on you. The curse bestows the following Flaw onto you "I don't care what I destroy to get the job done."

Confident. The item helps its bearer feel self-assured.

Squeems: 2-6

Talisman of Ultimate Evil

Now, we want to clarify that the name of this next item is a bit of a misnomer. It hasn't committed any ultimate evil in at least 24 hours, and you could probably use it for other things too.

A hideous black talisman sits on a wooden table, which is slowly burning away at its touch. It is engraved with a horrible screaming skull, and the proprietors have been handling it with thick leather gloves.

This is a **talisman of ultimate evil**. Competition for this item is scarce, given the bad reputation it bestows on its owner.

Squeems: 1

The Wicked Blade

This peculiar little letter opener was donated by a mystery benefactor some days ago. Mysterious etchings, peculiar provenance, blade as treacherous as anything, what's not to love?

The Wicked Blade is sat on a cushion nearby. The writings on the blade seem to draw your attention, they're hypnotic.

This is the **wicked blade** (see Appendices).

Squeems: 13

Other Bidders: Mysterious Man In Black

Vorpal Sword

Ah, a fine weapon, for anyone with a vested interest in hunting bandersnatches.

This blade is so sharp that it cuts you/r g/aze i/n ha/l/f just looking at it.

This is a **vorpal sword**.

Squeems: 13

Other Bidders: Mysterious Man In Black

APPROACHING THE AUCTION HOUSE

The auction house is well known in Elysium, and the latest item for sale is often a subject of rumour and debate.

A small collection of ruins is scattered ahead of you, with a tiny wooden sign reading "Fiddle & Blind's Auctions" stuck to one wall and half-rotted away. Through the rain, you can see a small number of people milling about the area with vague intent.

Area L1 - Debtor's Dais

This stone courtyard is scattered with broken stones and shattered dreams. Men and woman lurk here against the walls and floor, eyeing you with suspicion. They look poor, wretched and homeless. One has a sign, which reads "THE END COMES."

This is where those who become indebted to the auction house spend their days in endless drudgery. Three types of people occupy the courtyard.

Hungry. These poor creatures bargained away all their Intelligence to the auction house. Use the statistics for **the hungry** to represent them, except they appear as normal humanoids. There are 1d4 Hungry present at all times.

Lost. These wretched fools bargained away all their Wisdom to the auction house. Use the statistics for **the lost** to represent them, except they appear as normal humanoids. There are 1d6 Lost present at all times.

Lonely. These pitiable dregs bargained away all their Charisma to the auction house. Use the statistics for **the lonely** to represent them, except they appear as normal humanoids. There are 1d8 Lonely present at all times.

The folk assembled here do little but mill about, and they've lost their ability to effectively communicate with the living. A *greater restoration* spell or similar magic can restore their lost ability scores, at which point the recipient invariably explains to the characters the sinister price one must pay to bargain with Fiddle and Blind's auctions.

Fortunes of Ravenloft. If your card reading revealed a treasure to be here, it is clutched by one of the Lost.

INFINITE STAIR. Characters can access the infinite stair here.

Area L2 - The Wishing Well

This was likely once an interior room, by the few decaying floorboards that can be seen at the edges. Stone walls have collapsed on all sides, and the ceiling is suspiciously absent. A small well lies in the middle of the room, with an amber plaque nailed to it.

The amber plaque has been etched in celestial with the words "Throw a coin. Make a wish." A message has been scrawled faintly in thieves' cant onto the stone of the well, reading "three coins, one copper, one silver, one gold. ask for nothing you cannot afford to lose."

Throwing a coin into the well causes something to speak from the pit.

As the coin clinks down side of the well and vanishes into the water far below, a voice bubbles up from under the surface. "Why have you called me," it demands, in an audible whisper. "Do you seek a wish?"

The voice belongs to a **marid**, which was sealed into the well long ago. Once, it would grant wishes to those who beseeched it for aid with pure intentions, but it has long since succumbed to the darkness under the water. Now, it actively perverts wishes people make through it, seeking to bring as much harm as possible to the asker. The marid is not obliged to honor any wish made without first an offering of coins of three types being made to the well, though it may choose to appear at any time and listen to requests.

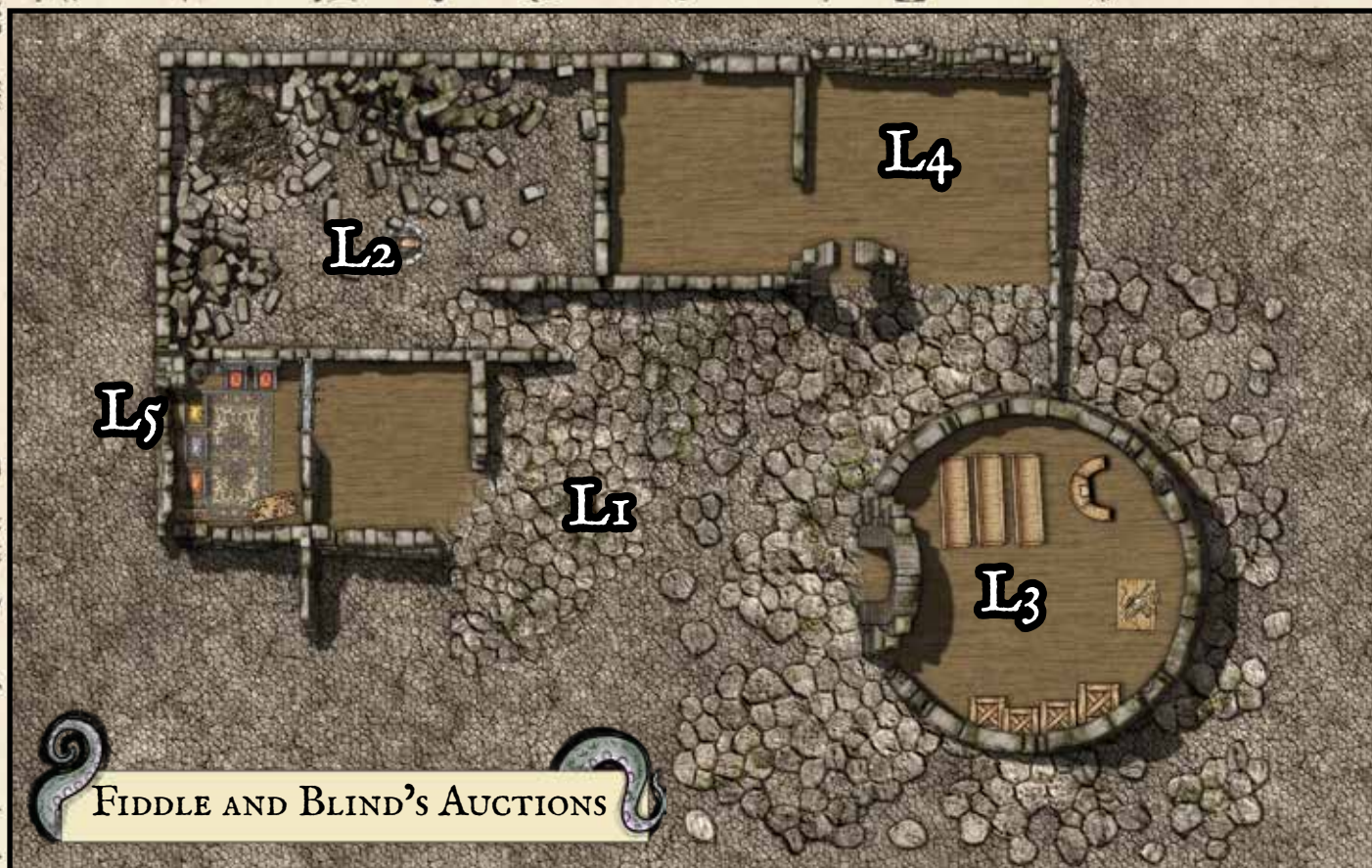
Area L3 - The Auction Floor

This circular room has been fitted out with several long benches, a lectern, and a display table for goods. Boxes of ambiguous stored material lie against the southern edge of the room.

This is where the daily auctions are held. The exact time of these auctions tends to vary day-to-day, as the rakshasa are both incredibly lazy and turn up to work exactly when they feel like it. There's seldom anyone in this room when auctions aren't being held (which is most of the time). The boxes being stored in the room contain a vast number of jars filled with wriggling spiders (**swarms of insects**). What purpose this serves, and how the spiders remain alive after all this time, is unclear.

When auctions begin, there are usually a few bidders seated in the pews opposite the lectern. When audience members wish to bid a number of squeems for an item, they raise their hands in response to the auctioneer's shouts.

Fortunes of Ravenloft. If your card reading reveals a treasure is here, it is lying discarded on the lectern.



FIDDLE AND BLIND'S AUCTIONS

Area L4 - Charnel House Blues

A crumbling stone arch leads into a wooden room split half-way down the middle by a partition wall. The bare floors are covered in mud, filth and waterstains. A filmy white mist drifts around the exterior of the room.

Before it became an auction house, this was once a mansion called the Charnel House. These rooms were left untouched by the new owners of the wreckage, as they are believed to be haunted by the past owner, a vicious spirit called The Blue Nun. This is, in fact, just a rumour. The rooms are blissfully unhaunted. The mist is the remnants of a *mordenkainen's private sanctum* spell cast here by a mage looking to hide from his pursuers.

Area L5 - The Rakshasa Room

This opulent room is lit by low gas lamps and is bedecked with a rich, deep pile carpet in red and purple, displaying the calibre of poor taste only the obscenely rich can afford. Two large armchairs are placed against the wall.

Throwing all these details into stark relief are three open chests full to the brim of copper, silver and gold coins respectively.

The door to this room is sealed by a wooden door enchanted with an *arcane lock* (hp 24, ac10, DC25 to pick or break down). If the rakshasa are not out looking for new items for the auctions, then they are likely to be resting here in their armchairs, reading books over a glass of whiskey.

If interrupted, the rakshasa are gregarious and understanding hosts. They offer any violent looking folks anything they desire, including food, a place to rest or as much money as they can carry from the chests. The rakshasa under no circumstances offer any useful information, masquerading for as long as possible as old men shackled by the Rule Unspoken.

If uncovered as fiends, the rakshasa change tack, and begin to use their magic to wheedle the adventurers away from their business and towards something more dangerous, perhaps even lethal. If forced into combat, the rakshasa stay only long enough to flee, but not before calling to the hordes of debt-enraged souls in the Debtor's Dais (area L1) and spurring them into a murderous frenzy against the rakshasa's aggressors.

If pushed into a corner, the rakshasa unleash their deadliest weapon, which they call Lot 13. It's a small glass vial containing a deadly virus from another domain of dread.

Fortunes of Ravenloft. If your card reading revealed a treasure to be here, it is buried at the bottom of the chest of copper coins.

LOT XIII

A creature exposed to LOT XII must succeed on a CON saving throw DC21 or become infected. An infected creature gains a level of exhaustion at the start of their turn as their flesh falls off and their brain liquefies. LOT XIII can be cured by remove curse or similar magic.

CHAPTER NINE:

NO REST FOR THE WICKED

*If I could touch the stars
I would tell them not to shine so brightly
there is nothing here to see
nothing here to save*

A Tower of Babbles

The dead of the city (when their bodies are found) are taken to the mausoleum to be interred. The mausoleum itself is a vast cuboid chimney of black, sooty bricks, which churns smoke into the Elysian rain and clouds. The citizens of Elysium fear this place, for from it echo the ever burning sounds of industry, toil and progress.

Flame Of Ice And Death

When bodies arrive, they are taken by the custodians of the mausoleum to be burned in the gigantic furnace that burns with green flame day and night there. The flame produces no heat, instead radiating an intense chill that quickly becomes dangerous to those who step too close. Bodies that are tossed into the fire turn to ashes. The ashes are collected by the custodians, and baked into gigantic obsidian bricks. These bricks are then used to add to the ever-growing tower.

She Who Wails

The Mausoleum is masterminded by a reclusive architectural genius also known as She Who Wails. She waits in the tower for her custodians to build the tower higher and higher, though of late she has grown frustrated with the slow pace at which bodies arrive at the Mausoleum to be baked into bricks. Thus, she sends out her horrors into Elysium to kidnap, maim and bake the citizens into ashes, whereupon they become part of the Mausoleum.

The Heavenly Host

The custodians (LE **mummy**) who man the tower are made by She Who Wails from the bodies of those deceased who particularly appeal to her. No-one knows what criteria she bases this decision on - it seems random to anyone but her. The decision to use undead servitors is likely due to their ability to work unimpeded and tirelessly at high altitudes, and their blind obedience to her ceaseless demands.

Finding the Mausoleum

The shifting streets will reveal the mausoleum to anyone who walks the streets with a dead body in tow. It also opens the way for anyone who has lost the will to live.

Approaching the Mausoleum

As the characters approach the tower, read the following passage:

A vast tower of black stone reaches into the sky. Green flame burns in the arched windows, and shadowy shapes move to and fro inside. At the peak, the tower is still under construction some thousands of feet into the sky.

The Mausoleum is manned by the custodians, and is the home of She Who Wails. The custodians never sleep and are always ready to receive those bringing their dead to the project.

FEATURES

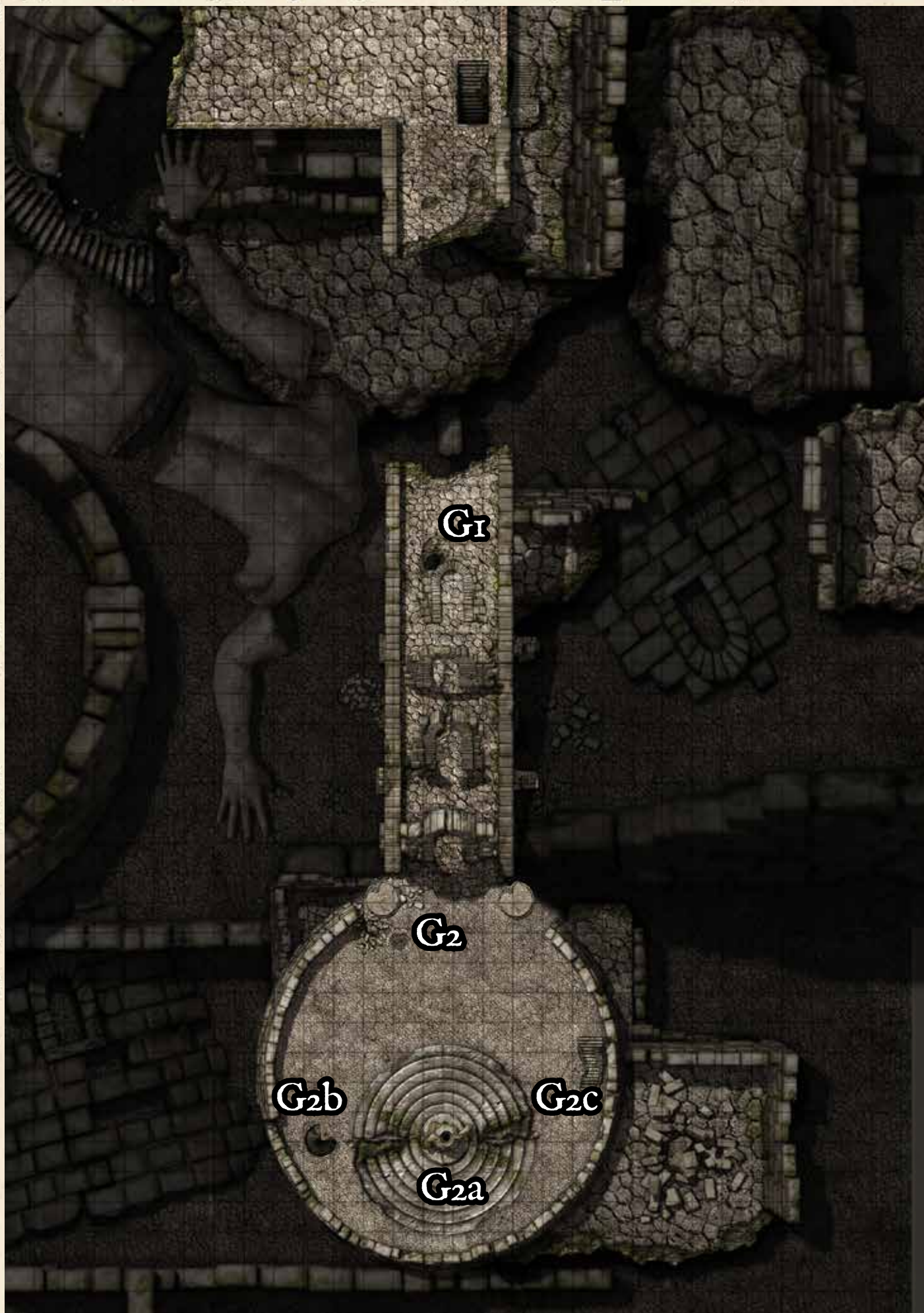
The interior rooms of the dancing spider have these features in common unless otherwise noted:

Temperature. It's hot, damp and uncomfortable in here.

Ceilings. The ceilings are 15 feet tall, and arched with perfect ash-grey bricks worked into impossible architectural marvels.

Lighting. The Mausoleum is periodically lit by green versions of *continual flame* in ornate braziers.





Area G1 - The Grieving Arches

On the other side of the broken bridge, a broken archway lies tumbled into the rain and mud. Three more archways are still standing, and lead the way across the bridge towards the tower entrance. Rain pours down the arches over faces engraved in the keystones, giving them the appearance of weeping.

There were once thirteen arches on this bridge. All but three have been destroyed by neglect, time and weather. The remaining three hold very little power now, but radiate a faint aura of necromantic magic to *detect magic* and similar abilities.

Area G2 - Internment

This circular room is open to the elements, and is manned by many silent humanoids wrapped in thick bandages up and down their torsos. Many are drenched, but do not seem to notice. One walks over to you, and speaks in a rattling sigh.

"You have come to deposit your dead? So be it. Say your farewells, and leave them in our care."

The 13 custodians which man this chamber are all **mummies**, except their damp state renders them no longer vulnerable to fire damage, and all the custodians are capable of basic communication in common and celestial. They answer any questions thus:

What is this place?

This is the Mausoleum, a place of rest for the dead and the home of She Who Wails. The wise do not tarry here, this place is not for the living.

Can we have a look around?

Of course. Death invites the foolish first to his embrace, it was ever thus. If you value your existence, you will turn back, back towards life.

You're undead!

We serve She Who Wails beyond death, to aid her in the construction of the Mausoleum. We harm no-one. Can you say the same, adventurer?

Have you seen anyone called Cecilia around?

