

THE LEGEND OF THE MIST FLOWERS



AN ADVENTURE SHROUDED IN MYSTERY
FOR 4TH-6TH LEVEL CHARACTERS

Dear DM,

The Legend of the Mist Flowers is the first adventure published by **Gruppo Chimera**, a non-profit Italian association of D&D enthusiasts. We have been working for almost 15 years to promote role-playing as a healthy (and fun!) hobby, preparing one-shot adventures and demonstrations for national conventions. This module is a new challenge for us: for the first time, we are trying to reach an international audience, mainly thanks to the invaluable help of some native friends who helped us translate the text.

"The Legend of the Mist Flowers" is an adventure **for 4-6 PCs of 4th-6th level**, focused on investigation and exploration, with fast and deadly encounters: it can be enjoyed by experienced and novice players alike; it can be played as a one-shot adventure, or expanded into a longer story arc; and inside this book you will even find advice on how to easily integrate it into an existing campaign. The module includes new options for characters, including new feats, powers and spells tied to the mysterious Island of Mists and its weird inhabitants.

We hope you enjoy playing this adventure as much as we enjoyed writing it!

Onward, to adventure!

-- Gruppo Chimera



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APPROACHING THIS MODULE

Here is some advice on how to approach this module. You'll probably want to start with the chapter **Behind the Adventure** ([page 5](#)), where the setting and the events leading up to the adventure are detailed.

The next chapter, **Adjusting the Adventure** ([page 11](#)) will give you some ideas on how to modify the structure of the module to suit your needs, your existing campaign or setting. It also includes some examples of adventure hooks that can be used to lure the PCs into the main story.

The adventure itself starts in the chapter titled **The Legend of the Mist Flowers** ([page 13](#)). The PCs will have to prepare an expedition to an allegedly haunted island, and they will find more than one surprise during their trip. Once safely on the island, they will be able to explore several different locations, gathering clues and influencing the events that will soon develop, threatening to engulf them in chaos or oblivion.

Appendix I ([page 76](#)) describes all the challenges in the adventure, ranging from skill checks to encounters with new monsters. **Appendix II** ([page 88](#)) gives you more options, with extra threats that can be added to make the adventure longer or more challenging for your group. After reading the adventure for the first time, it could be interesting to focus on these two appendixes, in order to tailor the module to your group.

Appendix III ([page 93](#)) provides a few ideas on how to develop subsequent, connected adventures. Finally, **Appendix IV** ([page 96](#)) describes all new feats, powers and spells tied to this story that you and your group could use after the end of the adventure.

BEHIND THE ADVENTURE

This chapter should be read by the DM only. It should be read first, since knowledge of many events that are described in this section will be assumed in the following chapters.

You should take note of the temporal sequence of events. The individual dates can be adapted to any calendar used in your campaign, but it is crucial to maintain the same intervals of time between the important events. If you choose to change something, you will have to modify the corresponding information possessed by NPCs and found in books, in order to keep the adventure coherent.

THE STORY OF ALUNVENND

—MORE THAN 500 YEARS AGO—

Centuries ago, as the Empire of Ragta Moorac was reaching the height of its splendor, a scion of a noble family, known as Alunvennd, was also peaking in his arcane powers. He was hell-bent on seeking knowledge - *any* kind of knowledge - and he had no concerns for the means he used to acquire it, or for the consequences of his actions. In his search, Alunvennd made a deal with nameless beings "beyond the stars" from an unexplored plane known as The Unknown, in order to obtain knowledge that was normally forbidden to humans. Thus, he became a Star Pact Warlock. As his ties with The Unknown grew stronger, so did his powers; as he reached an unrivalled awareness, however, his sanity began to dwindle.

The Unknown is a plane at the edge of the multiverse where the laws of reality work in a completely different manner, space and time behave abnormally, and sanity has no place. Powerful and mysterious beings reside in the plane, their aims unclear and alien to humanoids.

Tens of years after his initiation into the mysteries beyond the stars, he performed a ritual of incredible arcane might, allowing him to leave his mortal body behind and become a being of pure thought, able to exist at the same time in multiple places and multiple times. Thanks to his new powers, he obtained knowledge of the multiverse close to omniscience, able to rival the Gods themselves; and after the ritual, he changed his name to **Yenoxhtaralunvennd**, or "Alunvennd-Beyond-the-Stars" in the unspeakable language of The Unknown. However, even if his only goal was to further expand his awareness, he soon became a considerable threat to the Empire of Ragta Moorac.



For starters, the ritual had the side effect of making Alunvennd a sort of "gate" between the The Unknown and the Prime Material Plane: everywhere his conscience manifested, horrible aberrations appeared out of thin air. Furthermore, the terrible secrets he carried often lead to insanity in whomever he decided to communicate them to, creating collective outbursts of madness. The Emperor, **Velnos the Sublime**, was also concerned that the alleged "omniscience" of the warlock could uncover the obscene relationships between the nobles of Ragta Moorac and Devils. If the common people were to become aware of this secret, they would have probably revolted. Alunvennd had to be stopped!

THE OBLIVION RITUAL

—503 YEARS AGO—

Yenoxhtaralunvennd, however, came to know of the Emperor's plan. Thanks to his prescience, he started to scheme as well, putting in motion a strategy that would eventually lead to the destruction of the Empire several years later. However, as he was existing in several different time lines at once, he was not in fact able to correctly evaluate the time needed for his plan to develop. In the meantime, in a few months, the High Mages of Ragta Moorac conceived an **Oblivion Ritual** to seal Yenoxhtaralunvennd's essence in a small island called Lithnia, known in modern times as the Island of Mists. Lithnia was the home island of Alunvennd's family, where the Warlock was born and raised, and it was thus an appropriate place to bind him forever.

The Oblivion Ritual worked on several antitheses of Yenoxhtaralunvennd's existence:

- ◆ Since he desired knowledge, his very name was broken into four parts and scattered on the island.
- ◆ Since he only existed as thought and words, the parts of his name were hidden within magical seals. It was impossible to erase them completely, because in order to banish an otherworldly being it was still necessary to write his name.
- ◆ Since he was tied to the Stars, the point of contact between them and our world was clouded: the air around the island was filled with mist, steam and dust (water, fire and earth "invading" the field of air, respectively).

- ♦ As an effect of the ritual, every mention of Alunvennd and Lithnia disappeared from every book and scroll, and from the memory of every living being.
- ♦ Finally, a small group of doppelgangers, subjugated by the Empire, was magically bound to the island to serve as guardians of the Ritual. The High Mages chose the doppelgangers because they are beings that hide their true nature, a further antithesis of true knowledge. The doppelgangers were given a part of the name to safeguard, the minimal information necessary to avoid unveiling the other parts of the name, and the recipe of a potion able to erase short-term memory (see also "The Nameless Village", [page 35](#)).

Once the essence of the Warlock was sealed, the High Mages altered the environment surrounding Lithnia, creating strong sea currents and dangerous rocks emerging from the sea, to minimize the likelihood that any seafarer would land. The High Mages were successful: thanks to the Oblivion Ritual, **Yenoxhtaralunvennd was banished from the Material Plane.**

AFTER THE FALL OF THE EMPIRE

— FROM 503 TO 53 YEARS AGO—

The doppelgangers, collectively known as the **Nameless People**, were faithful to their task over the centuries- also, because the Ritual magically bound them to the island: anyone among them who tried to leave died, turning into ashes a few dozen meters from the shore. Each generation, a single doppelganger was chosen to be the Elder, repository of some of the Island's secrets and the tribe's history, in order to pass on useful knowledge on what to do - and what to avoid - should problems arise. Over successive generations, the origin of these few indications became more and more obscure, and the knowledge itself became akin to commandments and mythos, to be accepted without question.

The presence of the Nameless People was actually providential, since - over the years - several ships visited the Islands once known as **Lithnia**.

In modern times, people started calling Lithnia **the Island of Mists**, since its name was forgotten due to the Oblivion Ritual.



Different wayfarers approached the island either out of need, while looking for treasure, or just to explore it; and sometimes, it happened that a sailor stumbled upon one of the seals, conjuring terrible monstrosities from The Unknown. Luckily, each time the doppelgangers were able to convince the sailors to drink the memory-erasing potion, returning the situation to normal. All sailors left the island with only vague recollections of an uninteresting place and boring locals. The most recent "accident" of this kind occurred about 53 years ago, with the arrival of the pirate Roviann.

THE STORY OF ROVIANN —388 A.E. - 53 YEARS AGO—

Roviann was the captain of a pirate ship, an adventurous and ruthless half-elf. He

arrived on the Island looking for treasures, and he came into contact with the local population. Unluckily, a doppelganger fell madly in love with him, and Roviann talked her into revealing much more than she should have.

The two became lovers, and the pirate even convinced the doppelganger to change her shape into that of **Lorian the Red**, Roviann's paramour who had met a tragic death in the sea just a few months before. During the exploration of the island, Roviann's crew casually discovered one of the seals; Roviann, curious, gave order to actively search the others, ignoring the warnings from the Nameless People, and bringing the whole island to the brink of destruction: abominations from The Unknown, conjured by the weakening of the Ritual, launched a massive attack against everyone, killing doppelgangers and sailors alike.

Only once Roviann was cornered did he finally accept to drink the potion and leave the Island along with his crew. His ship, however, was caught in a violent storm a few miles from the shore: the sailors were unable to react properly, still confused by the after-effects of the memory-

"A.E." stands for "**After the Empire**". The current count of the years starts from the date of the fall of the Empire of Ragta Moorac.

erasing potion, and they sank to their deaths.

This event differs from the earlier incidents, as it had three important consequences:

1. Roviann managed to gather more information than anyone else on Yenoxhtaralunvennd's name (he actually uncovered three seals) and, more importantly, he wrote some of his findings on a scrap of paper he used to take notes. The Oblivion Ritual is so powerful that the parts of the name disappear even from text once those who know them die or forget them (for example by using the potion). Roviann scribbled **xhtar**, however, which is the only part of the name the doppelgangers of the island are forced to remember. Thus, Roviann's note survived his death and it is still on the Island.
2. The doppelganger that took the shape of Lorian the Red preserved a few, confused memories of the experience, and she is still in love with Roviann; she does not remember that he died, and she is waiting for his return, as he promised. She wrote down a few notes herself in order not to forget important details should the other doppelgangers force her to take the potion again. The name **xhtar** also appears in her notes.
3. Roviann became a ghost, tied to this world by regret and by the memory of his love; he believes her to be on the Island, and he has a vague feeling that he will never find peace as long as someone still remembers him and waits for his return. The only way to free Roviann's ghost, in fact, is to tell "Lorian" that he is dead, or to kill Lorian.

THE SEARCH FOR THE MIST FLOWERS

—441 A.E. - A FEW DAYS AGO—

At the beginning of this adventure, the PCs are hired by **Perian Lazired**, a wealthy merchant of the city of Halmoor, to explore the Island of Mists. He is convinced that the elusive **Gerilian**, a legendary flower able to heal any kind of illness, can be found on the Island.

Perian is willing to pay 20,000 GP to the PCs



The reward can be altered accordingly to the recommended Wealth by Level for the PCs. Keep in mind that the PCs will also have to pay Menderal's wage (see [page 14](#)).



should they find and bring back the plant, or 10,000 should they not succeed.

The PCs will need a ship; regardless of what they can offer, the only captain actually willing to go there is the half-elf **Menderal**. The Island of Mists has a (deservedly) bad reputation: it is surrounded by rocks just below the water, there is low visibility due to the everlasting fog, and there are a few rumors of sea monsters.

Interestingly, the PCs cannot succeed in finding the Gerilian, simply because there is no trace of the flower on the Island: Menderal spread this rumor, paying an accomplice to pose as an herbalist and convince Perian Lazired to prepare an expedition.

Menderal has large gambling debts, and he is the only one willing to risk the trip, thus he plans to cash in on Perian's money. He also knows the sea around the Island better than anyone else, since a few months ago his ship was pushed towards it by a sudden storm. Menderal has not landed on the Island, but he is actually able to navigate the treacherous waters surrounding it.

The captain's plans, however, will be ruined by an unexpected apparition: Roviann's ghost will engulf his ship (along with the PCs on board) in a storm, threatening to sink it, should the PCs not bring him to his eternal rest, finding the elusive "Lorian the Red". Wandering on the Island, it is very likely that the PCs will start investigating the Oblivion Ritual and its seals, and if they are not able to recognize the dangers of this evil knowledge, they might bring back to this world the mad and powerful Yenoxhtaralunvennd.

This adventure features **two possible endings**: if they choose **The Peace of Oblivion**, the PCs will forget the presence of Yenoxhtaralunvennd and leave the Island, keeping the dangerous entity in its prison. Should they pay **The Price of Knowledge**, they will actively help Yenoxtharalunvennd's return, becoming his Heralds. There are other possibilities that the DM can easily manage by changing the ending: for example, the PCs could leave the Island without breaking two seals, unaware of Yenoxharalunvennd's presence; or they could try to leave after breaking two or three seals, without drinking the potion; or they might even want to try their luck against the ghost, attempting to destroy it in order to leave the Island.

ADJUSTING THE ADVENTURE

INVOLVING THE PCS IN THE ADVENTURE

This module has been designed for four to six 5th-level player characters, of any combination of Race and Class. It can be tweaked in order to be played by PCs of higher or lower level, with modifications that range from trivial to complicated on the basis of the difference in level. The strength of opponents in combat can be adapted to the group, following the guidelines in the Dungeon Master's Guide. If you decide to introduce new monsters, pay attention to their Type: if they are conjured by finding the seals, they should be Aberrations, as they come from The Unknown.

A rough but effective way to alter the DCs is to increase them by 1 for every PC above six, and/or for every (average) level the party has beyond 5th ; conversely, DCs could be lowered by 1 for every character the adventuring group is missing to reach four, and/or for every (average) level the party has below 5th.

For a group of seven 5th-level PCs, DCs should be increased by 2.

For a group of five 2nd-level PCs, DCs should be lowered by 3.

A group of three 6th-level PCs will face the same DCs, with no modifications (+1 for being 6th-level, -1 for being three).

TREASURE AND REWARDS

The adventure is focused on exploration and role-playing, so there is no "treasure" to be found (except what is paid by Perian Lazired). Should you wish to introduce more monetary rewards for your PCs, there are several ways to do so:

- ♦ It is possible to add hidden treasure in the Thermes or inside the Oblivion Library, but it must be well hidden, so as to justify the fact that Roviann's group never found it;
- ♦ If the PCs manage to give eternal peace to Roviann's ghost, the spirit itself could reward the characters with a coffer full of gems, freshly surfaced from the bottom of the sea;
- ♦ If the PCs decide to help Yenoxhtaralunvennd until the very end, it could easily point the PCs towards treasures centuries or millennia-old, forgotten by everyone... expect by a quasi-omniscient being.

Additionally, there are alternative "rewards" in the form of spells and feats that are unlocked as a result of the PCs' choices in the adventure (see [page 96](#)).

A cluster of pink Gerilium flowers with yellow centers and green leaves, positioned in the upper left corner of the page.

MODIFYING THE ADVENTURE HOOK

At the beginning of the adventure, it is assumed that the PCs are relatively well-known in the city-port of Halmoor, and that they are willing to be hired by Perian Lazired. If you think that your PCs would not be interested in accepting Perian's offer, it is possible to interest them directly in the search for the Gerilian by having one NPC they care about contract an illness for which there is no known cure. When they learn that the Gerilian might grow on the Island of Mists, they will probably want to go there, so they will hire Menderal.

Alternatively, you could stress how Gerilian is an extremely rare flower that can be used in a myriad of rituals and spells, and that can be sold for an insane amount of money: maybe your PCs would be more interested in that.

NOTES ON SPELLS

As an effect of the Oblivion Ritual, all non-epic spells that target Yenoxhtaralunvennd or the Ritual itself will automatically fail, without consuming material components. For example, *Augury* will behave as if the ascended Warlock and everything related to it do not exist, *Speak with Dead* on Roviann's dead shipmates will return no answers on those topics, etc.

It is also not possible to arrive on the Island or leave it through Teleportation spells such as *Teleport*, *Plane Shift*, and the like; and spells for long-distance communication (such as *Sending*) will fail if sent outside the Island area. It is thus possible for a PC on the Island to contact another PC or NPC on the Island, but not an NPC in Halmoor, for example. PCs can understand that their spells are blocked, but it will be impossible to use Divination spells or skill checks to understand what is going on: the only way is by discovering evidence on the Island and piecing the clues together.

THE LEGEND OF THE MIST FLOWERS

HIRED!

While you're relaxing at the table of Siren Inn in the port-city of Halmoor, a man approaches you, introducing himself as Perian Lazired, merchant of silk and rare cloths.

"I am sorry to bother you, gentlemen... but I've heard of your impressive fame - who hasn't, in Halmoor - and I believe I might need your help" he says, nervously grasping his fine hat between his hands. "My niece Zoaria has fallen gravely ill... and no healer in town has been able to cure her. I tried every kind of drug, to no effect. My last hope lies in Gerilian. Have you heard of it? It is a legendary flower, a panacea able to cure any kind of ailment. They say it grows only in the forests of the Fey, but I heard news of its presence even on the Material Plane: I have reason to believe it might grow on a small island, not far from here, known as the Island of Mists. I would like to hire you to travel to the Island, search it for the Gerilian, and return the flower to me. I will not conceal this from you, it is an extremely dangerous task: the Island has a dire reputation, and only heroes might succeed at this mission. If you bring me the Gerilian, however, I will reward you with 20,000 gold pieces!"

LEGEND

Parts to be read to PCs are in *italics*.

The most important bits are in **bold**.



Insight DC 14: He looks agitated, almost desperate: it seems like he's grasping at a very thin hope, in order to try and save his niece.

In fact, Perian already tried to hire other sailors, but everyone refused, so the PCs are his last hope. He can be easily talked into paying part of the reward in advance to convince them.

Should the PCs decide to investigate Perian, everything they find will confirm his story: he is a wealthy merchant of rare cloths, he has been living in Halmoor for 5 years, and his orphan niece, his only relative, is gravely ill.

What no one knows is that Zoaria is actually suffering from an acute form of depression. When her father died, Perian insisted that her mother - his sister - follow the traditions of their people, and join her husband on the funeral pyre. Perian has a feeling that his niece's illness might be tied to the trauma of losing both her parents; he feels guilty about it, so he's trying his best to save her. This information can be obtained later on the Island, at the Oblivion Library, in the third fragment of the book *Anecdota* (see [page 48](#) and [page 99](#)).





Perian will let the PCs visit the girl, but she will not speak of herself or her mother, and her symptoms will be a light fever and weakness. Similarly, Perian will never speak about his sister.

MENDERAL AND THE *WEST WIND*

Finding someone willing to transport the PCs to the Island of Mists is not as easy as it seems. All captains of Halmoor know the terrible rumors about the island – everlasting mists, shallow waters, insidious currents, spirits, sea monsters - and they believe it to be cursed. Over the years, many ships from Halmoor tried to reach the island to explore it, and no one came back. Therefore, no captain will accept to work for the PCs... with the notable exception of Menderal.

“So, are you the guys who are looking for a ride to the Island of Mists?” asks a young half-elf with dark hair, coming towards you with a wide smile. He wears sailor's clothes and a flashy bandanna. “Well, if it is you, you're lucky: you just found what you're looking for. I am captain Menderal. Me and my ship, the West Wind, are at your service... for a price.”

Menderal will boast about his ship and the experience of his halfling crew. In particular, he will mention that he already traveled once in proximity of the Island, and came back safely. He proposes a fee of 1,000 GP, or 2,000 GP if the PCs are able to find the flower. It is possible to bargain with Menderal, but he will never drop below 800 GP: he knows he has the upper hand, since he is the only one willing to leave for the Island of Mists, and buying a ship would be way too expensive for the PCs.

In fact, if the PCs start to discuss buying a ship, try to dissuade them: they only have an approximate idea of where the Island is, they have no experience in sailing, and they are too few to man a ship. Even if they tried to threaten someone into sailing for them, the sailors would probably turn back on them at the first chance... besides, Menderal will actively sabotage their efforts at leaving without him.

GATHERING INFORMATION

ON MENDERAL

Gathering information on Menderal and his ship will confirm that he is in fact quite capable, and his ship has a high draught, so it's suitable for sailing in dangerous waters, however...



Investigation/Persuasion DC 18: ... some people know that Menderal is addicted to gambling, and not really trustworthy. Probably he accepted to sail on this dangerous trip because he has many debts.

ON THE ISLAND OF MISTS

If the PCs ask around the port, they will easily find information on the Island of Mists, but most of it is just superstitious rumor: spirits, sea monsters, shallow waters, and so on. There is only one exception:



Investigation/Persuasion DC 18: an old sailor remembers that almost 50 years ago, a pirate and captain known as Roviann, known for his ability and his bravado, decided to go to the Island, just to prove that he was capable of doing so. He never came back, and since then the reputation of the Island grew even darker.

If the PCs decide to search inside the local library, they will only find it mentioned a few times.



History DC 14: long ago, at the time of Ragta Moorac, the Island was probably part of Empire, as was Halmoor and all of the region around it. However, there is no recorded mention of the Island, probably because it was too small.



History DC 16: you find the transcription of an old tome *De Insulae Imperii*, a book of geography written at the time of Ragta Moorac, that should describe all islands in the Empire. However, the pages that should speak about the Island of Mists are blank, with no traces of ink. It might be that someone skipped them intentionally when the book was transcribed.

DM Notes: in fact, this is an effect of the Oblivion Ritual. Every mention of the name "Lithnia" and every record that could lead to Alunvennd was magically erased from maps and books dating back to the Empire of Ragta Moorac. The monks who transcribed the book, finding two blank pages, decided to skip them in the copy as well.



ON THE GERILIAN

In order to obtain information on the Mist Flower, the PCs can use their Knowledge (arcane or nature), search the local library, or speak with the local herbalist, who has a small shop in town (this is not the same 'herbalist' hired by Menderal to spread the rumor of the Gerilian). Basic information will tell the PCs that the Mist Flower actually exists, and it is known for its legendary healing properties.



Nature or Arcana DC 18: the Gerilian only grows in humid environments with suffused light, so the Island of Mists could actually be an ideal environment. It is most likely to be found on the highest peak of the Island, where it could potentially receive more sun light .

GETTING TO THE ISLAND

THE SEA VOYAGE

The trip begins smoothly during the first day, with clear skies and favorable winds. Around you, the halflings are busy at the hawsers, while Menderal firmly holds the wheel. If everything goes as planned, you should be able to get to the Island tomorrow afternoon. Taking advantage of the relatively calm situation, you could exchange some words with the crew of the West Wind.

If the PCs want to, they have some time to fraternize with the NPCs on the ship.



CAPTAIN MENDERAL

Description: Menderal is a formidable captain, competent and professional, but he is addicted to gambling and he is used to lying to get what he wants. For example, in the past he cheated his crew, recovering in secret a treasure without sharing it with them (this information can be obtained at the Oblivion Library, see [page 47](#)). In fact, the expedition to the Island of Mists started because he spread false rumors on the Gerilian, in the hope of being hired by Perian Lazired.

If questioned about his skill as a captain, Menderal will reveal that he has already traveled close to the Island, even if he never landed. He is sure he can approach the Island again, even if there are a lot of insidious currents and rocks just below the water's surface. He does not believe the stories about monsters, and he dismisses them as superstition.

Menderal is used to bluffing, and he will take great care in hiding the truth on the Gerilian, avoiding the topic until the PCs start posing precise questions and he falls under a lot of pressure. As a general rule, he should not reveal his scam during the voyage, but wait until the PCs arrive on the Island and (eventually) come back after discovering some seals. A good moment to interrogate him would be after the PCs have discovered the second seal, and consequently his ship is attacked by aberrations (see [page 61](#) for more information).

MENDERAL

Medium humanoid (elf), NE

Armor Class 15 (studded leather)

Hit Points 65 (10d8+20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15	16	14	14	8	14
(+2)	(+3)	(+2)	(+2)	(+0)	(+2)

Skills Athletics +6, Deception +6, Perception +3

Saving throws Str +6, Dex +7, Wis +3

Senses Darkvision 60 ft., Passive perception 13

Languages Common, Elven, Halfling

Challenge 2 (450 px)

Fey ancestry. Menderal has advantage on saving throws against been charmed, and magic cannot put him to sleep.

ACTIONS

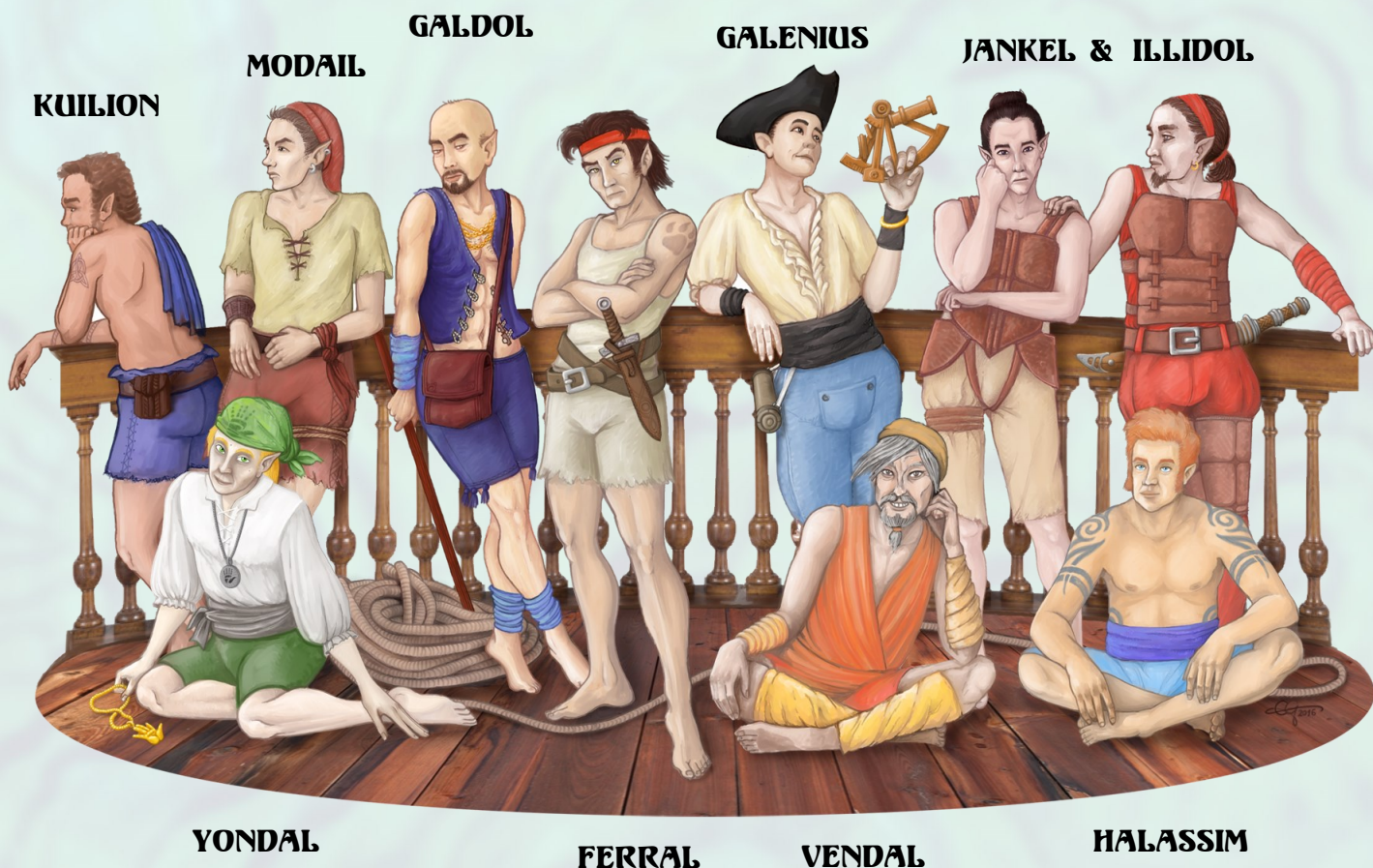
Multiattack. Menderal makes three melee attacks: two with his scimitar, and one with his dagger.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6+3) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to Hit, reach 5 ft., or range 20/60 ft., one target. Hit: 3 (1d4+3) piercing damage.

