

WRAITH WRIGHT'S COMPILED APPENDICES FOR EIGHT PETALS ARGENT

BOOK 1...

Wraith Wright Productions

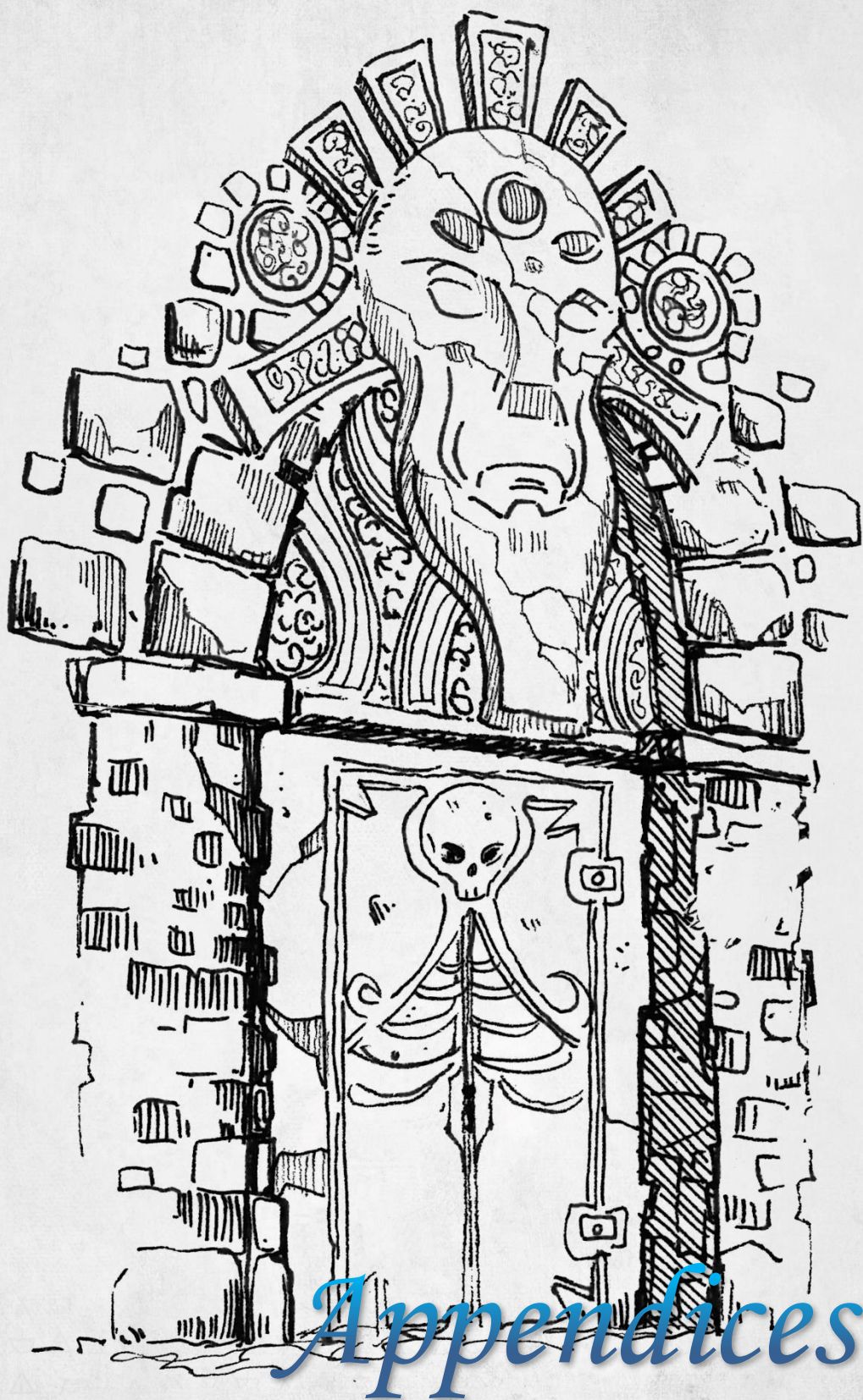
A compilation of appendices for book 1 of
Eight Petals Argent, a SOLITAIRES adventure set



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Appendices

APPENDIX (AND CHECKLISTS)

YOU CAN USE THE FIRST TWO PAGES OF THIS APPENDIX AS MODEL CHECKLISTS, making sure you haven't missed anything in the adventure. (The first checkbox of the Lore Checklist indicates you encountered the lore; the second box means you can access it.)