A young woman by that name came to the Mausoleum some time past. She spoke to She Who Wails. I know nothing more than this.

I can't help but notice this place seems...unfinished?

The Mausoleum is ever growing. It is hoped that one day, when the dead outnumber the living, we might return to our true home amongst the stars, as She Who Wails has predicted.

Where do the bodies go?

Corpses are given to the purifying fires, and the ashes baked into bricks to build the Mausoleum ever higher. It is a most efficient way to acquire materials. Brick will crumble and fade, but a tower made from lost hope will endure forever.

The custodians attack only in self defense, preferring to let the adventurers investigate whatever they desire.

Area G2a - Statue

A statue has been erected up some shallow steps towards the back of the room. A woman stands, holding a jar above her head. Her expression is full of sorrow...and pity.

This statue was erected by She Who Wails, and looks exactly like Cecilia, to those characters who have seen a picture of her before. The custodians do not know its significance, and pay it no mind.

Fortunes of Ravenloft. If your reading revealed a treasure here, it is in the jar carried by the statue.

INFINITE STAIR. Characters can access the infinite stair here.

Area G2b - A Shortcut?

Stairs lead downwards into the dark, and the smell of rank filth hits you like a sledgehammer made of troll dung.

This staircase is where the custodians throw any filth, human detritus and organic matter that they can't or won't burn. The stairwell has been flooded for as long as any of them can remember, and the custodians duly warn any visitors that sometimes investigators enter and never return.

Characters can use this staircase as a way to enter the Undercity, emerging into the water at area N3 but risking contracting something nasty. Characters who enter area N3 in this way must succeed on a DC 15 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, sick characters must repeat the saving throw, reducing their hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.



Area G2c - The Long Road

A small stone staircase leads up into the Mausoleum. Even from here, you can see it spiraling up, hugging the edge of hollow tower interior. The climb is lit periodically by green flame torches, and eventually it meets a floor hundreds of feet above you.

This staircase is used by custodians bringing bodies to the Pyre. It's a long climb around the inside of the tower, and the stairs are crumbling, making walking up them safely a slow and grueling process. The entire climb takes the better part of an hour, drenched by the occasional shower of rain leaking in through cracks in the masonry.

Area G3- The Orrery

You emerge into a breathtaking sight. A huge circular room is filled with staggeringly beautiful spheres of many colours, internal clockworks ticking away with a low hum. Each sphere is levitating a distance off the ground by an unknown mechanism, and every few moments each sphere shifts very slightly.

The Orrery is a clockwork representation of Elysium's old night sky, each star representing both a celestial body and a god. Casting a magical spell in the room, tinkering with the apparatus, or otherwise interfering with the Orrery triggers the complex trap of the same name.

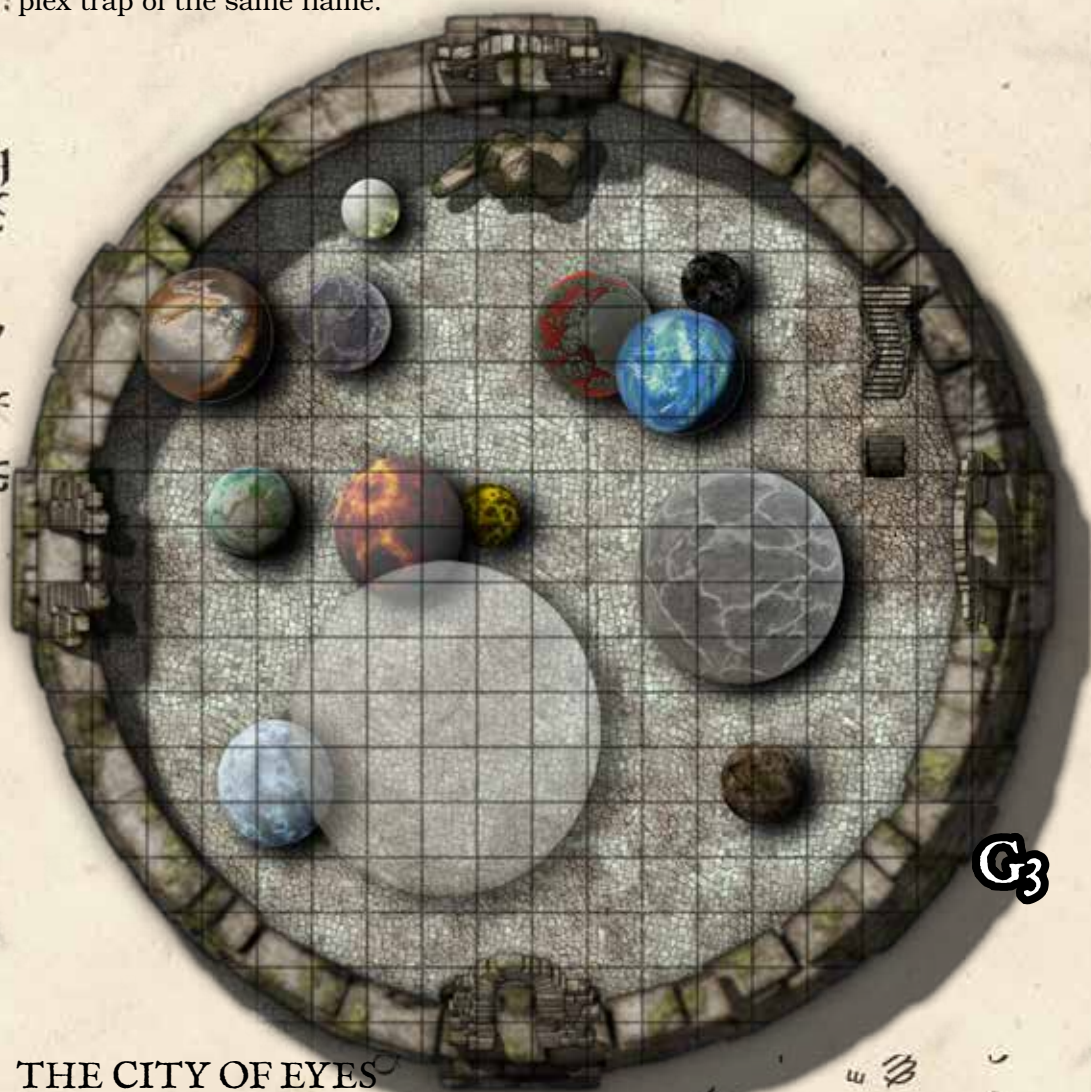
The spheres were taken from the Temple of the Gaunt Silhouette by She Who Wails, who had hoped the machine might tell her something about the stars. So far, the machine has only generated more questions, and she has discarded it in a fury. The custodians travel quickly and quietly through here, knowing how capricious the machine can be.

Characters proficient in cartographer's tools, or perhaps History, will likely recognise the purpose of the Orrery on sight as a tool for measuring and recording the motions of the heavens. Unfortunately, this looks nothing like Elysium's dark, rain filled skies. A sufficiently high check in knowledge skills such as religion or arcana might suggest to anyone who knows what the Orrery is that a combination of true sunlight and moonlight might get the machine running smoothly again.

A statue in the far corner of the room stands negligently against the wall. It has eight eyes, and smiles at you as if you share a secret. Characters who can read celestial see the word TRAITOR has been smeared on it in ashes.

High up in this room, four windows let in wind and rain from outside.

Fortunes of Ravenloft. If your card reading reveals that a treasure is here, it is clutched in the hand of the eight-eyed statue.



Complex Trap - The Orrery

Complex Trap (level 17-20, deadly threat)

This clockwork facsimile of a constellation is a dangerous and erratic piece of technology. It consists of levitating coloured orbs with internal clockwork ticking away inside them.

Trigger. The trap activates if any creature casts a spell whilst in the Orrery, or interacts with the apparatus. It remains active until it is disabled.

Initiative. The trap acts on initiative count 20 and initiative count 10.

Active Elements. The 13 spheres that make up the Orrery begin to rotate around each other in a complex, whirling pattern, threatening to bludgeon bystanders with crippling momentum. Magical energies flux and pulse through the room. Visions from beyond play havoc with the minds of onlookers.

Bludgeoning Spheres (Initiative 20). Each creature in the room must make a DC 20 Dexterity saving throw. On a failed save, a creature takes 84 (24d6) bludgeoning damage and is knocked prone. On a successful save, the creature takes no damage and isn't knocked prone.

Magical Flux (Initiative 10). Each creature in the room is targeted by one of the following effects as the corresponding orb flashes brightly. The DC of these effects is 15, where necessary, and all spells are cast at their lowest possible level.

Orrery Magical Flux

1d12	Orb	Result
1	Brown	Power Word: Stun
2	Grey/White	Disintegrate
3	Green/Blue	Power Word: Pain
4	Deep Black	Finger of Death
5	Red/Green	Harm
6	Dirty Yellow	Flesh to Stone
7	Orange/Red	Immolation
8	Translucent	Slow
9	Murky Green	Power Word: Heal
10	Icy Blue	Heal
11	Bronze	Darkness
12	White	Chain Lightning

Erratic Magic (Initiative 10). One random creature in the chamber is exposed dangerous magical influences. One abjuration or divination spell currently cast on that character ends immediately, and the

character takes 1d10 psychic damage for each level of the ended spell.

Dynamic Elements. The spheres become more dangerous the longer the trap remains active.

Spheres Accelerate. The spheres move with increasing speed, slowing only when they hit a target. Each time the spheres are dodged by all characters in any given round, their next attack becomes harder to avoid. After each miss, the DC of the Bludgeoning Spheres increases by 2, and their damage increases by 6 (2d6). These benefits apply until the spheres hit a target, after which the values return to normal.

Stars Uncountable. Each round, roll for an additional Orrery Magical Flux. This is cumulative. (On round two, roll two fluxes. On round three, roll three and so on.)

Constant Elements. The Bludgeoning Spheres affect each creature that ends its turn in an area G3.

Bludgeoning Spheres. Any creature that ends its turn in area G3 must make a DC 20 Dexterity saving throw. On a failed save, a creature takes 21 (6d6) bludgeoning damage and is knocked prone. On a successful save, the creature takes no damage and isn't knocked prone.

Countermeasures. Each of the trap's active elements can be thwarted by particular countermeasures.

Bludgeoning Spheres Characters can smash the spheres, damage their components, or discern how to avoid them. The spheres are disabled if all 12 are destroyed. Ways to disable spheres are listed below:

Strength (Acrobatics), DC 15. As an action, a creature that can see the blades can attempt a Strength (Acrobatics) check. A successful check has the character leap onto a sphere, where they can attempt to use thieves' tools to disable it (DC15). Characters holding onto a sphere are not susceptible to the Bludgeoning Spheres.

Attack. A creature in the area can attack to strike a sphere as it goes by. The character has disadvantage on saving throws against the spheres that round. Each sphere has AC 15 and 15 hit points.

Intelligence (Investigation), DC 15. As an action, a creature that can see the spheres can attempt an Intelligence (Investigation) check. A successful check means that the character has learned how to anticipate the spheres' movement, granting them advantage on saving throws against the Bludgeoning Spheres.

Magical Flux. A character can use their reaction to cast *counterspell* in order to negate the effects of one instance of Magical Flux.

Erratic Magic. The magical flux is not susceptible to countermeasures.

Area G4 - The Pyre

Heat washes over this room in waves. At the center a gigantic green fire blazes white hot, and the floor is covered in ashes and shards of bone. Four staircases intertwine around the fire, hugging it close.

This room is used to burn the bodies brought to the Mausoleum. The custodians don't spend much time here unless they have to, as drying out and catching fire is a real possibility. The climb up the stairs takes several hours from here to the next level, characters are subject to extreme heat, as described in chapter 5, "Adventure Environments," of the *Dungeon Master's Guide*. In this instance, the DC for avoiding exhaustion starts at 10.

Touching the fire is a terrible idea¹. A creature takes 6d10 fire damage when it enters the pyre for the first time on a turn or when it ends its turn there. A creature reduced to 0 hit points by this damage turns to ash, and their soul is permanently destroyed, beyond even the power of a *wish* to restore.

Area G5 - The Birdcage

As you finally breaking into another chamber, the temperature drops noticeably. The wind howls outside, and the tower shudders. Perched on stone supports over dangerous looking chasms in the floor, a magnificent black dragon is peering down at you speculatively. A huge steel collar is fastened around its neck and a muzzle clamps its jaws shut.

This chamber is where She Who Wails keeps her pet **ancient black dragon** Ilydia. The dragon is bound by the enchanted collar, and may not attack the guests unless it is removed. To a character with telepathy, Ilydia will say anything to free herself, and then immediately betrays her captors to the death before fleeing into the sky. The collar can be destroyed by the use of *dispel magic*, *remove curse* or similar magic.

Fortunes of Ravenloft. If your card reading reveals that a treasure is here, it is being held by the dragon in one of her claws.

Area G6 - The Work Continues

You emerge from your climb into the cold night air and a violent storm. Wind and rain batter you, but through the haze you see you are standing on a half-finished floor at the top of the tower. Standing at the very edge of the tower, an emaciated woman in grey shift stands unflinching, staring into the maelstrom.

This is the usual haunt of **She Who Waits** (see appendices). She Who Wails wants to be left in peace to continue her mission and build her tower high enough to touch the stars. She cannot be dissuaded of this. To this end, however, she might pander to the characters in service of them leaving her alone

¹ Truly, truly terrible.

as expediently as possible.

The woman turns to you, and her face is made of stars, an uncaring array of celestial lights swirling to infinity. When she speaks, the voice is a lashing barb of cruel intent and malice. *"What? More lost souls climbing the dead to speak to the never living? You waste your time. If you tarry too long with the dead, the dead will come to know you better than the living,"*

She Who Wails sees the use of the ashes of the dead to be instrumental in building a necromantic tower which will withstand the elements, and convincing her otherwise is difficult. Why exactly the ashes of the dead are necessary is a technical debate she's not willing to entertain. (Of course the bricks need dead bits in them, any fool can see that etc.) However, she can answer the following concerns.

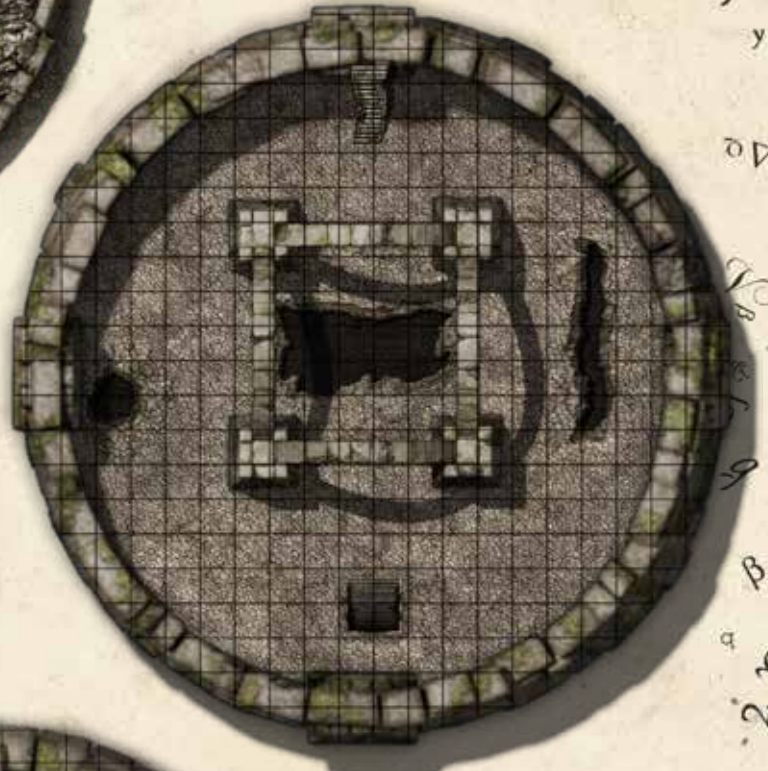
A girl was here by the name of Cecilia some days back. She came asking questions about a book called *The Tales of Mortimer Filigree*. She Who Wails did not know where to find complete copies of the book, but suggested that she visit both the Great Library, Snerian's Bookstore and Fiddle & Blind's auctions. Attacks on She Who Wails are foolish and she treats them with the contempt they deserve, using her magic to hurl her antagonists off the tower.





G4

65



G6

CHAPTER TEN: THE DANCING SPIDER

*Lilies for the dead
Lilies in my head*

A Room With A View

This eerie tavern stands abandoned, the site of a horrible crime an unknown number of years ago. In the distant past, when Elysium still knew the warm touch of the sun's rays, it was a place of merriment and comfort. Now, it is a grim reminder of the price of complacency.

Finding the Dancing Spider

The shifting streets will only reveal the Dancing Spider tavern once the adventurers have found a room key. These can be found in many places throughout Elysium.

Approaching the Dancing Spider

As the characters approach the tavern, read the following passage:

As you wander the streets, you see a broken tavern sign hanging from one hinge. The image painted onto the boards is of something many-legged and wriggling. An abandoned sandwich board lying in the street tells you this was once the Inn of the Dancing Spider.

All the windows have been boarded up, and the front door lies broken in the entranceway. It seems dark inside, and water has clearly seeped into the building's foundations. Graffiti scrawled on the side of the building in charcoal reads 'WHO CALLS?', 'A SMILE FOR THEE, BELOVED' and 'LILIES FOR THE DEAD. LILIES IN MY HEAD.'

The Dancing Spider appears between two buildings where there was nothing previously. There is no rational explanation for this manifestation - it just is. Characters will likely come looking for this tavern once they have acquired a room key from one of the many places in Elysium where they can be found.



FEATURES

The interior rooms of the dancing spider have these features in common unless otherwise noted:

Temperature. It's cold, and wet in here. Worse, a supernatural chill has settled over this place. For each hour the characters spend inside the Dancing Spider, they must succeed on a Constitution saving throw [DC15] or gain a level of exhaustion.

Ceilings. The ceilings are 10 feet tall, and criss-crossed with creaking beams.

Lighting. The Dancing Spider is dark inside.

Staying Overnight: Anyone foolish enough to take a long rest inside the walls of the Dancing Spider has a 10% chance of dying in their sleep from a sudden heart attack or fatal aneurysm. That character drops to 0 hit points and enters death saving throws halfway through their rest. They gain no benefit from the rest.

Area J1 - The Taproom

This wide open space has tables piled up against the wall. Water drips from the ceiling and spills out over the floor in large puddles. The smell of damp is choking, and a chill mist covers the floor. Behind the bar, a skeleton is wiping down the bar with a rag. As you enter, it cocks its head curiously, then performs a florid little curtsy. Stairs next to the bar lead upwards to the first floor, and downwards, presumably to a cellar.