REACTIONS

Parry. If Menderal can see an incoming attack and he is wielding a melee weapon, he can add +2 to his AC against that attack, only.



HALFLING SAILOR, NOVICE

Medium humanoid (halfling), Neutral

Armor Class 12 (+2 DEX)

Hit Points 7 (2d8-2)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
9	14	9	10	13	11
(-1)	(+2)	(-1)	(+0)	(+1)	(+0)

Skills Acrobatics +3, Athletics +1, Perception +3

Senses Passive perception 13

Languages Common, Elven, Halfling

Challenge 1/8 (25 XP)

Brave. Halfling Sailors have advantage on saving throws against being frightened.

Lucky. When Halfling Sailors roll a 1 on the d20 for an attack roll, ability check, or saving throw, they can reroll the die and must use the new roll.

ACTIONS

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

Light crossbow. *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. Hit: 6 (1d8+2) piercing damage.

HALFLING SAILOR, EXPERT

Medium humanoid (halfling), Neutral

Armor Class 12 (+2 DEX)

Hit Points 18 (4d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10	14	10	10	13	11
(+0)	(+2)	(+0)	(+0)	(+1)	(+0)

Skills Acrobatics +5, Athletics +3, Perception +4, Survival +4

Senses Passive perception 14

Languages Common, Elven, Halfling

Challenge 1/4 (50 XP)

Brave. Halfling Sailors have advantage on saving throws against being frightened.

Lucky. When Halfling Sailors roll a 1 on the d20 for an attack roll, ability check, or saving throw, they can reroll the die and must use the new roll.

ACTIONS

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 2 (1d4) slashing damage.

Light crossbow. *Ranged Weapon Attack:* +5 to hit, range 80 ft./320 ft., one target. Hit: 6 (1d8+2) piercing damage.

THE WEST WIND CREW

Ten halflings sail with Menderal. Cheerful and adventurous, they will become more and more paranoid as the situation worsens. Their behavior is summarized in TABLE: THE HALFLINGS, on [page 20](#).

Speaking with the halflings can be an interesting occasion for role-playing, but no member of the crew has information that the PCs could not have discovered with the appropriate skill checks at the beginning of the adventure in Halmoor. However, it might be that the PCs missed a couple of clues, so this could be an occasion to recover the missing pieces (see next page for more information).

HALFLING SAILOR, VETERAN

Medium humanoid (halfling), Neutral

Armor Class 13 (+3 DEX)

Hit Points 27 (6d8)

Speed 25 ft.

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

Saving throws Str +2, Con +2

Skills Acrobatics +7, Athletics +4, Nature +4, Perception +6, Survival +6

Senses Passive perception 16

Languages Common, Elven, Halfling

Challenge 1/2 (100 XP)

Brave. Halfling Sailors have advantage on saving throws against being frightened.

Lucky. When Halfling Sailors roll a 1 on the d20 for an attack roll, ability check, or saving throw, they can reroll the die and must use the new roll.

ACTIONS

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 2 (1d4) slashing damage.

Light crossbow. *Ranged Weapon Attack:* +7 to hit, range 80 ft./320 ft., one target. Hit: 7 (1d8+3) piercing damage.

HALFLING SAILOR, WIZARD

Medium humanoid (halfling), Neutral

Armor Class 13 (+3 DEX)

Hit Points 7 (3d6-3)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8	14	8	15	10	11
(-1)	(+2)	(-1)	(+2)	(+0)	(+0)

Saving throws Int +4, Wis +2

Skills Arcana +4, Nature +4, Perception +2, Survival +2

Senses Passive perception 12

Languages Common, Elven, Halfling

Challenge 1 (100 XP)

Brave. Halfling Sailors have advantage on saving throws against being frightened.

Lucky. When Halfling Sailors roll a 1 on the d20 for an attack roll, ability check, or saving throw, they can reroll the die and must use the new roll.

Spellcasting. This Halfling Sailor is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). This Halfling Sailor has the following wizard spells prepared.

Cantrips (at will): *fire bolt, mage hand, prestidigitation*

1st level (4 slots): *feather fall, identify, magic missile*

2nd level (2 slots): *mirror image, misty step*

Scrolls. This Halfling Sailor has 3 scrolls of *sending*.

ACTIONS

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

Light crossbow. *Ranged Weapon Attack:* +4 to hit, range 80 ft./320 ft., one target. Hit: 6 (1d8+2) piercing damage.

TABLE: THE HALFLINGS

Nome	Stats	Info	During the voyage	After the encounter with the Ghost	After the attack on the ship
Ferral	Expert	1, 2, 3	Courageous and intrepid, self-confident and a little smug	Tries to keep a facade of bravery	Obsessively repeats that every danger can be tackled successfully
Galdol	Expert	1, 3	Pragmatic. He is just in it for the money, and he will candidly say so	Money becomes less important, saving one's life is crucial	He is ready to offer everything he has to the PCs if they will save him!
Halassim	Expert	1, 2, 5	Good-hearted and concerned about fellow crewmen. Swears a lot	Swears even more, but he is maybe the one who adapts the best to the situation	Stops swearing, trying instead to encourage the others
Kuilion	Expert	2, 5	Chronic pessimist foresees trouble and disgrace, but he always works hard	He will often repeat: "I told you so!"	Loses hope. He is convinced that everyone will die
Illidol	Expert	1, 3, 4	Pleasant and always ready to joke. He is watching closely over his younger brother Jankel	Becomes overprotective towards his brother	Never leaves his brother's side, always keeps his sword at hand
Jankel	Novice	3, 5	It's his first true adventure! Enthusiastic and curious, but intolerant of his older brother's concern for him	He is no longer interested in adventuring; he just wants to go home!	He speaks only with his brother. Can't wait to go home and never leave again
Modail	Expert	1, 2	Shy and uninterested in small talk, he will not interact much with the PCs	He will talk with other crewmen only, ignoring the PCs	Dead. He has been killed by the monsters who attacked the ship
Yondal	Expert	1, 3	Extremely religious, or - better - superstitious, often invokes several known deities	He also invokes obscure deities, and other he makes up on the spot	Makes vows of every kind, in order to come home alive
Vendal	Veteran	1, 3, 4	Old sailor: this is one of his last voyages, he has seen 'em all, and minimizes every problem	He tries not to show that he is shocked, with little success	Tries (fruitlessly) to find in his memories something that could help the crew in this situation
Galenius	Wizard	1, 2, 3	A middle-aged halfling, kind but a little absent-minded. He has a basic knowledge of magic and likes to study the constellations	He feels he should be able to do something, since he is the only one to know magic, but he does not know what	Repeats that there's powerful and mysterious magic at work, but shakes violently and states that he is not able to understand what is going on

INFORMATION POSSESSED BY THE CREW

In the following section, you will find the pieces of information possessed by each NPC (or better, the topics he is more prone to talk about): you can adapt the way the information is delivered on the basis of the halfling's character. For example, if Yondal the superstitious gives information number 3, he will say that he does not believe the rumors about the Island, but just in case, he brought several powerful good-luck charms, and he advises everyone to throw three pieces of copper in front of the ship so that the Goddess of Luck may bless their journey.

Information 1: Have you already been on the Island?

No, we have never landed... but we got really close to it, a few hundred meters from the shore. It happened a few months ago, when an unexpected storm brought us off-course. Menderal saved the ship by circumnavigating the Island until we found favorable winds. It was quite a feat: there are treacherous currents, and rocks everywhere, but we did it! Don't worry, we are used to navigate rivers and seas, getting there will be no problem at all.

Information 2: Menderal

We trust Menderal. He has his flaws, as everyone does –for example, I personally think he likes gambling too much– but no one knows the sea like him, and he never tried to cheat us, on the contrary! A few years ago we found a map for an allegedly lost treasure, and we got to the point where it was supposed to be, but we found nothing: well, even if we came back to port empty handed, Menderal gave us 10 gold pieces each, just to lift our spirits! Maybe his greatest flaw is that he spends his money too easily.

Information 3: Rumors on the Island

Yes, we heard rumors about the Island being cursed and whatnot. Probably the bad reputation is due to the rocks, the mists and the currents: it is very likely that someone kicked the bucket trying to land there. As for the monsters, ghosts, and spirits, I think it's just superstition: with mists so persistent, however, I can't help but wonder if there's magic at work...

Information 4: Perian Lazired

I've seen Perian Lazired when he contacted us, and believe me: I've never met someone so obsessed about the health of a relative. I don't know, exactly... it almost looked as if he felt guilty about his niece's illness!

Information 5: Rumors from Halmoor

Before leaving, I tried to gather some information on the Island, but I did not obtain anything certain. Well, except for what an old human, Malkhos, told me. He was slightly less drunk than the average sailor in an inn, and his story was that, when he was younger, a famous captain offered him a place as cabin boy on his ship, when he was planning an expedition to the Island. If I remember correctly, the name of the captain was Roviann. Well, long story short: in the end, Malkhos got cold feet and refused; Roviann left for the Island, and never came back. Chronologically, it should be the last expedition to the Island... but I don't think this guy failed because of a curse or whatnot, he would have probably crashed against the rocks.



ENCOUNTER WITH ROVIANN'S GHOST

On the first night of the voyage, while the ship is only a few miles from the Island, it gets sucked in by a sudden storm generated by Roviann, the ghost of the captain who visited the Island 53 years ago. The best course of action for the PCs is to listen to what the spirit has to say, and agree to help him. The ghost does not want to attack the PCs, but if they attempt to hit him (and insist), they will have to face a hard fight against him. While the ghost was also the origin of the storm that forced Menderal to get close to the Island, the ghost did not appear, because he did not perceive in the half-elf and his crew the same determination and strength that the PCs possess.

Your sleep is suddenly interrupted when the ship tilts as if under the power of an enormous wave: you almost fall off the hammocks, as some of the furnishings in the cabin roll on the cabin floor.

Give the PCs a few moments to act: usually, they will try to get to the upper deck. If not, after a few seconds, a halfling will descend the stairs to request their help.

Once on the upper deck, the first thing you notice is that the sky is completely dark: moon and stars are covered by heavy storm clouds, apparently come out of nowhere. The waves are getting bigger, and the halflings are desperately trying to haul down the sails, under the decisive guidance of Menderal. A strong wind starts blowing, and cold rain showers down upon you, sweeping across the deck.

Again, give the PCs a few moments to decide what to do.

Suddenly, one of the halflings screams "Man overboaaard!". Looking in the direction he points to, as the waves hit the hull of the ship with increasing strength, you see what looks like a man in the midst of the waves.



Perception DC 15: the figure looks indeed like a humanoid. However, it does not seem like he's about to drown - or that he's even swimming: his feet levitate a few inches over the water, and he is moving here and there, apparently uncertain of the direction to take.



Perception DC 18: he looks like a half-elf with ragged clothes. With a shudder, you realize that he is transparent.

Note for the DM: the ghost starts the encounter about 200 feet from the ship, and he will not react - even if the PCs try to hit him - until he manages to deliver his message. If the PCs hit him, he will start to talk immediately after that.

It looks like the ship is slowly moving towards the lonely figure, or maybe it's just the fury of the elements that is dragging it in that direction. As you get closer, you are able to see it better: it's a half-elf, dressed in ragged clothes. He looks like he's in anguish, and he also appears to be levitating a few inches above the waves. As you notice that he is incorporeal, you realize with a shudder that he's a ghost!



The ghost will whisper the first part of his monologue, ignoring any attempts to interact by the PCs, be they friendly or aggressive. In fact, in the beginning his thoughts are elsewhere, and he is not even completely aware of their presence.



Over the rumble of the waves, you hear a voice: it's not powerful at all, more akin to a murmur, but it is nevertheless clear and perfectly comprehensible over the noise of rain and thunder.

"Why... why must I endure this torment?"

The sky is alight with lightning.

"The pain... the pain entangles me... but if I cannot escape it, then everyone must share it with me!"

The thunder becomes deafening, and the waves become bigger.

"I no longer want to be tied to this world... but I am forced to linger here!"

Lightning and thunder increase in strength, the waves threaten to capsize the ship.

The PCs can perform a Knowledge (religion) skill check:



Knowledge (religion) DC 16: A ghost keeps some memories of its former life, but they are often partial and confused. This fact can influence its personality and the ways it manifests.



Knowledge (religion) DC 18: Some ghosts, if defeated, will come back a few days after their destruction because unresolved situations still bind them to the world: for example, the loss of an object they hold dear, the circumstances of their burial, or an uncompleted quest. For this reason, they sometimes try to communicate with living beings that could help them find peace.

At this moment, Roviann notices the ship; the storm loses strength, and the ghost tries to speak with the PCs.

The storm seems to lose intensity.

"You..." says the ghost "...you are going to the Island... maybe you could bring an end to my pain..."

If the PCs **show interest**, or are generally **friendly**, go on:

"Something keeps me tied to this strip of land, between sea and fire, where the mists hide every truth... please, find my link with this world, and break it... or I will break you like dry leaves, with all my power!"

Thunder and lightning split the sky, the waves grow menacingly larger; then, the storm calms down again, as the ghost starts to wander away and disappear.

"Go... go, before pain and rage take my reason away... red hair... I cannot forget... Lorian... Lorian..."

On the contrary, if the PCs keep trying to **attack the ghost**:

“Fools! Something keeps me tied to this strip of land, between sea and fire, where the mists hide every truth... even if I long for the peace of death, nobody can defeat me, as long as my link with this world is not severed! You, on the other hand... you can die, and you will, NOW!”

Thunder and lightning split the sky, the waves grow menacingly larger, and the ship rocks perilously.

For the combat encounter with the ghost, see [page 76](#). When the ghost’s HP reach 0, read:

“I will come back! I will... red hair... I cannot forget... Lorian... Lorian...”

When the ghost disappears (by his own will, or when defeated by the PCs), the storm disappears, as if it never existed. The sailors will be aghast, surprised by the manifestation. Menderal will remain silent, flabbergasted by the events, as he tries to reorder his thoughts; he feels guilty to have put everyone in danger because of his machinations. The halflings will become more gloomy and frightened (see table on page 18).

Even if tired by the storm, the crew will keep manning the ship until dawn, since nobody feels like going to sleep. One hour later, the *West Wind* will finally arrive in sight of the Island of Mists.

LANDING ON THE ISLAND

You finally arrive in sight of the Island. From your position, you can only make out a dark silhouette in the midst of a thick layer of mist. The ship cautiously goes around the Island, searching for a passage between the rocks just under the surface of the water. Even if the island is relatively small - less than three miles wide - circumnavigating it is a hard task: the halflings direct the West Wind calmly and resolutely, fighting against sudden currents and probing the depths for banks of sand. In the late afternoon, with peerless skill, Captain Menderal finally directs the ship towards a narrow passage, and the West Wind approaches to some 200 feet from the shores. Even from this close, it is hard to make out the details of the shore in the mists.

Note for the DM: The mists around the Island are an effect of the Oblivion Ritual, which conjures water, fire and earth against air (the element closest to Yenoxhtar-alunvennd). It is important to remember that, even when the mists start to lift, they are always heavier after sunset, so as to completely block the view of the stars.

A vertical illustration on the left side of the page. It features a green stem with several pink lily flowers at the top and bottom. In the background, a misty landscape with a rocky cliff and a small tree is visible.

Captain Menderal asks the PCs for a private meeting. He will look extremely concerned, as he speaks about the following points:

1. The crew and Menderal himself will remain on board. He fears for their safety, and they also have to do some minor repairs after the damage they took during the storm.
2. If possible, the PCs should come back to the ship every 2-3 days. Regardless, he will wait for them for 7 days after their last meeting; then, he will turn back and try to make it to Halmoor, ghost or no ghost.
3. He stresses how important it is to overcome the ghost on the way back: he fears that the ghost might completely wreck the ship on the return trip if he perceives them leaving the Island without putting him to rest. Menderal is frightened and shaken by the encounter, and he does not try to hide it.

"It is too dangerous for me and my crew," says the captain, pointing towards a lifeboat. "From this point on, it's up to you. We will wait for you on board"

At this point, the PCs will likely start rowing towards the shore.

Finally, the lifeboat reaches the shore. The Island of Mists is true to its name and its fame: in front of you, you can see a rocky beach that comes abruptly to an end against a cliff, 50 feet tall. It looks like that the beach is rising on your right, so there might be a way up, but the fog limits visibility in all directions. There are no sounds, other than the splashing of the waves; everything seems immersed in a muffled silence.

The mist itself is peculiar: it is not just water vapor, there is also a vague sulfuric smell. There are small suspended particles, like grains of sand, that sometimes end up in your eyes.

Unless the PCs want to climb a 50-foot cliff, the only way is to follow the coastline on the right (east), getting closer to the Thermal Baths (see the next pages).

EXPLORING THE ISLAND

The exploration will start around 5pm, since it took a long time for the West Wind to find a suitable landing spot. In this part of the adventure, the PCs can explore the different areas of the Island (even more than once), gathering clues, and - probably - weakening the Seals that keep Yenoxhtaralunvennd at bay.

In theory, the two main objectives the PCs should pursue are finding the Gerilian and gathering information on Roviann; however, the clues related to these objectives are closely connected with the story of the ascended Warlock.

The areas of the island are:

- A) **The Thermal Baths of Lithnia** (accessible at the beginning, as the PCs land very close to the building). The Baths are the ideal starting point to explore the Island, but the adventure works even if the PCs decide to ignore them.
- B) **The Nameless Village** (accessible by finding Roviann's notes at the Thermal Baths, or just by heading North from the Baths)
- C) **The Oblivion Library** (accessible by finding Roviann's notes at the Thermal Baths, or by exploring the area West of the Nameless Village)
- D) **The Island's Summit** (accessible by climbing the Island's mountain, following steep paths until the top).
- E) **The Swamps** (accessible by finding Roviann's notes at the Thermal Baths, or by heading East from the Baths)
- F) **The West Wind** (at any time, the PCs can choose to go back aboard the ship and interact with Menderal or the crew)
- G) **The Cliff of the Final Act** (accessible only after finding the fourth seal, thanks to Yenoxhtaralunvennd's indications)

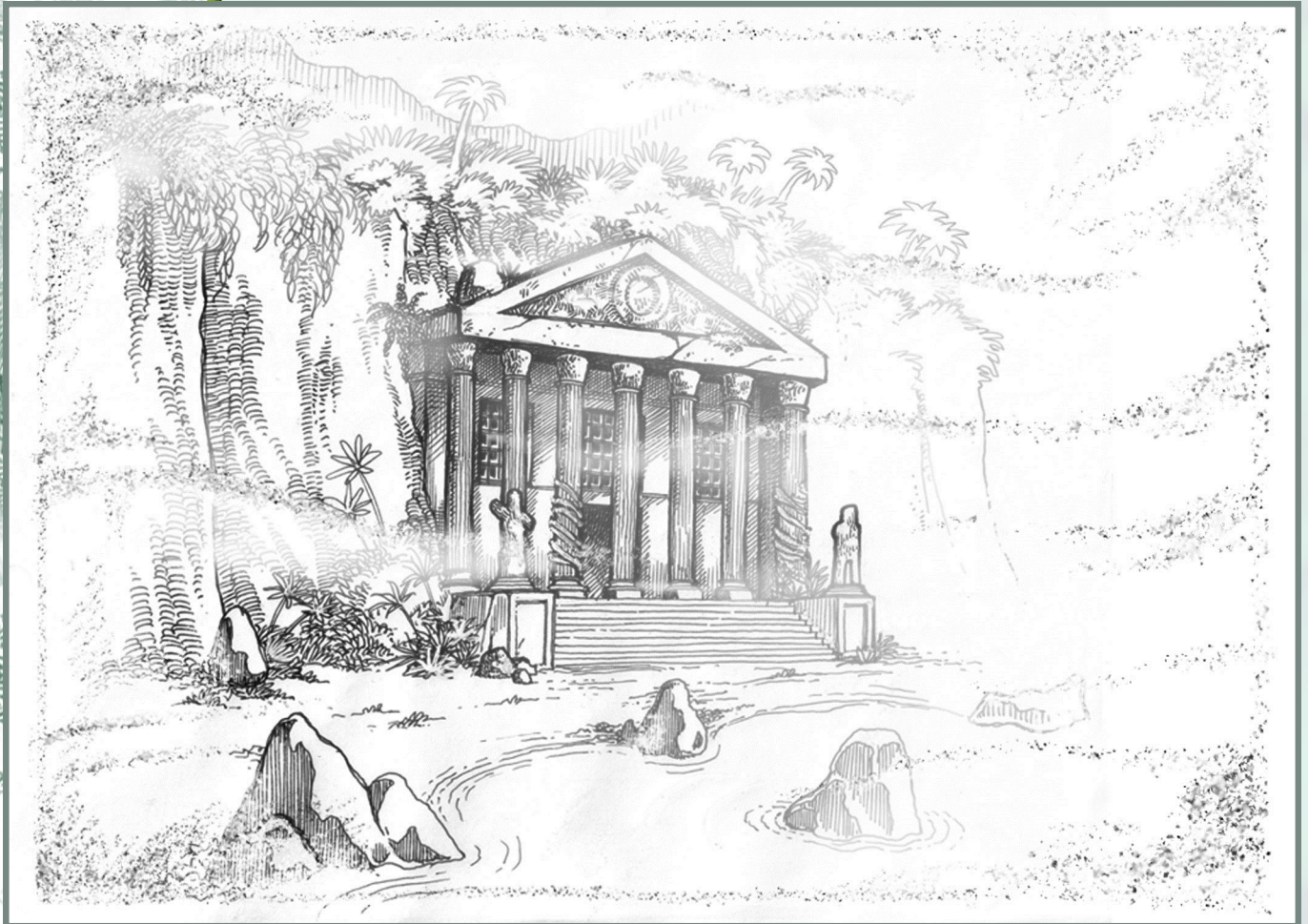
The areas are connected as illustrated in the **Adventure's Chart** (page 3), where the travelling times are also indicated. If the PCs decide to wander in a random direction, they will find the relative area in the Chart after the given number of hours.



A. THE THERMAL BATHS OF LITHNIA

The Thermal Baths building is partly dug into the mountainside, tapping the sources of sulfurous water considered miraculous by the Ragta Moorac Empire's inhabitants. In the past, in fact, the island of Lithnia was a holiday spot for the nobility in addition to being the ancestral residence of the Alunvennd family.

For the Oblivion ritual preparation, anything related to the knowledge has been erased, as well as the writings on the building and the faces on the statues. However, when Roviann visited the Island 53 years ago, Yenoxhtaralunvennd rewrote the stone tablet at the entrance of the Thermal Baths, adding a new part to it. The final result contributes to making the location a bit creepy.



A1—OUTSIDE

This building seems mostly dug into the mountainside. Externally you can see a big colonnade with a staircase that leads to a dark opening. Rubble surrounds all the columns and the building seems to have been abandoned for centuries.

On top of the stairs you can see two bronze statues so ruined that they have also lost their original shape, probably due to the bad weather.



History DC 13: the structure seems to exhibit architecture typical of the Ragta Moorac empire.



History DC 18: only the thermal baths had facades of this type. The people of Ragta Moorac had a real passion for thermal baths, always with three large pools: one with cold water, one with warm water and one with hot water.



Investigation DC 14: the building is probably derived from a natural cave that was expanded afterwards.



Perception (statues) DC 8 or Passive Perception 13: the statues are badly damaged due to the bad weather, their features are almost totally erased, but it seems that the statues' faces have been ruined by some tool, maybe a gavel, with the express purpose of making them unrecognizable.



Perception (entrance) DC 13 or Passive Perception 15: Near the entrance there's a stone stele covered by rubble. It seems to have some writings on it.

Once the stele is cleared from the rubble, the following words can be read in the Common tongue:

THERMAL BATHS OF LITHNIA
ISLAND OF THE SUN
LAND OF CULTURE
LOVED BY THE GODS
BUILT BY THE WILL
OF THE SUBLIME VELNOS AUG. EMP.
INVINCIBLE SIRE
AND NOBLE PATRON
AND CHILD MURDERER

Note for the DM: The emperor who is discussed on the stele (stone tablet) is the same one that sealed Yenoxhtaralunvennd. The stele was changed by the warlock when he was partially awoken from his sleep 53 years ago by Roviann and his crew.

The entity decided to modify the tablet, adding a derogatory phrase about Velnos to attract the crew's interest in exploring the island (as well as for his personal enjoyment).



Perception (stele) DC 17 o Passive Perception 18: the stele is odd. The stone slab is worn with age, but the inscriptions are perfect, without signs of aging.



History on the stele, DC 13: the stele is almost typical; a Ragta Moorac empire tradition was to position marble tablets exalting the quality of important places or celebrating the patronage of those who have built them. However, it's not at all normal that one of Velnos's titles is "child murderer"; it wasn't a thing to celebrate, even in those days.



History on the stele, DC 17: Velnos was an ancient Ragta Moorac emperor, and it is said he is one of the first to have made binding pacts with devils to gain more power. The decline of the empire began about ten years after the beginning of his reign.

A2-ENTRYWAY

Inside the opening, a corridor vanishes in the dark. Laterally, there are links with other rooms without doors. Everything is in a state of abandon, with dust and small debris covering everything. Along the corridor are placed two rows of five bronze statues of humanoids, much better preserved than the two you saw outside, but they too have had their faces battered beyond recognition.

Various side rooms open along the corridor, but with a brief inspection the PCs will find that they are all bare and empty. These may have been dressing rooms, living rooms for conversation, or perhaps even libraries and smoking halls, but now everything is in a state of total abandonment. The rooms have been emptied and looted several times, and the furniture destroyed or taken away, while trash and debris accumulated around the corners. Time and fire have blackened the walls, and powdery dust coats everything.

The situation explained below occurs if and only if the players declare that they **actively search** in the locker room.

Otherwise, wait a moment and then proceed with the description of the corridor (see below)

PIRATE CAMP

If they try, the PCs automatically find the remains of Roviann's camp. It's immediately apparent that the thermal baths changing rooms were used as a campsite a long time ago: there are still remnants of beds of rotten straw, and perhaps the ashes of an old hearth. But the camp was dismantled years ago, leaving behind just garbage and dirt.