The appendix pages that follow include the various lore entries referred to in other parts of the adventure.

LORE CHECKLIST

For any entry you encounter but cannot access initially, you can later unlock it using the "research" downtime activity, described in the Epilogue.

- | | |
|--|---|
| ☐ ☐ 101-Red Shields | ☐ ☐ 117-Animal Whistle |
| ☐ ☐ 102-The Guild | ☐ ☐ 118-Star Metal Dagger |
| ☐ ☐ 103-Slipstone Gang | ☐ ☐ 119-Arcane Pattern |
| ☐ ☐ 104-Silversmiths and Gilders | ☐ ☐ 120-Book of Languid and
Loathsome Lore |
| ☐ ☐ 105-Pristine Hat | ☐ ☐ 121-Fourth Page |
| ☐ ☐ 106-Ace | ☐ ☐ 122-Sparker |
| ☐ ☐ 107-Latchboy | ☐ ☐ 123-Decoy Purse |
| ☐ ☐ 108-Nonap | ☐ ☐ 124-Charm of Kinship |
| ☐ ☐ 109-Bell | ☐ ☐ 125-Serpent Skull Ring |
| ☐ ☐ 110-First Page | ☐ ☐ 126-Deepwinter Seal |
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Healing |
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| ☐ ☐ 113-Second Page | ☐ ☐ 129-Enduring Spellbook |
| ☐ ☐ 114-Ace's Instructions | ☐ ☐ 130-Careful Map |
| ☐ ☐ 115-Mark of the Scaled Roots | |
| ☐ ☐ 116-Third Page | |

RENOWN TALLIES

Use this section to model your renown tallies with various factions.

These renown totals carry forward to future adventures.

_____ = Waterdeep Watch

_____ = The Guild

_____ = Slipstone Gang

_____ = Crimson Perytons

EVENT CODE CHECKLIST

Cross off codes when you are past their parenthetically noted chapters.

CHAPTER 1

- ☐ 20 gp Debt to Latchboy (Epilogue)
- ☐ 5 gp Debt to Latchboy (Epilogue)
- ☐ 20 gp Debt to Bell (Epilogue)
- ☐ 5 gp Debt to Bell (Epilogue)
- ☐ Alert Level Low (Ch. 1)
- ☐ Alert Level Medium (Ch. 1)
- ☐ Alert Level High (Ch. 2)
- ☐ Grave Tender Disguise = ____ (Ch. 1)
- ☐ Gray Water (Ch. 1)
- ☐ Bell Burned (Ch. 1)
- ☐ Bell Poisoned (Ch. 1)
- ☐ Undercliff Alarm (Ch. 1)
- ☐ Watch Member Killed (Epilogue)

CHAPTER 2

- ☐ Dark Botany (Ch. 2)
- ☐ Deepest Winter (Ch. 2)
- ☐ Easy Squeeze (Ch. 2)
- ☐ Lost in Darkness (Ch. 2) *When out of light sources, go to PART 2-127.*
- ☐ Rest in Peace (Ch. 2)
- ☐ Saccharine Screech (Ch. 2)
- ☐ Silent Night (Ch. 2)
- ☐ Something's in the Air = ____ (Ch. 2)
After 90 minutes, replace with:
- ☐ All Clear Now (Ch. 2)
- ☐ Square Egg (Ch. 2)