The skeleton is the **lich** Desdemona, who has long since dispensed with such niceties as clothes or speech. She does not benefit from lair actions or region effects, as the tavern is not really hers, she just moved in here after it was abandoned and never left. She's forgotten a good many of her spells, and lost her spellbook. She ignores vocal components for her spells, and knows no languages. She also carries no gear of any kind. She only remembers her cantrips.

The staircase upwards leads to a blank wall. In truth, to access any of the true rooms in the dancing spider, characters must use the Infinite Stair whilst carrying a room key. Entering into the Infinite Stair from inside area 4a, whilst carrying a door key, leads you to a specific extra-planar space linked to the number on the key. Leaving the extraplanar space via the stair always returns the character back to the area 4a.

INFINITE STAIR. Characters can access the infinite stair here.

Area J2 - Room 101

You appear in a foggy landscape, which stretches into the distance in every direction. Wisps of unnamed horrors drift in and out of the distance, keening boundless, wasting cries into the nothingness.

This space functions as an infinite expanse filled with thick fog that reduces visibility to 10 feet. Creatures trapped in this space don't age, and they don't need to eat, drink, or sleep. A creature trapped within a cell cannot escape using the Infinite Stair. They can escape using magic that permits planar travel, which returns them to area 4a. Otherwise, the creature is confined to the cell until freed.

Area J3 - Room 153

You manifest in a small, cozy room with no doors or windows. An old lady is asleep in a bed in the corner, tucked up in thick woolen blankets. A small candle by her bedside illuminates the chamber.

The old lady is dead, her body magically preserved by an unknown person. A *Speak with Dead*, *Animate Dead* or similar spell cast on the body causes it to scream uncontrollably until it is put down.

Fortunes of Ravenloft. If your card reading revealed an item's location to be here, it is clasped in the hands of the dead woman.

Area J4 - Room 179

This 100ft square room is frozen solid. Far back in the ice, almost beyond sight, something ghastly and tentacled is trapped in suspended animation. This place gives you the chills. Strange markings on the ice draw your attention and demand your eyes fall on them.

Investigating the Creature In The Ice prompts a saving throw against madness. The writing on the walls is in Deep Speech, and reads thus:

"You are old, Father Llymic", the young man said
"and your face has become very white
and yet you incessantly stand on your head
are you sure at your age this is right?"
"In my youth" Father Llymic replied to the man
"I was told I might injure the brain
And now that I'm perfectly sure you have one
Why, I'll do it again, and again!"

Area J5 - Room 203

This 25ft. wide chamber is inhabited solely by 4 duplicates of the character who enters it first, with identical mundane gear but no magical items. All of them are convinced they are the real version of the character, who stole their gear and trapped them here. On future visits, this room is empty.

Area J6 - Room 217

This 25-foot square room is carpeted in rat bones. Water drips from the low ceiling, and the stench of death lies heavy in the air.

This room is empty, and cold.

Fortunes of Ravenloft. If your card reading revealed an item's location to be here, it is being clutched by the skeleton of a dead rat.

Area J7 - Room 219

The smell of moldering paper fills your nostrils. Stacks of paperbound articles reach to the ceiling in this room, bundled onto iron shelves. The majority seem heavily water-damaged to the point of illegibility.

This space was once rented by Sneerian's Bookstore (Area M) as a cheap alternative to actually paying for a storage unit. Over time, the staff at Sneerian's forgot this archive existed.

Very few books here have survived. The ones that are readable are listed below.

1 - Memories Of A Widow

This book is blank, apart from the thirteenth page, which has a copper etching of a woman weeping.

Anyone who spends a long rest studying this book regains any memories that have been altered or removed. Once the book has been used in this way, it loses this power.

2 - Sneerian's Catalogue #113

This bookseller's catalogue seems to be perfectly mundane. It refers to a time when Elysium traded with merchants from outside.

3 - Alarums & Shenanigans

This book is a short-story compilation, recording the many daring feats of a boy and his thirteen companions. Every etching in the book has been damaged - someone has scratched the eyes of the characters out.

Area J6 - Room 294

This sinister corridor seems at first to be abandoned. Then, the severed hands begin to drop from the ceiling. *Come with us, they croon. Come to a world where hands rule supreme.*

The **crawling claws** are infinite in number, and creep up on strangers before attacking them and trying to pull their hands off. In the unlikely event that the claws succeed in pulling any hands off, those hands immediately join their brothers and sisters in becoming crawling claws.

A skilled necromancer, or a character bearing the hand of Vecna, might convince one of the claws to accompany it as a familiar.

Area J8 - Room 333

This room is decorated with a wall mosaic that spans a vast distance. It tells a story, of an Elysium under the light of the sun. The people of Elysium wander the streets happily. Halfway down the mosaic, the laughter seems to turn to screams, and the sun turns to night. The city plunges through the earth, and rain begins to fall. The sky rains spiders, and the city is drowned in an oily black color.

The room is otherwise bare. A character with the ability to comprehend languages, via the spell or another feature, can see a message hidden in the mosaic. The message simply reads *"The bells ring, and the chimes sing of His coming. The end is near, and all things must end. So it was, and so it shall be. We shall all be saved."*

Area J9 - Room 354

This bare room feels immediately hostile. Every animal sense you possess tells you that to stay here is death. Something nasty....something terrible preys on this place.

This bare room is home to an invisible, incorporeal and highly malevolent extraplanar entity. It feels immediately hostile and dangerous to anyone who enters it. Any creature that starts its turn inside the room is devoured, its body destroyed.

Area J10 - Room 360

You open your eyes, to see home. Exactly as you left it. This has all just been a terrible nightmare.

This room manifests as a complex illusion that shapes itself to the keyholder's deep desires, generated by a **balhannoth** that lives in the chamber.

Area J11 - Room 391

As you materialise in this room, your gaze is met by the luminescent eight-eyed stare of thousands of huge spiders, coating the walls ceiling and floor.

This room is an infinite spawning pool of **giant spiders**. A character who stands their ground here will surely perish, unless they can muster magic to protect themselves whilst they use the room key to flee.

Area J13 - Room 13

Entering this room, you can see the rain battering against a fragile window pane. A storm rages outside. The wooden walls here are covered in paper, and string runs between pins connecting various images, texts and notes in a web that spans the entire room. Some threads even stretch between walls, requiring you to duck under them if you cross to the far wall. A discarded blanket lies in the corner, as do several candle stubs.

The walls are covered in notes and hand drawn sketch maps of Elysium. The maps are all wrong, the shifting streets having moved the locations away by now. However, the existence of all the locations in Chapters 1-11 can be deduced from these maps. More worrying are the notes, which detail the actions of the characters since they have arrived in Elysium. The notes are scattered, and some of them have been damaged by the damp, but a careful character could arrange them into chronological order and discover that someone has been watching them every moment of every day. Even private moments in pocket dimensions have been recorded in a spidery script.

The Gaunt Silhouette often haunts this room (See Chapter ?).

Fortunes of Ravenloft. If your card reading revealed an item's location to be here, it is hidden in the blanket in the corner of the room.



CHAPTER ELEVEN:

BLACK MIRROR

*I looked into the water
and I saw myself in the darkness
Then, I realised
I wasn't looking into the water
It was looking into me*

Reflections on Suffering

A vast lake occupies the center of the city, and mist trails along the surface. Dark water ebbs and flows, directed by unseen currents from far below. A powerful sense of evil permeates the area. Elysium's citizens avoid the Lake. It has a reputation for disappearances and suspicious events. Monsters from the Undercity often emerge here to hunt for food, dragging the unlucky or lost back to a watery grave.

Entering the Lake

The main reason the characters might enter the lake is to investigate the Undercity, searching for the Heart of the City. They might venture down out of curiosity, or chasing some fell evil. Regardless of their reason, it would take a brave soul indeed to plunge beneath the waters.

UNDERWATER FEATURES

The following facts about the environment are true unless otherwise noted in a specific area description.

Water. Characters who cannot breathe underwater will need to find a way of doing so, or surely drown. Characters who breathe the lake water must succeed on a Constitution saving throw [DC15] or become poisoned for the next 1d4 hours.

Evil. Characters who can sense the presence of supernatural creatures (for example a paladin's divine sense ability) feel an overpowering stench of evil influence from the lake. This stymies their ability to detect any specific kinds of creature using these abilities for as long as they remain underwater.

Vision. Visibility underwater depends on water clarity and the available light. If the characters have access to a light source able to pierce the gloom of the Lake, they become aware of hostile encounters at a range of 30 feet. If they have no light, they become aware of them at 10 feet.

Adventuring Underwater

There are many perils to adventuring underwater. Reminders of these rules are included below.

Underwater Combat

When making a melee weapon attack, a creature that doesn't have a swimming speed (either natural or granted by magic) has disadvantage on the attack roll unless the weapon is a dagger, javelin, shortsword, spear, or trident.

A ranged weapon attack automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the attack roll has disadvantage unless the weapon is a crossbow, a net, or a weapon that is thrown like a javelin (including a spear, trident, or dart).

Creatures and objects that are fully immersed in water have resistance to fire damage.

Frigid Water

A creature can be immersed in frigid water for a number of minutes equal to its Constitution score before suffering any ill effects. Each additional minute spent in frigid water requires the creature to succeed on a DC 10 Constitution saving throw or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures that are naturally adapted to living in ice-cold water.

Swimming

Unless aided by magic, a character can't swim for a full 8 hours per day. After each hour of swimming, a character must succeed on a DC 10 Constitution saving throw or gain one level of exhaustion. A creature that has a swimming speed — including a character with a ring of swimming or similar magic — can swim all day without penalty and uses the normal forced march rules in the Player's Handbook. Swimming through deep water is similar to traveling at high altitudes, because of the water's pressure and cold temperature. For a creature without a swimming speed, each hour spent swimming at a depth greater than 100 feet counts as 2 hours for the purpose of determining exhaustion. Swimming for an hour at a depth greater than 200 feet counts as 4 hours.

Getting Lost

Adventurers moving down under the surface of the lake run the risk of becoming lost. The party's navigator makes a Wisdom (Survival) check, against a DC of 15. If the party is moving at a slow pace, the navigator gains a +5 bonus to the check, and a fast pace imposes a -5 penalty. There are no existing maps of the lake, and no view of the stars. If the Wisdom (Survival) check succeeds, the party travels in the desired direction without becoming lost in the maze of underwater passages, cliffs, overhangs and crags. If the check fails, the party inadvertently travels in the wrong direction and becomes stuck in the rocky darkness. The party's navigator can repeat the check after the party spends 1d6 hours trying to get back on course.

UPWARDS TO THE SURFACE

1 - 200 feet
Area N₁
time to traverse = 15 minutes

200 feet - 1 mile
Area N₂
time to traverse = 1 hour

1 mile - 12 miles
Area N₃
time to traverse = 6 hours

12 miles to 13 miles
Area N₄
time to traverse = 1 hour

DOWNWARDS TO THE UNDERCITY
[See Chapter Twelve: Whispers]

Area N1 - The Feasting Pit

The murky water swirls before your eyes, and you can see shadows emerging to meet you from the gloom. Barbed fins, glimmering claws and foul shrieks descend on you in a howling storm of ravenous teeth.

In the area of the lake nearest to the surface, hundreds of **merrow** swirl about, hoping for something edible to enter the water. These merrow are feral and out of control. Being noticed by the merrow results in a swarm of them attacking the characters. None of the merrow will descend below 200 feet, as some primal instinct in them fears what lies below.

Area N2 - The Gathering Dark

The blackness is oppressive and stifling here. All around, dark shapes move just out of sight. Sometimes, you can hear the voices of your loved ones calling you, or glimpse the vast presence of a wolf smiling at you.

The darkness is oppressive. Characters who move through the water should make a Wisdom saving throw DC17, or fall prey to Elysian Despair (a variant on the Shadowfell Despair table in the *Dungeon Master's Guide*). After finishing a long rest, a character can attempt to overcome the despair with a DC 15 Wisdom saving throw. (The DC is higher because it's harder to shake off despair once it has taken hold.) On a successful save, the despair effect ends for that character.

A *calm emotions* spell removes despair, as does any spell or other magical effect that removes a curse.

INFINITE STAIR. Characters can access the infinite stair here.

Elysian Despair	
1d6	Effect
1-3	Xenophobia. The character is frightened of any creature they have never met before, gains the following flaw: "Strangers are all plotting to kill us, we can't trust them."
4-5	Mania. The character has disadvantage on skill checks and gains the following flaw: "I find it hard to concentrate on anything for more than a few moments."
6	Hydrophobia. The character is frightened whilst they can see water and gains the following flaw: "I have to get out of here, I can't do this anymore."

Area N3 - The Maelscorn

This far down, you can feel the pressure bearing down on you. Far below you, inky blackness stretches down into infinity. Invisible currents toss and turn you, threatening to throw you off course.

Characters who make their way through the Maelscorn should roll on the table below to determine the effect it has on their journey. The maelscorn has two kinds of effects: a location effect and a mental effect. A group of travellers journeying together suffers the same location effect. Each traveller affected by the wind must also make a DC 17 Intelligence saving throw. On a failed save, the traveller suffers the mental effect as well. Roll a d20 twice and consult the Maelscorn Effects tables to determine the location and mental effects.

Maelscorn Location Effects	
d20	Effect
1-8	Diverted; add 1d6 hours to travel time.
9-12	Blown off course; add 3d10 hours to travel time
13-16	Lost; at the end of the travel time, characters are no further towards their destination than when they started.
17-20	No effect.

Maelscorn Mental Effects	
d20	Effect
1-8	Short-term madness (see chapter 8 of the <i>Dungeon Master's Guide</i>)
9-12	Long-term madness (see chapter 8 of the <i>Dungeon Master's Guide</i>)
13-16	22 (4d10) psychic damage
17-20	Indefinite madness (see chapter 8 of the <i>Dungeon Master's Guide</i>)

Area N4 - The Waiting

The invisible currents suddenly fade, leaving you in pitch-dark silence.

There are many things in the Waiting, and nothing. It is the calm before the storm, and the place where many things that were lost can be found.

Fortunes of Ravenloft. If your card reading reveals that an item is here, it is floating in the pitch black water.

CHAPTER TWELVE:

WHISPERS

It was when I saw the city beneath

when I saw the price of greed

the price of hubris

I knew we had been lied to

hope was a dream that must end, like all dreams

Underworld

Elysium is an exceptionally unpleasant place to live. It remains true, however, that there are worse fates under the dying stars of the City of Eyes. So it is with the Undercity. A dark mirror of Elysium's grim denial, the Undercity contains the overt horrors of a dark nightmare realm. Water passing through the city pours down through the drowned Undercity, eventually falling a the misty void. Entering the Undercity is possible only through the Lake, or through accessing some of the many Storm Drains that dot the streets.

Setting the Mood

The Undercity was once as much a part of the city as the remains that lie above the water. It has fallen to darkness now, and the shadows move out of the corner of your eye whenever you turn around. Light sources seem weak, and magic sluggish. Relics and ruins lie abandoned everywhere, eroded and corrupted. The remains of buildings jut out at odd angles, with balustrades and balconies littering the area. The water has a green hue, which becomes clearer when the water is exposed to light. The architecture down here seems twisted and strange. It hurts your eyes to look at it for too long. If you have a particularly dramatic flair, consider dimming the lights whilst you play through this area.

Undercity Locations

The Undercity, as a dark and shattered mirror of the city above, contains sinister copies of locations from the surface. Not all of the locations in Elysium are present in the dark mirror of the Undercity. Some are listed below.

UNDERCITY FEATURES

The undercity employs all environmental features from Chapter Eleven, in addition to the following rules.

Water. Creatures and vehicles at the Undercity's depth take 7 (2d6) bludgeoning damage per minute from water pressure unless they are adapted or built to withstand this environment. Giants, whales, sharks, crustaceans, and aquatic invertebrates are immune to water pressure at this depth, as are vehicles with a damage threshold of 10 or higher. Other creatures might be immune to the effect of water pressure, at your discretion. A spell that allows one to breathe underwater provides no protection against the crushing effect of water pressure unless the spell's description says otherwise. Creatures inside an apparatus of Kwalish are protected from the crushing effect of the pressure while the apparatus has at least 1 hit point.

Aboleth Whispers. When characters enter a location, choose one character to receive an image of the setting features in Chapter 13. The aboleth living in the undercity is telepathically projecting these images to frighten trespassers and ultimately lure them to its lair. Whenever a character responds to this telepathic contact, a link is established. The aboleth instantly knows all the character's desires and goals. It then intermittently projects images to the character in which everything the character loves is consumed by oblivion. After receiving these images, the character must succeed on a DC 10 Wisdom saving throw or suffer a random form of short-term madness, as described in chapter 8, "Running the Game," of the Dungeon Master's Guide.

Light and Vision. The Undercity is always pitch-black. Darkvision cannot see through this darkness, and sources of light provide only half their usual radius of illumination.

U1. Cicero's Bar

Cicero's bar has been wrecked. Skeletons litter the floor, and a single flickering light hanging from the ceiling illuminates the catastrophe. A skeletal cat sides on the sideboard, and grins at you. It has thirteen teeth.

The cat follows the party around the bar if they investigate, but is otherwise harmless.

Fortunes of Ravenloft. If your card reading reveals that an item is here, it is tucked behind the bar. The skeletal cat will lead people to it.



U2. The Crooked House

The Crooked House has been struck and shattered by a gigantic shard of dark stone. The shard has ripped through the foundations, and destroyed much of the outer walls.

The house is empty, and difficult to access. Those who do discover the skeleton of the duchess slumped over her desk.

INFINITE STAIR. Characters can access the infinite stair here

Fortunes of Ravenloft. If your card reading reveals that an item is here, it is clutched in the hands of the dead duchess.

U3. The Heart of the City

See **Chapter 13: The Heart of the City**

U4. The Never Chasm

The whispers in the water grow to murmurs. There's something in the water, and it's urging you closer.

Deep in a crack in the foundations of the Undercity, an **aboleth** lurks. It's excited to see visitors, and insists on escorting them to area U3 if they approach it with non violent intent.

U5. The One Stop Curiosity Shop

What's this? A familiar sight. Brick, mortars....and books? A bubble of air, warmth and safety beckons.

This shop looks a lot like Sneerian's Bookstore at first, but is actually the mad jumble of a Morkoth's lair. The **morkoth** waits for characters to feel a sense of relief before attacking them and trying to take their possessions for its hoard.