It seems that the changing rooms have been divided into a sort of dormitory, with several couches, and a section with only two couches and a tent now used as dividers. In this section, the PCs see the remains of a fire. Among the ashes can be found some papers that are not completely burned:

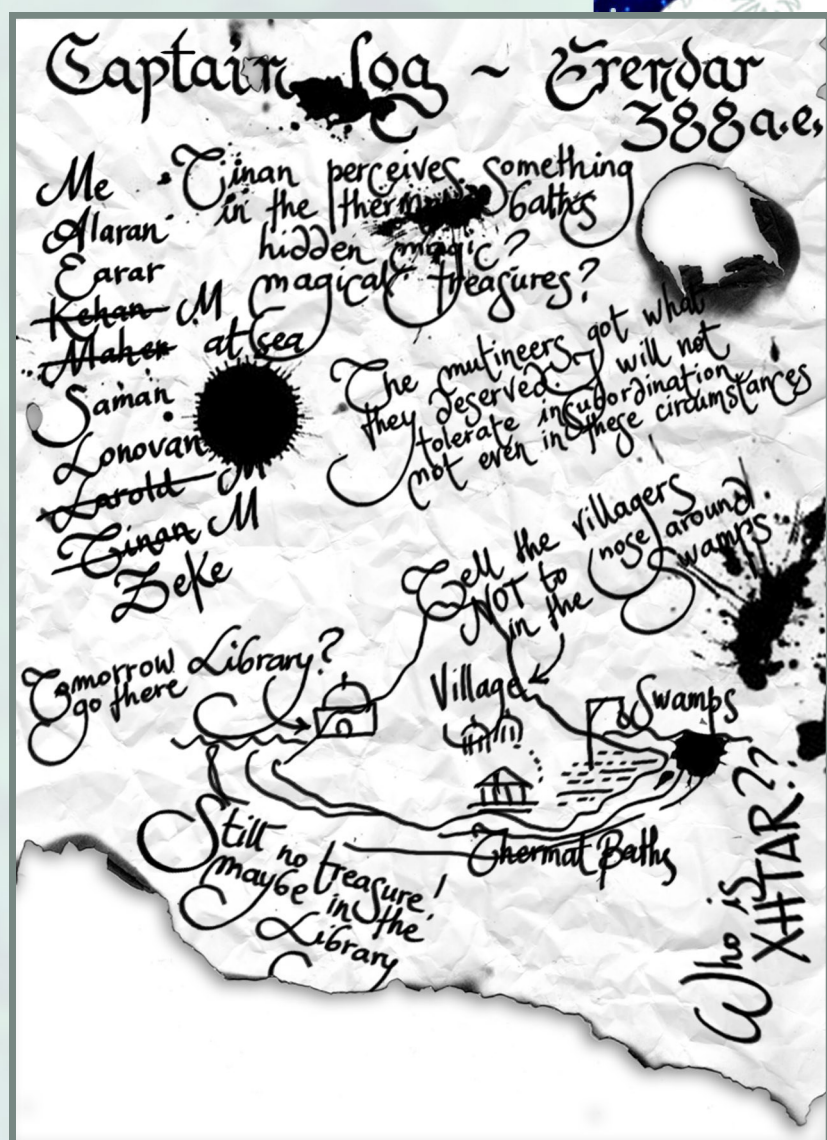
- ♦ **Roviann's notes** (handout), a stained diary page, used to write out some notes (see "The Story of Roviann ", p. 8);
- ♦ several sheets of notes that seem to have something to do with nautical charts;
- ♦ some sheets with the same number of letters written in uncertain calligraphy, as if someone had little practice writing. They were written by Lorian, whom was taught the rudiments of reading and writing by Roviann's ship wizard.

THE MYSTERIOUS NAME

The phrase "Who is XHTAR?" can be read on Roviann's notes. This is the second hidden part of the name from the ritual that imprisons the warlock Yenoxhtaralunvennd.

However, reading it on the notes of Roviann (or Lorian, see later) is not enough to weaken the Ritual; the PCs must understand that it is a part of a more extensive name, or activate the ritual invoking it directly from a doppelganger (see The Nameless Village, [page 35](#)).

Roviann found more information on the name of Yenoxhtaralunvennd than anyone else, and most of all, he wrote a part on a sheet of paper.





The Oblivion Ritual is so powerful that if someone comes to know parts of the name of the warlock, but later dies or forgets it, Yenoxhtaralunvennd disappears again, and the parts of his name no one remembers disappear in their turn. The fragment "xhtar" has remained for a combination of reasons: it was written by a mortal and not by Yenoxhtaralunvennd, it does not contain a direct reference to the other parts of the name, and the Nameless (other living beings) are condemned to remember it.

CORRIDOR



Arcana (on the corridor) DC 27 (+5 to this roll if the PCs have found the Roviann's sheet, +2 for each other ritual found by PCs): there is a weak magical aura that seems to come from somewhere over the central room of the building. If the PCs are successful on this roll, they can automatically find the secret room, simply by following the perceived direction of the aura.



Perception (corridor) DC 17 o **Passive Perception 18**: the PCs find some traces that seem to date back to a few decades ago. Loose dust and mud almost certainly coming from the outside indicate the footprints of boots (left by Roviann 53 years ago) that lead towards the interior of the Thermal Baths. Following them, you can get to the secret room A6.

At a certain point the corridor splits, opening into two large circular rooms (A3 and A4) in which the PCs can see the big tubs, apparently filled with water. From the room to the right (A4) comes a pleasant heat.

A3 - FRIGIDARIUM

It is a large circular room with a tub of cold water. Everything is covered in dust, mud and stones which have broken away from the ceiling over the years. The walls are smooth and decorated with a geometric mosaic in blue tones, interrupted only by an opening to your right.

If the PCs search around they can find residue of pumice stones that were used to clean the skin. The opening leads into the room A5 (Tepidarium).

A4 - CALIDARIUM

It is a large circular room with a tub of very hot water. Sulfurous steam and hot air pervade the room, and the tub has been colonized by aquatic plants and algae. The walls are smooth and decorated with a geometric mosaic in shades of red, interrupted only by an opening to your right.

If the PCs search around they can find old broken pots full of

malodorous substances that were probably once used as bath salts. The tank is fed by a geothermal source on the bottom. The opening leads into the room A5 (Tepidarium).

A5 - TEPIDARIUM

It is a large circular room with a tub of hot water, dirty with dust, mud and small pieces of rock which have probably broken away from the ceiling over the years. The walls are smooth and decorated with a geometric mosaic in shades of yellow, rather tarnished.

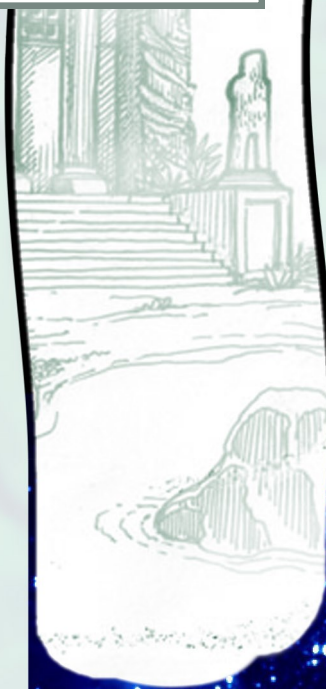
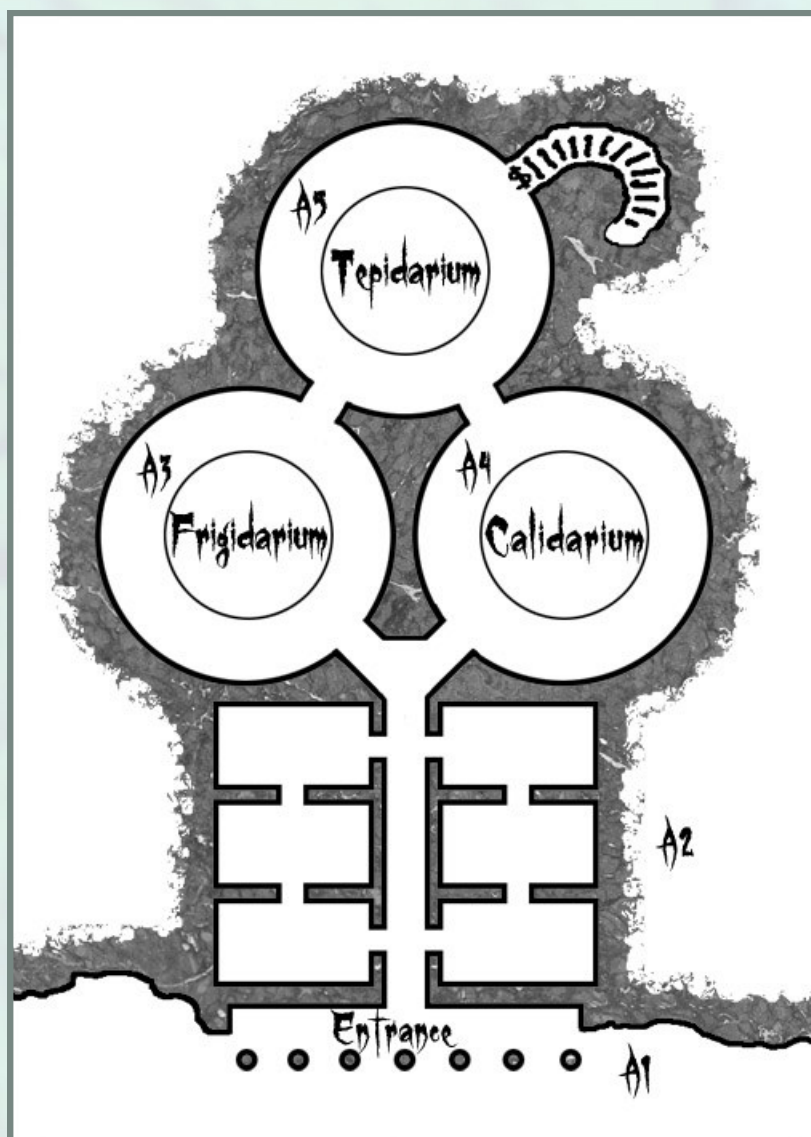
If the PCs gather around, they will find large stones jars which are almost irremovable, and caked in a blackish substance which once had to be an ointment, and filled with abundant pumice stone to clean the skin. The mosaics on the walls are damaged, as if someone had ruined the walls at random, blasting many tiles that are now on the floor (it was Roviann, searching for the hidden passage).



Perception DC 23 (+5 if the PCs are specifically looking for a secret room): hidden among the mosaics, there is a secret door.

A6 - SECRET ROOM OF THE FIRST SEAL (YENO)

Pressing some tiles, a secret door rolls on its hinges and reveals a spiral staircase that descends into the depths of the mountain. The walls of the stairwell are rather irregular, and also the steps are carved crudely .





History DC 17: This passage seems to have been made as an addition to the building at a later time than the original construction of the baths, dug in a hurry without regard to aesthetics.

DM Notes: the reason the stairs were made crudely and at a later time is the haste that the laborers of the Empire were made to create a hiding place for the ritual. The Emperor pushed to complete it without mercy.

At the bottom of the stairs there is a simple, roughly circular room. On the bottom, a circle of complex runes glitters with a faintly bluish light.

Allow the PCs to take action. If none of the PCs goes over, nothing happens. If someone descends down the last step and enters the room, the runes are activated and radiant signs appear in the air, rotating slowly.

Give the handout “Seal Yeno” to the players.

With this action the PCs have broken the first seal and they are aware of the first part of the name of Yenoxhtaralunvennd: the ritual begins to weaken and the warlock is awakened from his slumber. In addition to the signs which appear each time a seal is broken, they experience a whole range of side effects: some aberrations are temporarily transported to the island from The Unknown, and the earth trembles because of the blasphemous contact with another plane of existence; the fog that corrupts the air and hides the stars becomes less dense; and Yenoxhtaralunvennd is able to

interact more with the world, trying to communicate with the PCs and cause them to break the other seals.

In this specific case, if this is the **first seal broken**, the effects are still very mild: the earthquake is imperceptible, the aberrations remain on the island for only a few seconds, and the warlock does not have enough strength to communicate directly, and can only do so with writings on the Library. The PCs do not notice anything until they come out, then they notice that the fog has thinned a bit. **For an overview, see TABLE: WEAKENING THE OBLIVION RITUAL on [page 66](#).**

If the players ask questions about the ritual or the signs, see [page 67](#) and [page 68](#), describing:

1. the evidence of the mysterious circle of runes;
2. the meaning of all the parts of the name.



WHAT IF THEY DON'T BREAK THE SEAL?

If the PCs are particularly cautious, they may decide not to enter the room and walk away from the thermal baths without breaking the seal. The first seal will then not be "Yeno" but a different one, found elsewhere. It is unlikely that the PCs will decide not to touch the other seals when they are found, and in any case, it is likely that they will activate the seal on the top of the Island unintentionally, simply by approaching the stone circle (see [page 55](#)).

Begin the progression of Yenoxtaralunvennd towards freedom, starting from the activated seal and then proceed in order as shown in TABLE: WEAKENING THE OBLIVION RITUAL on [page 66](#).

B. THE NAMELESS VILLAGE

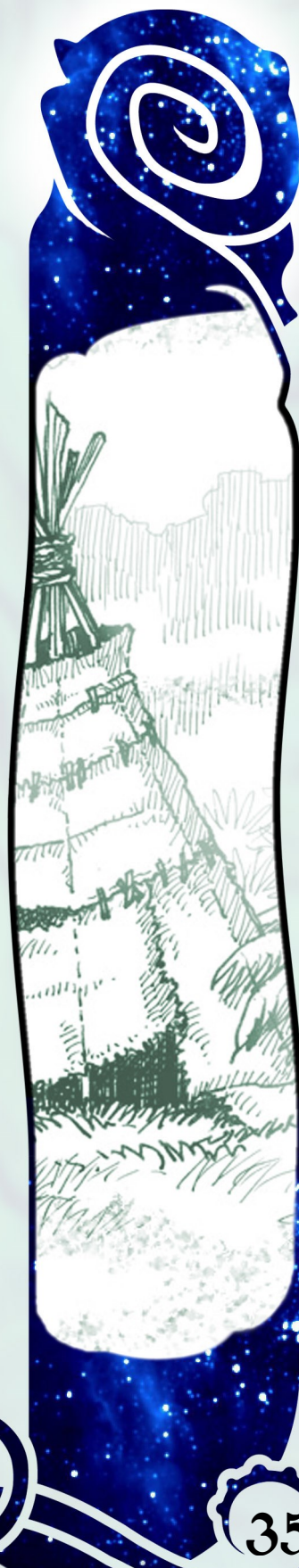
CULTURE AND SOCIETY OF NAMELESS PEOPLE

This part will hardly ever be discovered in its entirety by the players, but it may be useful to the DM to better understand how and why the Nameless People act as they do.

ORIGINS OF THE NAMELESS PEOPLE

503 years ago, the wizards of Ragta Moorac captured a tribe of doppelgangers, eliminated the adults and brought the children to the Island, making them grow up in a society with rituals and culture invented from scratch to make the doppelganger the Oblivion Keepers. The education of children was carried out by some tutors (doppelgangers loyal to the empire) chosen for this task, and remained on the island with the Nameless People up to their natural death. The cornerstones of their teachings were:

- A. Knowledge is evil, ignorance is good.
- B. If you live in ignorance, after death you will go to heaven. If you fall prey of curiosity, you risk the punishment of the God that guides us.
- C. Have a single leader to guide you, follow what he or she says and honor him or her, because they must bear the burden and the shame of knowledge.
- D. Beyond the village, there is only pain and danger.
- E. Beyond the water is certain death.
- F. The number of the faithful is correct and has been established by the gods to guide us. Only when a believer dies, may a woman get pregnant and give birth to a new life (the doppelgangers, having the full power over their own bodies, may voluntarily choose when to be fertile and when not).





G) Time is divided into days of Joy and days of Trial. In the days of Trial, foreigners come to teach curiosity and love of knowledge. If they can be made to follow the right path, life will return the carefree joy. Otherwise, the punishment of God will strike the faithful with an increasingly heavy hand (the punishment takes the form of aberrations due the weakening of the ritual).



For the safety of the Nameless People, there is a plant on the island whose juice erases recent memories, to help forget any accidental discoveries or knowledge. In addition, to ensure the survival of the Nameless People while avoiding the need to learn the skills necessary for fishing, farming or agriculture, there is an enchanted cave in the village that produces food.

Both the plants and the cave, although the Nameless People do not know it, were introduced on the island by high wizards of Ragta Moorac as tools to create a quiet and sedentary population.

CULTURE

The Nameless People live in complete punctilious ignorance, disapproving of any attempt to extend their knowledge and possibly punishing the wicked by making them drink the potion (something humiliating for the Nameless People, if it is done on different days from those of the rituals, see [page 38](#)). In this way, they have not developed arts and sciences; this does not mean, however, that they do not know how to do anything. They build the tents they live in and weave clothes of coarse plant fibers that they wear: only, they do it every time as amateurs, without ever learning from experience (which is immediately lost because of the potion).

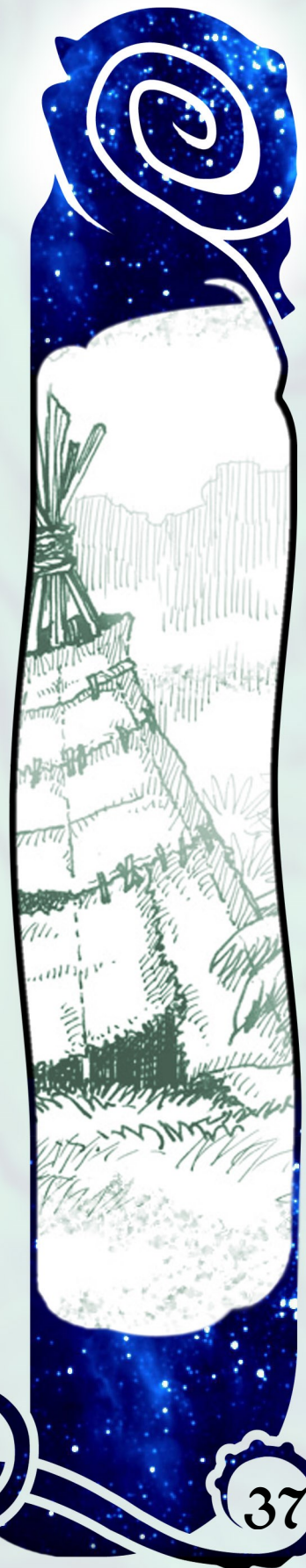
They spend their days sleeping, eating, and bored, laboriously weaving huts and new clothes and making love, until they reach the Days of Trial.

The wizards of Ragta Moorac probably expected that if things went wrong over time, the Nameless People would use their strength to stop the insane who were drawing upon them the anger of their God. With time, however, the population has assumed a pacifist attitude. If foreigners are sent by God to test them, such trial must be addressed in fair way without harming a hair on their heads. And if the monsters are sent by God as punishment, the only thing they should do is hide and pray to send away the monsters (which in fact usually happens when the monsters lose their connection with the World and dissolve).

SOCIETY

The Nameless People do not have personal names (also considered a form of inconvenient knowledge) and are not distinguished by their work, acquired skills or knowledge possessed (since they are all peculiarities which have been banned and eradicated), but between them there is a rich system of social stratification related to personal honor, which depends on the appreciation of the community, linked in turn to their behavior, the extent of their curiosity, and random events.

As the Nameless People try to not stand out too much between themselves, and if necessary, drink the potion, their actions are either nice (but not excessively so) or unpleasant (but not too much) so as not to justify use of the potion; they distinguish themselves by deeds whose accumulation contributes to other's opinion of the person who commits it. Eating or sleeping too much or too little, unpleasant interactions with a person, crushing an insect, and being forced to drink the potion are all things that can cause loss of honor, and demotion in the social ladder.



On the basis of this social scale are established relations between members of the community (those who choose the partner who does massages and those who enjoy them, those who eat more or less ...) and the choice of the Elder.

This is a figure with enormous prestige who leads the community, knows the tenets of religion and guarded secrets, and talks to foreigners during the days of Trial. Traditionally, the one chosen to be the Elder takes the form of an old man, regardless of his or her true age.

In the Nameless People's society there are four rites that no PCs will ever see, because they are not made during the Days of Trial:

1. **Welcome to Joy:** upon reaching puberty, the adolescent is admitted into the community of those who can make love, typically with a ritual encounter with a person chosen by the Elder.
2. **New Elder:** when an Elder dies, the most honorable doppelganger is appointed the new Elder, and assumes the position. There are always 3 or 4 people educated to become Elder in the case of the premature death of the one in charge.
3. **New Born:** when a villager dies, the Elder chooses a woman who is impregnated by the man of her choice, and until the birth of the new baby, she is served and revered.
4. **Days of Forgetfulness:** when the Elder considers it appropriate, all the villagers drink the potion in a collective ritual, except the Elder himself and those who are in training.



NOTES ABOUT THE ELDER

The doppelganger selected at each generation to preserve some selected memories (the Elder) is convinced of the following things (even if he'd rather keep them hidden from the PCs as long as possible):

1. His people have been moved to the Island by their deity, to flee an ancient empire that persecuted the doppelgangers. The price for their salvation was the preservation of a word. No one knows what it means, but it is the bearer of great evil.
2. The island is a purgatory, a test of true salvation to the land which the doppelganger will go to after death for eternal salvation. The doppelgangers should refrain from seeking knowledge, and be content with a humble and static life.
3. The Island is a relatively quiet place, but the search for knowledge within it is dangerous, and can lead to total destruction. The only way to stay safe is to lead a quiet and sedentary life in the small part of the island known by the doppelgangers. This is what has been done for centuries. This belief was present from the beginning, and has been fully confirmed over the years; anyone, both among the doppelgangers and visiting strangers, who came across other parts of the name wandering on the island caused hideous creatures to be invoked.
4. If someone is aware of something that leads to great upheavals, the only thing to do is forget everything as soon as possible. For this, there is a plant with small gray flowers (also unnamed, call it "the plant that is used to erase memories"), from which one can derive an infusion that allows you to forget events that have occurred in the recent past.
5. Periodically, the doppelgangers consider themselves to have been put to the test by their god, with the arrival of foreigners on the Island. Their coming is accepted as something impossible to avoid. The Nameless People should try to remove the knowledge from them, preventing the exploration of the island, and getting them to drink the potion derived from gray flowers in the event that the strangers discover something dangerous.



Note 1 — The PCs do not receive favorable treatment:

Foreigners are not considered to be "emissaries of the gods," nor are they considered to have a special wisdom or prestige. On the contrary, they are considered to be normal people that must be respected and whom they should not attack, but who can be wrong (and indeed, coming from outside, are always wrong) and should be educated (in the importance of ignorance). The Nameless People will never do them any harm, but the Elder will certainly be angry if the PCs do not follow his advice on the need to forget everything before other monstrous creatures materialize on the Island.

Note 2 — The Nameless People don't use names:

They will never say something like "We are the Nameless People," or "Go talk to the Elder," (which would identify a person with a name), but they will say phrases such as "our people are used to having no names," or "go talk to those who guide us / with the oldest among us / with the wisest person in the village," trying to not ever identify themselves or the PCs.

The PCs can get to the village following Roviann's Note, which indicates its approximate location, or simply by proceeding to the North of the Thermal Baths.

**B1 - REACHING THE VILLAGE
FOR THE FIRST TIME**

While walking on the side of the mountain, you note that although there are not any visible signs of volcanism, the fog continues to have a sulfurous odor and contain impurities. Eventually, you reach an open field in which are planted about a dozen large tents of crude workmanship.

Among them, you see men and women wearing rough and rudimentary clothes, sitting down to talk with each other. A girl is massaging the shoulders of an old woman, while two children appear to be playing with some stones on the ground.



Perception DC 12: it seems that all the people resemble each other.



Insight DC 16: it seems that a majority of the people are uncomfortable seeing you.

As soon as they see you, they stop what they were doing. They point at you to each other, and then all enter into the tents. In a few moments, the place is empty, except for an old man coming towards you with an imperturbable expression on his face.

The village is made up of a dozen tents: the doppelgangers were never many in number, and they can mate with each other without genetic defects. There are 40 people in total, and the number is fixed: as long as there are at least 2, they can reproduce to return to the original number without problems.

Speaking with the villagers, except the Elder (and Lorian): any villager the PCs encounter confirms what the Elder says, and refers to him for information, without revealing anything else.

B2 - MEETING THE ELDER

The Elder has the appearance of a human in his seventies--white haired and gray-bearded--and is the key figure in the village, the one with whom the PCs will interact. He will speak with them, trying not to let out anything that seems dangerous. While playing the Elder, keep in mind that he is **close-minded** and often **pedantic**, and his **plaintive and insistent voice** can enrage players. This is deliberate; counterbalancing this is the fact that he knows exactly what to do to avoid the awakening of Yenoxhtaralunvennd and holds many of the keys of the adventure.

The Elder's attitude, however, varies depending on the seal activated, the accuracy of the questions asked him and the result of a skill check. The skill check shall be made regarding a single piece of information.

The table in the following pages summarizes the behavior of the Elder and information that he may reveal to the PCs, based on the number of broken seals.



Persuasion DC 25: for each item. If you get a success, the Elder reveals what he would say after the breaking of the next seal (and only that; if from the table it appears that he would have said the same thing, then he repeats the same thing).



Intimidation DC 23: the Elder is the repository of the wisdom of his people, and while he fears for his safety, he is very aware of the consequences of revealing too much. For each successful Intimidate check he reveals what he would say after the breaking of the next seal (and only that, if from the table it appears that he would have said the same thing, then he repeats the same thing).



Insight DC 23: to assess whether what the Elder says is true, for each specific point (and in relation to what he believes to be true). A success only reveals that he's hiding something.