- ☐ Swords to Plowshares (Ch. 2)
- ☐ Venomous Nap (Ch. 2)
- ☐ Wandering Scales (Ch. 2)
- ☐ White Stone (Ch. 2)

CHAPTER 3

- ☐ A Favor to the Guild
- ☐ New Disguise = ____ (Ch. 3)
- ☐ Fillet Lane Fight (Ch. 3)
- ☐ Probationary Status (Ch. 3)
- ☐ Restricted Arm Movement (Ch. 3)
- ☐ Sail with the Tide □□□□□□ (Ch. 3)
When filled, go to PART 4-095.
- ☐ Turned Ankle (Ch. 3)

CHAPTER 4

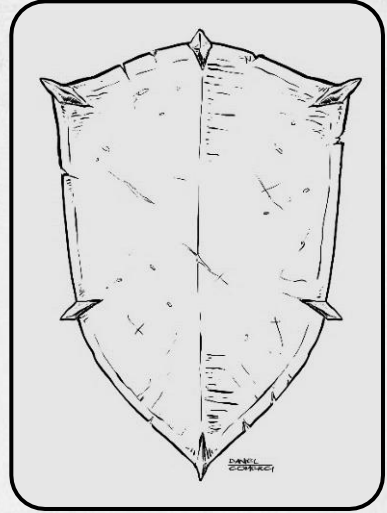
- ☐ Ace Died
- ☐ Friends of Gond
- ☐ Entry Door Unlocked (Ch. 4)
- ☐ Latchboy Died
- ☐ Long, Thin Vault (Ch. 4)
- ☐ Nonap Died
- ☐ Bell Died
- ☐ Read Invention Diary (Ch. 4)

EPILOGUE

- ☐ Reported to the Guild
- ☐ Reported to the Watch
- ☐ The Gifts of Gond

101-RED SHIELDS

The Red Shields are an organization of merchants and mercenaries based in Scornubel. Also called the Caravan City, the Red Shields' headquarters is well-positioned to exploit trade, sitting east of Baldur's Gate along the River Chionthar, and southeast of Waterdeep along the Trade Way. Trade also passes through Scornubel from eastern Amn and the Dragon Coast. In addition to accompanying caravans from Scornubel in every direction, the Red Shields many trained warriors serve as auxiliaries for Scornubel's standing army.



Waterdeep is the northern extreme for the Red Shields' caravan routes; the fact that their mercenaries are working for the Seekers in this location implies that the Seekers came to Waterdeep from the south, either through Baldur's Gate or even faraway Amn.

The Red Shields are known for their frequent conflicts with yuan-ti, a foe they will go out of their way to oppose whenever detected.

102-THE GUILD

This secretive criminal organization is based in Waterdeep, with influence reaching up and down the Sword Coast. They are known for having a hand in criminality of every kind, particularly the slave trade, but also drugs, extortion, blackmail, gambling, and smuggling.

The Guild calls its leader "the Xanathar," a title of unknown origin. Its agents, usually ruthless and powerful, have various sight-related titles like "gazer," "spectator," and "examiner." Despite having a centralized structure, the organization uses layers of agents and mouthpieces to keep the authorities from tracking their activities, and they run much of their criminal trade through subsidiaries and subservient criminal organizations.

103-SLIPSTONE GANG ■■

The members of this small alley gang grew up hard on the streets of Waterdeep. Their activities are mostly non-criminal, although some of their jobs have crossed that line in the past. Most of their income derives from legitimate protection operations and manual labor.



RUFIO

The leader of the Slipstone Gang, Rufio was born with celestial ancestry. He feels called to a higher purpose and spends time studying in the Monastery of the Sun. Rufio is an inspiring leader, keeping the gang away from trouble and operating within his personal code of honor.



TOO SMALL

This clever halfling has a head for complex calculations and obscure lore. She's the gang's go-to member for appraisal, bargaining, and long-term strategizing. It is Too Small's tiny financial investments that have kept the gang operating (and eating) during some of the lean years.