CHAPTER EIGHT: THE HEART OF THE CITY

*A canker in the heart of existence
A heartbeat as old as time
The promise of horrors yet to come*

—The Tales of Mortimer Filigree

Those who stray far from light, hope and sanity sometimes end up in the mysterious Heart of Elysium. This shattered prison far down in the waterlogged hell of the Undercity is where the ancient, nameless evil that has plagued the city for millennia is trying to break free.

The Fetching Mirror

As the characters approach the Undercity's version of the Broken Prison, read the following:

Water falls away into nothing, drawn towards an absence of being. The light begins to fade, gathering around a gigantic beacon of darkness in the near distance. A mirror, reflecting entropy, nothingness and madness into the world. An amber mirror dotted with 13 incomprehensible names. The Heart of the City, where all things must end.

The Heart of Elysium has been trapped here for a long time, nursing old wounds. An ancient force of malice and greed, it once floated through the endless realms of space and time, consuming and corrupting whichever realm it touched. At the height of Elysium's power and influence, a girl by the name of Lysa with unprecedented untrained psionic talent touched the creature in a nightmare. It reached for her, and found Elysium. The gods of Elysium moved to stop the interloper, and were struck down, all but the Spider, who scuttled away into the darkness, out of reach. In their death throes, the gods shattered Elysium, and remade themselves into a prison for the Monster. Thus, the broken husk of Elysium drifted into the mist, and the dead became its jailer. The spell, woven by twelve divinities in concert, was almost absolute. The spider, fleeing what it perceived to be certain death, refused to participate in the enchantment, dooming all involved.

The spell held, but barely. The Spider's cowardice and lies compromised the effort, and though the evil was sealed away, there were horrifying repercussions.

- Elysium was broken, ripped from the earth and set adrift in the mists of the Shadowfell
- Three of the thirteen gods were destroyed utterly. Only fragments of them remained.
- The remaining gods sealed the majority of their power into the mirror. They too left behind hollow memories of their former selves, who might be encountered under various guises in Elysium.

Even then, the spell was not complete. Without the Spider to complete the circle, it began to unravel. Slowly, ever so slowly. Over time, the wreckage of Elysium has become the corrupted, drowned hell it is in the present.



Now, the sealing magic is finally breaking down entirely. Thirteen incomprehensible symbols dot the edge of the amber mirror. A number of these symbols are cracked or otherwise broken equal to the number of wards that have broken. [See p.4]

Approaching the Mirror

There's something in the mirror. It's pitch black and vast, like the darkness of a night's sky devoid of stars. To look directly at it is to invite the realization of your own powerlessness against whatever mad whimsy it might pursue, unheeding of your presence. Cold, dark, unfeeling apathy towards you and everyone who came before you. This is what the mirror holds....what it could unleash.

The mirror is dark and unresponsive if the characters approach without bringing Cecilia. Should they be foolish enough to look into it, all alone in the darkness, they begin to feel that everything would just be alright if they could only touch the mirror.

This is, however, not a mirror in the traditional sense. It reflects only the worst parts of you. A character who looks into the mirror sees only the times in which they have disappointed those they loved, or otherwise proved weak, inadequate and foolish. Use this as a roleplaying opportunity to have characters explore their fears and grief. All the while, the mirror urges characters to touch it, silently promising them answers, and oblivion.

A character who touches the mirror is instantly and irrevocably annihilated, beyond the reach of *wish* and *true resurrection*.

Characters who look into the mirror bearing the *fetching mirror* are instead greeted with a vision, as the fetching mirror glows an ugly green.

The Vision

A shining city floats on clouds under a bright sky. Angels float through the sky singing hymns. The city is Elysium, but not as you know it. A shadow falls over the city, and your view turns to the heavens, where stars show the constellations of Elysium's youth. Widow, Bull, Badger...all thirteen swirl in a deadly corona to defend the city from the darkness. Then, one constellation, the smallest, flees. A Spider. The other stars fade, one by one. Elysium shatters.

This vision showcases the betrayal of the Spider, and the consequences that followed.

Vestige

Once the characters have seen this vision they should be aware of Groblets' betrayal, and the instrumental role the vestige would need to play in shoring up or rebuilding any kind of functional seal on the weakening prison. At this point, refer to the card reading you performed at the start of the game to intuit Groblets' attitude towards the characters and their mission and use it to play out the interaction as Groblets descends on the group from above.

Something is descending on you from above. Spectral legs weave a gossamer thread of ethereal silk, and many faces smile and scream together as a flickering purple spider manifests on top of the mirror.

"My little bluebottles", whispers Groblets, in a sinister voice. "I see you know the truth. It is a dangerous thing, the truth. What do you propose to do with it?"

Whether Groblets chooses to aid the characters or not is likely of critical importance at this point. Once you have decided how Groblets stands on the matter, run the encounter *The End of All Things*, including Groblets as an antagonist if necessary.

This is the climax of the adventure. The adventurers may win, or they may all die. Such is the price of heroism.

EVENTS

You can use the following special event if the adventurers have discovered what befell Cecilia and informed her mother.

A Spark of Hope

A voice, calm and pure, echoes through the water. The spectral form of a young girl with a serious expression is flickering in the distance. She smiles.

You have come so far. You cannot falter.

I will not abandon you, as you did not abandon me.

Take heart, and fight.

Cecilia's spirit is powerful, and wroth. When it appears, the adventurers:

- Gain Inspiration.
- Remove their madness levels and any Indefinite Madness flaws they possess.
- Are freed from any Charmed or Frightened conditions, and any curses they are afflicted by.
- Gain a number of hit points equal to their character level.

into the mirror.

ENCOUNTER:

THE END OF ALL THINGS

*Darkness falls, and mirrored lives
Beneath the city turn and rise
For which is truth, and which is lies
Down in the deep, where liars hide*
—Elysian Folk Song

Trigger. This encounter begins as the Heart of the City takes the opportunity to destroy its old enemy Groblets once and for all, including any who might remember it.

Initiative. The Heart of the City acts on initiative count 20, 15, 10 and 5.

Active Elements. Bystanders are drawn towards the mirror. A wave of mental terror tries to break their minds. Madness ensues. Reality begins to break down.

ACTIVE ELEMENTS

It Tolls For Thee [Init 20] Each round, a wave of extraplanar terror radiates from the crack in the mirror. Characters within sight of the mirror must succeed on a Wisdom saving throw [DC 21] or become Frightened of the mirror until their next turn.

Grasp Of That Which Waits. [Init 15] Shadowy tendrils burst forth from the mirror and lash out at any character within 120 feet of the mirror. They attack characters with a +12 bonus, and characters who are hit are grappled. Each round a character remains grappled, they are pulled 60 feet closer to the mirror at the end of their turn.

Stirrings In The Deep. [Init 10] The creature in the mirror stirs. The mere reminder of its presence is enough to force characters who can see the mirror to succeed on an Intelligence saving throw [DC21] or gain a madness level.

Reality Warp. [Init 5] 1 random character within 120 feet of the mirror is subjected to one random spell from the following list, cast at level 9 with a DC (where relevant) of 21.

1d4	Spell
	Disintegrate
2	Dispel Magic
	Feeblemind
4	Power Word Kill

DYNAMIC ELEMENTS

Time Is Ticking. If a character remains grappled by a tentacle for three rounds, they must succeed on a Strength saving throw DC 21 or be dragged

CONSTANT ELEMENTS

Characters dragged into the mirror must succeed on a Charisma saving throw, DC21, or be instantly annihilated.

COUNTERMEASURES

This encounter is deadly, for various reasons. Thankfully, there exist many measures characters might take to mitigate the situation.

On The Offensive. Melee characters can attack any tentacles grappling a character. The tentacles have an AC of 17, and 40 hit points.

Religion: Characters who paid attention might try and call on the aid of the dead gods of Elysium. Regardless of how they attempt to do so, the mere attempt is a display of faith powerful enough to allow them to reach in and grant Inspiration to all characters involved. Equally, characters who are carrying flowers such as Rosemary are left untouched by the horror's tentacles until it has dealt with the others.

Light: A powerful spell of light will hurt the horror in the deep. Characters within the radius of a *dawn* spell, or the anodyne amulet's illumination, cannot be touched by the tentacles, nor by the fear effect.

Fetching Mirror: Though lesser than the mirror on which it was modelled, holding the Fetching Mirror at eye level shields a character from the fear and madness effects.

Wild Magic: If a character triggers an Elysian Wild Magic surge, choose an effect from the table which works in their favour.

RESOLUTION

Your Time Is Up. If there are no living characters within 120 feet of the mirror on Initiative count 20, or Groblets is killed, the horror breaks free in truth. *Move to Conclusion: The End.*

Your Time Is Up. If the characters last for 10 rounds, and there is at least one character still alive at the start of round 11, the Heart of the City breaks free, but recoils and flees Elysium, vanishing into nothingness. *Move to Conclusions: The Beginning.*

An Old Debt. If the characters last for 10 rounds, and there is at least one character still alive at the start of round 11, and the characters have secured the aid of Groblets, he moves to seal the horror back into the mirror. *Move to Conclusions: The Wheel.*

CONCLUSIONS

Conclusion A: The End

In this contingency, the Heart of the City escapes. This is usually caused by them running out of time, but is also possibly due to a total party wipe, or by the death of Groblets at the hands of evil. If so, the city is destroyed in a matter of moments. Black ooze floods the streets, gushing up through the storm drains and destroying the streets in mere minutes. The upper city is drowned in choking goo, which then destroys the walls. Anything touched by the goo is annihilated. The Heart of the City is freed, and horror is free to touch other worlds, consuming and destroying as it does so. There are many worlds out there - perhaps it will never be seen again by man or beasts. Perhaps it will.

Conclusion B: The Beginning

In this scenario, the Heart of the City breaks free through weakening Groblets. However, the party manages to cause it enough hassle that it decides to find easier food elsewhere. In this contingency, Elysium is saved from its bleak and torturous existence of suffering. It fades into oblivion, melting away over a period of days into nothingness. Characters brought to Elysium from another world are returned there, and it seems like just a dream. Somewhere, out on the fringes of reality, the horror continues to devour worlds.

Conclusion C: The Wheel

If, as the characters face the horror in the mirror, they have secured the aid of Groblets, the vast and flickering monster looms over the mirror from above

"This abomination will not go free today," cries the otherworldly spider, writhing and squirming in a way that defies observation. "I join with you, my beloveds, as I should have so long ago."

The mirror begins to shine bright, as Groblets drops onto the mirror, plunging his spindly legs into the surface. The mirror cracks, and darkness spills forth.

As the Heart of the City tries to flee, it is forced back into the mirror by Groblets, who flings them both inside it with a primal glee. The mirror closes, and goes dark. The seals begin to mend themselves along the edge of the mirror. Unless the mirror is broken open manually, it holds for another 13000 years before once again beginning to decay. Characters not native to Elysium are stuck there.

Once the module is concluded, the players will undoubtedly have many questions about things they don't understand, or don't seem to make sense. The following answers to commonly asked questions are provided below as a guideline to how obstructive your answers should be.

Q: "Ok, so who was Cecilia really?"

A: *That's a very interesting question, my duckling.*

Q: "What happened to the Duchess? What part did she play in all this?"

A: *Duchess? What Duchess? I don't remember any Duchess.*

Q: "What was that thing in the mirror?"

A: *Noone knows, duckling. But they do say that if you are alone at night and stare into a mirror, you can sometimes catch a flicker of it out of the corner of your eye.*

Q: "Was that all a dream?"

A: *Life is only ever a dream, my sweet.*

Q: "Is that...it? Is it over?"

A: *Nothing is ever truly over. What is, has been. What has been, will be.*

Q: "What was the Gaunt Silhouette?"

A: *It was one, and three, and none.*

Q: "Who was Groblets"

A: *Who *is* Groblets, don't you mean?*

Q: "Is there something nasty in the woodshed?"

A: *Yes.*

Q: "Ok, so I have no idea what just happened"

A: *That's not a question*

Q: "Did anything we do matter?"

A: *That's hard to say.*

Q: "Are you ever going to answer a question?"

A: *No.*

Q: "Is it harder to find a Snark, or a Boojum?"

A: *It is funny you should ask...*

CHAPTER FOURTEEN:

REVERIE

*Words and music in your mind
Flutter, brushed away behind
The eyes that watch and wait and weep
Hush now, my love.
It's time to sleep.*
—Elysian Folk Song

Chapter Fourteen doesn't exist. No more than a dream, at least, and we all know how ephemeral dreams are. Here one day, and gone the next. It might even change, as such fancies are wont to do. How much is a dream worth to you, my duckling? Perhaps one day you shall be lucky enough to find out.

Reverie contains alternative histories for Elysium, conspiracy theories and plot threads that may or may not be true.

The Wall of Memories

This isn't the first time the clock has ticked onwards towards midnight. Spells and wards are constructs of men and gods, both subject to the passage of time, unlike their prisoner. As the ages have turned, and seasons whirled by, Elysium's wards crack and fail. Darkness comes forth, and threatens to break free once more. Each time, a light shines in the darkness, leading a group of strangers ever onwards to the Heart of the City, where they battle Evil for the sake of a universe that will never know their sacrifice. Until now, these nameless strangers have won out time and time again, at the cost of their lives or sanity. Those who study the Etchings might see the glimmer of a name in the scrambled madness of the symbols.

Pazuzu's Deal

The demon lord Pazuzu has a vested interest in the status quo. Stalking the dark streets of Elysium, he can reach into the demiplane and offer bargains to those foolish enough to chant his name three times. How would anyone know to do that, you ask? Well, they wouldn't. Unless they were to stumble across the name somewhere, clutched in a dead man's hand or scrawled on a wall in blood. When he appears, Pazuzu seems a sinister sight. Tall, avian and blood red eyes, his black feathers rustle with hidden malice. His voice is like honey, and his beak is filled with sharp teeth. He offers a deal. "Turn back the clock," he advises. "Leave this task to braver souls." Using his demonic gifts, Pazuzu offers to

exchange the characters for a chosen sacrifice from the material plane they know intimately. Precisely what Pazuzu has to gain from this is unclear, as whether or not he is telling the truth,

The Fetching Mirror

Using the lesser Fetching Mirror is a dangerous proposition. Whilst it allows the bearer to move freely in a city which constantly shifts and changes, the mirror carries a darker legacy. Forged from a shard of the true mirror holding the Heart of the City, it bears the taint of true evil within it. Were it taken to another world, far from Elysium's wards and walls, who knows what fruit that seed might bear?

Gods and Men

Who were the Gods of Elysium? Are they truly dead, or do they live on in other forms? Were they kind gods, or cruel ones? The answers to these questions have been lost to time and entropy, though brave adventurers might seek them out all the same. Such a path can only possibly lead to death and madness, but perhaps an expeditious demise is kinder.

13 Forbidden Symbols

Back in the depths of pre-history, before Elysium fell from grace, the Elysian language was the epitome of grace and sophistication. There was a letter for every concept the people could imagine. Some of these concepts were so horrible that they were pronounced Forbidden, and every trace of them was erased from the language. The letters themselves lived on in the dark, dreaming mind of the consciousness below the city, and occasionally manifested themselves in the nightmares of Elysians.

In present day Elysium, the characters are free to roam in the dying streets of the corrupted city, insinuating their way into the minds and deeds of the inhabitants. Those who come into contact with the Forbidden Symbols are never the same again. Some people say that there is a place in Elysium where the Symbols could be re-confined, and the ancient bindings renewed. They are mad, of course. Whoever heard of such a thing? Perhaps you should see a doctor...

More reveries have yet to surface from the Undercity, Keep watch, and await.

APPENDICES: HER DARK FOUNDATIONS

*Hell heard the unsufferable noise, Hell saw
Heaven ruining from Heaven, and would have fled
Affrighted; but strict Fate had cast too deep
Her dark foundations, and too fast had bound.*

—Paradise Lost

APPENDICES

I: PLAYER OPTIONS

II: FORTUNES OF RAVENLOFT

III: MONSTERS AND ANTAGONISTS

IV: MAGICAL ITEMS

V: ELYSIAN MADNESS

VI: ELYSIAN WILD MAGIC TABLE

VII: INFINITE STAIR MAP

VIII: ELYSIAN SPELLS

VIII: DOWNTIME ACTIVITIES

X: THE DUCHESS' LETTER

I: CHARACTER OPTIONS

When rolling for a trinket, consider using this table, which is designed for a game set in Elysium.

d10	Effect
1	A glove, torn and stained with blood.
2	One half of a torn wedding invitation.
3	A shard of amber. It is inscribed with the words "For duty, and for Lysa. Remember me."
4	An almanac of constellations for the next ten years. It is covered in inky stains.
5	A broken fobwatch that never tells the right time.
6	A small wooden box in the form of an enraged mimic.
7	A small spyglass with a green tinted lens
8	A wooden flute which makes no sound except when underwater.
9	A curious illuminated manuscript covered in grotesques and drolleries
10	A shard of black glass. Sometimes you can see a yellow eye staring out.
11	A glass jar with two severed left hands in it.
12	A cold iron hand bell carved with a rose.
13	A mirror which shows you only your happiest memory.
14	A satchel covered in claw and burn marks.
15	The covers of a diary. All the pages have been lost or torn out.
16	A simple clay mug with a small chip on the handle.
17	A money pouch which houses a harmless garden spider said to bring luck.
18	A radish.
19	A quill made from a swan feather.
20	A waterlogged boot that never seems to dry out.

Character Race: Elysians

Born and raised in the ghastly domain of Elysium, the locals have suffered unspeakable evils over the long centuries. The weak, the ill and the easily-fooled have been slowly weeded out of the gene pool, leaving a race of dogged survivors who bear only a superficial resemblance to their human ancestors.

Elysian Traits:

Ability Score Increase

Your Wisdom score increases by 2

Age

Elysians live shorter lives than most, maturing at 18 and living until roughly 40 years of age.

Size

Elysians are between 5 and 6 feet tall. Your size is Medium.

Speed

Your base walking speed is 30 feet.

Darkvision

Accustomed to the gloomy atmosphere, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elysian Paranoia

Living in a place as dangerous as the City of Eyes, Elysians develop a healthy caution. You have advantage on initiative checks, and disadvantage on saving throws against fear.

Languages

You can speak, read and write Common and Deep Speech.

Subrace: Noble Elysians

Ability Score Increase

Your Intelligence score increases by 1

Denial. Your refusal to accept the horrors that dwell in Elysium affords you advantage on saving throws against madness.

Subrace: Slum Elysians

Ability Score Increase

Your Dexterity score increases by 1

Survival of the Fleetest. A life of keeping one step ahead of nameless horrors allows you to Dash or Disengage as a bonus action whilst in rain or fog.