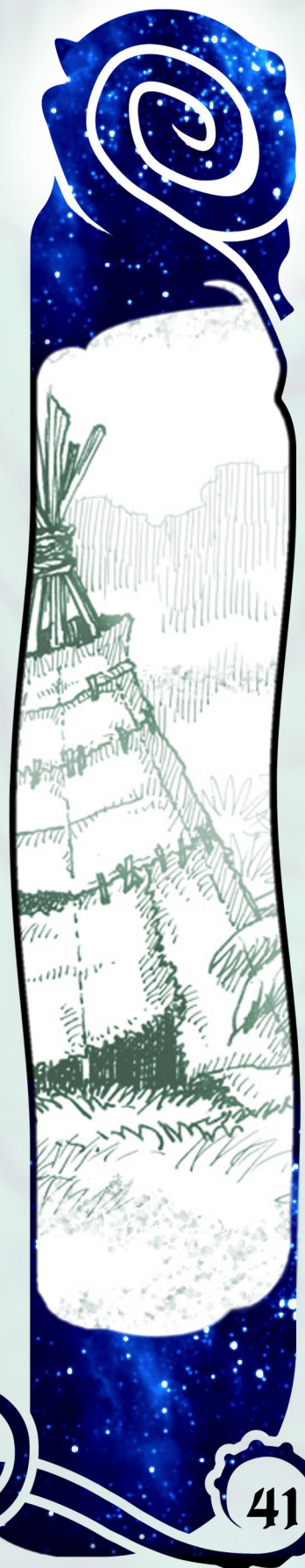
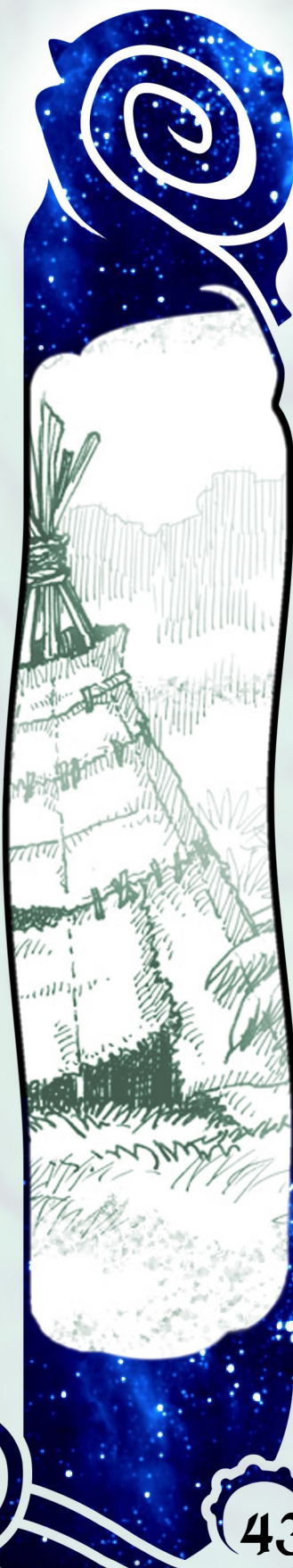


TABLE: ANSWERS FROM THE ELDER

0 – 1 Broken seals	2 Broken seals	3 or more broken seals
The Elder responds to any question in an elusive manner, repeating again and again the core of his message: knowledge is evil.		The village has been attacked, so he knows of the broken seals. He begs the PCs to stop searching for knowledge on the island and to forget, using the potion that erases memory. He is more collaborative.
Automatically tells the PCs:		
Not to go snooping in other parts of the island, because it is said that horrific dangers lurk in it. The PCs should go back where they came from, as soon as they can.	Horrible creatures have appeared, that have wreaked havoc in the village, killing two people, and then vanished into thin air (true). He knows that the PCs have probably stuck their noses in other parts of the island, awakening the horrific dangers that are hidden in it. Stop immediately and go away!	He speaks <u>immediately</u> of the plant that erases memories, and tells the PCs to drink the potion absolutely, urgently, to forget what they saw. He says that when someone discovers the horrible secrets of the island, the only way to save oneself (and apparently to save the villagers) is to drink the potion. He gives the PCs a dose of potion each to take with them.
What dangers, exactly, are on the Island?		
It is not known, but they can threaten the lives of many. (partially true)	Monstrous creatures, earthquakes and disasters that can threaten the lives of many. (true)	
Do you know where we could find... ?		
He doesn't know anything about what happens outside the village as he never leaves. He does not know anything about baths, swamps, libraries, the top of the island and other locations. (true)		
What's your name / the name of your people?		
He has no name: they don't use names (true)		
How long have you been here on the Island?		
Always. (true) Their ancestors brought them to the island to protect them from the Evil that was outside. (true)		
Do you know something about the Gerilian? (also describing its effect or appearance)		
No. (true)		
Are there other plants with strange properties?		
There are, but none has such miraculous healing powers. (true)	<u>In any case</u> he speaks of the plant that erases memories, and tells the PCs to drink to forget what they saw. He says that when one discovers the horrible secrets of the island, the only way to save oneself (and apparently to save the villagers) is to drink the potion. (true)	

0 – 1 Broken seals	2 Broken seals	3 or more broken seals
Do you know someone named Roviann?		
He never heard the name, and in any case it is wrong to use names. (false , Lorian knows the name and repeats it often, true about the names).	He says he was among those who have caused major problems in the past, and the Elder remembers that Roviann drank the potion. He says, however, that he does not know the location of his body (true), because in fact he has left the island.	
The pirate / sailor, the half-elf, a guy that came here years ago...		
He does not remember him, but in some cases people have come to the Island, but they have always left. (he’s hiding something). He does not know the location of his corpse. (true)	He says the half-elf was among those who have caused major problems in the past, and he remembers that he drank the potion. He says, however, that he does not know the location of his body (true), because in fact he has left the island.	
What about Lorian (or more generally, the red-haired girl)?		
He doesn’t know. (false)		He tells them the story of Lorian, (before, he tried to protect her), who had remembered Roviann somehow after drinking the potion (she didn’t want to forget him, and as a result the potion was less effective). Asks them what they can do to make sure that the girl forgets the ghost.
Do you know something about (description of the seals, the ritual... ?)		
He doesn’t know anything. (partially false : in fact he knows nothing of the ritual, but connects it to the name that he remembers).	If the PCs have realized that the ritual involves a name or names to remember and mention <u>names other than Xhtar</u> , then he says he does not know other names (False), but he knows that seeking knowledge on the island, which includes the names in general, is bad (True). In any case, even if threatened with death, he does not mention Xhtar, unless the PCs say the name first.	
Do you know anything about “Xhtar”?		
The Elder says he does not know anything (false), but the DC is lowered by 5 to figure it out because he is <i>visibly shaken</i> (Insight DC 22). If the PCs question him further, he says that, of the various mysteries of the island, he is the only one who knows that it is a word that brings misfortune, and he enjoins the PCs to not mention it ever again. (true , but hides the fact that in the past he has seen someone who discovered it; he does not reveal this unless the PCs specifically ask about Roviann).		
Are you a doppelganger?		
If asked this question, he assumes that the PCs already know the truth in some way, so he initially asks PCs why they think this, saying that he and his people are human (false); but if the PCs insist, he only says that they intend to live in peace and that no matter their form, they just want to be left alone. (true)		





If the PCs have broken all 4 seals, he automatically reveals all his knowledge, telling the truth.

If the PCs give him the chance to offer his opinion, in contrast to Yenoxhtaralunvennd (who does not speak to him), he repeats with great urgency that the PCs need to forget as soon as possible.

He also begins to follow the PCs everywhere (as long as they allow him to, of course), fearing that they will make other disasters and obsessively offering the potion of forgetfulness.

B3 - EXPLORING THE VILLAGE

The village consists of 12 spacious tents, similar to those of Native Americans, each of which accommodates between 3 and 4 people. The PCs could impose themselves through violence or deception to explore the tents despite the Elder refusing them access. There are several possible cases, detailed in the following paragraphs.

THE PCS COME TO THE VILLAGE FOR THE FIRST TIME

a) If they explore just one tent, make sure that they find inside two of the Nameless People (a man and a woman) who are looking at them with surprise and fear. Neither of them has red hair.

b) If they explore at least 2 tents, in the second they will find a girl with red hair sitting in a corner, and an elderly white-haired woman who seems to be keeping an eye on her. The red-haired woman is **Lorian the Red**.

LORIAN THE RED

Lorian the Red is a doppelganger who fell in love with the rugged pirate/adventurer Roviann, having met him about 50 years ago on the Island. She has awaited him all this time (unaware of his death), and it is this memory that binds the ghost of Roviann to this world.

As soon as she sees the PCs (who are clearly

strangers):

- ♦ She asks them if they know a sailor named Roviann, and if he sent them to look for her on the island;
- ♦ She asks them if they know where Roviann is, and tells them that she has been waiting all this time for his return. (How long? Years. Many years? She's confused and does not know it, but a long time).

If the PCs deliver her Roviann's Note (found at the Thermal Baths), she reads them full of joy as she recognizes the writing of her beloved, but will not remember anything of their time together, except that he just had to escape because of cataclysms caused by the discovery of knowledge.

If the PCs deliver her Lorian's Letter (found in the Swamps), she will read it with rapt attention, and then say, "It's true, I was a half-elf." She will change her appearance slightly, stretching her ears and changing the color of her eyes, thus revealing herself to be a doppelganger.

If the PCs speak of the death of Roviann, Lorian will be shocked by the news and will cry, entering a state of deep depression. However, she will be able to recover within a day and - importantly - her awareness of the death of Roviann will allow the spirit to disappear, ending the bond that keeps him in this world.

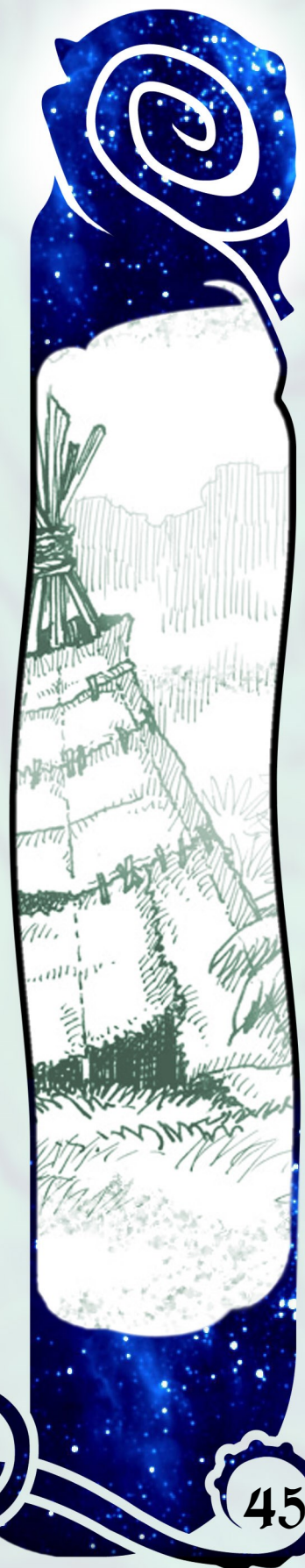
If the PCs speak of Xhtar or rituals, she will say that they are evil: they brought death to the people and friends of Roviann, and are the reason why he left. She asks the PCs not to seek them anymore, nor to endanger themselves and their people.

THE PCS COME TO THE VILLAGE A SECOND TIME

Lorian the Red, having previously heard the PCs speaking, will come out from her tent. Even if another Nameless woman tries to stop her, she frees herself and runs to the PCs to ask about Roviann.

THE CAVE OF MEALS

This place does not have anything relevant, other than some details useful to the internal coherence of the story: the PCs can get there by following some of the Nameless People who turn away from the village. The cave is located a short distance from the tents (10 minute walk) and was enchanted by the wizards of Ragta Moorac, who deported the Nameless People here, because it produces enough food to feed them at regular intervals. At 12 am and 12 pm each day, there appears a quantity of food (of poor quality and of a similar nature) sufficient to feed the whole tribe.



SPECIAL:

BREAKING THE SEAL OF THE NAMELESS PEOPLE

If the PCs check for **magical auras** in the village, they discover that there is an aura automatically linked to each inhabitant of the village, and they also realize that the ritual that produces it is latent, and can be activated simply by willing it (the PC that realizes this need only focus on it).

If a PC activates the magic present in any of the Nameless People, the signs of the Seal Xhtar appear in the air and all the doppelgangers present fall to the ground unconscious, catatonic, until the PCs banish the seal (again, just by concentrating on it) or they leave.

For more information on the ritual or the meaning of the name

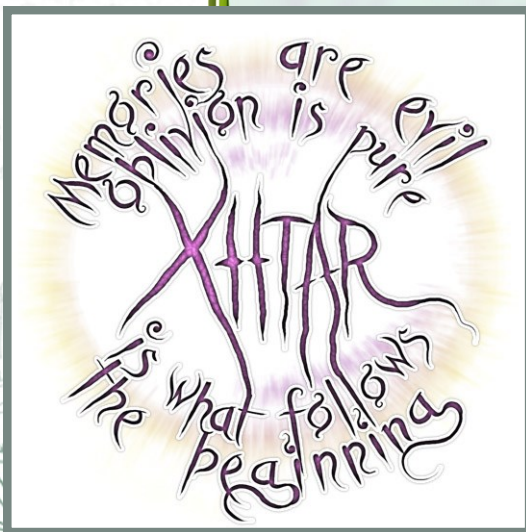
revealed, see [page 68](#). Although this seal does not have a visible circle of runes, studying the magic aura gives the same results as shown in the table.

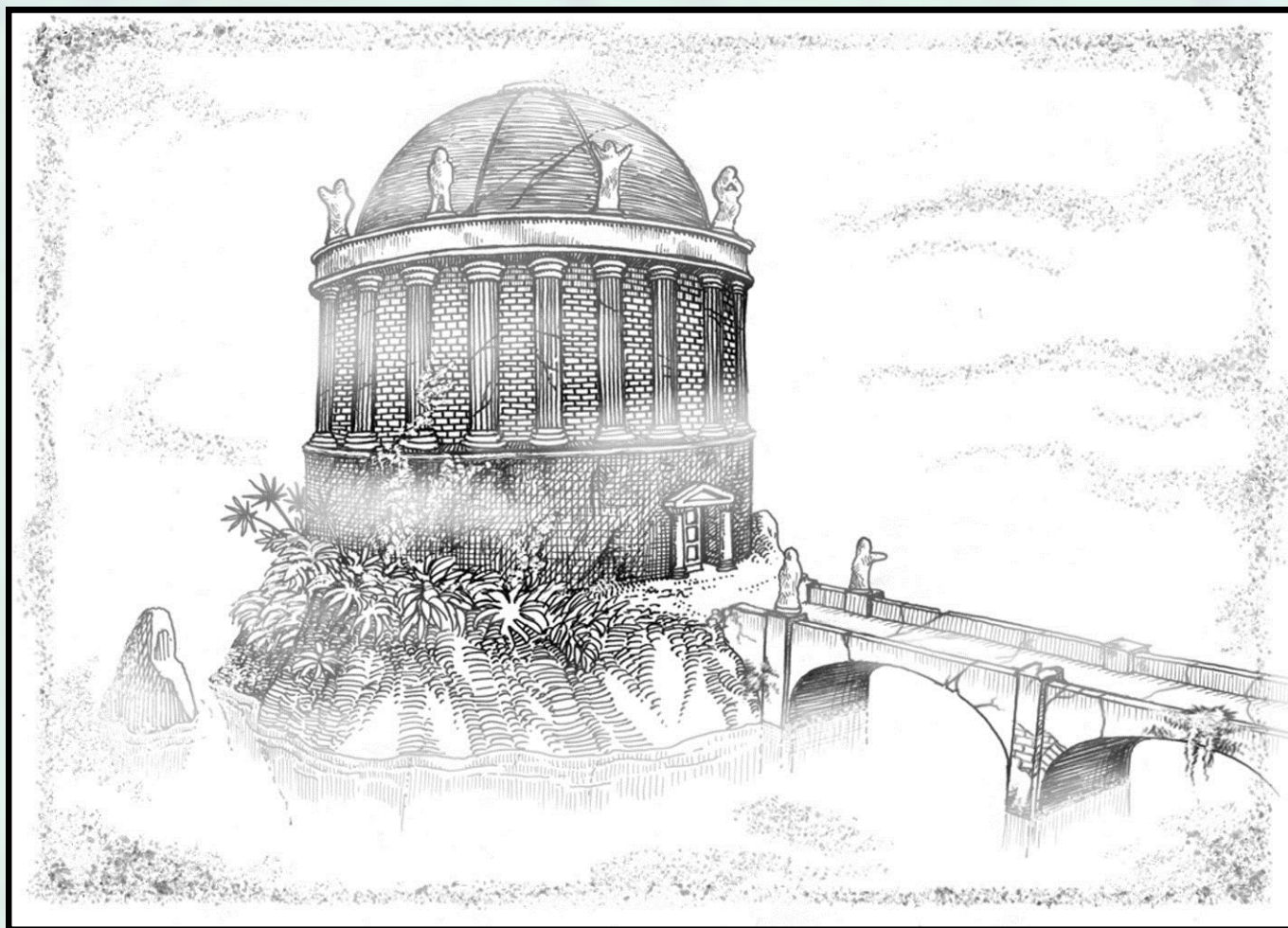
Give the handout “Seal Xhtar” to the players.

After this, the members of the village suspect that the ritual has been activated, although their senses are clouded at the moment of awakening and they appear to be unconscious for no reason (and of course on the table on [page 42](#), which defines the

Elder’s behavior based on the seals found, it is treated as if the PCs have found one more).

If the seal activated is the second or the fourth, in addition to the creatures that will attack the PCs, at the end of the fight you hear a scuffle and screams coming from a tent. From it will briefly emerge an Aberrant Chewer (see [page 81](#)) with bloody claws, which will remain in the world for a few seconds, and then disappear immediately. In the tents were killed respectively 2 (second seal) or 3 (fourth seal) doppelgangers.





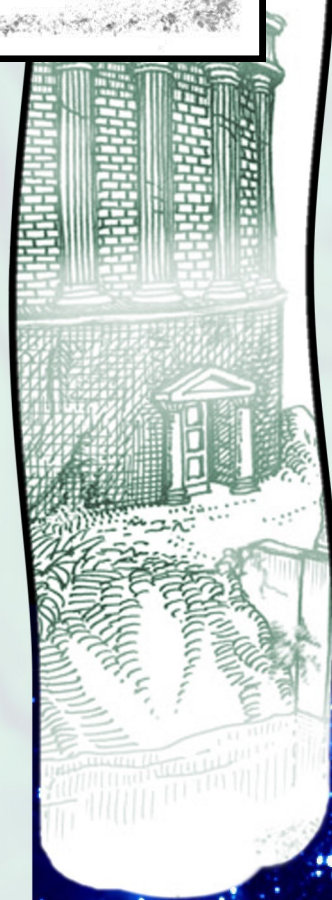
C. THE OBLIVION LIBRARY

It is possible to find the exact position of the Library by looking at the map on the **Roviann's Note**, which can be found by the PCs at the Thermal Baths.

In the past, the Library belonged to Yenoxhtaralunvennd's family, when he was still a human being. After the **Oblivion Ritual** was cast, all of Yenoxhtaralunvennd's books were sealed in this building. The Library's structure was modified to reinforce the Ritual: the big windows of the building were walled to keep the internal rooms obscured, and so as to obscure and hide the "knowledge." Light can enter into the room only when the door is opened. The books have been arranged in an intentionally disorderly manner, to make researching and reading very difficult.

ABOUT THE BOOKS IN THE LIBRARY

The books of the Library are very important because they are a means to get in touch with Yenoxhtaralunvennd, and then to carry on the adventure in addition to the fact that the PCs may find them because they can learn the background of this adventure only by reading them (but in any case the adventure can be completed even if they skip this passage).



A vertical decorative border on the left side of the page. It features a green vine with several pink lily flowers at the top and bottom. In the middle, there is a faint, green-tinted illustration of a classical building with a dome and columns, possibly a library or a temple.

The first step of the Oblivion Ritual was to erase the books, so at the moment they don't have titles and all their pages are blank. This is a powerful symbol of the rejection of knowledge itself, which was so loved by Yenoxhtaralunvennd. This is the condition of the majority of the books that are in the Library: empty shells, devoid of any written word. There are only two exceptions: the books **Anecdota** (Anecdotes) and **De Insulae Imperii** (On the Islands of the Empire). In the past, these books were the means by which Yenoxhtaralunvennd was put in contact with Roviann and through which he may now communicate with the PCs.

As an entity made of pure thought, Yenoxhtaralunvennd has many problems manipulating physical reality: one of the few ways through which he can interact with reality is by written words, thanks to the proximity of the abstraction of writing to pure knowledge. However, to do this costs him great effort. Moreover, **every word he communicates, written or communicated any other way, cannot be false**, because of the vow that he has made to gain his powers. In addition, being an extra-planar entity, for him it is much easier to reconstruct writing and words that already exist, possibly correcting them and manipulating them to add a little information. Such information may perhaps be oriented to his interests and viewed from his perspective, but **it must match the truth**.

Many years ago, after Roviann had broken some seals, Yenoxhtaralunvennd regained enough power to be able to change reality and restore the words written in the past. This is the reason for the strange messages at the entrance of the Thermal Baths (see The Thermal Baths on [page 28](#)) and the column in the Swamps (see The Swamps on [page 56](#)).

He selected two books of the Library, one about the history of the islands of the empire and one about the lives of famous people. He rebuilt the original text (currently readable, but devoid of interest to the PCs) and he added some information for his own purposes, such as information about himself and about the ritual. He also **depicted the dopplegangers from a negative point of view**, to avoid the pirates trusting them and to be sure that Roviann and his crew continued to explore the island. In the handouts to be delivered to the PCs there will be also some paragraphs about the PCs background, written by Yenoxhtaralunvennd to entice them to release him: **these paragraphs must be written by you, the DM** (see below).

Note: the Oblivion Ritual is so powerful that, if nobody recalls the existence of Yenoxhtaralunvennd, every direct reference about his name or about the Ritual itself is immediately erased.

For this reasons, in the books the word "**Alunnvennd**" (which was the patrician's name before he transcended and added the first part "Yenoxhtar") is erased and **it will appear only when the PCs find that part of his name**; for the same reason the word "**ritual**" is faded too.

The part of the name "xthar" (written on Rovian's sheet and on the Lorian's letter) is known by the dopplegangers of the Island, so this word has not been deleted. Moreover, the places in which this word is written aren't directly linked to the Oblivion Ritual.

As soon as he can (so, from the moment of the breaking of the first seal), **Yenoxhtaralunvennd starts to write the parts of his name which are known by the PCs into the library's books**. In this way he tries to preserve his name as much as possible, but the only parts of it that he can write are those already know by the PCs.

The ritual also **prevents any direct contact** with sentient beings (e.g. directly addressing the PCs, or communicating directly with their minds) before the **breaking of the fourth seal**.

In any case, the PCs will have a range of information available (those clues that had been written by Yenoxhtaralunvennd when Roviann visited and which have not been deleted) and further additions (those most relevant to their experience and their time) but only if they have broken one or more seals.

Until the breaking of the last seal, Yenoxhtaralunvennd's omniscience is limited to what is happening or has happened on the Island. Then he learns automatically anything known by people who are on the island, such as the fact that Perian has caused the depression of his niece (because Menderal knows this fact) and also the past treachery of Menderal (this fact will be communicated by Yenoxhtaralunvennd to the PCs in the books to prevent the PCs from following Menderal's advice to leave the island) and the fact that the PCs are looking for the Gerilian, and so on.

In the book **Anecdota**, it is recommended that the DM **adds a small section** (at the end of the book, of course) **which describes some info about the PCs**, their names, the time in which they have been active during another adventure (maybe specifying a particular date), and also a few pieces of information about their personal problems in the past, always pointing out that the pursuit of knowledge can be a good way to overcome them.



A vertical decorative border on the left side of the page. It features pink orchids at the top and bottom. In the middle, there is a faint, green-tinted illustration of a classical building with a dome and columns, partially obscured by the orchids and a green vine-like line.

Note that Yenoxhtaralunvennd is master of all truths, those useful but also those unsightly and difficult to accept; this aspect is strongly present in the Annexes, which always contain **some negative information** on the topics described. We recommend that you do the same for the part about the characters.

Regarding the timing, the measurement system of the years used in this adventure involving the PCs is in 441 PE (Post Empire), and so about 441 years after the fall of the Empire of Ragta Moorac. Of course these time references can be modified in any way the DM desires, but to be consistent you must also change all other dates that appear in the adventure.

CO. ARRIVAL AT THE LIBRARY

As you make your way through the thick forest, you find the remains of an imperial road.

This road is blocked by vegetation and is collapsed in several places, but it still allows you to move forward faster.

The road, paved with stones, leads to a small lake; in the center of it you can see a towering building which is connected to the shore by a stone bridge with three spans. The circular building is surrounded by columns at the center, and is topped by a dome adorned with bronze statues.

You are not able to see more details; the fog blurs the contours of everything. Here, the haze continues to have a sulfurous smell, and some small grains of sand (suspended in the fog) occasionally irritate your eyes.

C1. THE BRIDGE

An old stone bridge connects the shore to the island in the middle of the pond, on which stands the building. The bridge is very old and run-down, but still seems sturdy enough to be passed over.



Survival DC 16: it looks old, but should still be able to withstand a dozen people standing on it at once.



History DC 12: it looks like typical architecture of the empire of Ragta Moorac.

C2. THE LIBRARY

OUTSIDE

The building has a circular base and only one floor. It's not very large (about 60 feet in diameter). You note that the statues on the roof have been defaced (apparently with a hammer) and everything seems to be in a state of total neglect. Creepers cover part of the exterior walls. Along the perimeter of the building there are large windows at regular intervals, all of which have been walled up. The main door is closed, and it is thus impossible to see inside.



History DC 12: it looks like typical architecture of the empire of Ragta Moorac.



Perception (on the statues) DC 11 o **Passive Perception 16:** the statues probably portray a humanoid with a strange dress made from a single folded sheet, similar to a toga. Almost every statue depicts him holding a book or a scroll. There are 12 statues in total.



History (on statues) DC 12: the dress is typical of the empire of Ragta Moorac.

INSIDE

The interior of the building consists of a single circular shaped room, with shelves of stone carved out of the walls. There are hundreds of books arranged in a disorderly manner: some of them are even open and flat on the floor. Strangely, the only source of light is the door through which you entered. The windows have been bricked up and most of the room is plunged into darkness.



Perception DC 12: the books in the room seem to have been intentionally arranged in a disorderly manner. Many of those that you can see have open white pages, and all the titles have been erased.



Perception (on the room) DC 16: there are traces of footprints on the floor, probably dating back to a few decades ago. Following them allows the PCs to discover the **secret room C3**, whose entrance is hidden under a trap door of stone, concealed in the floor.



Arcana (on the room) DC 25 (+5 to this roll if the PCs have found Roviann's note, +2 for each seal they have already found, and these bonuses are cumulative): there is an aura that seems to come from somewhere beyond the main room. If the PCs succeed on this check, they will automatically find the trap door of stone leading to the **secret room C3**.



If the PCs decide to examine the books :

*The books, which you have been opening randomly, appear all white (or are Obsessive Books, see below), but two of them that are open on the floor attract your attention. They contain not only written words, but also the titles are legible. One seems to be a book called **Anecdota**, containing short stories, and the other one is a copy of **De Insulae Imperii**, which describes the ancient geography of the Empire of Ragta Moorac.*

THE BOOKS

The books on the floor were left open by Roviann and his crew 53 years ago. On these books, Yenoxhtaralunvennd had changed a few sentences to intrigue the sailors and to entice them to further their exploration of the Island. He attempts the same thing with the PCs: in the book *Anecdota*, in fact, **there will be references to the story of the characters**, with a particular mention of unpleasant events in their past. If the PCs begin to read other books, they will discover that they are all white, **with only one exception: the Obsessive Books** (see below).

I. Obsessive Books

If the PCs have already discovered other seals, on some books there are whole pages filled with only the words "*Yeno Yeno Yeno Yeno ...* " or "*xhtar xhtar xhtar ...* ". Yenoxhtaralunvennd created these writings to maintain a tenuous grip on his identity banished from reality. The names disappear if the memory of the parts of the name is lost. If more parts of name have been found, they are all present, but mixed, so that it is impossible to define any particular order.

II. *Anecdota e De Insulae Imperii*

History DC 16 (on the books):



Anecdota: at the time of the Empire, books of anecdotes on persons from the past or present were quite popular. In these books were uplifting stories from which people could draw useful lessons. This tome has a title so generic that it is difficult to catalog it chronologically.



De Insulae Imperii: this tome was very popular in the past, and remains so in the present day. It was part of a compendium treating the geography of the Empire of Ragta Moorac at the time of its greatest extent. A large number of copies of this book have been made, and those of you who browsed in libraries before believe you have seen at least one copy. In fact, many copies survived the end of the Empire, and they were later copied and translated into various languages.

If a PC has consulted it at Halmoor, tell him that it is the same text that he had found at the library of the port, and the pages contained in the Annex are in place of the white pages.
Handling the “Extracts of the books” hand-outs

The information contained in the two books is divided into individual Extracts. These Extracts are the only parts that Yenoxhtaralunnvend has modified from the original text; he had simply "copied" these parts, making them reappear where the Imperials had deleted everything. Except for these “Extracts”, the rest of the text is not relevant: it tells of other islands or other people who are not directly related to the PCs.

The two books have blank spaces: these spaces will contain the name "Alunvennd" after the PCs have found the respective seals "alun" and "vennd".

The sentence in gray "[...] *except for one thing. It was then that the ritual was used.*" is actually written in a more faded manner than the other parts, and it is barely readable. It only appears if the PCs have activated an instance of the ritual. Yenoxhtaralunvennd finds it more difficult to bring up sentences about the ritual that binds him.

At first, the PCs will probably search for information about one or more specific topics, such as Gerilian and so forth. If so, give them the corresponding Extracts, if any are present. Alternatively, they could try to read the books from the beginning: if so, give them the first extract, then the second and so on (the order is listed in the Appendixes at the end of the adventure). If they want to read the whole book, from start to finish, it will take about three hours for every book, but the time should not be a problem. Give them all the extracts, specifying their order.



C3. THE SECRET ROOM OF THE THIRD SEAL (ALUN)

A trapdoor in the floor is hidden by a sliding stone slab.

If the PCs open the trapdoor

The plate slides aside without any problem, revealing a spiral staircase that descends underground, disappearing into the darkness.