NONAP

Nonap joined the gang a few years ago, after meeting Ace while wandering in the City of the Dead. Rufio makes sure this agender high elf has enough access to sources of lore to satisfy their magical curiosity, and Nonap makes sure the gang has all the arcane support it needs.



ACE

Ace is a healer and herbalist. She loves growing plants and she tends a secret garden of herbs and fungi in the House of the Homeless, inside the City of the Dead. Ace crafts the gang's healing salves and looks after their general health, bandaging wounds and selecting healthy food.



LATCHBOY

Latchboy left his old gang after some adventurers in Trollskull Alley killed most of its members. He is deeply loyal to Rufio, who he sees as an exceptional leader. Latchboy has all the skills of thievery, but he would prefer to be an actor and longs to join an entertainer's troupe.



BELL

Bell ran away from home at a young age, hoping to find adventure. She never speaks, instead relying upon expressive hand gestures and written notes. Although an able fighter, her gnomish size makes Bell an unlikely candidate for her role as the gang's enforcer.



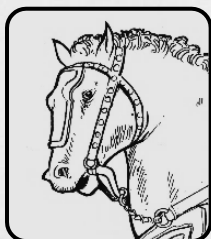
ASKER

This raptor is Rufio's angelic familiar. More potent than a normal aasimar's guide, Asker keeps a weather eye out for danger in the Trades Ward. Invisible except to the members of the Slipstone Gang, it follows and watches over each member of the gang from time to time.



POCKETS

Pockets is a large, loyal hound. She knows all manner of useful tricks, like wearing a harness of pouches full of tools and supplies. The gang raised Pockets from a pup and she is a fierce defender of its members. She has fought alongside them reliably in several past scuffles.



THUDS

Thuds name comes from her showy, high steps, something she learned during her time in the circus. She never resorts to the "pedestrian" gait of other horses. The Slipstone Gang uses Thuds for odd jobs around the Trades Ward, usually for pulling the gang's wobbly-wheeled delivery wagon.

104-SILVERSMITHS AND GILDERS

House Deepwinter controlled this ancient guild during the Guildwars of 1256, when a consortium of guilds overthrew the Lords of Waterdeep and ruled the city for over a decade.

The Guild of Silversmiths and Gilders was well known, not just for the creation of jewelry and similar works, but for their ability to enchant these objects with useful magic. The guild was particularly renowned for its gem-encrusted devices that provided magical protection and security.

Few know the tale of how House Deepwinter took control of the guild, of its primarch exploiting the guild's trusted reputation by seeding vulnerabilities in its magical works of art. Alarms, locks, and other security enchantments made thereafter would not deter anyone with pure Deepwinter blood—*this includes you, because of the blood-infused mark you now bear on your arm*. Long after the Deepwinters disappeared from the city, the guild's enchantment patterns remained altered, infecting its products with vulnerabilities imagined centuries ago.

105-PRISTINE HAT

Wondrous item, common (minor)

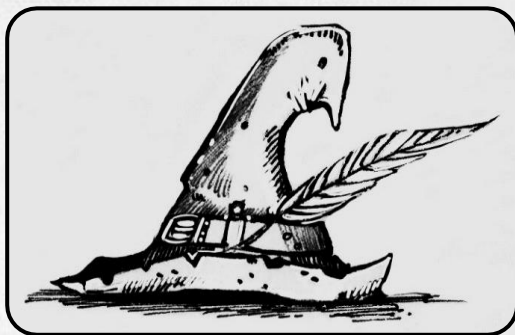
While wearing this blue felt cap, you can understand the literal meaning of any words you hear in Lantanna.

Lantanna is the official language of Lantan; it is also spoken in parts of the Nelanther Isles and Tethyr.

You likewise understand writing in Lantanna. (Lantanna is written in Draconic script.) You must be touching the surface on which the words appear, and it takes about 1 minute of reading per page of text. This reading is literal; it doesn't decode secret messages or translate idioms.