Background: Eldritch Detective

You have a question. A burning question that you can't run from, no matter how hard you try. The answer to this question haunts your dreams and waking hours, compelling you to investigate far past the point of wisdom or sanity. What is real? Do you even know anymore? All you can possibly do is continue your search for that elusive answer, until you succeed...or perish in the attempt.

Skill Proficiencies: Choose one of Religion, Investigation, Arcana or Perception

Languages: Choose one language from Deep Speech, Abyssal or Primordial

Equipment: A magnifying glass/spyglass, a small timekeeping device, and a wide brimmed hat

Feature: The Truth Will Set You Free

Those who you engage in the course of your investigation can see the desperation and fever in your eyes. Though they might not trust you, and likely will want to avoid further interaction, most ordinary people will do their best to answer your questions until they can find a way to excuse themselves from the conversation

Defining Mystery

Prior to becoming an adventurer, your life was defined by a question to which you seek the answer. Choose a question that haunts you, or roll on the Mystery table

d8	Mystery
1	A relative disappeared in odd circumstances, leaving a suicide note you suspect is forged.
2	You have a twin, but you suspect they are not mortal...or from this world.
3	You sometimes wake up at night with the sudden knowledge you were being watched. Who, and why?
4	A gaunt silhouette can sometimes be seen lurking in your shadow.
5	A spider stole one of your eyelashes, and you want it back.
6	You once stared too long into a mirror, and fell through to the other side. You want a way back from this madness.
7	You lost your name in a betting game with a monster, and you must find it before it falls into the hands of evil.
8	You were almost killed by an aberration, but it stopped before the killing blow. Why?

Personality Traits

d6	Trait
1	I don't know when to quit.
2	I find joy in puzzles and games.
3	I read everything I find, from signs to boxes
4	I find myself staring into thin air more often than not
5	No one else understands the world like I do
6	I treat the world like a gigantic trap ready to snap shut around me.
7	I don't like ambiguity, routine is my friend.
8	People are strange and make no sense. They rarely say what they mean and they talk in riddles, I find it confusing.

Ideals

d6	Trait
1	I will find my answer, whatever the cost.
2	I'm one step in front of just about everyone, and I treat them like it.
3	I'm lonely, and I desire companionship
4	I don't know what I'm doing, but I'll make it look good.
5	Everything has a time and a place, and I can be patient.
6	Time is ticking away! We have no time to dawdle! [Any]

Bonds

d6	Trait
1	I have a small pet I keep in a matchbox, and I tell it all my secrets.
2	I keep a diary of all my discoveries.
3	I abandoned my child. One day they may understand why I had no choice.
4	I hate the voices in my head.
5	I owe my sanity to a holy man who saved me from myself.
6	There is a document I would do anything to obtain, and I know who has it.

Flaw

d6	Trait
1	I have an addiction to drink
2	I am rude to strangers
3	Morality is a social construct
4	Lives lost are an unfortunate necessity.
5	I make a lot of cryptic statements
6	I'm convinced some objects are out to get me.

Background: Tempter of Fate

The life of a storyteller is not one Elysium encourages. Not only is Elysium a place where there are no happy endings, but the Rule Unspoken causes those who would speak of Monsters or Magic to conveniently disappear. Thus, the profession is a rarity, and those who would dare to spread the truth are heroes indeed.

Skill Proficiencies: Performance, Deception

Languages: Aquan, Deep Speech

Equipment: Waterproof clothing, one instrument, a disguise kit, a set of fine clothes, and a pouch containing 10gpt

Feature: The Wheel Turns

Stories fade from memory, and with them fades truth, light and hope. You keep this flame alive. You can inspire hope in others with your tales, and convince them to help you when all seems lost. Using this feature allows you to try and convince an Elysian to break the Rule Unspoken.

Spider Spins A Web

You have a story you can't stop telling. Is it the one about:

d6	Tall Tale
1	The widow and the wolf
2	A missing girl named Cecilia
3	A dead god who touches your shoulder
4	A witch who collects bones
5	A man named Mortimer Filigree
6	Flowers speaking a secret language

Personality Traits

d6	Trait
1	I find it hard to lie
2	I get attached to new friends too easily
3	I'm very open about my current emotional state
4	I never shut up
5	I see wonder in the smallest of things
6	I find everything amusing

Ideals

d6	Trait
1	Blood of the covenant is thicker than the waters of the womb
2	Legends and tales are warnings for future generations, they must be protected
3	I want to know every story there ever was
4	Goodness has an objective definition
5	Freedom of choice is all I desire. No more, no less.
6	Death is ephemeral. I will live on in the tales I tell.

Bonds

d6	Trait
1	I have a sick family member, to whom I send some of any wealth I acquire
2	I lost a friend, and I can't accept they are gone
3	I once traded a tale for my life. It was a bad deal.
4	I have a secret story that belonged to a dying man. I worry he will want it back.
5	I will always find time to comfort children with my stories
6	I have a fake name, but the true owner of it is very much alive

Flaw

d6	Trait
1	I can't keep secrets
2	I tell everyone my name
3	I believe in the intrinsic goodness of other people
4	I know my happy ending is out there
5	I take quests with no guarantee of reward
6	Even the darkest evil can be redeemed



Background: Information Broker

Secrets are money, yes? Well, they are if you know who to sell them to. Nothing is more precious than being one step ahead, when one slip can cost you your sanity. Bribes, blackmail and sly remarks are your currency, and the world is your customer.

Skill Proficiencies: Insight, Persuasion

Languages: Thieves' Cant

Equipment: A notepad, a cloak with concealed pockets, sketching paper, a blank face mask, thick gloves.

Feature: Common Currency

Your network of informants is spread far and wide, and you know all the tricks for extracting snippets of gossip. After spending a few days in any settlement, you gain a selection of rumors, gossip and lies related to that location.

Whispers of the Widow

You have a nagging suspicion that torments you. What is it?

d6	Suspicion
1	The world is an illusion created by a demon.
2	The stars are just the eyes of dead gods.
3	Magic doesn't exist, I'm insane.
4	I'm being influenced by a mysterious puppet master
5	My 'friends' are being paid to keep an eye on me.
6	I'm already dead, and this is my punishment.

Personality Traits

d6	Trait
1	I love to talk to people, I find it hard to stop
2	I will go to my grave before I betray a confidence
3	I use what I know to get what I want, whatever the cost
4	If you keep quiet, you'd be surprised what you learn
5	If you want my help, you can pay me for my time.
6	If you wait long enough, the world will come to you

Ideals

d6	Trait
1	Secrets are sinful and dishonest, I live to spread the truth
2	I've seen the worst in people...we're rotten to the core
3	Truth is subjective.
4	If people knew how much I know, I'd already be dead
5	You can't hide from the past, it always catches up with you
6	If you have nothing to hide, you have nothing to fear

Bonds

d6	Trait
1	I've made too many enemies, and I watch for them everywhere
2	I discovered a terrible secret, and I can't stop thinking about it
3	My old life was crushingly dull, so I fled and started a new life
4	I pretend my family is dead, in case anyone finds them and uses them against me
5	I keep journals of all my discoveries locked away somewhere safe
6	I betrayed a secret that put someone in danger, so now I follow them to make sure they are safe.

Flaw

d6	Trait
1	I get paranoid people are watching me
2	I stick very close to allies who are good at fighting. Too close.
3	I despise divination magic as cheating
4	I spend too much time planning rather than acting
5	I can never remember the names of strangers
6	I don't like people seeing me eat, so I do it alone

II:

FORTUNES OF RAVENLOFT

The events of this adventure are part of dark twists of fate that a fortune teller can discern with the cards of a tarokka deck. Before you run this adventure, you must draw cards from a deck to determine the following elements of the adventure:

- The location of the Wicked Blade
- The location of the Tales of Mortimer Filigree
- The location of the Fetching Mirror
- Cecilia's Fate
- Groblets' agenda

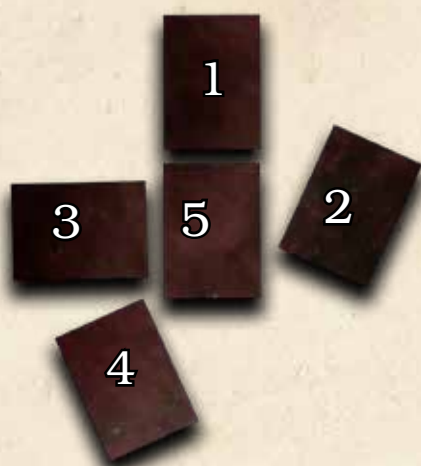
This card reading can make the adventure different each time you play it.

At some point during the adventure, the characters are likely to meet the barkeeper Cicero (area A), who can perform the card reading for them. Characters can also have the Duchess (Area B2) perform a card reading for them, provided she has her deck of tarokka cards.

Performing the Reading

When you perform a card reading before running the adventure, write down the results for reference later. If the characters have their fortunes read in the adventures, do the card reading again, out loud for the players' benefit. Substitute the new results for the old ones.

When you're ready to begin the card reading, remove the fourteen cards with the crown icon (the high deck) and shuffle them. Then shuffle the remaining cards (the common deck), keeping the two decks separate. Draw the top three cards from the common deck and lay them face down in the 1, 2, and 3 positions. Then draw the top two cards from the high deck and lay them face down in the 4 and 5 positions, as shown below:



Once all five cards are drawn and placed face down, follow the instructions below for each card in order.

1. The Wicked Blade

Flip over card 1, and read:

There was a wicked man, and he had a wicked blade.

This card determines the location of the Wicked Blade. Read the boxed text for the appropriate card, as given in the "Treasure Locations" section that follows.

2. The Tales of Mortimer Filigree

Flip over card 2, and read:

If nothing seems right, look for what is left. The book shall explain all.

This card determines the location of the Tales of Mortimer Filigree (described in appendix IV). Read the boxed text for the appropriate card, as given in the "Treasure Locations" section that follows.

3. The Fetching Mirror

Flip over card 3, and read:

A fetching mirror is a fetching choice. It will bring about the end, one way or another.

This card determines the location of the Fetching Mirror (described in appendix IV). Read the boxed text for the appropriate card, as given in the "Treasure Locations" section that follows.

4. An Unexpected Ally

Flip over card 4, and read:

This card sheds light on a missing girl, who's fate must become known.

This card determines what fate befell poor Cecilia. Read the boxed text for the appropriate card, as given in the "Cecilia's Fate" section later in the chapter.

5. Bleak Intentions

Flip over card 5, and read:

You face great darkness, and you cannot succeed alone. Seek it out, but be wary. This card reveals its true intentions.

The revealed card determines Groblets' agenda. Read the boxed text for the appropriate card, as given in the "Groblets' Agenda" section later in the chapter.

Treasure Locations

The cards of the common deck determine the locations of the Wicked Blade (card 1), the Tales of Mortimer Filigree (card 2), and the Fetching Mirror (card 3).

Swords (Spades)

1 of Swords – Avenger

The treasure lies in a shallow grave, covered by white flowers.

The treasure is buried in the gardens of the Crooked House (chapter 3, area B12).

2 of Swords – Paladin

I see a bier for a long dead hero. The treasure lies within.

The treasure is sealed inside a sarcophagus in the Temple of the Gaunt Silhouette (Chapter ?, area H3)

3 of Swords – Soldier

Ah! I see a monster which climbs an invisible stair. Seek it out with a snicker-snack, and take the treasure back.

The treasure is around the neck of the **Iabrochum** (see Chapter ?, subheading IABROCHUM)

4 of Swords – Mercenary

The thing you seek lies in the apple of a tiger's eye, under his copper chest.

The treasure is buried in the copper chest in area L5 - The Rakshasa Room.

5 of Swords – Myrmidon

Look for a skeleton who has lost his mind. He holds the secret in his heart.

The treasure is in the chest cavity of Skeletanders. (See Chapter Six, area C27.)

6 of Swords – Berserker

How do you solve a problem like a mouther? A fliberty-gibbet, a flick of the wrist, look down.

The treasure is concealed under **Flibertygibbet**. (See Chapter Six, area C22.)

7 of Swords – Hooded One

I see a faceless god. It has a gift for you, though you may be some time in the taking of it.

The treasure is held by the Gaunt Silhouette (see Chapter ? - The Gaunt Silhouette). He deposits it in the pocket of the first character that draws his attention.

8 of Swords – Dictator

I see a network of chained minds enslaved. Find their leader, and you will find what you seek.

The treasure is held by the Disciplinary Board. (see Chapter 6, area C7.)

9 of Swords – Torturer

There is a man who works wonders of steel and lightning. Find him.

The treasure is sitting on a bench in Dr. Zakari's laboratory (see Chapter 1, area S).

Master of Swords – Warrior

That which you seek lies in the grave of a city, under a mountain of bones.

The treasure is in the Hunter's Hoard (see Chapter 4, area F5).

Stars (Clubs)

1 of Stars – Transmuter

Go to a room filled with stars, where the world turns like clockwork! The eight-eyed man holds the prize.

The treasure is concealed inside the pale orb of the Orrery (see Chapter 9, area G3).

2 of Stars – Diviner

Look to the eye that did not die. It holds the key.

The treasure is hidden inside the cleaning buckets of Zekox's Lair. (see Chapter ?, area H2)

3 of Stars – Enchanter

I see a the room of a women of strength and tenacity. Seek out her lodgings under a number of ill omen.

The treasure is hidden inside Room 13 at the Dancing Spider (see Chapter 10, area J13).

4 of Stars – Abjurer

I see a tower of corpses guarded by a sacred fire. Look to the shackles.

The treasure is inside the Mausoleum, guarded by a fierce dragon. (See Chapter 9, area G5)

5 of Stars – Elementalist

The treasure is hidden in the waters. Seek what you need in the darkness below.

The treasure is floating in the darkness of the Lake. (See Chapter 11, area N4)

6 of Stars – Evoker

Look for the lizard. He's keeping it in his gizzard.

The treasure is in the stomach of Gordish the lizard. (See Chapter 6, area C13)

7 of Stars – Illusionist

The lie holds the truth. Seek out a room which does not exist.

The treasure is on the bare floor of Room 360 in the Dancing Spider. (See Chapter Ten, area J10)

8 of Stars – Necromancer

Look for the witch's passage, inside a wardrobe.

The treasure is concealed in the Spare Room. (See Chapter Three, area B6)

9 of Stars – Conjurer

I see a dark reflection of a tavern. The cat with thirteen teeth has your reward.

The treasure is in the Undercity. (See Chapter Twelve, area U1)

Master of Stars – Wizard

I see a man without a hand, and a wizard without an eye. They hold your gift.

The treasure is in the hands of the Mysterious Gentleman in Black. (See Chapter Eight - Bidding His Time). He will trade it for either the Eye or the Hand of Vecna.

Coins (Diamonds)

1 of Coins – Swashbuckler

I see an invisible man, in a place of madness. The treasure lies on his person.

The treasure is held by the Invisible Stalker in the Asylum. (See Chapter 6, area C16)

2 of Coins – Philanthropist

Look to the woman in white. She holds your prize.

The treasure is hidden inside the jug of the Woman in White. (See Chapter 6, area C1)

3 of Coins – Trader

Look to the store of papers and palimpsests! The shelves hold a secret.

The treasure is hidden inside Sneerian's Bookstore. (See Chapter 1, area M)

4 of Coins – Merchant

The treasure lies with a treacherous pair, who trade in a most...backwards fashion.

The treasure is on the auction floor of Fiddle and Blind. (See Chapter 8, area L3)

5 of Coins – Guild Member

Ah! The treasure you seek is already for sale. Head to the auction house, and pay the price.

The treasure is for sale at Fiddle and Blind's auction house (See Chapter 8)

6 of Coins – Beggar

Seven sisters, one treasure, no sanity. Tread wisely.

The treasure is stashed in the cell of the Seven Sisters (See Chapter 6, area C12)

7 of Coins – Thief

What's this? A snuffling ruffling intruder? A black and white imposter? Look under the table.

The treasure is with the badger at the Adamant Asylum (See Chapter 6, area C5)

8 of Coins – Tax Collector

Look to the center of the web. for what you seek lies in the mandibles of death.

The treasure is in the Spider's Parlour. (See Chapter 4, area F12)

9 of Coins – Miser

Look to the debtors' prison, where the lost and indentured wander without hope.

The treasure is in the Debtor's Dais. (See Chapter 8, area L1)

Master of Coins – Rogue

I see a nest of ravens. There you will find the prize.

The treasure is in the possession of Farrick Forceter. (See Chapter 6, area C15)

Glyphs (Hearts)

1 of Glyphs – Monk

The treasure you seek is hidden behind a screaming face, unchanging.

The treasure is in the Screaming Gallery at the Asylum. (See Chapter 6, area C4)

2 of Glyphs – Missionary

Monday's child is fair of face, but what is she hiding in her pocket?

The treasure is hidden inside the pocket of Nurse Joy. (See Chapter 6)

3 of Glyphs – Healer

Hidden in the desk of a doctor of conditions most pernicious, your prize awaits.

The treasure is hidden inside Dr. Brains' desk. (See Chapter 6, area C9)

4 of Glyphs – Shepherd

Find the mother – she who gave birth to evil.

The treasure is on the desk of the Duchess. (See Chapter 3, area B2)

5 of Glyphs – Druid

A straw man, on a garden of sin? Oh, how delightful.

The treasure is inside Patches. (See Chapter 3, area B9)

6 of Glyphs – Anarchist

I see a secret staircase, and a trail long forgotten. The treasure is here.

The treasure is on a secret staircase in the Crooked House. (See Chapter 3, area B5)

7 of Glyphs – Charlatan

I see cat with a wide smile, and eyes like dinner plates.

The treasure is with Cheshire in the library of the Crooked House. (See Chapter 3, area B11)

8 of Glyphs – Bishop

What you seek lies with the custodians of the dead, on a ladder to the stars.

The treasure is with the custodians in the Mausoleum. (See Chapter 9, area G2a)

9 of Glyphs – Traitor

Look for a the last vestige of a heavenly host and an aerie of frozen forms.

The treasure is with the mad angel in the Temple of the Gaunt Silhouette. (See Chapter ?, area H1)

Master of Glyphs – Priest

You will find what you seek in the place where the questions were once answered.

The treasure is in the divination chamber of the Temple of the Gaunt Silhouette (See Chapter ?, area H8).

Cecilia's Fate

Drawn from the high deck, the fourth card in the card reading determines what fate befell Cecilia. (Some cards offer two possible results, A and B; in such a case, you can pick the one you prefer or that better suits the circumstances of the adventure.)

Artifact (Joker 1)

I see a relic of the past, driven to a madness of stars and and flame unquenchable. It claimed her.

Cecilia was killed by the Orrery in the Mausoleum (see Chapter 9, area G3). She was baked into a brick for the tower by the custodians.