The walls of the stairwell are pretty rough, and the steps are crude as well. At the bottom of the stairs there is a simple circular room. A circle of complex runes carved on the floor glitters weakly with a blue light.



Investigation or History DC 20: it seems this room is an addition to the building, built at a later time when compared to the original construction of the library.

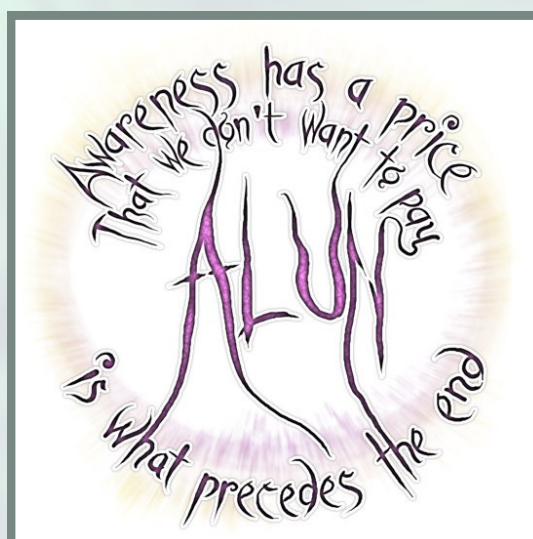


History DC 16: judging from how they are arranged the stones, the style of the underground chamber dates back to the time of Ragta Moorac and perhaps at a time slightly later than the creation of the library.

Give the PCs time to take action; if none of them decide to enter in the room, the circle does NOT activate. The moment one of the PCs enters the room, the runes activate and the following letters appear in the air.

Give the handout "Seal Alun" to the players

For information about the ritual, the meaning of the names or what happens during the activation, consult the section about the Oblivion Ritual on [pages 66 and following](#).





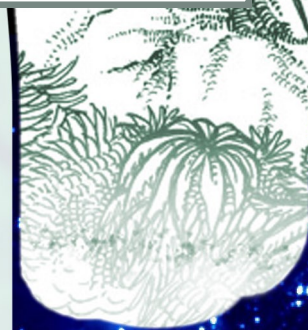
D. THE ISLAND'S SUMMIT

After a long climb, it seems difficult to proceed further: this is probably the highest point of the island. Despite the thick fog, you can see that it is the crater of a volcano, probably inactive for centuries. In front of you, the only visible structure is a circle of rough stones of medium size, planted in a meadow of yellow grass. Although you are in a very exposed place, the wind cannot sweep away the fog. Countless dust particles swirl in the fog, together with the usual sulfurous smell.

DM Notes: this area has been chosen by the enchanters to contain a part of the name, because the Oblivion Ritual required a location as "close to the stars" as possible. After centuries of inactivity, the crater is filled with rocks and vegetation.

D.1 - THE LOCATION OF THE FOURTH SEAL

A circle formed by rough stones lies before you. Grass and shrubs grow everywhere except inside the circle.





Perception DC 12: there is no trace of a plant similar to **Gerilian**. There is only common grass, which grows more or less everywhere except within the circle of stones.

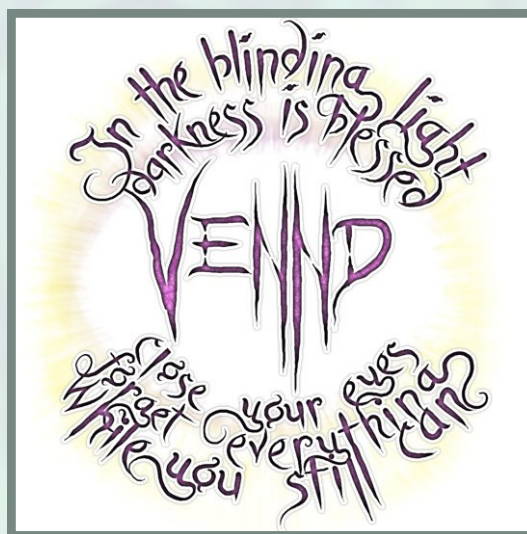


Nature DC 12 (on the volcano): the volcano has been dead for centuries. The fog that envelops the island does not seem to come out of the cone.

For information about the ritual, the meaning of the names or what happens during the activation, see the section about the Oblivion Ritual on [page 66](#).

When one of the PCs enters the circle of stones, the runes are activated: the writing to the left appears in the air.

Give the handout “Seal vennd” to the players.



There is a good chance that when the PCs come here, they have already found the other three seals of Yenoxhtaralunvennd, and that this is the fourth. If so, the PCs will be attacked by powerful aberrations and soon after they will have a choice: they could try to free Yenoxhtaralunvennd or drink the potion (if they are convinced by the Elder to do so). See section “**The Advent of Yenoxhtaralunvennd**” on [page 70](#).

Of course, the PCs could come here without having activated further seals while they are searching for the Gerilian or exploring the Island. For the consequences in these cases, see the table on [page 66](#) in the section on the Oblivion Ritual.

E. THE SWAMPS

You stand in front of a brackish marsh. There are a lot of islands immersed in the muddy water. You note that the vegetation, typical of wetlands, is slightly more luxuriant here. The thick fog, typically sulphurous in smell, prevents you from seeing too far away. Many times you find yourself knee-deep in the mud that hides holes or shallow pools.

DM Notes: the **only relevant thing** that the PCs can find here quickly (if they want to explore the area) is the island with the **Column**. Once the home of Yenoxhtaralunvennd stood at that point. It was subsequently destroyed in the course of the Oblivion Ritual. It will take some skill tests to find the bodies of Roviann's mutinous sailors and the note written by Lorian hidden near the Column.

EO. SEARCHING FOR CORPSES

In this swamp, 53 years ago, Roviann ordered the hanging of three sailors who were driven mad by the apparitions of aberrant creatures and had mutinied. The PCs may come to know this fact from **Roviann's Note** and so they may explore the small marsh in search of their corpses:



Perception DC 16 (DC 22 if they are just looking around) : your attention is drawn to what would seem to be a skinny and blackened hand coming out from a marsh.

(If they decide to dig up and/or pull up the corpses) You discover three almost perfectly preserved bodies, but with blackened skin.



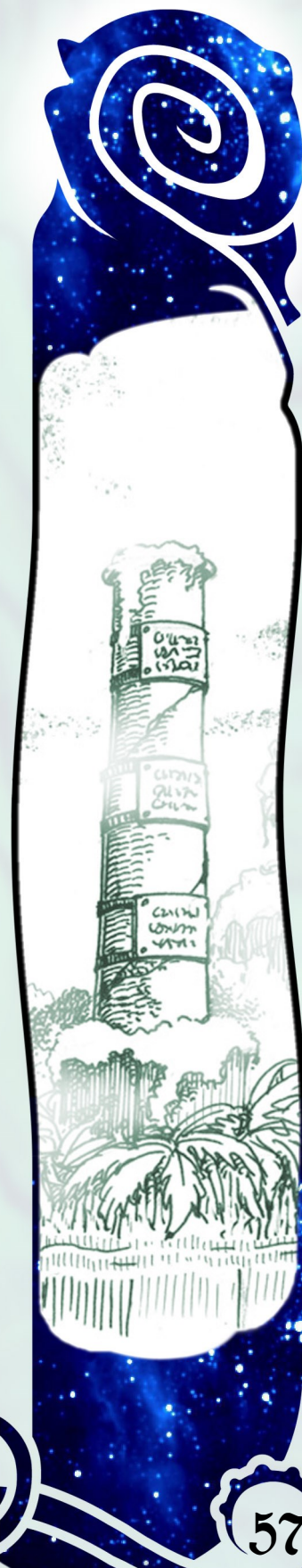
Nature or Medicine DC 12: the corpses look like humans, and are almost perfectly preserved. Mummies of this type are called "bog bodies": they are created by a natural phenomenon, due to the chemical properties of marshy places that make the tissues very resistant to decomposition.



Medicine DC 12: the bodies are well preserved and show clearly the wounds of a death by hanging (marks on the necks).



Medicine DC 22: other distinguishing marks: it seems that one of the three corpses had marks on his chest. These wounds are very strange, apparently made by large claws. However, the claw wounds didn't kill him –the hanging did.



QUESTIONING THE CORPSES

Thanks to the spell *Speak with Dead*, it is possible for the PCs to ask questions to Roviann's dead sailors. In role-playing their interaction, you must consider that the dead give mostly cryptic answers or express themselves in riddles; in addition, these sailors had gone crazy before their deaths. The Oblivion Ritual blocks any kind of question about the ritual itself or about the parts of the forgotten name. The three, however, could reveal the following important information:

- ♦ Roviann was their captain, but he had them ruthlessly hanged for mutiny. The three do not know what happened to him (because he died after them);
- ♦ The three do not remember going mad, so for them, their hanging makes no sense. They remember only that they had given some advice to Roviann;
- ♦ Roviann was looking for treasure and magic items on the Island, and he had gone there especially to prove to the sailors of the port that it was possible;
- ♦ With him was a half-elf woman named Lorian. Finding her on the Island was a surprise for the sailors, because she was thought to have died during a storm a year before (**DM Notes:** the doppelganger revealed her true nature only to Roviann) ;
- ♦ The only things that Roviann was really interested in were Lorian and gold;
- ♦ The crew had visited a village inhabited by unruly and inhospitable people;
- ♦ (**Only if specifically asked about by the PCs**) the three were sent to explore a strange dark library, full of blank books.

E1 - THE SMALL ISLAND WITH THE COLUMN

On this island, slightly larger than the others, there is a single column-which appears to be very old. On the Column are arranged three stone slabs, with some sentences written upon them.

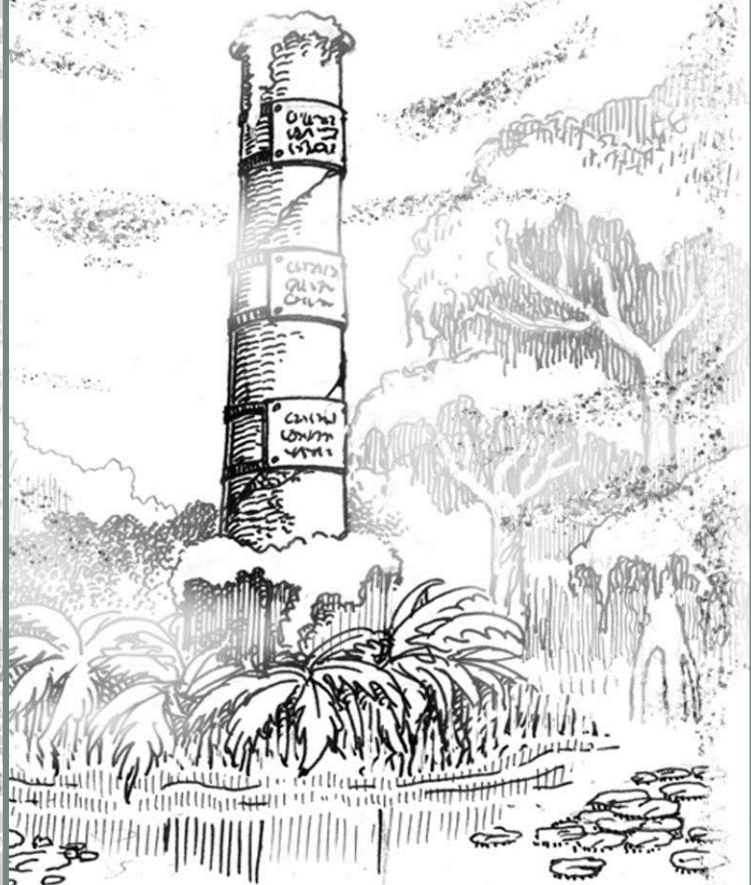
If the PCs want to read the sentences, give them the Column handout.

This is the place where once stood the home of Yenoxhtaralunvennd. It was razed to the ground as part of the Oblivion Ritual. The column is simply a reminder not to look for anything.

HERE,
THERE IS
NOTHING

IF THERE WAS
SOMETHING,
IT NO LONGER
EXISTS

IF SOMETHING
HAD EXISTED,
IT HAS BEEN
FORGOTTEN
IF YOU SEARCH FOR IT,
IT WILL RETURN.



However Yenoxhtaralunvennd has amended the last sentence, adding "If you search for it, it will return," because of his partial awakening which took place 53 years before thanks to the crew of Roviann.



History DC 12: it's definitely a column dating back to the Empire of Ragta Moorac, but it seems that there are no other ruins nearby.



Perception (on the plates) DC 12: it seems that the last sentence, "*If you search for it, it will return*", was somehow added at a later time... but it's hard to tell when, probably shortly after the engraving of the plates themselves.



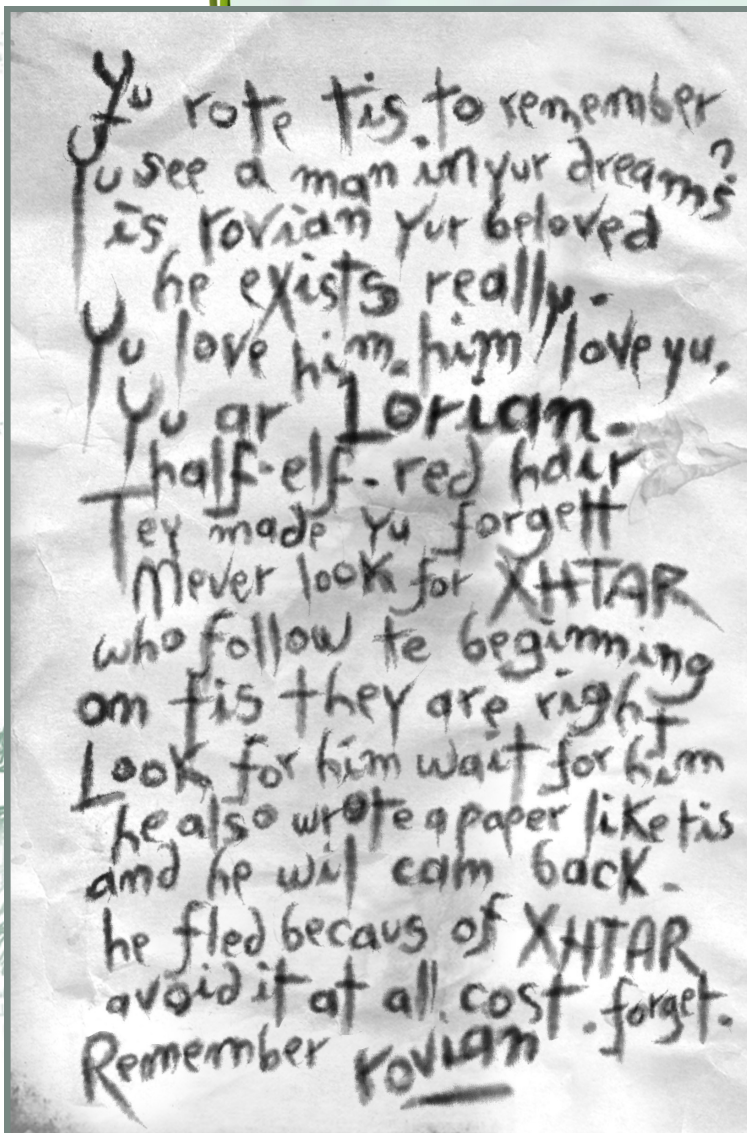
Perception (on the column or in the vicinity) DC 12: it has been eroded by the weather, and it's probably hundreds and hundreds of years old. Nearby there are some other fragments of columns and walls, but the rubble is not higher than a few centimeters.



Investigation or History DC 20: the arrangement of the stone fragments makes you think that these are the foundations of a house, and if so, it was probably razed to the ground hundreds of years ago.



Perception DC 16 (on the column): well hidden under a block of stone, lies a box containing a note. Give **Lorian's Letter** **handout** to the players.



Yu rote tis to remember
Yu see a man in yur dreams?
is Roviann yur beloved
he exists really.
Yu love him him love yu,
Yu ar Lorian.
half-elf. red hair
Tey made yu forgett
Never look for XHTAR
who follow te beginning
om tis they are right
Look for him wait for him
he also wrote a paper like tis
and he wil cam back.
he fled becaus of XHTAR
avoid it at all cost. forget.
Remember Roviann

Lorian's Letter is a piece of paper that **Lorian the Red** (aka the female doppelganger) had written just before being forced to drink a potion of forgetfulness. It contains many indications of what she judged important, especially about the identity of Roviann. Lorian never recovered the paper, but nevertheless she has still managed to preserve the memory of many (but not all) of these details, thanks to the strength of her will and the love she feels for Roviann (which still binds the ghost of the captain to the Island). For more details, see "The Story of Roviann" on [page 8](#) and the reaction of Lorian when shown the letter, on [page 44](#).

F. RETURN TO THE *WEST WIND*

If the PCs decide to return to the ship after they had **broken no seals or a single seal**, the situation is much the same as they had left it. Refer to column "After the Meeting with the Ghost" (see the table on the Crew on page 20) to understand how the halflings will behave.

If they speak with Menderal, he will ask them for information on their progress and remind them to look for information on how to put the ghost to rest. Neither the captain nor the sailors of the crew know anything about the Ritual (even Galenius, whose knowledge of magic is very academic).

If the PCs decide to return to the ship after breaking **two or three seals**, they will discover that something has happened: the ship was attacked! For the attitude of the halflings, from this moment on, refer to the column "After the Attack" (TABLE: THE HALFLINGS on [page 20](#)).



If the PCs return to the ship, Captain Menderal welcomes them. If at least one of the PCs has **Insight +6 or more**, they notice that Menderal seems nervous, and the crew in a gloomy mood. Menderal leads the PCs to his cabin, and then explains what happened, away from earshot:

- ♦ When the Island started to shake, a humanoid covered with a strange mucous rose on the ship and attacked the crew. They killed him, but his body vanished, and unfortunately one of the sailors died (**Modail**);
- ♦ The crew became suspicious and Menderal thinks they want go back immediately; there is the risk of a mutiny;
- ♦ Menderal himself has his doubts about the expedition and thinks it might be better to please the crew. However, if the PCs want to stay on the Island, he advises them to forget the search for Gerilian and seek a way to appease the ghost.

However, he seems to be hiding something.

At this point, a Skill Challenge begins!



F1-SKILL CHALLENGE: CONVINCE THE CAPTAIN! 4 SUCCESSES BEFORE 3 FAILURES

The speech of the sea dog has not left you completely satisfied... it seems that he is hiding something, but he seems very determined to impose his will on what you do. It will take cunning, conviction and threats to induce him to talk!

MENDERAL

Medium humanoid (elf), NE

Armor Class 15 (studded leather)

Hit Points 65 (10d8+20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	8 (+0)	14 (+2)

Skills Athletics +6, Deception +6, Perception +3

Saving throws Str +6, Dex +7, Wis +3

Senses Darkvision 60 ft., Passive perception 13

Languages Common, Elven, Halfling

Challenge 2 (450 px)

Fey ancestry. Menderal has advantage on saving throws against been charmed, and magic cannot put him to sleep.

ACTIONS

Multiattack. Menderal makes three melee attacks: two with his scimitar, and one with his dagger.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6+3) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to Hit, reach 5 ft., or range 20/60 ft., one target. Hit: 3 (1d4+3) piercing damage.

REACTIONS

Parry. If Menderal can see an incoming attack and he is wielding a melee weapon, he can add +2 to his AC against that attack, only.

Primary Skills (that can provide successes): Deception, Insight, Intimidation, Persuasion.

- ♦ Deception **DC 13**(max 1 success)
- ♦ Persuasion **DC 13** (max 2 successes)
- ♦ Intimidation **DC 15** (max 2 successes)
- ♦ Insight **DC 12** (max 1 success)

Secondary Skills: any other skill allows the PCs to make just one roll with **DC 17** and does not give successes but only provides **advantage to the next skill check** (PCs' choice), where relevant, at your discretion.

Good roleplaying can provide an additional +2 bonus for every test performed, again always at your discretion. If the PCs are aware of the fact that in the past **Menderal has already betrayed the trust of his crew** (see the attachments found in the Oblivion Library) and they tell him, he is astonished and asks the PCs

how the hell did they find out, and loses some of his conviction. Assign **an automatic success** to the PCs.

SUCCESS: the Captain confesses that he made up the whole story of the Gerilian, because he had debts and he knew he was the only one to willing to sail to the Island. He will apologize to the PCs, but he will reiterate his points.

The crew is furious, and if they learned the truth, the halflings

might decide to go back alone and perhaps even lynch him: the PCs need Menderal (unless there is some other expert navigator between them) to go back home. Furthermore, as the Gerilian does not exist, looking for it is useless: it is better to focus on putting the ghost to rest and solve the other problems later.

FAILURE: the Captain denies everything, and suggests that the PCs leave and look for the corpse of Roviann.

F2-THE CREW

Regardless of the outcome of the Skill Challenge, the group can talk to the halflings and try to buck up their morale. The sailors are stirring with discontent, and more than one of them has the idea of leaving as soon as possible, even defying the ghost if necessary.

If the PCs talk about what they have discovered in the Library about Menderal (the theft of the treasure), the halflings will not believe them and Menderal will deny everything.

If the PCs have won the Skills Challenge and speak about the deceit concerning the Gerilian, just a look at the distraught captain is enough for the halflings to understand that the PCs are telling the truth: their reactions will be disgusted, but they agree on the need to save the life of Menderal, since he is the only one who can lead the ship through the barrier of rocks without damage.

In fact, none of the crew will make rash moves and leave the Island, even if the fourth seal is broken, but this additional threat will serve to increase their nervousness.

The PCs could try to convince the sailors of the crew or Menderal to explore the island with them, especially if they have discovered the treachery of the captain and want to keep it under control. However none of the halfling will get off the boat, and also

Menderal will be extremely difficult to convince. It will require a successful **DC 24 Persuasion or Intimidation check**: if the crew came to know of his betrayal, the sailors ask also that Menderal be put in their custody.

If Menderal accompanies the characters, he will try to save his own skin and push the PCs to do what it takes to leave as soon as possible (in particular, drink the potion of the Nameless People).





RETURNING HOME WITHOUT HAVING PUT ROVIANN'S GHOST TO REST

If the PCs attempt to return to Halmoor without having solved the problem of the ghost, announce that a terrible storm starts to form a short distance from the island. It increases in intensity as the PCs move away from the island: the wind pushes them back to the Isle of the Mists, and the wisest thing to do would be to come back voluntarily in order to avoid being pushed against the rocks.

Roviann will not show himself; he remains underwater, knowing that if he confronts them openly the PCs could defeat him and the storm would calm down enough for them to leave. If the PCs really insist to not continue and do not want to go back to the Island, you can have them fight Roviann's ghost as the "final battle" of the adventure.

RETURN TO THE SHIP AFTER THE 4TH SEAL IS BROKEN

The PCs will quickly realize that it is absolutely impossible not only to **approach the ship**, but even to **make it out to sea**, due to the terrible storms that are raging. Their only option is solve the problem at its root, choosing between Yenoxhtaralunvennd and oblivion.

If the PCs try to leave the Island by ship, without having put Roviann's ghost to rest, the crew will ask them about it, and they PCs will have to succeed in a skill check DC 20 of Bluff, Diplomacy or Intimidate in order to convince the halflings.

Even if the PCs are able to direct them to the mainland, after sailing for a couple of miles a terrible storm starts to form. The storm will get worse as the PCs go away and vanish only if the ship returns to the island, which the frightened halflings will be sure to do after a few minutes of sailing

G. CLIFF OF THE FINAL ACT

Climbing steep paths, you finally arrive to a precipice on the sea. Way below, you see waves foaming around the rocks. Halfway through the cliff, you see a circle of runes, similar to the ones you are by now very familiar with.

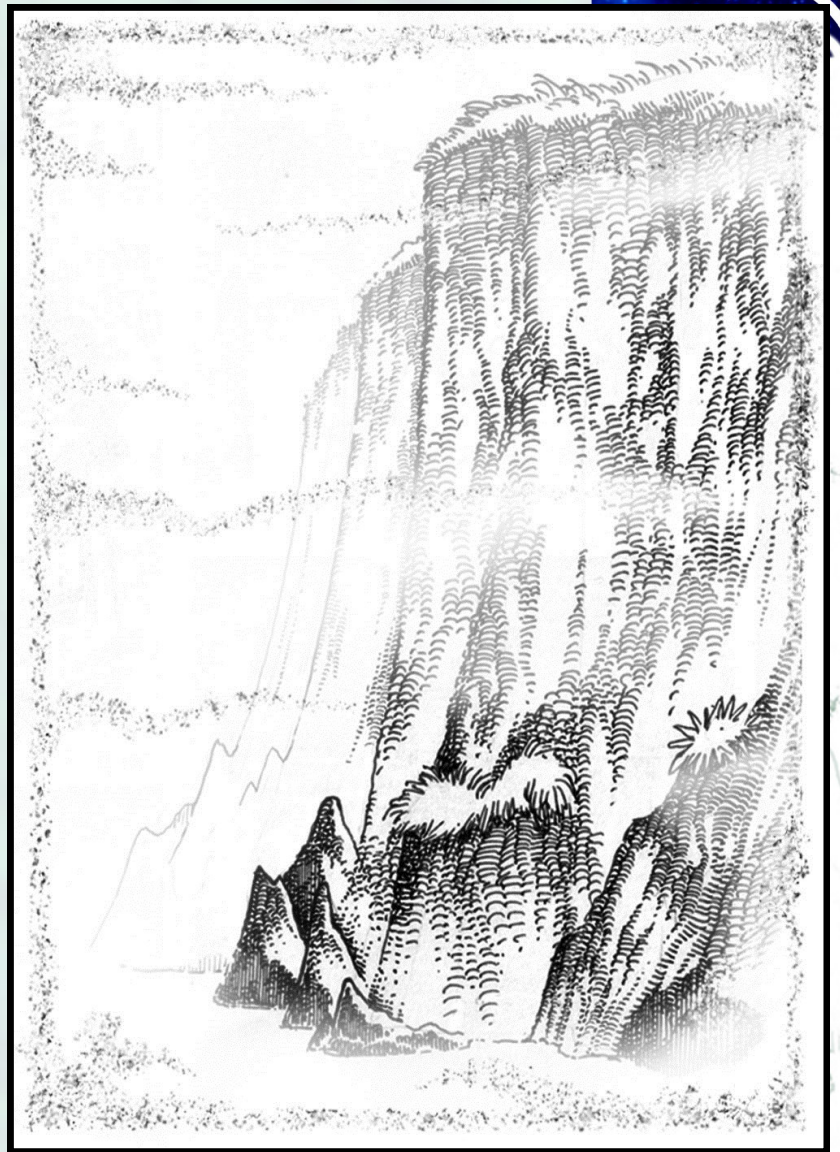
If the PCs reach this cliff, it means that they have already broken the fourth seal of Yenoxhtaralunvennd, and only this last circle stands in the warlock's way. Here, the PCs have two choices: they can try to free Yenoxhtaralunvennd; or they can drink the potion that erases memories (if they choose to listen to the Elder of the Nameless People).

If the PCs decide to trust Yenoxhtaralunvennd, the warlock will explain, telepathically, how to proceed:

In order to free me from my prison, one of you has to jump over the edge, getting to brush against the seal. This will be enough to break it, I will be freed, and then I will be able to intervene and save him/her from falling to his/her death. What I am asking you is an act of great faith in me, but it is necessary to break the last link of the magical chains that bind me.

The Elder of the Nameless People will try again to dissuade them: if the PCs trust the warlock, go to the ending **The Price of Knowledge**, [page 74](#).

If the PCs decide to drink the potion instead, trusting the Elder, Yenoxhtaralunvennd will become hostile and try to prevent the the PCs from erasing their memories. Go to the Skill Challenge **Forget Everything!**, on [page 86](#).