Note that the ability to understand Gnomish allows you to understand its Lantanna dialect, but not vice versa.

This hat has no appreciable weight separate from your clothing. If you *really* want to sell it, the hat will fetch a price of 12 gp.



106-ACE (SIDEKICK)



Medium humanoid (human); **AC** 13 (studded leather); **HP** 13 (2d8 + 4); **Speed** 30; **STR** 15 (+2), **DEX** 13 (+1), **CON** 14 (+2), **INT** 11 (+0), **WIS** 16 (+3), **CHA** 11 (+0); **Proficiency** light armor, simple weapons, rapier, shortsword; cook's utensils, herbalism kit; **Languages** Common, Druidic; **Skills** Animal Handling +5, Medicine +5, Nature +2, Perception +5, Survival +5; **Saving Throws** Con +4

☉ Quarterstaff (Action)

Melee Weapon Attack: +4 to hit, reach 5 ft., one target

Hit: 1d8 + 2 bludgeoning damage

☉ Dagger, Melee or Thrown (Action)

Melee (or Ranged) Weapon Attack: +4 to hit, reach 5 ft. (or range 20/60 ft.), one target

Hit: 1d4 + 2 piercing damage

☉ Sling (Action)

Ranged Weapon Attack: +3 to hit, reach 5 ft., one target

Hit: 1d4 + 1 bludgeoning damage

☉ Heal (Action)

Ace can use a healer's kit on a creature within 5 feet of her, restoring hit points equal to 1d4 + Ace's level. An affected creature can't regain hit points from this trait again until it finishes a short or long rest.

ACE'S EQUIPMENT (WEIGHT)

Studded leather (13), dagger (1) quarterstaff (4), sling (0), backpack (5), 5 rations (10), 20 sling bullets (1), tinderbox (1), 3 torches (1 each), waterskin (5), 50-foot hempen rope (10), cook's utensils (8), healer's kit with 10 uses (3).

Ace can carry another 160 lb. of gear.

107-LATCHBOY (SIDEKICK)



Medium humanoid (human); AC 15 (studded leather); HP 11 (2d8 + 2); Speed 30; STR 14 (+2), DEX 16 (+3), CON 12 (+1), INT 11 (+0), WIS 11 (+0), CHA 13 (+1); Proficiency light armor, simple weapons, rapier, shortsword; lute, thieves' tools; Languages Common, Thieves' Cant; Skills Acrobatics +5, Athletics +4, Investigation +2, Sleight of Hand +5, Stealth +5; Saving Throws Dex +5

Side Cut. Latchboy has advantage on attack rolls against a creature if you are within 5 feet of the creature and you aren't incapacitated.

☉ **Shortsword (Action)**

Melee Weapon Attack: +5 to hit, reach 5 ft., one target

Hit: 1d6 + 3 piercing damage

☉ **Dagger, Melee or Thrown (Action)**

Melee (or Ranged) Weapon Attack: +5 to hit, reach 5 ft. (or range 20/60 ft.), one target

Hit: 1d4 + 3 piercing damage

LATCHBOY'S EQUIPMENT (WEIGHT)

Studded leather (13), 4 daggers (4), shortsword (2), antitoxin (0), backpack (5), 5 rations (10), crowbar (5), tinder box (1), 3 torches (1 each), waterskin (5), 100-foot hempen rope (20), lute (2), thieves' tools (1)

Latchboy can carry another 139 lb. of gear.

108-NONAP (SIDEKICK)



Medium humanoid (elf); AC 13 or 16 (mage armor); HP 11 (2d8 + 2); Speed 30; STR 10 (+0), DEX 16 (+3), CON 12 (+1), INT 16 (+3), WIS 13 (+1), CHA 11 (+0); Proficiency dagger, dart, longbow, longsword, shortbow, shortsword, sling, quarterstaff, light crossbow; Languages Common, Draconic, Elvish; Skills Arcana +5, History +5, Investigation +5, Perception +3; Saving Throws Wis +3

Fey Ancestry. Nonap has advantage on saving throws against being charmed, and magic cannot put them to sleep.