Beast (Jack of Diamonds)

"O fuge labrochorum, sanguis meus! Ille recurvis Unguibus, estque avidis dentibus ille minax."

Cecilia was killed by the labrochorum on the Infinite Stair (see Chapter ?). Her body was devoured.

Broken One (King of Diamonds)

He has found her! The one who is not, and he who we cannot name. You must hurry.

Cecilia was claimed by the Gaunt Silhouette, and removed from existence.

Darklord (King of Spades)

What foolishness it is to stand against the tide, to rail against the inevitable. What hope does the minute have to hold back the hour?

Cecilia was killed by the Heart of the City. **ADVANCE THE HOUR** if this reading is performed during play.

Donjon (King of Clubs)

In many ways, the sky of the City is neither here nor there. Or there nor here. The stars shine brightly in the void, guiding the way. But for whom?

Cecilia was killed by Groblets, who devoured the body and scattered her belongings throughout the area.

Seer (Jack of Clubs)

Ah, the Etchings! How beautiful and terrible. To swim adrift in the knowledge of eternity, and burn in the fires of mercy!

Cecilia was driven mad, and died of exposure.

Ghost (King of Hearts)

What bonds to bind, what words to break?
The truth, as always, is in the eye of the beholder.

Cecilia was killed by Zekox in the Temple of the Gaunt Silhouette (see Chapter ?). The doomsphere cleaned up the mess.

Executioner (Jack of Spades)

Can you hear him? The glorious sound, the coming of the end? How marvelous it is to listen. The silence must end.

Cecilia was killed by the Nightwalker in the Great Library. Not even ashes remain. (See Chapter 5)

Horseman (Joker 2)

I see a mind which rides others, driving them to an inef-fable nothing.

Cecilia was killed by the Elder Brain in the Adamant Asylum. She underwent ceremorphosis, becoming one of the Nurses. (See Chapter 6)

B. Innocent (Queen of Hearts)

The flowers have a language. They whisper it when noone is looking, and when they know bats are spying on them. Lilies speak of death, and roses speak of passion with blood. Rosemary speaks of fidelity to a love long since departed...but that's a conversation for another time.

Cecilia was killed by her own homicidal mother in the Crooked House. Her body is buried in the vegetable patch. (See Chapter 3)

A. Marionette (Jack of Hearts)

Minds walk within minds, and flesh walks within flesh. Horrors beget horrors, until only the voice remains.

Cecilia was killed by Dr. Brains at the Adamant Asylum. Her brain is in a jar in his office, and the rest of her was disposed of. (See Chapter 6)

Mists (Queen of Spades)

So bedeviling. So perplexing. Wrought with ineffable purpose, yet so inscrutable. What purpose is there, you ask, to streets that go nowhere? Well, best beloved, it depends on who you intend to use them.

Cecilia got lost in the shifting streets, and vanished into the mists of Ravenloft. Perhaps one day she will appear again.

A. Tempter (Queen of Diamonds)

Hands clutch and claw. Gold shimmers in her eyes. Evil is not as it seems.

Cecilia was killed by the rakshasa of Fiddle & Blind's auction house, who coveted her knowledge and possessions. (see Chapter 8)

Groblets' Agenda

Drawn from the high deck, the fifth card in the card reading determines the agenda and intent of Groblets, who may prove a crucial boon or a terrible bane for adventurers exploring the City of Eyes.

Artifact (Joker 1)

It desires a prize! It covets it. It needs it. It will do anything to get it.

Groblets is fixated on acquiring one of the items below, and will stop at nothing to get and keep it.

d6	Item
1	The Anodyne Amulet
2	The Wicked Blade
3	The Tales of Mortimer Filigree
4	The Fetching Mirror
5	The Pot of Basil
6	The Cats Eye Shard

Beast (Jack of Diamonds)

It needs a death. A death is the price you must pay...but whose? This is not clear.

Groblets wants someone dead.

d6	Marked for Death
1	The Duchess (Chapter 3)
2	Fiddle & Blind (Chapter 8)
3	She Who Wails (Chapter 9)
4	Dr. Brains (Chapter 6)
5	Farrick Forcester (Chapter 6)
6	Desdemona (Chapter 10)

Broken One (King of Diamonds)

Ah, it knows all things must end. You must not let this be! You must not let it give in!

Groblets is consumed by guilt, paranoia and nihilism. It doesn't care if the whole universe is destroyed.

Darklord (King of Spades)

It has fallen to darkness.

We are lost.

Groblets is actively working to stymie the characters, and is mad enough to pursue the freedom of the Heart of the City.

Donjon (King of Clubs)

Buried deep, and guarded by magick stranger than you know. The sky weeps for what it knows, but more for all that has been lost. It needs freedom.

Groblets wants out of Elysium, by any means necessary up to and including destroying everything.

Seer (Jack of Clubs)

It has seen what is to come, and it fears the end. What hope is there for the living, when the dead fear death?

Groblets has seen the beginning of the End, and is paralysed by fear. It won't help anyone looking to change the status quo, or risk angering the Heart of the City.

Ghost (King of Hearts)

It sees what has been lost to us, and its grief is vast as the ocean, infinite as the skies.

Groblets grieves for Elysium, and is despondent. It knows there is no victory to be had against such terrible darkness.

Executioner (Jack of Spades)

Tread carefully, for it seeks your death with a smile made of faces.

Groblets takes sadistic pleasure in the deaths of others, and does all it can to manipulate the characters into meeting their demise.

Horseman (Joker 2)

It hides behind the eyes of all, watching, waiting, savouring the delights of life.

Groblets is quite happy where it is, spying on everyone. It uses the adventurers to find it gossip and information without any real intention of helping them.

Innocent (Queen of Hearts)

A moment's pause can alter the fate of an empire. A single spark can ignite a blazing fire. A single precious second is priceless when you are with those you love.

Take heart, for all is not lost.

Groblets has fallen in love with Cecilia, and is desperate to know of her fate. News of her death is enough to drive it into a murderous rage against the Heart of the City and Elysium itself.

Marionette (Jack of Hearts)

It weaves a wicked web of lies, deceit and mendacious manipulation. Beware, lest you become ensnared.

Groblets is a vicious and spiteful creature, and takes sadistic joy in wheedling people into doing what it wants. It sends them on pointless tasks to dangerous locations for the sheer vindictive enjoyment of seeing them fail.

Mists (Queen of Spades)

The cards can't see the truth. You must walk this path more carefully than ever, for this world hangs on your instinct.

Groblets has no motives discernible to mortal minds. It acts however you decide on any given occasion.

Raven (Queen of Clubs)

Ravens. Scores of Ravens. They only travel in scores, which is a secret of the Etchings, or so it is said. The real question, or so the Ravens say to anyone they see – who is asking?

Groblets is desperate to keep the Heart of the City sealed away in its prison, and will act in that interest above all else.

Tempter (Queen of Diamonds)

The workings of a mind as vast as this are like the crashing of a tide on the shore of my heart. I see darkness. I see peril. I see....

Groblets realises someone is performing a reading on them, and annihilates their intellect from a distance. If this reading is performed in game, the NPC performing the reading suffers a heart attack and dies. Groblets' motivation remains a mystery.



III:

MONSTERS AND NPCs

Elysium is a land of hideous aberrations and monsters from beyond the pale. In addition, adventurers who explore this watery realm encounter other things that go bump in the night, including creatures born out of more calculated evil. The new monsters that appear in this adventure are described below, including some obscure monsters from published adventures (credited **IN BOLD**).

The monsters and NPCs are presented in alphabetical order.

Creature	CR
Cheshire	17
Dr. Brains	9
Dr. Zakari	5
Farrick Forcester	0
Flibbertygibbet	15
Foulbear	15
Groblets	30
Iabrochum	15
Information Broker	1/2
Mind Flayer Thrall	n/a
Rosa the Bone Witch	13
She Who Waits	21

Creature Descriptions

Cheshire

Cheshire is a mysterious feline who prowls about Elsyium looking for things to entertain himself with. He often lives in the Crooked House, taking advantage of the Duchess' fondness for cats.

Riddle me this. Cheshire is fond of a good riddle, and should he appear to give advice or directions, the recipient is often left wishing he hadn't.

Opportunist. Cheshire is always out of the way before trouble starts, usually only appearing for long enough to dispense his usual cryptic fare before vanishing into the aether.

CHESHIRE

Tiny fey, chaotic neutral

Armor Class 17 (natural armor)
Hit Points 199 (19d10 + 95)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	10 (+0)	20 (+5)	20 (+5)	14 (+2)

Saving Throws DEX +14, INT +14, WIS +14. **CHA** +11
Skills Arcana +14, Perception +14, Religion +23
Damage Immunities Psychic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition Immunities Charmed, Frightened
Senses Truesight 120 ft., Passive Perception 20
Languages Common, Sphinx
Challenge 17 (18,000 XP)

Inscrutable. Cheshire is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the Cheshire's intentions or sincerity have disadvantage.

Innate Spellcasting (Psionics). Cheshire's innate spellcasting ability is Intelligence (spell save DC 18). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *levitate (self only)*, *etherealness*, *teleport (self only)*, *vicious mockery (18th level)*

ACTIONS

Claw. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 17 (2d10 + 6) slashing damage..

Reactions.
Sudden Disappearance. Cheshire teleports up to 120ft in any direction to a location it is familiar with.



Dr. Brains

The head medical practitioner at the Adamant Asylum, Dr. Brains had become obsessed with breaking out of the water hell that is Elysium. He is an ulitharid, and is itching to depart and set up his own colony far away from the Disciplinary Board.

The lead practitioner of the asylum, Dr. Brains, is quite obviously a mind flayer, as he makes no attempt to disguise his heritage. He does dismiss any accusations of improper behaviour as 'paranoia', and recommends a course of corrective treatment which may or may not involve tentacles. He does not brook any attempts to engage with the patients, citing their fragile health. Equally, he denies all knowledge of supernatural or peculiar events in the city. If anyone insists on discussing such "fantasies" in his presence, he becomes far less congenial, and asks them to leave.



DR. BRAINS

Medium aberration, lawful evil

Armor Class 15 (psionic armour)

Hit Points 127 (17d10 + 34)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	15 (+2)	21 (+5)	19 (+4)	21 (+5)

Saving Throws INT +9, WIS +8, CHA +9

Skills Arcana +9, Insight +8, Perception +8, Stealth +5

Condition Immunities Charmed, Frightened

Senses Darkvision 120 ft., Passive Perception 18

Languages Deep Speech, Telepathy 2 miles, Undercommon

Challenge 9 (5,000 XP)

Inscrutable. Cheshire is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the Cheshire's intentions or sincerity have disadvantage.

Innate Spellcasting (Psionics). Dr Brains' innate spellcasting ability is Intelligence (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *detect thoughts*, *levitate*

3/day each: *confusion*, *dominate monster*, *eyebite*, *feeblemind*, *mass suggestion*, *scrying*, *project image*, *telekinesis*, *teleport*

1/day each: *weird*, *mental prison*

Creature Sense. Dr. Brains is aware of the presence of creatures within 2 miles of it that have an Intelligence score of 4 or higher. It knows the distance and direction to each creature, as well as each creature's Intelligence score, but can't sense anything else about it. A creature protected by a mind blank spell, a nondetection spell, or similar magic can't be perceived in this manner.

Psionic Hub. If an elder brain establishes a psychic link with Dr. Brains, the elder brain can form a psychic link with any other creature Dr. Brains can detect using its **Creature Sense**. Any such link ends if the creature falls outside the telepathy ranges of both Dr. Brains and the elder brain. Dr. Brains can maintain its psychic link with the elder brain regardless of the distance between them, so long as they are both on the same plane of existence. If Dr. Brains is more than 5 miles away from the elder brain, it can end the psychic link at any time (no action required).

Legendary Resistance (1/Day). If Dr. Brains fails a saving throw, it can choose to succeed instead.

Magic Resistance. Dr. Brains has advantage on saving throws against spells and other magical effects.

ACTIONS

Tentacles. Melee Weapon Attack: +9 to hit, reach 10 ft., one creature. Hit: 27 (4d10 + 5) psychic damage. If the target is Large or smaller, it is grappled (escape DC 14) and must succeed on a DC 17 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. Melee Weapon Attack: +9 to hit, reach 5 ft., one incapacitated humanoid grappled by Dr. Brains. Hit: 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, Dr. Brains kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5–6). Dr. Brains magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 17 Intelligence saving throw or take 31 (4d12 + 5) psychic damage and be stunned for 1 minute. A target can

tor's favourite experiments are those which tamper with the magical sciences, or those which combine creatures to create new life. Very frequently, this results in explosions, catastrophes and escaped monstrosities rampaging throughout Elysium until they wander into a lake and drown or someone puts them out of their misery

Dr Zakari Quotes:

- “Clara you know when your in the heat of moment and you just think you know what I will just add fire glands and see how that goes”[sic.]
- “I mean, I didn’t know it could go that wrong.”
- “Well that was interesting, we are getting closer. A lot of trolls blood used and creatures dead unfortunately, and I am sure the dog was regenerating before its heart blew up, oh well 1 step closer as they say.”

Dr. Zakari's assistant, an ancient and beautiful **eladrin** named Clara, spends her time cleaning up after Zakari and making sure his experiments don't result in his premature demise. This is much harder than she makes it seem. There are those who have asked Clara why, as a master of the druidic arts, she would waste her time catering for the needs of a human like Zakari. The answer she gives is usually something like “*I have lived a thousand of your lifetimes. I expect to live as many more. Believe me when I tell you that I have the time.*”

In the Asylum

When danger threatens the Asylum, Dr. Brains retreats to the Disciplinary Board. Within this room, Dr. Brains gains one additional use of its Legendary Resistance trait.

Lair Actions

If Dr Brains is in the Asylum while, it can take lair actions and has a challenge rating of 11. On initiative count 20 (losing initiative ties), Dr Brains takes a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- **Release the Hounds!** 2d6 mind flayer thralls appear at the nearest entrance, which roll initiative and join combat immediately.
- **Inspirational Mantra.** The elder brain targets one friendly creature it can sense within 120 feet of it. The target has a flash of inspiration and gains advantage on one attack roll, ability check, or saving throw it makes before the end of its next turn. If the target doesn't or can't use this benefit in that time, the inspiration is lost.

Dr. Zakari

Cloistered away in his laboratory, Dr. Zakari is one of the most brilliant minds ever to walk the streets of Elysium. Born in a dying world falling to ruin, he found the sanctuary of Elysium much less likely to complain when one of his experiments got loose. Unfortunately for those who live nearby, he is about as insane as you would expect of a man who has spent decades lurking in the darkness. The Doc-

DR. ZAKARI

Medium humanoid (human), neutral evil

Armor Class 15 (mage armour)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	24 (+7)	8 (-1)	6 (-2)

Skills Arcana +12, Perception +3

Senses Passive Perception 13

Languages Common

Challenge 5

Special Equipment. Dr. Zakari wears *mizzium armour*, *boots of speed* and a *ring of spell turning*. He carries a *wand of wonder*, a *wand of lightning bolts*. Dr. Zakari has no limit on attunement slots.

ACTIONS

Stun Truncheon. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 5 (1d6+2) psychic damage and 3 (1d6) electric damage and the must succeed on a DC 17 Constitution saving throw or become stunned until the end of their next turn.

Farrick Forcester

At the peak of his career, Farrick Forcester was the gem of high society, lauded for his investigatory skills. This all changed when the mists stole him away, damning him to wander the rain and fog. Unprepared for the supernatural hauntings and magical attacks that assailed him, Farrick found himself faced with horrors beyond mortal imagining. Companions he gained soon died, defeated by greed or murdered by nightmarish evils. The foppish Farrick, used to petting and congratulatory applause, found fleeing from danger to be his best option for survival.

The seed of cowardice bites deep. Once the insidious worm of fear had settled in his heart, Farrick was unable to control it. Fed by monsters and madness, the fear grew to be all-consuming, until only the shadow of a man remained. Hiding in cupboards, fleeing the night, Farrick became a man who jumps at shadows, clutching his pathetic letter-opener with the last of his fighting spirit.

Despite his fall into cowardice and disgrace, Farrick retained his formidable powers of perception and deduction. If anyone could reliably track him down to whatever closet he's hiding in, he'd be a valuable ally to anyone intent on solving a mystery or locating a missing person. Sadly, given his long practice in avoiding responsibility, this may be harder than it looks.

FARRICK FORCESTER

Medium humanoid (human), neutral

Armor Class 10
Hit Points 27 (6d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	10 (+0)	18 (+4)	16 (+3)	10 (+0)

Saving Throws Dexterity +4

Skills Insight +8, Investigation +12, Perception +10, Stealth +6

Senses Passive Perception 20

Languages Understands Sylvan and Common, cannot speak

Challenge 5

Path of the Coward. Farrick has disadvantage on saving throws against fear.

Unlikely Survivor. When reduced to 0 hit points, Farrick may instead drop to 1 hit point as long as he has at least Light Cover from his attacker.

ACTIONS

Letter Opener. *Melee weapon attack:* +0 to hit, reach 5ft., 1 target. Hit: 2 (1d4) piercing damage..

Flibbertygibbet

Flibbertygibbet defies explanation.

FLIBBERTYGIBBET

Huge aberration, chaotic evil

Armor Class 9
Hit Points 676 (33d20 + 330)
Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	30 (+10)	3 (-4)	3 (-4)	3 (-4)

Senses truesight 50ft.

Languages Understands deep speech, cannot speak

Challenge 15 (13,000 XP)

Gibbering. Flibbertygibbet babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 40 feet of the moulder and can hear the gibbering must succeed on a DC 21 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: 26 (4d12) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained.



Foulbears

Native to the Undercity, occasionally one of these feathered monstrosities will make their way up through the storm drains into the city proper. Filthy, stupid abominations tainted by darkness and despair, their only motivation is to devour.

Foulbears are warped skeletal bears which continually molt black feathers and a tarry black substance which stinks of rotting flesh. The foul magic which animates them also often gifts them supernatural abilities such as flight.

FOULBEAR

Huge undead, chaotic evil

Armor Class 13 (natural armour)

Hit Points 247 (15d20 + 90)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	22 (+6)	4 (-3)	4 (-3)	10 (0)

Saving Throws Dexterity +6

Condition Immunities Poisoned, Charmed

Damage Immunities Psychic, Poison

Senses Blindsight 120 ft., Passive Perception 7

Languages -

Challenge 15 (13,000 XP)

Sewer Reek. Any creature other than a foulbear that starts its turn within 5 feet of the foulbear must succeed on a DC 18 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all foulbears for 1 hour.

Undead Nature. The Foulbear doesn't need to breathe, eat or sleep.