**TABLE: WEAKENING THE OBLIVION RITUAL**

	1st Seal	2nd Seal	3rd Seal	4th Seal
Earthquakes	Slight, almost imperceptible	Perceptible tremor	Violent tremor	Continuous, violent shaking
Mist	Lifts a little (visibility up to 100 ft)	Lifts more (visibility up to 150 ft)	Visible change (300 ft)	Reduced to light haze
Conjured Aberrations	None	1: The Alpha Grick (page 78)	2: Group of Aberrations (page 80)	3: The Horror (page 84)
Contacts between Yenoxhtar-alunvennd and the PCs	Yeno writes some notes about the PCs in the books of the Oblivion Library	Yeno writes the parts of his name already discovered in the Obsessive Books inside the Oblivion Library	Yeno writes the parts of his name already discovered in the Obsessive Books inside the Oblivion Library	Yeno communicates telepathically with the PCs after the attack
The Nameless Village	Nothing happens	Attacked by horrible humanoid beings (Aberrant Chewer, see p. 81). Two villagers die	Nothing happens	Attacked by other 3 Aberrant Chewers. Three villagers die, and the earthquakes devastate the village
The West Wind	Nothing happens	Attacked by humanoid creatures (from p. 80). A sailor dies. The Skill Challenge Convince the Captain! is unlocked	Nothing happens	No attacks, but the PCs see that huge waves threaten to capsize it, and it is surrounded by enormous, swirling tentacles

THE OBLIVION RITUAL

The Oblivion Ritual was devised centuries ago by wizards from the Ragta Moorac Empire to get rid of Yenoxhtaralunvennd.

To prepare the ritual, most written texts and symbols on the Island were erased: due to the effects of the Ritual, memories of Yenoxhtaralunvennd and of the island he would end up trapped in (including any reference in books, songs, etc.) were erased from the face of the World and from all other planes of existence.

The only exceptions to this mass erasure are 4 parts of the warlock's name, which had to be engraved for the ritual to work properly. When the characters become aware of any of those four parts by stepping in the corresponding runic inscription, they break the seals binding the warlock and he gradually "wakes up", becoming more and more powerful and self-conscious. At the same time, because of his connection with The Unknown, monstrous creatures manifest in the Island for increasing periods of time. The details are explained in the following.

Note that **in order to break the seal linked to "xhtar"** of the name, it is not enough to find that part of the name written on a piece of paper: the PCs must instead connect the term "xhtar" to one of the other parts. In game terms, **it is sufficient for a PC to assume that the names are related** and the seal will break.

To **break the fourth seal**, it is not enough for the PCs to find all four of the runic circles: **they have to find the correct order** of the parts forming the warlock's full name. They can do so thanks to the indication "that follows the beginning" and "that precedes the ending" in two of the runic seals, and by observing that the Yeno part has a capital letter.

In addition to the four seals the PCs can find on the Island, there is still a fifth one: if broken, the warlock will awaken completely and the Ritual of Oblivion will be made unable to function again forever. The PCs can learn of the last seal only by communicating directly with Yenoxtaralunvennd.

KNOWLEDGE OF THE RITUAL

EXAMINING THE RUNIC CIRCLES

If the PCs examine closely any of the runic circles that hold the parts of Yenoxtaralunvennd's name:



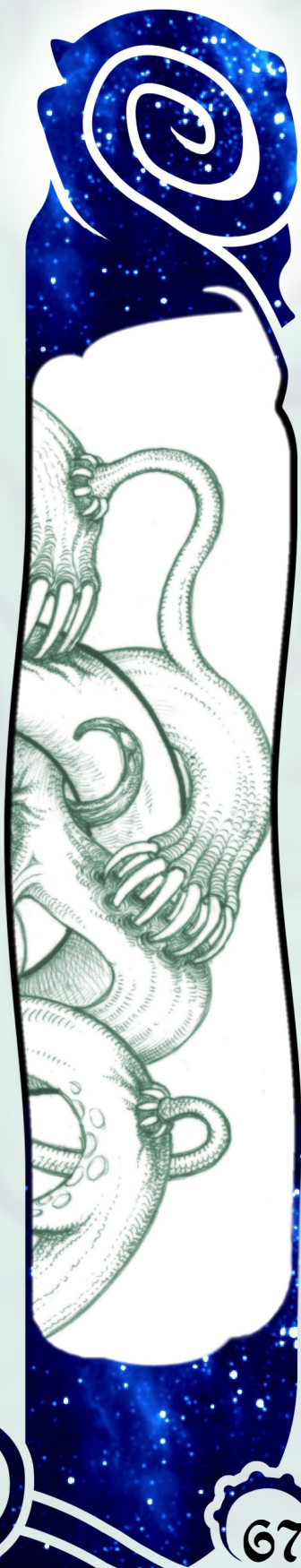
Arcana DC 11 (on the circles): it's a simple set of spells; even if you've never seen anything like it before, you are reasonably sure to have fully grasped its objective and its making.

The circle has been created to visualize some illusionary words, and there is an additional spell that makes it harder to erase: even if its physical support were destroyed, the runic circle would persist, floating on thin air. If this check is performed in the Nameless Village, you can tell the PCs that probably the runic circle tied to the Nameless People would remain even if the last doppelganger was slain.

Furthermore, the aura of the spells infused in the circle is very weak, as there is probably another spell that is masking it, making it harder to detect them from a distance.



Arcana DC 25 (+2 to this check for every OTHER seal found by the players): this ritual looks very strange because its purpose appears contradictory: displaying a name, but at the same time keeping it hidden... it could be part of a larger, more powerful ritual. As a matter of fact, you perceive that such a great deal of magic has been used to empower it that you are sure that disabling it would be, at least for your current level of ability, definitely impossible.





Could the ritual's purpose be summoning creatures such as the ones we have met? (If they have encountered some aberrations)



Arcana DC 16: No, you don't think that this is the purpose of the ritual. It is not used to summon creatures, nor do you think these creatures are "guardians" whose objective is to prevent it from being activated. The correlation between the appearance of such creatures and the ritual, if present, is not as direct.

SEEKING INFORMATION ON THE WRITINGS

PCs who examine the words floating above the magic circles can vaguely remember the meaning of the parts that make up the name of the warlock with Knowledge (arcana or history) checks (see below). They fail to remember what language it is and how exactly did they find their meaning.

This effect is part of the ritual that blurs knowledge imperceptibly, but in any case the PCs can't find out about this detail.

What does the word "Yeno" mean?



Arcana DC 21: you vaguely remember finding this word in some tome of obscure knowledge. You associate it with the meaning of "beyond", or "going above".

What does the word "Xhtar" mean?



Arcana DC 21: you have seen this word written on an ancient magical object, or maybe it was your first teacher of magic who told you about it... this word should mean "star" in a long-forgotten language.

What does the word "Yenoxhtar" mean?



Arcana DC 19: from your studies, you have the feeling that it means "beyond the stars," but you can't remember in which language.

What does the word "Alun" mean?



Arcana DC 21: you're pretty sure that is not part of any magical or esoteric language. Maybe it's just a name?



History DC 21: in the Empire of Ragta Moorac, this was a particle that could be found at the beginning of many personal names, such as "Aluntarius" or "Alunwynn".

What does the word "Vennd" mean?

(Any result) You try to remember but you can't think of anything.

What does the word "Alunvennd" mean?



Arcana DC 21: you're pretty sure it is not a word linked to the world of magic. Could it be a name?



History DC 21: it morphologically resembles the structure of the names of noble houses of the Empire of Ragta Moorac, with the Alun particle at the beginning and another component at the end, but you don't recall any lineage with this specific name.

If the PCs look for information on the other words of the ritual



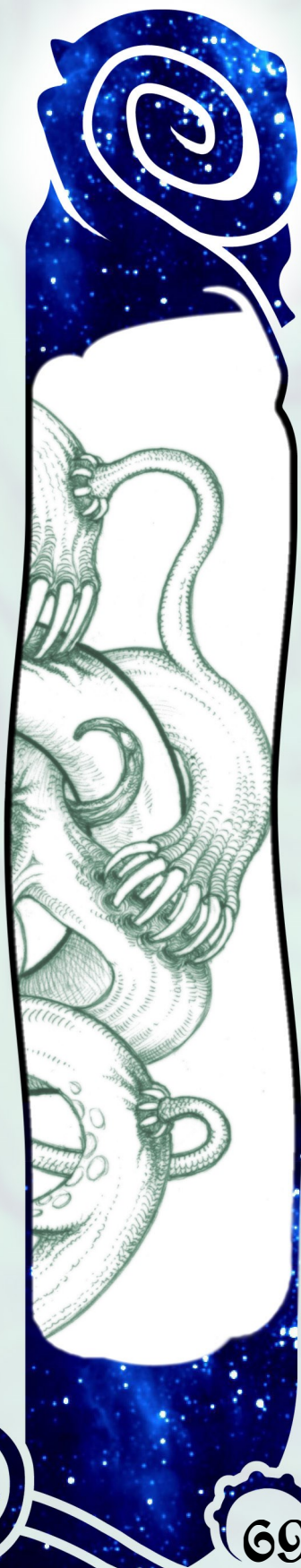
Arcana DC 21: tell the PCs (if you have activated the corresponding rituals) that the words "before the beginning" or "following the end" look like a central part of the ritual, perhaps suggesting a logical succession. The rest of the words (such as "ignorance is a blessing", etc.) do not seem to be a fundamental part of the ritual: they are probably just a warning.

FORGETTING THE RITUAL

If no sentient being is aware of the existence of Yenoxhtaralunvennd, he instantly ceases to exist, and the ritual deletes any written and magical mention of his name, of the Island and of the Ritual of Oblivion, with the sole exception of the runic circles on the Island and in the minds of the doppelgangers. For the "no sentient being is aware of his existence" condition to be met, no sentient being must be aware of more than one of the four parts of his name, and nobody must be aware of the fact that they are part of a longer name.

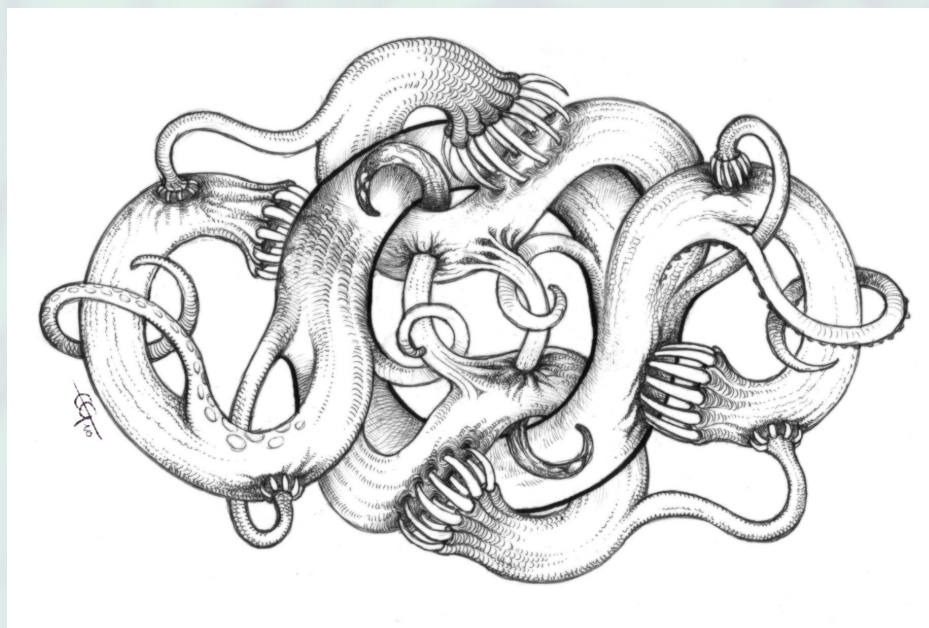
When all sentient beings that came into contact with the Ritual return to this state, presumably by drinking the potion of the Nameless People, each instance of the name of the warlock will be erased from any type of text or arcane writing, even if it has been written by people other than Yenixhtaralunvennd, except for the **xhtar** particle that is always remembered by living beings (the doppelgangers).

The potion brewed by the doppelgangers, if ingested, induces unconsciousness for some time and then makes the user forget everything that happened in the space of about a week (this is what happens with a regular dose, higher doses may also remove older memories). For this reason, it is the perfect antidote against the warlock... if everyone who has met him agrees to drink it.



THE ADVENT OF YENOXHTARALUNVENND

If the PCs break all four seals, Yenoxhtaralunvennd is just a step away from total freedom. He cannot move away from the Island, and he is still banished from the world, but he can communicate directly with anybody on the Island telepathically. If the Warlock can convince the PCs to break the last seal –something that requires a great act of trust in him-- he will finally be free, and the world will fall into chaos. However, this escape plan has a serious weak spot: Yenoxhtaralunvennd cannot lie, as part of the Star Pact he stipulated centuries ago.

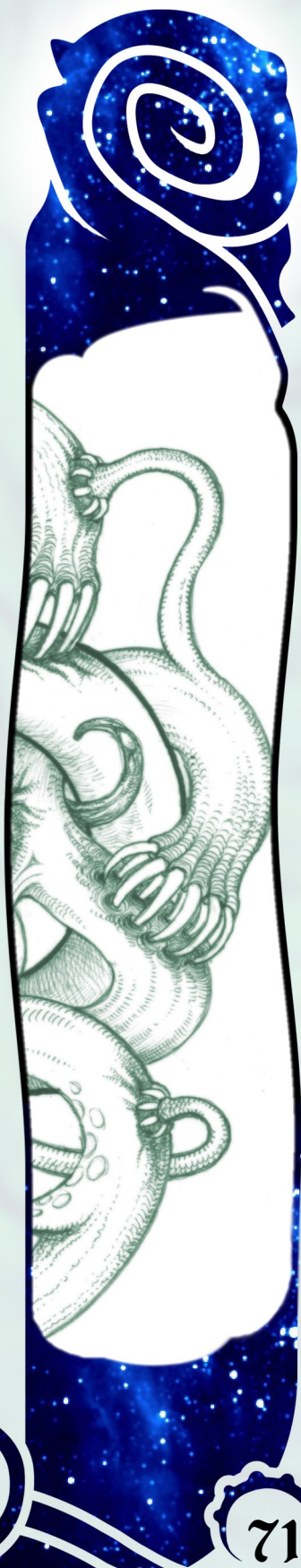


ROLE-PLAYING YENOXHTARALUNVENND

In role-playing Yenoxhtaralunvennd as a DM you must remember that he is an almost omniscient being: he will approach the limits and conventions of mortals with ironic detachment, but he has genuine gratitude towards the PCs. Yenoxhtaralunvennd will explain that he can intervene in reality in a very limited way (for example on the content of books and the carvings at the Thermal Baths, which he altered because he has more power on writings since they are very close to pure knowledge). He will state, however, that given enough time he can really get to know anything, even the actual solutions to problems that may plague the PCs. He will try to avoid the topic of the aberrations on the island, wriggling in face of direct questions, emphasizing the fact that he saved the PCs. As a last resort, in the face of specific questions, he will simply not respond to direct questions: his silence, however, will weigh as an answer ... especially if the PCs manage to interpret it correctly.

To gain the PC's trust, immediately after the breaking of the fourth seal, the warlock will send some of his aberrant followers to stop the creatures that attack the PCs, and then will enter telepathic communication with them:

1. First he will thank the PCs for breaking the seals.
2. He will try to impress and reassure them, telling them he is an ancient enemy of the devil worshippers of the Empire of Ragta Moorac and stating that the PC's attacker from the last fight (The Horror) was neutralized thanks to him (note that he cannot lie, but both of these statements and the ones that follow are true, albeit partially so).
3. He will explain that he has been imprisoned because the Devil worshippers were afraid of his ability to learn just about anything, given a certain amount of time.
4. He will explain that he exists only as a spirit, as a result of a ritual performed by himself hundreds of years before. To be able to gain a level or knowledge he could not have attained as a human being, he had to abandon his body and his mortality, becoming a being of pure thought.
5. He will tell the PCs that he is still imprisoned by a final seal of the ritual, one that condemns him and the Nameless doppelgangers to imprisonment on the Island.
6. He will try to convince the PCs to break the final seal. To do this, he will leverage literally their every possible weakness. Yenoxhtaralunvennd knows every detail of the PC's past, so he could tempt them with the promise of knowledge. For example, he could teach them spells capable of resurrecting their deceased loved ones, he could tell them the location of fabulous treasures, he could provide them with a source of power strong enough to avenge wrongs suffered by them in the past, he could help them finding missing friends, etc. Yenoxhtaralunvennd is absolutely sincere, because he is convinced he can get to know anything, once released.
7. To undo the last seal, he will try to convince the PCs to quickly get to the Cliff of the Final Act (see [page 65](#)).





POSSIBLE ANSWERS TO QUESTIONS POSED BY THE PCS TO YENOXHTARALUNVENND

Where are you now? Are you on the Island?

I exist in any place and time in which someone is conscious of my presence. Now I'm here with you on the Island, but at the same time I am in a city of the Ragta Moorac Empire, 557 years ago, and I'm planning the overthrow of the Empire. In a possible not too distant future, I am sharing some secrets with you, after I have been released.

But if you exist simultaneously in multiple times, why can't you... (alert yourself about your enemies/predict exactly the future/whatever)?

It's hard for me to explain this to you. Time, for me, is not a continuous line with a single direction. It's more like a gem, a diamond with many facets. I am able to see more facets at the same time, but I cannot act directly on them. For me, a lot of things that will happen in the future have already happened.

What are you, exactly?

I was a man, about 550 years ago. Then I transcended my bodily essence with a ritual that transformed me into a being of pure thought, able to access knowledge without the limitations of a living being. It's hard to describe my actual essence. Imagine if you were to explain to a blind person what the color blue is. In the same way, I am finding it difficult to explain to you what I am. To put it simply, you are missing the terms of reference.

(Questions about aberrations: who controls them, what do they want, what will they do next...)

You may think that some of these creatures are cruel, that they enjoy the harm they inflict, but it is not so, because the very concept of pleasure would be impossible to understand for many of them. They have just arrived from the plane called The Unknown, and the diversity of this world may be disorienting for them. Maybe even you would act cruelly to protect yourselves if you were thrown into a world where everything seems different and incomprehensible.

Important note: This line of defense is very weak, because comments like: "So if they learn about this world, will they stop killing?" or "They may not take pleasure in killing, but they are massacring everything they meet without being attacked first!" will force him to silence, being unable to say anything without lying.

(General questions about his morality, the concepts of good/evil, etc...)

Good and evil are concepts that I have transcended. Currently I see only two opposites, wisdom and ignorance: and, for personal reasons, I prefer the light of knowledge.

ROLE-PLAYING THE VILLAGE ELDER

From the moment the PCs break the fourth seal, the Elder will search the island for them and, once he finds them, he will follow them wherever they go, imploring them to drink the oblivion potion and bringing the needed doses with him. The Elder should be interpreted as a talkative and very insistent character.

If the PCs tell him that releasing the imprisoned entity will help free the doppelgangers from the Island, and that the entity seems good-natured to them, the Elder will ask the PCs if they have concrete evidence about the entity's nature. He will also ask them to read the books Yenoxhtaralunvennd has modified to him (he cannot read): if the PCs do so, he will comment on the writings, and he will highlight how there are some inconsistencies.

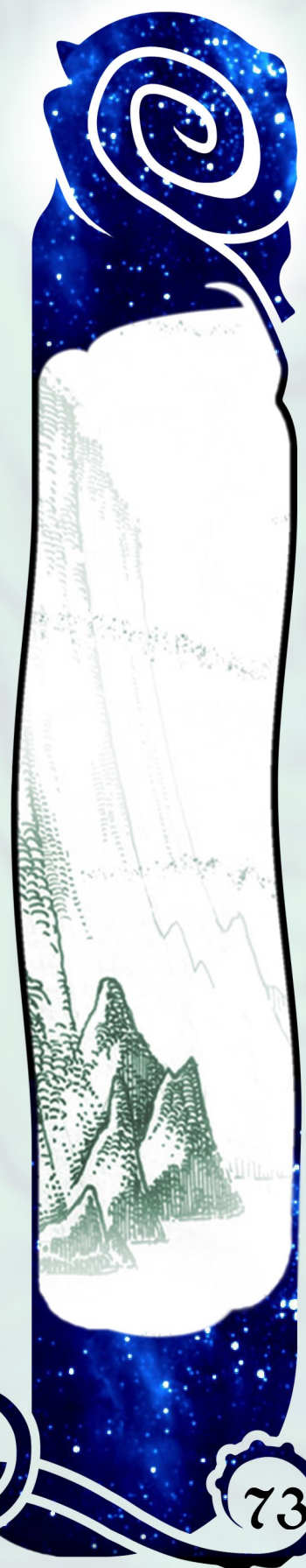
For example, a paragraph of the book hints at some Gerilian plants on top of the island, but in fact there is no Gerilian on the Island; the old man will also notice that in every truth revealed in the book there are unpleasant implications (about Perian Lazired, Menderal, but the same will be true for the PCs). To him, this is a clear hint of the malice of the author. These observations may have been noticed even by the PCs, but the Elder will be, in that case, reinforcing their doubts.

If the Elder understands that the PCs are talking to someone in their minds, for example because the PCs seem to speak to themselves or glance at each other changing expression without anything being said out loud, he will ask for explanations. If the PCs explain the situation, he will suggest they ask the entity in their mind if other creatures will die due to its advent in the world. Yenoxhtaralunvennd will tell the PCs that the Elder cannot understand him, but in fact the warlock cannot answer his question without lying, so he will remain silent.

ENDINGS

In the following pages there are two different endings for the adventure:

- ♦ If the PCs decide to drink the potion, they will face the warlock's wrath in the Skill Challenge: **Forget Everything!** (see [page 86](#)). If they are successful, they will obtain the ending **The Peace of Oblivion** ([page 73](#));
- ♦ If the PCs trust Yenoxhtaralunvennd instead, and decide to release him, go to **The Price of Knowledge** ([page 74](#)).





I. THE PEACE OF OBLIVION

You are sailing away from the Island of Mists, as protagonists of a muffled dream, without really knowing what happened in the past few days: you know only that the expedition to find the Gerilian has apparently ended in failure, and you decided to leave the Island. Despite everything, however, you do not feel depressed. Actually, a strange feeling of well-being pervades you. At a certain distance from the island, the weather finally improves: a fair breeze fills the ship's sails and the foaming waves. You find yourself enjoying the sunlight flooding the deck, pleasantly warming your skin after days of gray and fog.

Above the waves, directly in front of the bow of the ship, a figure seems to slowly walk in the air. You see a translucent half-elf, dressed as a sailor, coming in your direction. His expression of anguish was, in fact, one of the last thing you remembered clearly... but now it has faded like the mist, and you see an expression of serenity pervades the man for the first time. He smiles at you. "I thank you with all my heart. You have broken the chains that bound me in torment to the world, and now I am finally free to sail towards my ultimate destination."

[Leave space for the PCs to interact: if they forgot everything and didn't think to write anything down about Lorian, the ghost will tell them that he is sure they helped his long lost lover learn the truth of his death so that he might rest in peace , even if they don't remember why].

Taking off his hat, and with a final bow, the smiling figure vanishes. You feel refreshed and proud for contributing to Roviann's freedom, but what you unconsciously feel transcends the satisfaction for this single good deed. It is the pride of having acted according to justice, and having endured the consequences of a difficult choice, preventing a dangerous being from escaping to destroy the fragile peace of the world.

DM Notes: This ending is available if the PCs found out about the real identity of the doppelganger that romanced Roviann; if they found out she was not the real Lorian, the ghost will be free to leave the world, even if the PCs forgot everything later. Otherwise, the PCs will have to convince Roviann to let them pass, or fight him.

II. THE PRICE OF KNOWLEDGE

As [name of a PC] falls down the cliff , you hear him/her utter incomprehensible words in an alien language. You see his/her body glow with a red aura, which slows his/her fall until he/she gently touches the earth. The aura expands, and becomes a swirling wind, sweeping away the fog on the whole island, allowing all of you to finally see the starry sky.

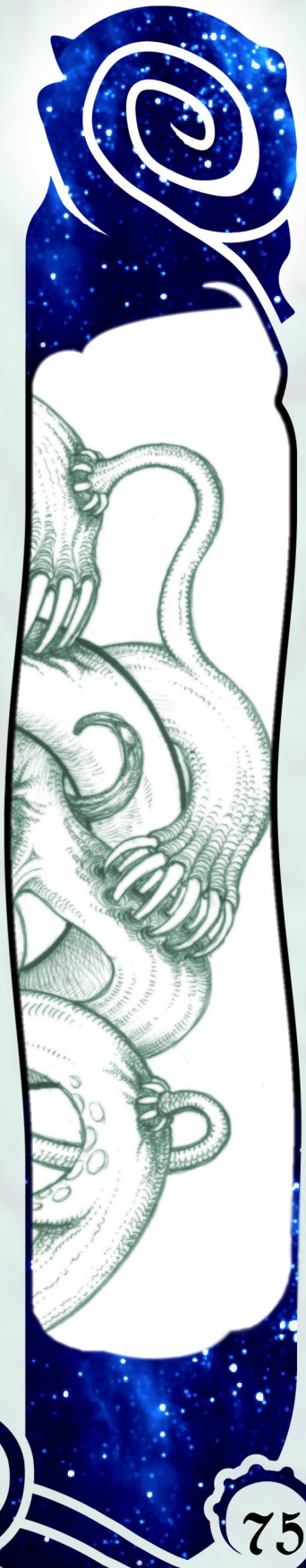
" Thank you. Thank you so much for giving me freedom again," the voice of Yenoxhtaralunvennd whispers in your minds, full of joy. "I can never thank you enough. Now I will share with you, and with everybody, my knowledge."

An infinite number of images fills your mind and, in the space of a few seconds, you relive the history of the world: you see empires of dragons and giants grow and fall, you see each god partaking in the creation of the universe, and you are made aware of what happened further back, in the dark depths of the mysteries of the universe, and forward, to thousands of possible futures.

Swept away by a river of knowledge, you realize you are laughing and crying at the same time as you open your eyes to terrible secrets, and understand what endless horrors are concealed behind the apparent indifference of a nocturnal sky. You see eyes opening where bright stars have always been, and hideous grins instead of moons.

Cracks open in the ground, and hordes of creatures from your nightmares come out of them, beginning to crawl, fly, swim and stumble towards the mainland. Despite their grotesque appearance, however, you realize you do not fear them: they are your allies, your friends, your brothers come from the dark stars of The Unknown. Their mission is yours, as is their creed.

[Name of a spellcaster PC], with eyes that burn with purple fire and a smile that deforms his/her face, murmurs a few words, and you are all raised in the air, heading to Halmoor: the inhuman knowledge of Yenoxhtaralunvennd must be shared. Each living being of the world will be touched by the Ultimate Truth, and you've just become its dreadful heralds.



Appendix 1 — Challenges and Encounters

In this adventure, the majority of the challenges (both skill and combat) happen in different places or times, based on which parts of Yenoxhtaralunvennd's name have been found. Therefore, this section covers the combat encounter against the ghost and the aberrations, and the skill challenge **Forget Everything!** (see [page 86](#)), that needs to be completed in order to drink the potion, after the 4th seal has been broken.

ROVIANN, GHOST CAPTAIN

Medium undead, Chaotic Neutral

Armor Class 11 (+1 DEX)

Hit Points 58 (13d8)

Speed 30 ft., fly 40 ft. (hover, for the first encounter, he will not move from its starting position)

STR	DEX	CON	INT	WIS	CHA
7	14	10	12	11	17
(-2)	(+2)	(+0)	(-1)	(+0)	(+3)

Saving throws Wis +2, Cha +4

Skills Athletics +7, Perception +5

Damage resistances acid, fire, lightning, thunder; bludgeoning, piercing and slashing damage from nonmagical weapons

Damage immunities cold, necrotic, poison

Condition immunities prone

Senses Darkvision 60 ft., Passive perception 11

Languages Common, Elven

Challenge 4 (1,100 XP)

Detect life. Roviann can magically sense the presence of living creatures up to 5 miles away. He knows the general direction they're in, but not their exact locations.