Trance. Nonap doesn't sleep. Instead, they meditate for 4 hours, after which they finish a long rest.

Spellcasting. Nonap's spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). They have 2 first-level spell slots.

Nonap can cast (at will) the *firebolt*, *light*, and *mending* cantrips.

Spellbook. Nonap has *mage armor* and *sleep* in their spellbook. After each long rest, choose one to be readied; the other is unavailable. During this adventure, Nonap has already selected the *mage armor* spell to ready for the day.

Rituals. Nonap can cast *comprehend languages* and *identify* as ritual spells if they have their spellbook and the correct material components.

☉ Shortsword (Action)

Melee Weapon Attack: +5 to hit, reach 5 ft., one target

Hit: 1d6 + 3 piercing damage

NONAP'S EQUIPMENT (WEIGHT)

Shortsword (2), backpack (5), 5 rations (10), spellbook (3), 50-foot hempen rope (10), wand (1), waterskin (5)

Nonap can carry another 114 lbs. of gear.

109-BELL (SIDEKICK)



Small humanoid (gnome); AC 16 (ring mail, shield); HP 15 (2d8 + 6); Speed 25; STR 14 (+2), DEX 10 (+0), CON 16 (+3), INT 14 (+2), WIS 13 (+1), CHA 10 (+0); Proficiency light armor, medium armor, heavy armor, shields; simple weapons, martial weapons; Languages Common, Gnomish, Thieves' Cant; Skills Athletics +4, Arcana +4, History +4, Stealth +0 (disadvantage); Senses darkvision 60 ft.; Saving Throws Con +5

Artificer's Lore. When Bell makes an Intelligence (Arcana or History) check related to a magic item, alchemical object, or technological device, double her proficiency bonus (currently +2).

Tinkerer. Bell can spend 1 hour and 10 gp of materials to construct a tiny clockwork device (AC 5, 1 hp) using tinker's tools. The device only functions for 24 hours unless Bell spends 1 hour repairing it each day to keep it functioning. Bell can also dismantle the device to reclaim the materials. Bell can have three such devices at one time.

☉ Warhammer (Action)

Melee Weapon Attack: +4 to hit, reach 5 ft., one target

Hit: 1d8 + 2 bludgeoning damage

☉ Javelin, Melee or Thrown (Action)

Melee (or Ranged) Weapon Attack: +4 to hit, reach 5 ft. (or range 30/60 ft.), one target

Hit: 1d6 + 2 piercing damage

● Protection (Reaction)

With a shield, Bell imposes disadvantage on the attack roll of (or against) a creature she can see within 5 feet of her whose target isn't Bell. She must use this reaction before the attack is rolled.

BELL'S EQUIPMENT (WEIGHT)

Ring mail (40), shield (6), warhammer (2), javelin (2), backpack (5), 5 rations (10), healer's kit (3) holy water (1), waterskin (5), 100-foot hempen rope (20)

Bell can carry another 116 lb. of gear.

110-FIRST PAGE

Parnak Deepwinter so beloved his blood as to DRAW boundaries that bar any pretenders who would lie in the same tomb. The arches

remain closed, except to let pass a body of Deepwinter blood, carried FORTH to its final rest. My own consanguinity is too tenuous to pass the arch. I have tried these dry bones, now piled here, but they too are not enough to open THE arch.