ACTIONS

Multiattack. The foulbear makes two attacks: one with its bite and one with its claws

Bite. *Melee weapon attack:* +12 to hit, reach 10ft., one creature. Hit: 20 (3d8 + 7) piercing damage, and the target must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.



HO HO HO
TIDDLY POM

Groblets

A vast, spectral spider, Groblets flickers and twists in ways that defy explanation. Clad in hues of deep black and purple, closer examination reveals its skin to be composed of hundreds and thousands of weeping black eyes,

How Groblets reacts to the presence of strangers in Elysium, and the choice he makes at the End of All Things can have an impact on the final outcome of the adventure. Groblets uses his abilities to pull strings all over Elysium from his lair in the Broken Prison (see Chapter 4).

GROBLETS

Gargantuan celestial, lawful evil

Armor Class 25 (natural armour)
Hit Points 615 (30d20 + 300)
Speed 60 ft. climb 120 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	12 (+1)	30 (+10)	26 (+8)	26 (+8)	28 (+9)

Saving Throws STR +19, DEX +9, WIS +17

Skills Arcana +17, Perception +26, Religion +17

Damage Immunities Radiant, Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Blinded, Charmed, Deafened, Frightened, Poisoned, Stunned

Senses Darkvision 240 ft., Truesight 120 ft., Passive Perception 36

Languages Groblets understands all languages and speaks both Common and Deep Speech

Challenge 30 (155,000 XP)

Discorporation. When Groblets drops to 0 hit points or dies, its body is destroyed but its essence remains trapped in in the broken prison, and it is unable to take physical form for a time. If Groblets dies in the End of All Things sequence, it is destroyed for good.

Legendary Resistance (5/Day). If Groblets fails a saving throw, it can choose to succeed instead.

Limited Magic Immunity. Unless it wishes to be affected, Groblets is immune to spells of 6th level or lower. It has advantage on saving throws against all other spells and magical effects.

Magic Weapons. Groblets' weapon attacks are magical.

Innate Spellcasting. Groblets' innate spellcasting ability is Charisma (spell save DC 26). It can innately cast the following spells, requiring no components:

At will: *holy aura*, *mislead*, *blink*, *hypnotic pattern*, *glibness*, *mind blank*

3/day each: *psychic scream*, *divine word*

1/day each: *maddening darkness*, *time stop*, *feeblemind*, *maze*

Many Legs. Groblets can take one reaction per turn, rather than only one per round. It also has advantage on saving throws against being knocked prone.

Regeneration. Groblets regains 30 hit points at the start of its turn.

ACTIONS

Multiattack. Groblets can use its Careless Whisper and make three attacks: one with its bite and two with its stabbing legs.

Bite. *Melee weapon attack:* +17 to hit, reach 10ft., one target. Hit: 31 (6d6+10) radiant damage.

Stabbing leg. *Melee weapon attack:* +17 to hit, reach 15ft., one target. Hit: 20 (3d6+10) radiant damage.

Careless Whisper. Groblets targets one creature it can see within 30 feet of it. If the target can see or hear Groblets, the target must make a DC 21 Wisdom saving throw. On a failed saving throw, the target becomes paralyzed until the end of its next turn. If a creature's saving throw is successful, the creature is immune to the Groblets' Careless Whisper for the next 24 hours

LEGENDARY ACTIONS

Groblets can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Groblets regains spent legendary actions at the start of its turn.

Detect. Groblets makes a Wisdom (Perception) check.

Bite. Groblets makes a Bite attack.

Soul Rend (costs 2 actions). Groblets targets an unconscious creature within 10 feet. That creature loses a Personality Trait, Bond or Ideal.



IABROCHUM

The Iabrochum prowls the Infinite Stair, eating foolish travelers and careless investigators. It has one weakness - the vorpal blade, all of which have long since been lost to Elysium (or have they?). Use the statistics for a **nabassu**, with the following changes.

- The Iabrochum is a monstrosity.
- It understands and speaks no languages.
- It can only be reduced to 0 hit points by the special ability of a *vorpal sword*.
- It cannot leave the Infinite Stair by any means.

Information Broker

The strange and shuffling Information Brokers skulk the Great Library in large numbers. At night they sometimes wander the streets of Elysium, hoping to trade secrets and lead the unwary into traps. They often hide their insectoid features under heavy cloaks and tall stovepipe hats. They lurk under lamps and in alleyways, and will gladly direct any newcomers in Elysium to the library in Deep Speech, their preferred language.

INFORMATION BROKER

Medium humanoid, lawful evil

Armor Class 15 (natural armour)

Hit Points 33 (6d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	13 (+1)	10 (+0)	8 (-1)

Skills Arcana +3, Insight +4, Perception +2, Stealth +5

Senses Truesight 30 ft., Passive Perception 12

Languages Common and Deep Speech

Challenge 1/2

Chameleon Carapace. The Information Broker can change the color and shape of its carapace to seem like clothing or other textures. As a result, it has advantage on Dexterity (Stealth) checks made to hide.

ACTIONS

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Weird Insight. The Information Broker targets one creature it can see within 30 feet of it. The target must contest its Charisma (Deception) check against the broker's Wisdom (Insight) check. If the Information Broker wins, it magically learns one fact or secret about the target. The target automatically wins if it is immune to being charmed.

Mind Flayer Thrall

The mind flayers at the adamant asylum have cultivated several different types of thrall to help with their duties.

Many thralls have been cultivated as **gladiators**.

Some are **commoners**, **veterans** or **assassins**.

Regardless of their precise type, all thralls have the following additions to their statblocks.

- The intelligence of the thrall is halved
- The thrall has one personality trait: "I am loyal to the asylum."

Rosa, The Bone Witch

The Bone Witch lives in a tiny hovel, surrounded by ornaments crafted from the bones of the creatures she has murdered. She takes the skin from her victims, and sews it into a new face which she wears atop her haggard old skin. She calls this new face her "lovely", and she won't go anywhere without it. If her "lovely" were to be damaged, she would stalk the perpetrator to the end of the earth for revenge.

Completely amoral, she takes what she wants when she wants it, without regard for the needs of others. In particular, she likes to collect bones to create skeletal servants, which she makes dance to amuse her in the long cold evenings she spends by herself. Over the long centuries she has been alive, sustained by her evil magics, she has developed a mastery of the necromantic arts unparalleled by any she has faced thus far. The proof of this lies in the grinning skulls she keeps on her dining room table

Beauty is Skin Deep. Not content with her murderous ways, Rosa spends time running the Changing Faces Press, a propaganda machine designed to convince the poor people in the surrounding area exactly what she wants them to think. Her legion of skeletons deliver papers to those she thinks are vulnerable, and then grooms them for a disappearance with honeyed words and misleading propositions.

The Humerus Hut. The Bone Witch's lair is filled with the remains of her enemies, and the sobbing victims she has yet to devour. This is where she keeps her wands, scrolls and potions, all of which she is willing to expend to defend her home from intruders or do-gooders.



ROSA, THE BONE WITCH

Medium humanoid, chaotic evil

Armor Class 17 (bone armour)

Hit Points 135 (18d8+54)

Speed 25 ft. (limp.)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	8 (-1)	16 (+3)	22 (+6)	18 (+4)	6 (-2)

Saving Throws Con +10, Wis +9, Cha +4, Int +12

Skills Arcana +16, Religion +10, Perception +9

Damage Immunities Necrotic, Poison, Cold

Condition Immunities Charmed, Frightened, Paralyzed, Exhausted

Senses Tremorsense 120ft., passive Perception 19

Languages Common, Abyssal, Infernal, Primordial
Challenge 13

Spellcasting. Rosa is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). Rosa has the following Wizard Spells prepared:

Cantrips (at will): *Ray of Frost*, *Chill Touch*, *Mage Hand*

1st level (4 slots): *Ray of Sickness*, *Grease*

2nd level (3 slots): *Darkness*, *Rope Trick*

3rd level (3 slots): *Animate Dead*, *Counterspell*

4th level (3 slots): *Fabricate*, *Phantasmal Killer*

5th level (3 slots): *Animate Objects*, *Dream*

6th level (1 slot): *Create Undead*, *Magic Jar*

7th level (1 slot): *Finger of Death*, *Simulacrum*

8th level (1 slot): *Clone*, *Feeblemind*

9th level (1 slot): *Power Word Kill*

Inevitable as Death. If Rosa is destroyed, she gains a new body in 1d10 days, regaining all her hit points and becoming active again. This feature does not function if Rosa is killed by a Good aligned character with the Wicked Blade.

ACTIONS

Bone Club. Melee Weapon Attack +12 to hit, reach 5 ft., one creature. Hit: 10 (3d6) bludgeoning damage.

SHE WHO WAILS

The enigmatic She Who Wails is building a tower to the stars. Her face is a void of moving stars, and her words are the call of distant aeons moving in concert.

SHE WHO WAILS

Medium celestial, neutral

Armor Class 21 (natural armour)

Hit Points 243 (18d10 + 144)

Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	22 (+6)	26 (+8)	25 (+7)	25 (+7)	30 (+10)

Saving Throws INT +14, WIS +14, CHA +17

Skills Perception +14

Damage Resistances Radiant; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Poisoned

Senses Truesight 120 ft., Passive Perception 24

Languages All, Telepathy 120 ft.

Challenge 21 (33,000 XP)

Innate Spellcasting. She Who Wails' innate spellcasting ability is Intelligence (spell save DC 25). It can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *invisibility (self only)*

3/day each: *control winds*, *scatter*, *antilife shell*

1/day each: *whirlwind*, *control weather*

Magic Resistance. She Who Wails has advantage on saving throws against spells and other magical effects.

ACTIONS

Slaying Word. Ranged Spell Attack: +13 to hit, range 150/600 ft., one target. Hit: 15 (2d8 + 6) psychic damage plus 27 (6d8) radiant damage. If the target is a creature that has 100 hit points or fewer, it must succeed on a DC 15 Constitution saving throw or die.



IV: TREASURES

Scattered throughout Elysium, and in the possession of NPCs, are a collection of artefacts that can be used to the benefit of the party. The locations of three of them — the Wicked Blade, the Tales of Mortimer Filigree, and the Fetching Mirror — are determined by the results of the card reading in chapter 1.

The Wicked Blade

There was a Wicked Man;
Who had a wicked blade;
He awoke its wicked secrets
in the place where it was made.
But when the wicked monster
tried to hurl the blade aside;
The Wicked Blade betrayed him
and that is how he died.

Weapon (dagger), legendary (requires attunement)

This savage looking knife shimmers like silver, and gives off a sickly sweet smell.

Attack rolls with this knife score a critical hit on a roll of 15-20.

Obsession. A character attuned to this weapon has disadvantage on saves against madness. When a character attuned to this weapon drops to 0 hit points, transform this weapon into **The Weeping Blade**.

The Weeping Blade

Weapon (dagger), legendary (requires attunement)

This savage looking knife seems a dull bronze, and feels oily to the touch.

A character attuned to this knife has advantage on saves against madness.

Regret. A character attuned to this weapon has disadvantage on attack rolls. When a character attuned to this weapon scores a critical hit with it, transform this weapon into **The Wicked Blade**.

The Fetching Mirror

Wondrous item, legendary (requires attunement)

This handheld silver mirror is cold to the touch. Under the surface of the mirror, all you can see is fog. This mirror has been crafted from a shard of the greater mirror which traps the Heart of the City. It bestows several gifts on the bearer.

Walk The Hidden Ways. You can use an action to cast a *word of recall* spell from the icon, with no components required. The designated sanctuary for this version of the spell is always Area A - Cicero's Bar. Once used, this property can't be used again until
THE CITY OF EYES

the next dawn.

Moments of Madness. The holder of this mirror can learn something about the history of a specific object or creature by taking an action to gaze into the mirror and think of the target. Instead of the holder's reflection, the mirror presents scenes from the target's past. Information conveyed is accurate, but it is random and cryptic, and presented in no particular order. Once it is activated, the mirror gives its information for 1 minute or less, then returns to normal. It can't be used again until the next dawn. **Using this property of the mirror causes the bearer to gain a madness level.**

Spell Reflection. If a creature holding the mirror makes a successful saving throw against a spell, or a spell attack misses it, they can choose another creature (including the spellcaster) they can see within 30 feet of them. The spell targets the chosen creature instead of the mirror's bearer. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rolled against the chosen creature.

Elysian Trinkets

d20	Effect
1	A glove, torn and stained with blood.
2	One half of a torn wedding invitation.
3	A shard of amber. It is inscribed with the words "For duty, and for Lysa. Remember me."
4	An almanac of constellations for the next ten years. It is covered in inky stains.
5	A broken fobwatch that never tells the right time.
6	A small wooden box in the form of an enraged mimic.
7	A small spyglass with a green tinted lens
8	A wooden flute which makes no sound except when underwater.
9	A curious illuminated manuscript covered in grotesques and drolleries
10	A shard of black glass. Sometimes you can see a yellow eye staring out.
11	A glass jar with two severed left hands in it.
12	A cold iron hand bell carved with a rose.
13	A mirror which shows you only your happiest memory.
14	A satchel covered in claw and burn marks.
15	The covers of a diary. All the pages have been lost or torn out.
16	A simple clay mug with a small chip on the handle.
17	A money pouch which houses a harmless garden spider said to bring luck.
18	A radish.
19	A quill made from a swan feather.
20	A waterlogged boot that never seems to dry out.

The Tales of Mortimer Filigree

A collection of short stories bound up in green cloth. The book looks shabby and is in a state of disrepair. This is the only surviving complete and undoctored copy of the Tales. The tales are fairy tales no doubt meant to entertain children. Summaries of each are below. In each chapter, notes have been made in a scribbled hand.

1. In the first tale, a bull rages free from his cage and escapes into the night, killing his captor.
2. In the second tale, a hummingbird falls asleep on the stove and burns to death.
3. In the third tale, a woman throws her own husband down the stairs, killing him.
4. In the fourth, a ball of fire is extinguished by the rain.
5. In the fifth, two twins try and seek their fortune through music, but one dies of disease.
6. In the sixth, a badger is routed out from under a house by foxes, and slain.
7. In the seventh, a skull is found under the floorboards, and explodes into flame.
8. In the eighth, a huntsman is devoured by his own pack of dogs.
9. In the ninth, a wolf eats a grandma, but gets indigestion and dies.
10. In the tenth, a dragon is crushed by the weight of all their gold.
11. In the eleventh, a rose blooms too early, and is killed by the frost.
12. In the twelfth, a girl meets a cat with eyes as big as saucers.
13. In the last, a spider flees the rain, but only causes it to build up on a roof and wash his home away.

Having this book allows a character to decipher the rules of the Amber Convention (See Chapter 4). Groblets fears the knowledge contained in the book, but also fears it might be destroyed.

The Pot of Basil

The pot of basil looks relatively nondescript, but houses a malevolent spirit. It is sentient and tries to take control of any creature that bears it (see "Sentient Magic Items" in chapter 7 of the Dungeon Master's Guide). If it succeeds, it compels its wearer to hold it tight and whisper softly to it in a dark corner.

Sentience. The Pot of Basil is a sentient neutral evil item with an Intelligence of 8, a Wisdom of 12, and a Charisma of 14. It communicates by transmitting emotions to the creature carrying it, and it has hearing out to a range of 60 feet.

Magic. The Pot of Basil has 8 charges and regains all its expended charges daily at dawn. While carrying the pot, you can expend the necessary number

of charges to cast one of the following spells from the jar (spell save DC 17) by expending the necessary number of charges: *enthrall* (1 charge), *speak with plants* (3 charges), *magic jar* (8 charges; using the jar as the material component).

Dem Bones

Wondrous item, rare (requires attunement)

Whilst holding Dem Bones, you automatically succeed on death saving throws

Lifebringer

Weapon (greatsword), rare (requires attunement)

You have a +2 bonus to attack rolls and damage rolls you make with this magic weapon. When you hit with it, the target takes an extra 1d6 radiant damage.

Life Mastery. You gain the following benefits when holding Lifebringer:

- You can speak Celestial fluently
- You have resistance to radiant damage
- You can cast Revivify, requiring no components. Once you have done so, Lifebringer can't be used again this way until the next dawn.

Cat's Eye Shard

Weapon (dagger), very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

The dagger has 1d8 + 1 charges. If you score a critical hit against a creature that has fewer than 100 hit points, it must succeed on a DC 15 Constitution saving throw or be slain instantly as the sword tears its life force from its body (a construct or an undead is immune). The sword loses 1 charge if the creature is slain. When the sword has no charges remaining, it loses this property.

The Anodyne Amulet

Wondrous Item (Amulet), legendary (requires attunement)

This amber amulet is circular, with a square indentation on the front. It feels much heavier than you might expect, and is attached to a silver chain.

When held aloft and presented boldly, the amulet wells forth with light in a 20 foot radius, and dim light for a further 20 feet. This light cannot be quenched by the environmental effects of the Undercity. Undead, aberrations and oozes find the light painful, and any character within the radius of the light is treated as if under the effects of a protection from good & evil spell.

Potion of Good Luck

Wondrous item, rare

For 24 hours after you drink this potion, you gain a +1 luck bonus to all attack rolls, skill checks and saving throws. The potion looks like liquid sunlight.

The Deck of Stranger Things

Stored in a leather pouch, this unique deck contains twenty-two colored cards made of some strong but unknown metal, each of which features a design printed as a mosaic of raised dots. Before you draw a card, you must declare how many cards you intend to draw and then draw them randomly (you can use an altered deck of playing cards to simulate the deck). Any cards drawn in excess of this number have no effect. Otherwise, as soon as you draw a card from the deck, its magic takes effect. You must draw each card no more than 1 hour after the previous draw. If you fail to draw the chosen number, the remaining number of cards fly from the deck on their own and take effect all at once.

Once a card is drawn, it fades from existence. Unless the card is the Fool or the Jester, the card reappears in the deck, making it possible to draw the same card twice.

1d20	Result
Ace of diamonds	Vizier
King of diamonds	Sun
Queen of diamonds	Moon
Jack of diamonds	Star
Two of diamonds	Comet
Ace of hearts	The Fates
King of hearts	Throne
Queen of hearts	Key
Jack of hearts	Knight
Two of hearts	Gem
Ace of clubs	Talons
King of clubs	The Void
Queen of clubs	Flames
Jack of clubs	Skull
Two of clubs	Idiot
Ace of spades	Donjon
King of spades	Ruin
Queen of spades	Euryale
Jack of spades	Rogue
Two of spades	Balance
Joker (with TM)	Fool
Joker (without TM)	Jester

Balance. Your mind suffers a wrenching alteration, causing your alignment to change for the duration

of the adventure. Lawful becomes chaotic, good becomes evil, and vice versa. If you are true neutral or unaligned, this card has no effect on you.