Ethereal sight. Roviann can see 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal movement. Roviann can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends his turn inside an object. **However, for the first encounter, he will not move from its starting position.**

ACTIONS

Multiattack. Roviann makes one Ghost Scimitar attack, and can then either use his Withering Touch, or make a second Ghost Scimitar attack.

Ghost Scimitar. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (2d6) necrotic damage.

Withering Touch. Melee Attack: +5 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) necrotic damage.

Horrifying Visage. Each non-undead creature within 60 feet of Roviann, that can see it, must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours.

1.1—Encounter: Roviann's Fury

This encounter starts if the PCs decide to force a fight against Roviann at the start of the adventure, or if they decide to leave the Island without breaking the link which bound him to this world.

Note that if the PCs defeat the ghost before reaching the Island, he'll reform again and the PCs will have to defeat him a second time in order to leave.

In the event that the PCs try to leave the Island, the ghost unleashes a storm to stop them, apparently strong enough to break the ship. Roviann will avoid manifesting himself, staying underwater, aware that if he manifests, then the PCs could defeat him and end the storm.

If all the PCs insist on leaving and don't want to stay on the Island, you could engage them in a fight with the ghost of Roviann as the adventure's "final battle."

If forced to fight for any reasons, the enraged ghost will do its best to destroy the PCs, but it'll stop if they surrender and accept to complete the quest on the Island.

In this encounter, **the PCs have a -1 penalty to hit** caused by the boat rolling and pitching in the storm, and they should use ranged attacks only, because swimming would be suicidal. If the PCs walk on water using spells or magic items, **consider every sea square to be difficult terrain** and apply the -1 to hit anyway to account for the movement of the waves.

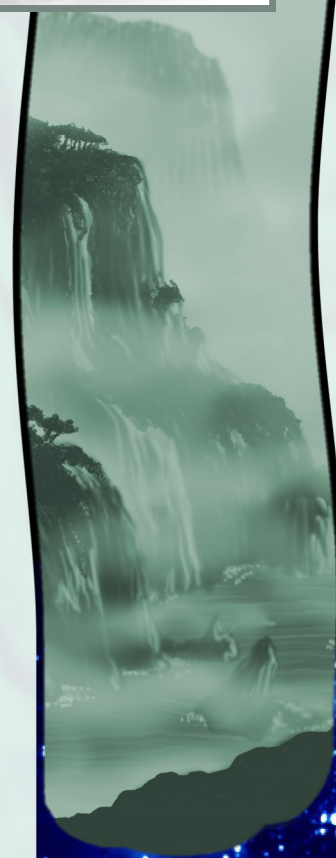


1.2—Encounters: Summoned Aberrations

The fights against the Aberrations can happen in any area depending on where the PCs come to learn about the second, third and fourth Ritual fragment; for this reason, the combat details are included in the appendix instead of being inserted directly into the adventure.

The places where the combat encounters will most likely take place are:

- ♦ **Outside the Thermal Baths** (if the PCs don't immediately activate seal "Yeno" and come back later to activate it the second time after they have broken one or more sigils)
- ♦ **Around/in the village** (when they activate seal "Xhtar")
- ♦ **Outside the Oblivion Library** (when they activate seal "Alun")
- ♦ **Near the Island's Summit** (automatically upon activating seal "Vennd")
- ♦ **The Swamps** (only if they understand that "xhtar" is part of the name while they are inside the swamp, activating in this way the corresponding seal)



1.2.1 – ENCOUNTER 1: The Master Grick

POSITIONING:

This encounter starts when the PCs break the second sigil, but it's avoidable if the PCs don't do anything to bother the Grick. Essentially, the creature is really confused and will be just "looking around" the site:

- ♦ If in the **Thermal Baths**, the PCs will hear a nearby noise: the aberration appeared in a pool room where it will start to shatter and examine the vases.
- ♦ If in the **Oblivion Library**, the monster will appear in the hall. Afterwards it will go in and start to turn upside-down the books, destroying or gnawing on some of them (though fortunately, not the two books with clues).
- ♦ If in the **village**, the creature will appear on a cliff and approach the settlement. It will uproot a tent, from which three Nameless people run out, screaming. The monster won't attack at first, but at the end of the combat (or after the creature is gone), not far away the PCs will hear screams and the next round a monstrous humanoid will come out from a tent with bloodied claws, only to immediately disappear afterwards. This last creature killed two villagers: remember to role-play the reactions of the unfortunate dopplegangers (see section **The Nameless Village** on [page 35](#)).
- ♦ If in **any other place**: the monster uproots trees and bushes, stopping sometimes to look around, apparently intrigued by its surroundings.

MONSTERS:

1 MASTER GRICK

Not far away, you see a big blue wormlike creature. Its head has a sharp beak surround by four clawed tentacles which are destroying everything in front of it. It raises its head to look around, uncertainly, before returning to its destructive activities.



TACTICS:

If no PCs come within 15 feet of it, the monster won't attack. On the other hand, if the PCs approach it or attack first, it will charge. The monster will attack the closest PC with a bite. In the next turn, it will attack the same target (if still conscious, otherwise another one) again with tentacle rakes.

END OF THE ENCOUNTER

At the **end of the second combat round**, the Master Grick disappears. The same thing happens if the Grick is killed or defeated (in this case, it disappears just after falling to the ground). Should the PCs decide to retrace its trail, have them roll a Perception check.

Perception DC 11: Tracking back the trail of the Grick, after a short walk you get to a point where the tracks end abruptly. It looks like the creature appeared in this place out of nowhere!



MASTER GRICK

Large monstrosity, Neutral

Armor Class 18 (+3 DEX, +5 Natural)

Hit Points 85 (10d10+30)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18	16	17	4	14	8
(+4)	(+3)	(+3)	(-3)	(+2)	(-1)

Skills Athletics +7, Perception +5

Damage resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses Darkvision 60 ft., Passive perception 15

Languages -

Challenge 7 (3,200 XP)

Stone camouflage. The Master Grick has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Ambusher. The Master Grick has advantage on attack rolls against surprised creatures.

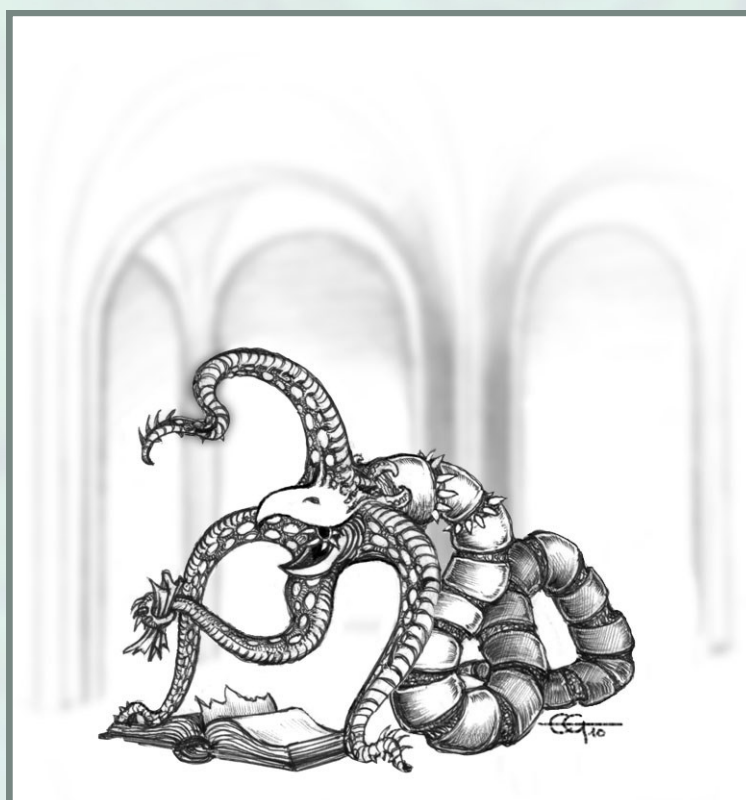
ACTIONS

Multiattack. The Master Grick makes one tail attack and one tentacle attack. If the tentacle attack hits, the Master Grick can then make a beak attack.

Tail attack. *Melee Attack:* +8 to hit, reach 10 ft., one target. If hit: 11 (2d6+4) bludgeoning damage.

Tentacle attack. *Melee Attack:* +8 to Hit, reach 10 ft., one target. Hit: 22 (4d8+4) slashing damage.

Beak attack. *Melee Attack:* +8 to Hit, reach 10 ft., one target. Hit: 13 (2d8+4) piercing damage.



1.2.2 – ENCOUNTER 2: Group of Aberrations

POSITIONING:

The second encounter begins when the **third seal is broken**, as soon as the PCs arrive in an open space. A group of aberrations is summoned from The Unknown, appearing from thin air, and they decide to celebrate with the PCs'... entrails!

Ask the players to position their PCs on the map. The monsters will appear about 70 feet (14 squares) in front of them.

MONSTERS:

1 ABERRANT CHAOS INSECT

1 ABERRANT CHEWER

1 GIBBERING MOUTHER

1 VOID SEER

Suddenly, four nightmare creatures appear from the fog. Upon their tortured flesh you see clusters of eyes, mouths and rake-like beaks. One of them appears to be composed of malefic eyes that are staring straight at you; another one has exceptionally large jaws which are chewing their own flesh; a third is a horrible crossbreed between a human and an insect. The last one doesn't appear to have any form, and it moves haphazardly, causing the land to ripple around it. Each creature moves quickly towards you without hesitation, drooling and screaming.

For the statistics of the Gibbering Mouter, see the *Pathfinder Roleplaying Game Bestiary*, page 153. The Gibbering Mouter can be replaced by one extra Void Seer.

VOID SEER

A tall and slim humanoid with face, chest and limbs horribly twisted. It is completely covered by what look like extruding eyes. It jumps about, exhibiting surprising agility.



Arcana DC 14: Mad creatures that live in The Unknown, Void Seers were once part of a humanoid race with innate powers of divination. Their entire race was corrupted by prolonged observation of the void beyond the stars.



Arcana DC 20: Void Seers can cast a curse upon those who hit them, causing temporary blindness if they touch their attacker's face.

ABERRANT CHEWER

A deformed creature, featuring multiple jaws that chew their own flesh. It moves very quickly, opening its mouths, looking for the flesh, blood and bones of others. A long time ago, it might have been a humanoid.



Arcana DC 14: Aberrant Chewers are humanoids, but do not possess any reason: reduced to creatures of pure instinct, they live in order to attack every other creature they meet, even if they don't need to feed themselves to survive. Generally, they chew their victims to shreds, then regurgitate, leaving the remains where they are.



Arcana DC 20: Pain, inflicted or received, exalts these creatures and serious wounds appear to give them new energy, making them even more dangerous.

ABERRANT CHAOS INSECT

A mighty humanoid creature with insectile features, a chitinous body and six limbs, stands before you. Its shiny red eyes reflect madness, while it walks straight towards you bearing a long weapon with a twisted handle.



Arcana DC 14: Aberrant Chaos Insects are insane humanoids, distant relatives of Umber Hulks, touched by the madness of The Unknown. Normally they live in a subterranean complex similar to a monstrous hive, built following obscure symmetries undetectable by any sane mind.



Arcana DC 20: They are known for emitting powerful screeching sounds that are extremely painful to living beings.



VOID SEER

Medium aberration, Neutral Evil

Armor Class 15 (natural armor)

Hit Points 45 (6d8+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14	16	16	13	10	8
(+2)	(+3)	(+3)	(+1)	(+0)	(-1)

Skills Arcana +3, Insight +4, Perception +2, Stealth +5

Senses Truesight 120 ft., Passive perception 12

Languages -

Challenge 2 (500 XP)

Keen sight. The Void Seer has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The Void Seer makes a Piercing Ray attack, followed by a Void Gaze attack.

Claw. Melee Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d6+3) slashing damage.

Piercing Ray. Ranged Attack: +6 to hit, range 30 ft., one target. Hit: 6 (1d6+3) piercing damage.

Void Gaze. The Void Seer targets a creature it can see within 30 feet of it. The target must succeed on a DC 12 Constitution saving throw or take 10 (3d6) necrotic damage, and the target's movement is reduced to 15 ft. for 1 minute. If a target fails the saving throw and its movement is already reduced, it becomes paralyzed instead. At the end of each of its turns, a paralyzed target can make another DC 12 Constitution saving throw. On a success, all effects end on the target: it is no longer paralyzed and its movement goes back to normal.

ABERRANT CHEWER

Large aberration, Chaotic Evil

Armor Class 16 (natural armor)

Hit Points 93 (11d10+33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19	10	16	5	11	5
(+4)	(+0)	(+3)	(-3)	(+0)	(-3)

Saving throws Str +4, Dex +5, Wis +2

Skills Perception +4

Senses Darkvision 60 ft., Passive perception 14

Languages understands Deep Speech but can't speak

Challenge 4 (1,100 XP)

ACTIONS

Multiattack. The Aberrant Chewer makes two pincer attacks. If the Aberrant Chewer is grappling a creature, it can also attack it with its bite once.

Pincer. Melee Attack: +6 to hit, reach 10 ft., one target. Hit: 11 (2d6+4) bludgeoning damage. If the Aberrant Chewer has a free pincer, and the target is a Large or smaller creature, the target is also grappled (escape DC 14).

Bite. Melee Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (2d4+2) piercing damage. The target must also succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. At the end of each of its turns, a paralyzed target can make another DC 13 Constitution saving throw. On a success, the effect ends on the target.

TACTICS:

The **Aberrant Chewer** will charge towards the least armored PC within reach, and it will attempt to grapple, to then use its bite. Once a target is paralyzed, the Aberrant Chewer will move on to the next.

TACTICS:

The **Void Seer** will approach the PCs until it is in range for its *piercing ray* and *void gaze* attacks. It will keep using multiattack ranged powers, targeting a single PC, attempting to keep its distance. If engaged in melee combat, it will move away (provoking attacks of opportunity), and use its ranged attacks again, with the

ABERRANT CHAOS INSECT

Medium aberration, Chaotic Evil

Armor Class 14 (natural armor)

Hit Points 39 (6d10+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17	14	13	5	12	5
(+3)	(+2)	(+1)	(-3)	(+1)	(-3)

Senses Darkvision 60 ft., Passive perception 11

Languages understands Deep Speech but can't speak

Challenge 2 (500 XP)

Inspiring aura. Aberration creatures within 20 ft. of the Aberrant Chaos Insect (including the Insect) have advantage on their first attack of their turn.

ACTIONS

Multiattack. The Aberrant Chaos Insect makes two trident attacks.

Trident. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (2d6+3) piercing damage.

Shattering screech (1/encounter). The Aberrant Chaos Insect emits a loud screech in a 15-foot cone. Each non-Aberration creature in the area must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. At the end of each of its turns, a paralyzed target can make another DC 13 Constitution saving throw. On a success, the effect ends on the target.

TACTICS:

The **Aberrant Chaos Insect** will move towards the closest PC, trying to position itself so that several PCs are within its reach (10 ft.). It will keep targeting a single PC, unless able to hit more than one PC with *shattering screech*.

GIBBERING MOUTHER

(see System Reference Document, or Monster Manual page 157)

TACTICS:

All aberrations in this encounter are immune to the **Gibbering Moulder's** *gibbering*. The creature will thus freely use its *gibbering* attack every round, getting progressively closer to the PCs. Once in reach, it will start using *blinding spittle* against the closest PC. Finally, when in melee, it will attack with its bite(s).

END OF THE ENCOUNTER

At the end of the 5th round of combat, this encounter will end and all the monsters will disappear into thin air, banished by the Ritual of Oblivion thanks to the seals that still are in place.

You can raise or lower this round limit, depending on the willingness of your party. It is important that the last enemy disappears before the last blow lands: roll damage normally, but if the hit would be fatal, tell the PCs that the aberration disappeared just a moment before the

1.2.3 – ENCOUNTER 3: THE HORROR

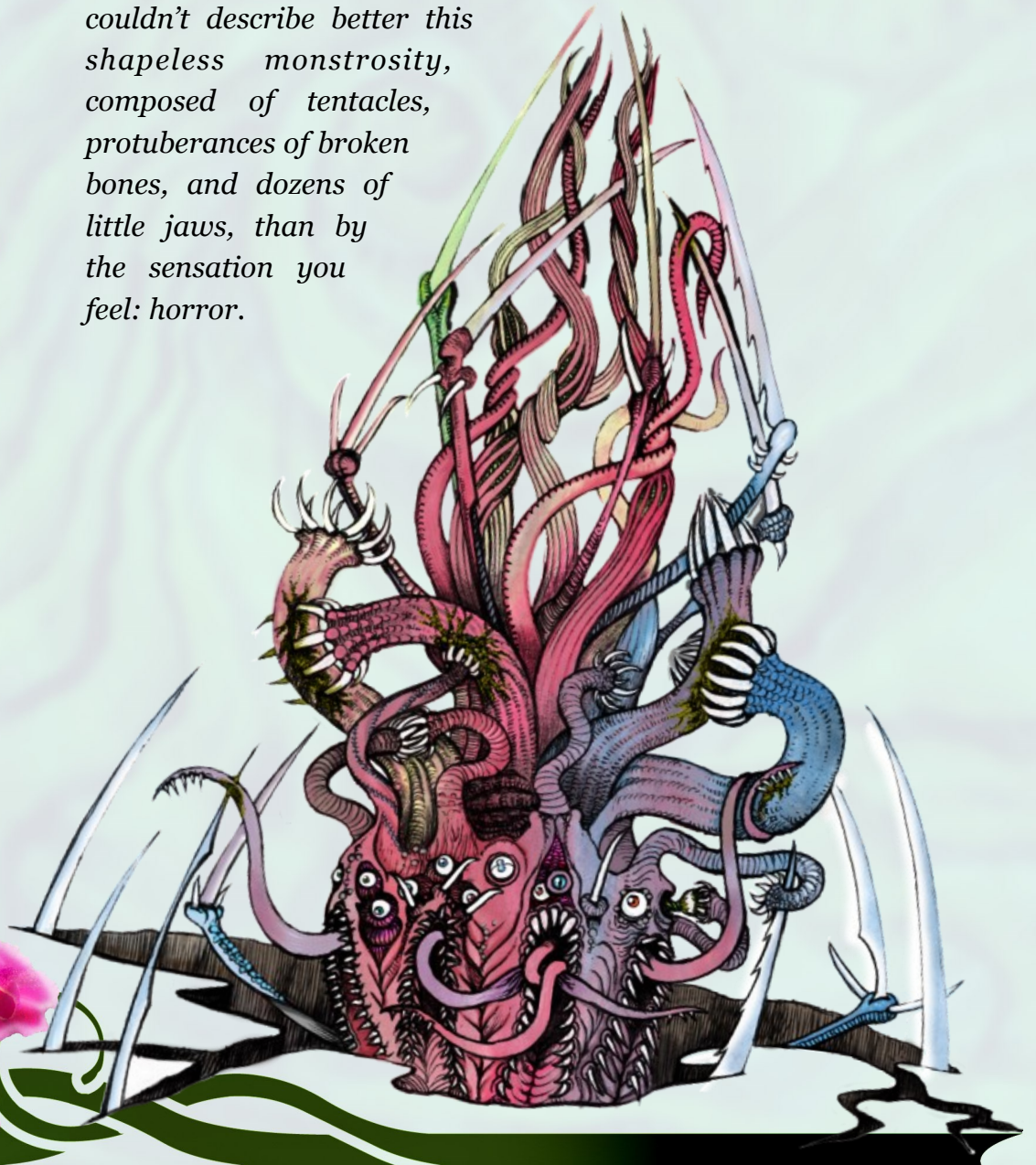
POSITIONING:

The third combat is activated by the Ritual of Oblivion when the PCs find the 4th sigil. In this encounter there's no possibility of victory: the PCs will have to survive until Yenoxhtaralunvennd's intervention. At the start of combat, a crevice will open 15 feet (3 squares) away from PCs, wherever they may be, and the Horror will rise from it to engage them in battle.

MONSTERS:

1 HORROR

Heavy earthquake tremors make the island tremble, growing more and more intense, and a fissure opens very close to you. At first, you are happy to have avoided falling in it, but then you see something rising from the crevice with surprisingly velocity despite its terrifying size. You couldn't describe better this shapeless monstrosity, composed of tentacles, protuberances of broken bones, and dozens of little jaws, than by the sensation you feel: horror.



THE HORROR

Huge aberration, Chaotic Evil

Armor Class 20 (natural armor)

Hit Points 207 (18d12+90)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
20	20	21	8	7	18
(+5)	(+5)	(+5)	(-1)	(-1)	(+4)

Saving throws Str +10, Dex +10, Con +10, Cha +8

Damage immunities Poison

Condition immunities Blinded, charmed, frightened, prone

Senses Blindsight 60 ft. (blind beyond this radius)

Languages understands Deep Speech but can't speak

Challenge 15 (13,000 XP)

Aura of horror. At the start of each of The Horror's turns, each creature within 20 feet of it takes 10 (3d6) psychic damage and must make a DC 16 Wisdom saving throw or become paralyzed. At the end of each of its turns, a paralyzed target can make another DC 16 Wisdom saving throw. On a success, the effect ends on the target.

Legendary Resistance (3/Day). If the Horror fails a saving throw, it can choose to succeed instead.

LEGENDARY ACTIONS

The Horror 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. The Horror regains spent legendary actions at the start of its turn.

Detect. The Horror makes a Wisdom (Perception) check.

Tentacle attack. The Horror makes a tentacle attack.

Stunning Screech (Costs 2 Actions). The Horror emits a horrific screech. Each creature within 20 feet of it that can hear it and that isn't an aberration must succeed on a DC 16 Constitution saving throw or be stunned until the end of The Horror's next turn.

ACTIONS

Multiattack. The horror can use its Aberrant Call. It then makes two Tentacles attacks.

Aberrant Call. the target hears voices filled with madness, which pull him closer to the creature and urge him to repudiate his allies. Ranged Weapon Attack: +10 to hit, reach 10 ft. one creature. Hit: 7 (1d10+2) psychic damage, and the target must succeed on a DC 18 Charisma saving throw or make a melee or ranged weapon attack against an adjacent ally (if any) and The Horror pulls the target 5 feet closer to him.

Tentacle. Melee Weapon Attack: +11 to hit, reach 15 ft. one creature. Hit: 15 (2d10+5) piercing damage, and the target must succeed on a DC 16 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The target is also grappled (DC 18 to escape). If the target is Medium or smaller, it is also restrained until the grapple ends. While grappling the target, the Horror has advantage on attack rolls against it and can't use this attack against other targets. When the Horror moves, any Medium or smaller target it is grappling moves with it.

TACTICS:

The Horror will use *Aberrant Call* in the first round, to prevent the PCs from fleeing the encounter, then it will just strike with tentacles.

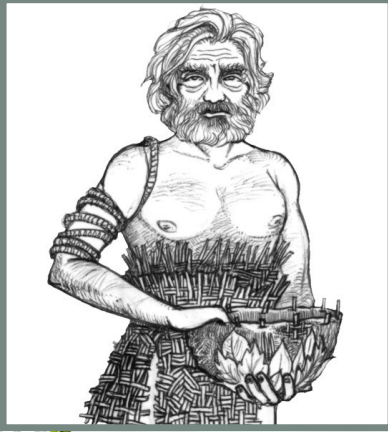
There are no real tactics for this encounter, as we assume that the PCs cannot win. The DM should be careful and try not to kill the PCs before the third round.

FORCED END OF THE ENCOUNTER

At the end of the second combat round, dozens of Aberrant Chaos Insects appear, which, at the order of Yenoxhtaralunvennd, grapple with the Horror, giving more time for the PCs to flee.

1.3 – Skill Challenge: Forget Everything!

Skill challenges are encounters where the PCs have to use their skills, to collectively achieve a certain number of successes before a given number of failures. Some skills can only provide a maximum number of successes. All PCs can participate in a skill challenge.



This skill challenge starts **if the PCs find the 5th (and last) seal**, after having broken the other four, and they decide to NOT break it, instead forgetting everything about Yenoxhtaralunvennd. If the PCs decide to drink the potion before breaking the 4th sigil, this challenge is not performed.

If the PCs decide to forget after having broken the 4th sigil, aberrations and natural cataclysms rage on the island and the PCs can't count on the aid of Yenoxhtaralunvennd, who sees them as enemies. It is necessary to drink the potion very quickly: it won't be possible to drink it in a different time frame because of the urgency of the action. As soon as the PCs try, Yenoxhtaralunvennd will try to prevent them, filling their minds with notions of his existence and summoning aberrations. The PCs will have to concentrate and try quickly to erase him from their minds at all costs!

SKILL CHALLENGE

The Island is literally shaking: under the Yenoxhtaralunvennd's alien influence, monstrous creatures rise from fissures in the rock, and emerge from the sea, some even materializing themselves in mid-air. There isn't time to spare: you have taken a hard decision, but now it's the time to complete it: you must forget everything. Yenoxhtaralunvennd whispers threateningly in your minds: "I won't allow you to forget me!"

A flow of memories and images of the adventures that you have experienced on the Island crowd your thoughts: it's clear that Yenoxhtaralunvennd is trying to prevent you from forgetting, and at the same time is recalling its minions. It will be necessary to marshal all of your concentration, your force of will and your knowledge in order to keep your mind free from this terrible entity for the necessary time until the potion takes effect.

SKILLS INVOLVED:

Primary Skills:

- ♦ Arcana (Int)
- ♦ Intimidation (Cha)
- ♦ Insight (Wis)
- ♦ Religion (Int)

Base DC: 15

Secondary Skills:

- ♦ History (Int)
- ♦ Medicine (Wis)
- ♦ Nature (Int)
- ♦ Perception (Wis)

Base DC: 17

Extra successes can be awarded if a PC uses a spell or a class ability in an appropriate way (DM's judgment).

Good roleplaying provides a +2 bonus to every check.

DEVELOPMENT OF THE SKILL CHALLENGE

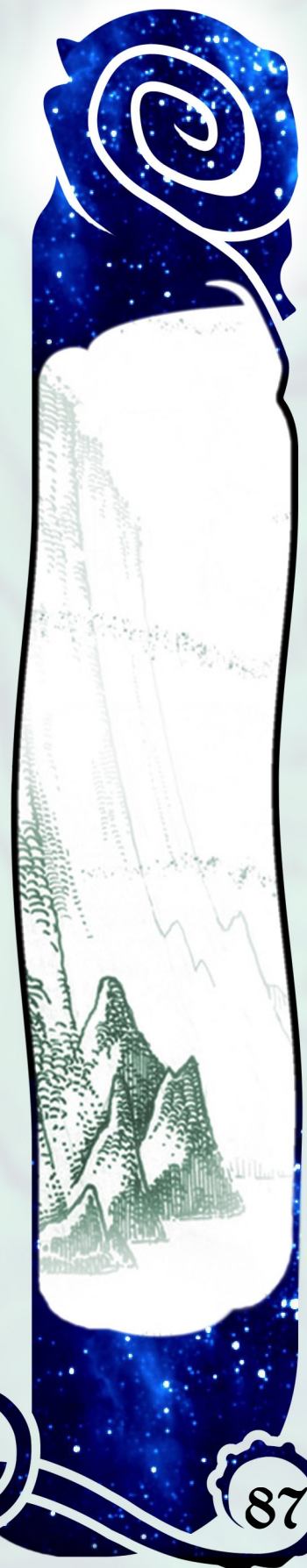
The players roll initiative, then each one declares what his or her PC wants to do in order to not think of the name of Yenoxhtaralunvennd. Each player, in his turn, makes a single skill check, obtaining a +2 bonus for good role playing describing what his or her PC is doing. A PC can instead use a spell or a class ability instead to obtain an automatic success, but this option should be subject to the discretion of the DM.