Skeletons have not availed me; the "blood" of the arch's demand must be literal. No fragment nor SHARD of Deepwinter bones opens the way. I have searched as far as I could through these catacombs and found nothing TO suffice. I will LET myself out again, back to the surface to hunt. I cannot disappoint HIM. His house is no more, but its blood must still be out there in some remnant

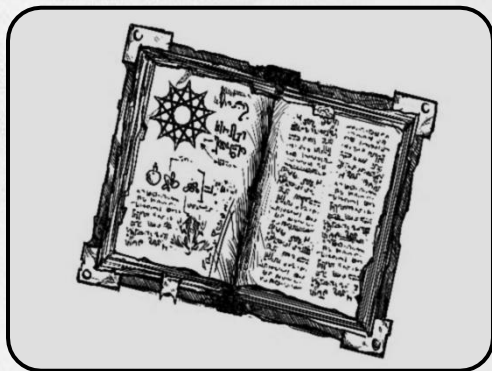
stronger than my own. I will

RISE to this challenge as he demands. I will find another far flung Deepwinter, another long-lost descendant of a nameless by-blow, and the arch will open to us.

111-INVENTION DIARY

The text parts of this diary are in Common. However, most of the journal's pages are just diagrams, most of which illustrate machines of dubious potential.

The marked page is a description of the author's visit to one of the islands of Lantan. It talks about a portal beneath the Lantanese Embassy that connects to Anchoril and to other locations important to the Lantanese nation. The journal's owner described many details about the appearance and configurable parts of the portal frame and recorded the activation password. The password is *whof*, the Gnomish word for "enjoy."



Having read the invention diary, add the following event code:

📖 **EVENT:** "Read Invention Diary" (Ch. 4)

112-FILTERED FACEMASK

This mask wraps around the entire face, filtering toxic particles from the environment. It covers your eyes, nose, and mouth, the common routes by which such infectives might attack the body. While wearing this device, you have advantage on Constitution saving throws to resist airborne poisons, diseases, and magic effects like dust of sneezing and choking.



Because of the mask's restrictive nature, you also have disadvantage on Charisma (Persuasion) and Wisdom (Perception) checks while wearing it. (Remember that your passive score is reduced by 5 points when you would suffer disadvantage on related checks.)

Donning or doffing the mask takes one minute. (Adjust your interval if you're tracking time in segments of minutes or rounds when you do it.)

This item weighs 1 lb. and you can sell it for 5 gp.

113-SECOND PAGE

I can no longer see the blood **UNDER** their features.

THE truth is unknowable. They walk past my alley by the **RIVER** and I see Deepwinter in all their faces.

The last few were but guesses, driven by my hunger.

HE commands me not to stop trying. I **WILL** get to him, but who will I be when it finally happens? I am deaf now to all the world. I hear nothing but his voice in my ears. In

deafness, I cannot question those I hunt. Nor can I **FIND** traces of their lineages, for the

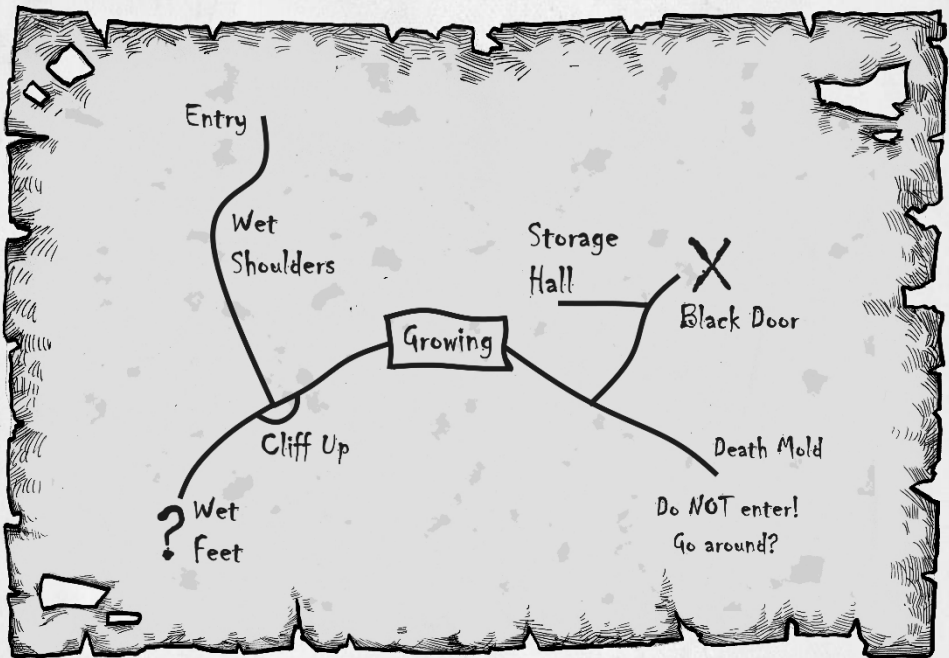
libraries are barred to one with clothes such as mine.