Comet. If you single-handedly defeat the next hostile monster or group of monsters you encounter, you have advantage on ability checks made using one skill of your choice for the duration of the adventure. Otherwise, this card has no effect.

Donjon. You are instantly teleported to and confined within Area H6 - The Dead Chamber.

Euryale. The card's medusa-like visage curses you. You take a -3 to saving throws against madness for the remainder of the adventure.

The Fates. Reality's fabric unravels and spins anew, allowing you to avoid or erase one event within the last 13 hours as if it never happened. You can use the card's magic as soon as you draw the card or at any other point during the adventure.

Flames. The rakshasa twins at Fiddle & Blind's Auction House becomes your enemy. They seek your ruin, savoring your suffering before attempting to slay you.

Fool. You lose all memory of the events of the adventure up until the point where you drew this card. Discard this card and draw from the deck again, counting both draws as one of your declared draws.

Gem. A sizable gem lands in your pocket. It is a **spell gem (diamond)** holding a casting of the spell *true resurrection*.

Idiot. Reduce your Intelligence by 1d4 + 1 (to a minimum score of 1) for the duration of the adventure. You can draw one additional card beyond your declared draws.

Jester. You gain proficiency in a skill of your choice for the duration of the adventure, or you can draw two additional cards beyond your declared draws.

Key. A random room key for the Dancing Spider Tavern appears in your hands.

Knight. You gain the service of one of the mind flayers from the Adamant Asylum, which abandons the colony believing you are the chosen one to lead it out of Elysium. You control this character.

Moon. You are granted the ability to cast *storm of vengeance*, and can use that ability 1d3 times for the duration of the adventure.

Rogue. An NPC of the DM's choice becomes secretly hostile toward you. The identity of your new enemy isn't known until the NPC or someone else reveals it.

Ruin. All forms of wealth that you carry or own, other than magic items, are lost to you.

Skull. You summon an **avatar of death** (see the Dungeon Master's Guide) clad in a tattered black robe. It appears in a space of the DM's choice within 10 feet of you and attacks you, warning all others that you must win the battle alone. The avatar fights until you die or it drops to 0 hit points, whereupon it disappears. If anyone tries to help you, the helper summons its own avatar of death. A creature slain by an avatar of death can't be restored to life.

Star. Increase one of your ability scores by 1 for the duration of the adventure. The score can exceed 20 but can't exceed 24. **ADVANCE THE HOUR**

Sun. You are healed of all madnesses you are currently afflicted by. If you are under the influences of any curses, those curses are broken.

Talons. Every magic item you wear or carry is lost to you.

Throne. You gain proficiency in the Persuasion skill and you double your proficiency bonus on checks made with that skill for the duration of the adventure. In addition, the mind flayers of the Adamant Asylum regard you thereafter as the monastery's rightful master. You must defeat or otherwise clear out the elder brain before you can claim the monastery as yours.

Vizier. At any one time you choose within the duration of the adventure, you can ask Groblets a question without heading to the broken prison first. Character who have not yet met Groblets aren't aware who they are asking the question of.

The Void. This black card spells disaster. Your soul is drawn from your body and obliterated by the Heart of the City. You draw no more cards.

loun Stone of Knowing More Than You Should

Wondrous Item (Amulet), legendary (requires attunement)

When you use an action to toss one of these stones into the air, the stone orbits your head at a distance of 1d3 feet and confers a benefit to you. Thereafter, another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect.

A stone has AC 24, 10 hit points, and resistance to all damage. It is considered to be an object that is being worn while it orbits your head.

While this grey non-euclidean stone orbits your head, you have advantage on saving throws against madness.

Staff of Nine Lives

Arcane Focus (staff), legendary (requires attunement)

This staff has been wrought from the spine of a Rakshasa, and enchanted with necromantic sigils of incredible power.

This staff has 9 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: death ward (1 charge), revivify (1 charge). The staff regains 1 charge each morning at dawn. No character can ever benefit from more than 9 total beneficial effects casts from this staff.

V:

ELYSIAN MADNESS

Elysium is a place that might drive a lesser man to madness or beyond. When a character gains a short, medium or long term madness in Elysium, you can opt to have them gain one of the following madness traits instead.

1d4	Short Term Madness (1d10 minutes)
1	The character weeps inconsolably.
2	The character says as many hurtful things as they can to those around them
3	The character curls up, repeating the same name over and over.
4	The character believes themselves invincible for the duration.
1d4	Long Term Madness (1d10 hours)
1	The character can't sleep for the duration
2	The character obsesses over someone, and won't leave them alone, staying within 5ft at all time.
3	The character sees enemies everywhere it looks, becoming unable to Rest for the duration.
4	The character becomes openly contemptuous of all things beautiful.
1d6	Indefinite Madness
1	"Beauty fades. Why pretend it is anything but a lie?"
2	"I know you're all imaginary, so I don't have to listen to anything you say."
3	"I find the idea of wandering alone in the rain absurdly attractive"
4	"I can't take the life of another, not even a monster like THAT."
5	"My enemies are everywhere."
6	"I find a perverse joy in lying to my friends."

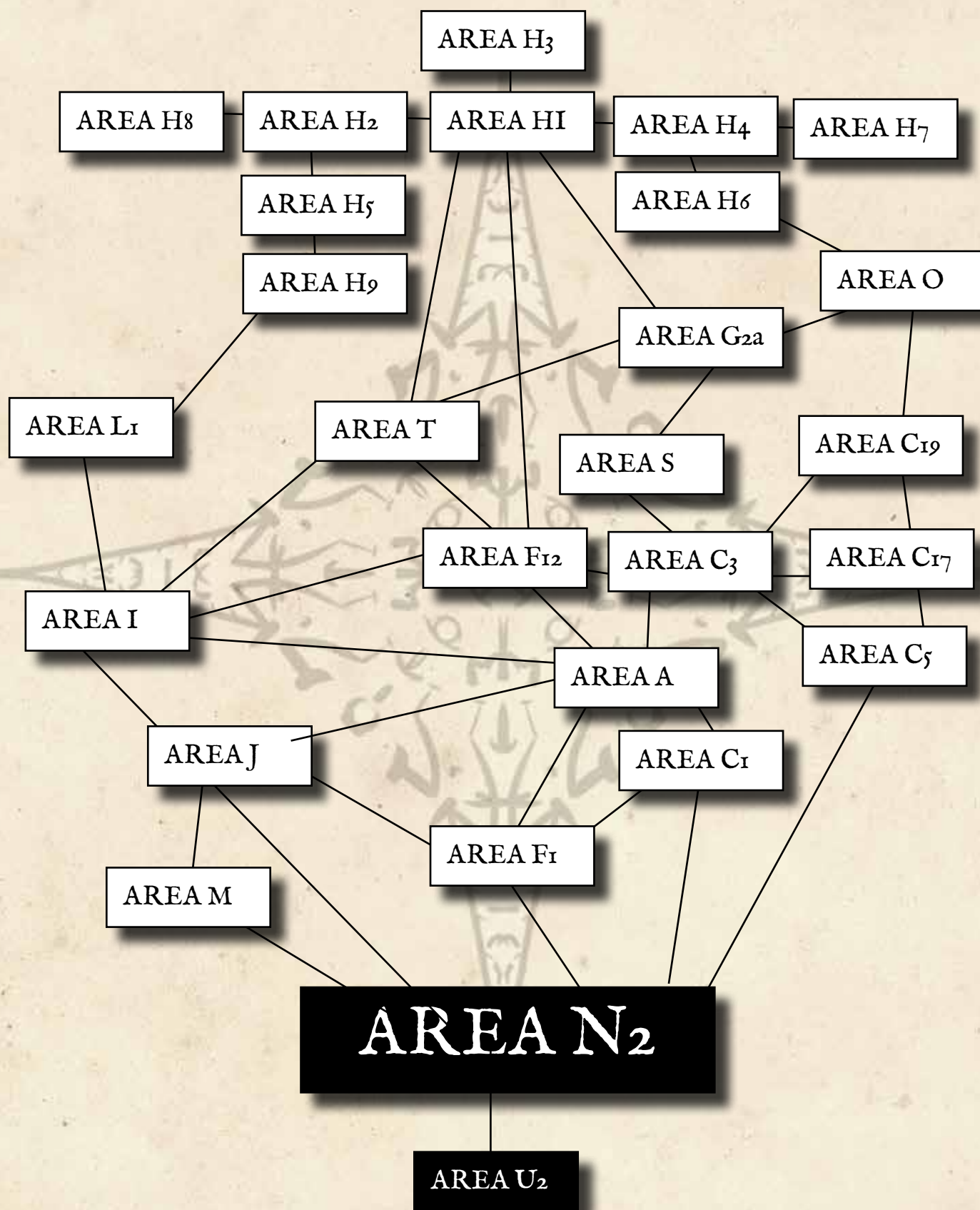
VI:

ELYSIAN WILD MAGIC

d100	Effect
01-02	Roll on this table at the start of each of your turns for the next minute, ignoring this result on subsequent rolls.
03-04	For the next minute, you can see invisible creatures you have line of sight to.
05-06	A crocodile appears in an unoccupied space within 5ft of you, then disappears 1 minute later.
07-08	You cast Sleet Storm as a 3rd level spell, centered on yourself.
09-10	You cast Magic Missile as a 9th level spell.
11-12	Roll a d10. That many fingernails fall off.
13-14	You cast Abi-Dalzim's Horrid Wilting centered on yourself.
15-16	For the next minute, you can breathe underwater, but can't breathe on land.
17-18	You grow a thick layer of slime all over your skin.
19-20	You cast Grease centered on yourself.
21-22	You cast Power Word Kill on the nearest living creature.
23-24	Your skin turns a vibrant shade of blue. A Greater Restoration spell can end this effect.
25-26	An eye appears on your forehead for the next minute. During this time, you have advantage on Wisdom (Perception) checks that rely on sight.
27-28	For the next minute, all your spells with a casting time of one action have a casting time of 1 minute.
29-30	You teleport up to 30ft to an unoccupied space that you can see.
31-32	You transport yourself to the Border Ethereal until the end of your next turn, when you return to the space you previously occupied (or the nearest unoccupied space).
33-34	The next spell you cast is accompanied by a sad trombone sound.
35-36	Roll 2d10. You age by that many years.
37-38	1d6 Wraiths appear within 30ft and attack, prioritizing the weakest targets.
39-40	You regain your lowest level expended spell slot.
41-42	You cast Create Water as a 9th level spell.
43-44	For the next minute, you can climb walls or swim at your full walking speed.
45-46	You cast Magic Jar on yourself
47-48	A grey slaad controlled by the DM appears in a space within 5 feet of you.

d100	Effect
49-50	You can't speak for the next minute. Whenever you try, you begin to vomit slime.
51-52	Your skin hardens to a crab like shell for 1 minute, granting you +2 to AC, and immunity to cold damage.
53-54	You are immune to falling damage for the next 1d6 days.
55-56	Your clothes disintegrate.
57-58	For the next minute, each person you touch starts coughing up yellow bubbles and can't speak.
59-60	You cannot recover spell slots for the next week.
61-62	For the next minute, anything you say comes out as a whisper.
63-64	You cast Fog Cloud centered on yourself.
65-66	Up to three creatures you choose within 60 feet of you take 4d10 cold damage.
67-68	You are frightened by all creatures until the end of your next turn.
69-70	Each creatures within 30ft of you remembers somewhere else they were supposed to be today.
71-72	You gain resistance to all damage for the next minute.
73-74	A random creature within 60ft of you becomes paralysed for 1 minute.
75-76	You cast Tsunami.
77-78	You cast Polymorph on yourself. If you fail the saving throw, you turn into a goldfish for the duration.
79-80	Illusory spiders and tentacles fill the air around you for the next 10 minutes.
81-82	You can take one additional turn, immediately.
83-84	A random creature within 10ft of you takes 12d10 Thunder damage.
85-86	You cast Mirror Image.
87-88	You cast Fly on a random creature within 60 feet of you.
89-90	You cast Mislead on yourself.
91-92	If you die within the next minute, you return to life as if targeted by a Reincarnate spell.
93-94	Your size is reduced by one size category for the next minute.
95-96	You and all creatures within 10 feet of you gain vulnerability to fire damage for 1 minute.
97-98	You are surrounded by faint music, that reminds you of your childhood, for 10 minutes.
99-00	You regain all expended spell slots.

VII:
INFINITE STAIR MAP



VIII: ELYSIAN MAGIC

Magic in Elysium is strange. Over the long years since Elysium's fall, spellcasters in the city have engineered wondrous and different spells, some of which are detailed below.

Jenny's Gigantic Jaw

Wizard, Warlock

3rd, Transmutation

VS, 1 action, Conc./1 minute, Self

When you cast this spell, your jaw engorges to a monstrous size. As an action, you may make a spell attack roll against a creature within 5ft. On a hit, the creature is Swallowed by you. The swallowed target is Blinded and Restrained, it has total cover against attacks and other effects outside you. You can have only one target swallowed at a time.

Scarlett's Skittering Step

Wizard

1st, Transmutation

S, 1 bonus action, Conc./1 minute, Self

Until the spell ends, you gain the ability to move upside down across ceilings. You also do not provoke opportunity attacks whilst doing so.

Exsanguinate

Wizard, Warlock, Sorcerer, Cleric

5th Necromancy,

S, 1 action, Inst., Touch

You attempt to drain the blood of a foe with your deadly touch. Make a melee spell attack against a humanoid creature you can reach. On a hit, the target takes 10d10 necrotic damage, and you regain hit points equal to half the necrotic damage dealt. If the target is reduced to 0 hit points, it is entirely drained of blood and dies.

Osteomorosis

Wizard, Cleric, Bard

2nd, Necromancy

V,S, 1 action, Conc./1 minute, Touch

You attempt to encourage sadness in a creature. One humanoid or undead you touch must make a Charisma saving throw; the creature can choose to fail this saving throw if it wishes. If the creature fails its saving throw, it becomes indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell.

St. Vitus' Dance

Wizard, Bard

2nd Enchantment

V, 1 action, Conc./1 minute, 30ft radius from self

Humanoids and undead within the radius, including the caster, begin to dance uncontrollably if this spell affects them. Each creature must succeed on a Wisdom saving throw or begin to dance, becoming Restrained for the duration.

At the end of each of its turns, and each time it takes damage, an affected creature can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the spell ends.

Sticks to Snakes

Wizard, Cleric

2nd Transmutation

V,S,M (snake venom), 1 action, Conc./10 minutes, 90ft

When you cast this spell, you transform a nonmagical staff or quarterstaff within range into a giant constrictor snake. The snake is hostile to all creatures except the caster. The snake acts on its own initiative. If the snake is reduced to 0 hit points, it dies and reverts to staff form. The staff then shatters and is destroyed.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional staff for each slot level above 1st.

Air to Fish

Wizard, Cleric

3rd Conjuration

V,S,M (drop of oil)

1 action, Instant, Self

When you cast this spell, choose one of the following effects:

Barrage. You conjure a salvo of flopping, gasping fish, which you release in a 30 foot cone. The area becomes difficult terrain. When you cast the spell, each creature standing in its area must succeed on a Strength saving throw or fall prone.

Sustenance. You create 45 pounds of fish on the ground or in containers within range, enough to sustain up to fifteen humanoids or five steeds for 24 hours. The fish are bland but nourishing, and spoils if uneaten after 24 hours.

DOWNTIME ACTIVITIES

Dungeon Masters running their campaign using the Downtime Revisited section of Xanathar's Guide To Everything might consider the following additional options when their party is exploring Elysium.

Exploration

Exploration is a downtime activity for characters who just can't sit still, and like to poke about their environment during their time off.

Resources. Exploration covers a work week of asking questions, climbing, squeezing into tight spaces and generally investigating your surroundings. This involves no gold piece expenditure.

Resolution. At the end of the required time, the character chooses to make either a Wisdom (Survival) check, or a Dexterity (Nature) check. The total of the check determines what (if anything) the character finds.

Check Total	Result
1-5	You discover a hostile location.
5-10	You discover no new locations.
10-20	You discover one new location.
21+	You discover two new locations

A location, in broad terms, is a place of interest to adventurers either for what or who it contains. In a city, this might be a library, guild, ruin or sewer channel. In the wilderness, this might be a ruin or a place of natural power.

Complications

Exploring is dangerous work, particularly if one is unguarded and alone. For each work week a character spends Exploring, there is a 10% chance of developing a complication.

1d6	Complication
1	You trespassed on private property, and angered the owner
2	You disturbed something evil, which has followed you home
3	You lost something important to you, but you're not sure where.
4	You stumbled into a secret meeting, but escaped capture

5 You picked up an irritating companion on your travels

6 I don't know who defaced that monument, officer, I definitely wasn't there

Sleuthing

Sleuthing is a downtime activity for characters who have a burning question they need answered, or a person they want to follow.

Resources. Sleuthing covers a work week of sneaking about, following marks and hiding behind newspapers at the back of movie theatres. You usually incur expenses in bribes and admission fees to the tune of 25gp.

Resolution. At the end of the required time, the character chooses to make either an Intelligence (Investigation) check, or an Intelligence (Persuasion) check. The total of the check determines what (if anything) the character finds.

Check Total	Result
1-5	Your leads dry up. You may not investigate this question or person again through downtime.
5-10	You lose track of your mark.
10-20	You uncover a useful clue in your search.
21+	You uncover two clues relating to your questions.

A clue, in broad terms, is either an object, place or person that you didn't know about before which lends context to your question. This could be a footprint in a strange place, an abandoned key or a long-lost relative of a murder victim.

Complications

Sleuthing is not work for fragile minds. For each work week a character spends Sleuthing, there is a 10% chance of developing a complication.

1d6	Complication
1	Something you uncovered has begun to haunt your nightmares.
2	You asked a question, and received an answer Man Was Not Meant To Know
3	You gain reason to believe that you are not the hunter, but the prey
4	You are implicated in your own investigation
5	Some of your evidence is destroyed in an accident
6	You make an enemy of a suspect

X: THE DUCHESS' LETTER

Dear friends (for I know we shall be friends),

I write to you humbly, begging you for your aid. My dear Cecilia, my only and most beloved daughter, has gone missing. Vanished into the night, and so soon after the death of my husband. I am quite devastated...bereft, even. I have heard tale of your skill, and your abilities, and I am convinced that without your aid, I shall never see my darling daughter again. I can offer a substantial reward in gold or magical heirlooms for your assistance. Find me at the Crooked house nearby - I await your call.

Dictated on behalf of
The Duchess