This Skill Challenge lasts 2 rounds and at the end it will be verified if each PC achieved at least one success. It is not possible to use the *aid another* action.

RESULT:

If each PC achieved at least one success, the PCs forget everything and fall into the oblivion of the potion, waking up after an hour without any memories of the events of the last week.

Should the PCs fail, they have to face an Aberration group composed of a number of Void Seers (see [page 82](#)) equal to the number of PCs. The PCs who have not achieved at least a success on the skill check will start the encounter **stunned** by the potion's effect (see Player's Handbook, page 292), for 1 round. If the PCs defeat the enemies, they will be tired by the combat and fall asleep in oblivion, finally forgetting everything.



A vertical decorative border on the left side of the page. It features a tall, slender green stem with several pink lily flowers at the top and bottom. The background of the border is a misty, green mountain landscape with a small tree on a rocky outcrop.

Appendix 2 — Expanding the Adventure

"*The Legend of the Mist Flowers*" is designed to be completed in about 3-4 sessions. This adventure is focused on role-playing and on the resolution of enigmas related to the Ritual of Oblivion and Roviann's Ghost. For this reason, in the previous part, only stats for encounters and Skill Challenges that were absolutely central to the unfolding of the plot were detailed. However, it is easy to expand the main adventure by adding interesting challenges, in case you and your players want a more extensive *Legend of the Mist Flowers* experience. Below are some optional encounters and challenges: you may choose to include some or all of them, according to your preference.

2.1—Hiring Menderal

Before the PCs all depart from the port of Halmoor, it is possible to role-play their search for a captain willing to accompany them to the Island of Mists. All local captains will refuse, except **Menderal**, obviously. In order not to arouse the suspicions of the PCs (and to try to earn a little more, as Menderal is a compulsive gambler), the half-elf could propose the PCs gamble his salary in a game of cards. If the PCs win, Menderal will accept to lead them to the Island of Mists for half the cost, but if he wins, the PCs will have to pay twice the initial price! The card game can be played as a Skill Challenge.

SKILL CHALLENGE: A CARD GAME WITH MENDERAL!

The half-elf smiles boldly as he explains the rules of the game, then starts dealing the cards. You know the game he chose, "Eyes of the Kraken", a game based on luck, bluffing and memorizing cards. You will need memory, skill and a good dose of luck to be able to beat the expert gambler at his own game.

SKILLS INVOLVED: (Obtain 6 successes before 3 failures)

♦ Deception	DC 17	max 2 successes
♦ Insight	DC 17	max 2 successes
♦ Intimidation	DC 15	max 2 successes
♦ Intelligence	DC 12	max 2 successes
♦ Perception	DC 15	max 2 successes
♦ Sleight of Hand	DC 17	max 2 successes

Only one character can participate in this Skill Challenge, unless the characters have some way of communicating telepathically. If this is the case, the gambling PC can use all of his skills, while others may only use Intelligence, Sense Motive and Perception (successes and failures are still added together, but the characters can decide who makes the check for the three skills mentioned above).

RESULT:

Success: The PCs hire Menderal for half of the agreed price.

Failure: Players hire Menderal for twice the agreed price (which will be deducted from their compensation).

2.2—Attack of the Ghost Crew

Shortly before the PCs meet Roviann, the DM can opt for a little combat: the sailors of Roviann's crew, forced in the World as Undead bound by the same bond that binds their captain, try to attack the West Wind, moved by their hatred for the living.

Note that this combat may become much more or less difficult and lengthy depending on the availability of anti-undead attacks for the PCs, so the DM should adjust the number of assailants accordingly. The numbers shown here assume that at least one PC is a cleric, with reasonable access to *channel energy* and positive energy spells.

MONSTERS INVOLVED:

WRAITHS in number equal to the PCs, minus one.

Statistics for Wraiths can be found in the *Monster Manual*, page 302.

The Wraiths will start appearing seemingly out of nowhere during the storm. They can freely pass through the ship thanks to their incorporeal nature, and at least one of them will attack the Halfling sailors first.

The DM should remind the PCs that they have to prevent too many sailors (and definitely Menderal) from dying, or the ship will become ungovernable! If the PCs win the fight, when Roviann appears he could start his dialogue by commenting that at least his sailors found peace, while he remains bound to this world.



2.3—Find the way with Roviann's notes

The map drawn by Roviann is just a sketch, and definitely not exactly scaled: it might be difficult to guess the exact location of the places described. To reflect this difficulty, you might require the PCs to pass a Skill Challenge to orient themselves every time they try to travel to a new place for the first time (village, swamps, library or top of the island).

SKILL CHALLENGE: FINDING YOUR WAY!

(obtain 4 successes before 3 failures)

The omnipresent fog encompassing the Island makes it difficult to orient yourselves. You must rely on your knowledge of the natural world, your tenacity, and your keen senses to arrive at your destination without straying from the path.

SKILLS INVOLVED:

♦ Nature	DC 15	max 2 successes
♦ Perception	DC 15	max 2 successes
♦ Survival	DC 17	max 2 successes
♦ Wisdom	DC 12	max 2 successes

RESULT:

Success: The PCs reach the desired destination without trouble.

Failure: The players reach the desired destination, but they lose several hours and may be subject to non-lethal damage (1d6) due to fatigue.

After the second seal is broken, you may also add random encounters with aberrations in case of failure, to represent the progressive weakening of the ritual and the fact that seeking knowledge on the Island is very dangerous for the PCs.



2.4—Corpses in the Swamp

The former crewmembers that Roviann ordered hung for mutiny could have transformed into deadly plant creatures that arise when evil humanoids die in wetlands - **Shambling Mounds**. You could add this encounter the first time the PCs arrive in the Swamp.

MONSTERS INVOLVED:

1-3 SHAMBLING MOUNDS (*Monster Manual*, page 270)

Against a large group of PCs, you could advance the Shambling Mounds. Increasing their number is not possible, because the hanged men are described as only three in Roviann's paper, unless you also want to change this reference.

2.5—Constructs in the Oblivion Library

The Wizards of Ragta Moorac may have placed eternal "guardians" in the Library, the place where they concentrated most of the knowledge about Yenoxhtaralunvennd. If your group likes combat, you may introduce a clash with some constructs able to protect objects, people or places. They will attack any who enter the Library.

MONSTERS INVOLVED:

1 PENTADRONE + 4 QUADRONES (*Monster Manual*, page 226)

Against a large group of PCs, you may add additional Modrones, or insert different constructs. To explain the fact that these constructs are still intact when the PCs venture in the building, even though the library has already been visited 53 years earlier by Roviann, you may place in the Library a magic item that automatically repairs the constructs every night at midnight, or add a construct in charge of repairing the others. This construct should emerge from its hiding place (such as another trapdoor in the floor) only when living beings leave the Library.

This could lead to a new fight with the constructs they had already destroyed if the PCs return to the library later; you should allow Arcana and/or Perception rolls to allow the PCs to figure out what's going on, in order to neutralize the problem.



2.6—Galenius and Menderal's Skill Challenge

If you want to make sure that the PCs learn of Menderal's backstory (which will be revealed if they win the Skill Challenge **Convince the Captain!**, see [page 62](#)), the PCs could be contacted through a *sending* scroll used by **Galenius**, the navigator of the West Wind, asking them to return onboard.

With this *sending*, Menderal immediately requires the presence of PCs on board, because the ship was attacked, and he wants to convince them to turn back to return to Halmoor.

In addition, Galenius can be useful if the PCs do not have any character with proficiency in History or Arcana among them: if you need a replacement for those skills, you can give the Halfling a more important role and consider his Arcana and History bonus equal to +7. He won't join the PCs in their travels on the Island because he is old and unfit for adventuring, but the PCs can see him at any time by returning to the ship.



Appendix 3 — "Beyond the Mists"

Further adventures

In this section, we will be consider some of the possible outcomes of this adventure and how they can influence the adventuring careers of the PCs. "The Legend of the Mist Flowers" can in fact be the base for a series of connected adventures (or even an entire campaign). Listed below are some hooks that the DM could use to create further adventures.

3.1—After the "Peace of Oblivion" ending

3.1.2 Helping Zoaria

If the PCs have reached this ending, Yenoxhtaralunvennd is neutralized, at least temporarily. The PCs will get only part of the reward , and will have to handle the problems of Perian Lazired and his niece, who certainly cannot be cured by the Gerilian. It is possible that the PCs became aware of the real cause of her illness (the pain of her mother's death) during their adventure. In theory, it should not be possible to forget the pain of her death through the plant that makes one lose memory, since this sad event happened years ago and it is now deeply ingrained in the memory of the child. As a DM, however, you can decide that this is a valid enough solution, maybe by letting the PCs use their Alchemy skills to modify the properties of the plant; alternatively, you can study other adventures in which the PCs must find a way to enhance the effects of this plant, or find real examples of Gerilian.

3.1.2—Imprisoned... until when?

The PCs chose to leave the island without their memories... but what if some of them left something written on paper as Lorian did, to remember essential things to do... or not to do?

What would happen if someone found their notes and decided to investigate? What could a powerful enemy of the PCs achieve with the knowledge of Yenoxhtaralunvennd? And how could someone construct an alliance between one who knows almost everything and one who can act decisively in the world?

If someone succeeded in freeing the warlock, the PCs would find themselves in a similar situation to that described in the "Epiphany of Yenoxhtaralunvennd" (see below).





3.2—After "The Price of Knowledge" ending

3.2.1—Helping Zoaria

If the PCs have reached this ending, surely their lives will change considerably. At first glance, saving the life of a simple child should now have very little importance to them; however, if their original mission is still in their hearts, you can safely assume that Yenoxhtaralunvennd can provide the PCs with the knowledge needed to care for the child ... but what if the treatment was worse than the disease? The young girl could start to behave in a particularly strange way, maybe even becoming callous and cruel. This could be the last straw, able to push the PCs far enough for them to understand the danger represented by Yenoxhtaralunvennd and to begin their battle against him.

3.2.2—Epiphany of Yenoxhtaralunvennd

Maybe the ancient Warlock has been freed by the PCs without them being completely aware of what they were doing; however, now as a consequence of their actions aberrations are multiplying everywhere on the globe. The PCs, being responsible for releasing the ancient being, have to look for a way to imprison him again. But how to deal with an opponent that can, potentially, know all of your moves in advance? Before dealing with him, the PCs might have to contact (or be engaged by) an ancient order of Druids or Monks, sworn enemies to aberrations, to find a way to obscure the omniscience of Yenoxhtaralunvennd.

Once shielded (at least partially) from Yenoxhtaralunvennd, the PCs may seek the descendants of the ancient High Mages of Ragta Moorac, or at least the texts in which the details of the Ritual of Oblivion were reported. They would have to scour ancient ruins and isolated sanctuaries, always a step ahead of the emissaries of their enemy, horrid aberrations gradually growing more and more powerful, following their every move. In doing so, will they use the powers that Yenoxhtaralunvennd left inside them when he was freed... by paying an increasingly high price for them?

After finding the description of the Ritual of Oblivion, the PCs could require rare material components, or a powerful magical item as a focus; in the meantime, the World is plunged into chaos as a massive army from The Unknown begins a seemingly unstoppable march of conquest. And what if it really is impossible to conceal their plans from the omniscient Yenoxhtaralunvennd, and the powerful warlock is tricking them once more? Maybe by subverting a new Ritual of Oblivion cast upon him, the ancient being could incarnate into a powerful aberration... or worse?

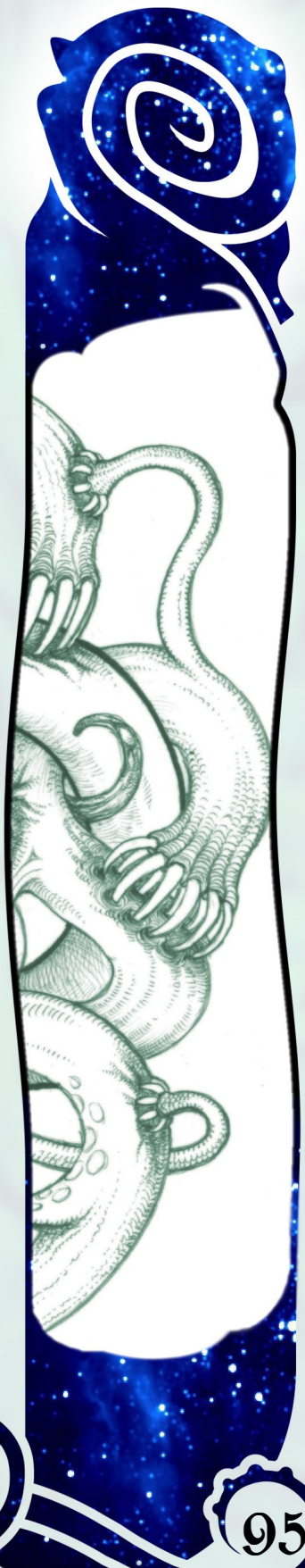
3.2.3—The “friendly” Yenoxhtaralunvennd

If your players released Yenoxhtaralunvennd without the slightest suspicion that he is an evil being, you may change the final scene to let them keep this belief for some time, creating adventures where the PCs retrieve fabulous treasures or powerful and obscure magic items by following the instructions of their omniscient “friend.” With the passage of time, you could gradually introduce evidence or appearances of aberrations so that the PCs begin to suspect the actual nature of their patron, and study how the situation evolves, while PCs discover the truth about Yenoxhtaralunvennd.

3.2.4—Heralds of Yenoxhtaralunvennd

If your players are interested in a rather “peculiar” campaign, they may willingly choose to play alongside the resurrected Warlock as his Heralds. At the head of numerous aberrations, the PCs will have the mission of tracking down and destroying any mention of the Ritual of Oblivion, to avoid Yenoxhtaralunvennd being imprisoned again, and to spread the knowledge of the alien Unknown to all. Maybe they will use this as an opportunity to avenge past wrongs, enemies and rivals.

Maybe a neighboring territory, such as a kingdom of humanoids, in a panic because of the continued appearance of aberrations, could grant their trust to a descendant of the Wizards of the Empire of Ragta Moorac (or even to a High Mage surviving as a Lich), so the PCs must race against time to prevent the Ritual from being performed again!





Appendix 4 — New feats and spells

As alternative or extra rewards for completing the adventure, we present below some new feats and spells that can become accessible when the PCs reach a specific ending. The DM will, of course, have the last word over the options that may be selected by the PCs.

4.1—Feats and Spells from Oblivion

If the PCs manage to stop Yenoxhtaralunvennd by drinking the Potion, their experience with oblivion gives them access to the following spells and feats.

SEALING FURY [SPELL]

3rd-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Instantaneous

Focusing on Oblivion and Void, you release the power of an old ritual against the aberrant creatures in front of you. Mystical runes glow in the air, damaging and weakening them.

Magical runes glow in a 20-foot-radius circle, from a point you choose within range. Each creature in the area must make a Wisdom saving throw. A target takes 8d4 points of psychic damage on a failed save (8d6 if it's an Aberration), or half as much damage on a successful one. Creatures that fail their saving throw are also *restrained* for 1 round.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d4 for each slot level above 3rd.

INTO OBLIVION [SPELL]

3rd-level abjuration

Casting Time: 1 reaction, which you take when you fail a Wisdom saving throw

Range: personal

Components: V, S

Duration: Instantaneous

When your mental barriers are about to break, you can find supernatural solace in the peace of oblivion.

Whenever you fail a Wisdom save against a *charm*, *fear*, *mind-*

affecting or *psychic* spell or effect, you can cast this spell to immediately re-roll the saving throw with a +2 bonus.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the bonus increases by +1 for each slot level above 3rd.

ABERRATION HUNTER [FEAT]

Part of the Oblivion Ritual is still with you, and now your attacks are particularly harmful to aberrant creatures.

Benefits:

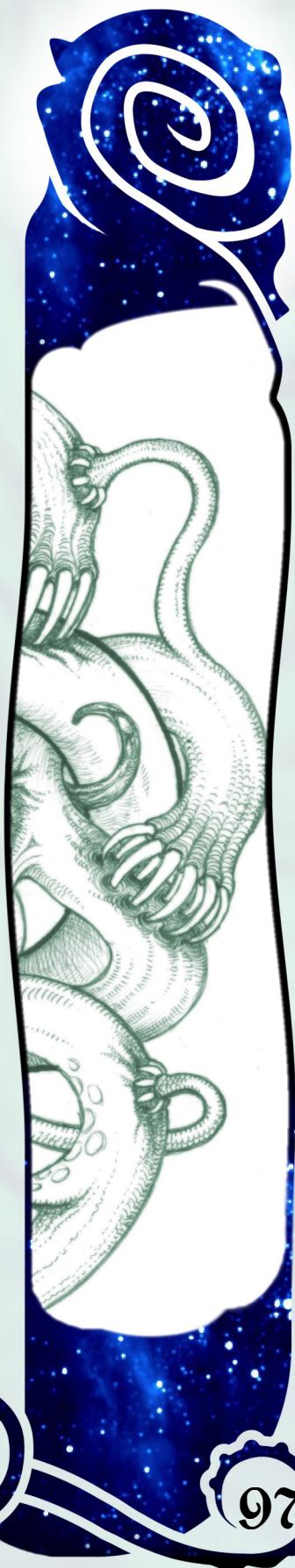
- You gain a +2 bonus to attack rolls and damage against creatures with the Aberration type. This bonus increases to +4 for 10th-level characters, and to +6 for 15th-level characters.
- You gain proficiency in Survival.
- Increase your Strength or Dexterity score by 1, to a maximum of 20.

MOMENT OF PEACE [FEAT]

Focusing on your breathing, you can clear your mind of any thought and regain control of yourself for a small time, against all odds.

Benefits:

- Once per day, you can suppress for 1 round any effect that makes you charmed and is currently affecting you. You have to choose whether you are going to use this ability at the beginning of your turn (this is not an action). You retain control of yourself and act normally until your next turn in initiative order; then, the mind-affecting ability resumes. The round for which Moment of Peace lasts counts against the duration of the mind-affecting effect.
- Increase your Wisdom score by 1, to a maximum of 20.





4.2 — Spells and Feats from Knowledge

If the PCs allow Yenoxhtaralunvennd's return to the world, they gain access to the following spells and feats.

CONTAGIOUS MADNESS [SPELL]

3rd level enchantment

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a dried nut shell)

Duration: Concentration, up to 1 minute

Focusing on your opponent's mind, you tap into the maddening energy of The Unknown, creating a chain of contagious insanity.

A target creature within range must succeed on a Wisdom saving throw when you cast this spell or be affected by it. An affected target behaves as under the *Confusion* spell, and rolls on the table normally (see Player's Handbook, page 225), but on a result of 2-6, in addition to taking no action, the target babbles incoherently in an alien language: all creatures that can hear the target in a 10-ft-radius spread from the target are also affected by this spell, with the same saving throw and caster level as the original.

INTERVENTION OF THE STARS [SPELL]

3rd-level necromancy

Casting Time: 1 reaction, that you take when an enemy rolls for an attack, ability check, skill check or saving throw

Range: 90 feet

Components: V

Duration: Instantaneous

After your experience on the Island of Mists, you know that destiny is not fixed, but it can be guided and rewritten.

As the target creature rolls for an attack, ability check, skill check or saving throw, it suffers a -2 penalty to the roll.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the penalty increases by -1 for each 2 slot levels above 3rd.

FORBIDDEN KNOWLEDGE [FEAT]

Thanks to the influence of The Unknown, you can now push your mind to access forgotten information.

Prerequisite(s): Proficiency in Arcana.

Benefits:

- Choose a skill between History, Medicine, Nature. You gain proficiency in that skill.
- You get a +1 bonus to Arcana, History, Medicine, Nature
- Twice per day, you may reroll any Arcana, History, Medicine or Nature check. You must decide to do so after the roll, but before the DM tells you the outcome of the check.

WEAKNESS OF THE MIND [FEAT]

With your experience of The Unknown, you can now locate the weak points in your opponents' minds with ease... however, everything comes with a price.

Prerequisite(s): Ability to cast at least one enchantment spell.

Benefits:

- Before you cast an enchantment spell, you may choose to have a single target roll its saving throw with disadvantage. If you use this ability, attack rolls against you have advantage, and all your rolls have disadvantage, until your next turn, as tapping into The Unknown briefly makes you insane.
- Increase your Intelligence or Charisma score by 1, to a maximum of 20.



Captain Roviann was an able explorer who during the year 388 AE visited many exotic countries. He climbed high mountains, survived dry deserts and beheld the regions permanently covered by ice. He always came back alive. Unexpectedly, he died on an island very close to his place of birth. That island was Lithnia. Roviann's crew was a bad lot, and Roviann used harsh methods with them: whoever dared to speak against him was hung on the spot. His behavior worsened when his woman, Lorian the Red, died while she was at sea with him. It must be said, however, that even before her death Roviann frequently resorted to deception and assassination to obtain what he wanted.

(From the book Anecdota)

Emperor Velnos, known as "The Sublime", was one of the first kings of Ragta Moorac to bargain with Devils to increase his power. He was a peculiar, not to say degenerate, individual: after the death of his wife, his daughter discovered his diabolical associations, and Velnos poisoned her, fearing she would reveal his secret. Nobody learned of this fact until about four centuries after the fall of the Empire.

(From the book Anecdota)

Perian Lazired was a merchant from the free city of Halmoor. He arrived in that region from the lands of Haradia, because staying in his country of origin became unbearable for him due to his guilty conscious. In fact, he convinced his sister to lie on her husband's funeral pyre, as the ancient tradition of his people demanded. Also for this reason, Perian desperately desired to obtain Gerilian, the legendary plant: his niece, his sister's daughter, fell into depression and illness after her mother's death.

(From the book Anecdota)

Menderal was a captain active in the general area of Halmoor around 443 AE. During one of his voyages, he told his crew that the treasure map they had bought led nowhere. They believed him, but Menderal came back later, alone, and took all the treasure, giving his crew only ten pieces of gold each.

(From the book Anecdota)

The DM could add one or more stories involving the PCs inside the Anecdota excerpts: it's a very effective way to involve and surprise the players. The anecdotes should contain the PC's names, and could be about enemies they previously defeated, or disappeared allies, and the dates, to avoid any doubt. Writing in the past tense is advised, as it contributes to the puzzlement and it is justified by the absence of time Yenoxhtaralunvennd lives in. Also, the anecdotes should refer to uncomfortable, unpleasant events, because such is the nature of the "Truth" revealed by the warlock.

Many believe that the island of Lithnia to be the place where the secrets of _____ are hidden; he was an ancient aristocrat, who always refused the diabolical alliances many of his relatives stipulated, preferring to search for truth elsewhere. For this, he was hated by the devil worshippers. They, more than him, feared his studies and his knowledge that allowed him to seal and banish devils. Thus, they tried to erase him and every memory connected to him, knowing that all his powerful spells, conceived to obtain and make others obtain knowledge, would be lost, and they could then rule unchallenged.

A peculiarity of _____ is that, due to a vow, he could not lie, but every statement he made, oral or written, had to be true. Moreover, the vow forced him to state so the first time he met someone for the first time.

(From the book De Insulae Imperii)

The people of the Nameless village were a group of outcasts with no place to call home, hated by the Empire. Creatures like them were driven away and killed, due to their natural duplicity. It must be said that many among them were spies and assassins, and some would argue that it was again due to their nature. Many people claim that creatures that do not show their real appearance are not trustworthy. The Empire offered them a place to stay: the island of Lithnia. But there was a price to pay –become the guardians of what the devil worshippers feared. They believed that these guardians were well-suited to the task. The Nameless people accepted: it was then that they decided to have no names, nor memories of the past, **save for one thing. It was then that the ritual was celebrated.**

(From the book De Insulae Imperii)

The plant known as Gerilian was discovered to be a miraculous remedy after the fall of the Empire. During the reign of the Empire, nobody ever found it outside of the Feywild; however, around 440 AE, many sources were convinced that the flower could grow on the island of Lithnia, also known as the Island of Mists. On the basis of the available knowledge, the most likely point to find the plant would be near the summit of the island.

(From the book De Insulae Imperii)

The first two excerpts of every book are immediately available to the PCs, while the others appear only if the PCs have broken at least one seal on the Island.

The first excerpt from “De Insulae Imperii” has two blank spaces, where the name “Alunvennd” is supposed to be written. Remember to add these two parts later, when and if the PCs will find and break the respective seals (“alun” inside the Oblivion Library, and “vennd” on the Island’s Summit)

THERMAL BATHS OF LITHNIA
ISLAND OF THE SUN
LAND OF CULTURE
LOVED BY THE GODS
BUILT BY THE WILL
OF THE SUBLIME VELNOS AUG. EMP.
INVINCIBLE SIRE
AND NOBLE PATRON
AND CHILD MURDERER

HERE,
THERE IS
NOTHING

IF THERE WAS
SOMETHING,
IT NO LONGER
EXISTS

IF SOMETHING
HAD EXISTED,
IT HAS BEEN
FORGOTTEN
IF YOU SEARCH FOR IT,
IT WILL RETURN.

Captain Joo ~ Örendar
388ae

Me - Örian perceives something
in the hidden magic?

Ölaran - magical treasures?

Öarat - M

Ölaker at sea

Öaman

Öonovan

Öarata M

Öigere M

Öoke

The mulineers got what
they deserved. In these circumstances
they tolerate in these circumstances

Call the villagers sound
not in the

Village
Swamps

Themat Paths

Still no treasure!
maybe in the
library

Who is
XHTAR??

You rote tis to remember
to see a man in your dreams?
as rovanian your beloved
he exists really.
You love him. him love you,
You are rovanian.
half-elf. red hair
they made you forget
never look for XHTAR
who follow to beginning
on tis they are right
look for him wait for him
he also wrote a paper like tis
and he will come back.
he fled because of XHTAR
avoid it at all cost. forget.
Remember rovanian.

YEN
is a pleasure
to renounce
knowledge

XITAR
Memories are
opinion is
the what follows
beginning

ALU
Awareness has a
price
That we don't want
to pay
So what precedes the end

VENND
In the blinding
darkness is
light
Close your eyes
and see everything
you still can



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*"What do you think you'll find on that all-gods-curs'd island, lad?
A damn'd treasure? Some miraculous flowers? Fancy adventures?
Nay, lad. In that creepy mists wait only death and madness!
Unbelievable mysteries and horrible monsters.
Untold secrets and unsolvable enigms.
No-one returns from there!
List'n, don't go. Say to that fool merchant
that he can put his damn'd gold up his..."*

*"All right, old man, I understand.
You are too scared by stupid rumors and wimp legends.
If no-one returns, how do you know about monsters and such?
No-one returns just because nobody goes there!
Well, we'll go. We can handle whatever a mysterious island can throw at us!"*

*Now I can say we should have paid more attention to the old sailor's advices,
but at that time we were all bold and confident.
Too bold.
And too confident...*

Inside you'll find:

- "The legend of the mist flowers", an adventure compatible with the 5th edition of the most famous fantasy RPG for **4°-6° level adventurers** by Gruppo Chimera.
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- Challenging investigation and enigms
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- Five new monsters
- New feats and spells that your player can use

**WILL YOU BRAVE
THE EERIE MISTS
OF THE ISLAND
AND UNCOVER
LONG-FORGOTTEN TRUTHS?**



**5TH EDITION
COMPATIBLE
ADVENTURE**