Clothes such as they are, unchanged for all these years, in **HIS** service. And flesh, loose and hanging in waste, and the smell of the grave upon me. This is my **FINAL** chance. The next time I return to the catacombs, it will be my **GRAVE** for true.

One more try.

One more guess.

114-ACE'S INSTRUCTIONS



115-MARK OF THE SCALED ROOTS

This circular sigil is of two serpents, twisted around one another in opposite directions, each biting its own tail. Inside the circle of their bodies is a star.

This symbol is a reference to an elder power associated with utter destruction and eventual renewal. The two serpents represent the same being, one that destroys and one that gives a dream of rebirth in the wake of that destruction.

The common name for this elder power is Dendar. Yuan-ti, various cultists, and friends of serpents worship her. The symbol is common to those who dream of a time when Dendar will remake all of reality in a shadowy image of its current form.

I will hunt again in the deep night, when the DAY is
many hours gone, and the
LIGHT of the streetlamps
has finally dimmed. It PAINS me to leave
the vicinity
of his voice, but that is not my
only agony. I sorrow
for the hunted, for all the candidates I
tested thus far.

They cannot be allowed to
leave HIM either.

They would tell lies
AND though it STINGS to hold
them I cannot allow the authorities to find us.

The hunted will be happy in HIS locked room until I
can get through the arch.

They still have food,
the FLESH of rats at least.

They will be happy again.

117-ANIMAL WHISTLE

This whistle produces a sound so high pitched that only creatures with the Keen Hearing and Smell trait, the Keen Hearing trait, or the Keen Senses trait (related to hearing) can hear it. Those who can hear the whistle can hear it from up to 600 feet away.

The whistle has no appreciable weight. You can sell it for 1 gp.

118-STAR METAL DAGGER

Simple melee weapon (1 lb.)

This large dagger has a heavy blade, curved slightly toward its cutting edge. The design is suited for chopping but it also has a sharp tip. The black and gray swirls of the blade identify it as adamantine, a metal highly effective for breaking objects.

Whenever this weapon hits an object, the hit is a critical hit. Additionally, this dagger counts as adamantine for the purpose of creatures with resistance or immunity to damage from non-adamantine weapons.



119-ARCANE PATTERN

This unique sequence of sigils serves as an easily targetable destination for such spells as *plane shift*, *teleport*, and *teleportation circle*. Creating a permanent circle of this sort requires the daily casting of a high-level spell for a year, with total material components just under 2,000 gp. You can find no clue as to why such a circle is in the ancient catacombs beneath the House of the Homeless, or whether it is still in use.

120-BOOK OF LANGUID AND LOATHSOME LORE

This heavy tome, written in Common, contains a wealth of information about various religious topics, particularly evil deities.

If you have time to spend a minute consulting the book immediately before making an Intelligence (Religion) check, you may roll with advantage. The book does not apply its benefit if the DC for the check is higher than 15; such checks imply that their topics are too rare or esoteric to appear in a reference book of this size.

This heavy book weighs 5 lbs. You can sell it for 20 gp.

121-FOURTH PAGE

I should be writing to my children,
not filling this
journal. I should be with them now, not WAITING
for him IN these dark catacombs beneath a cemetery.

I just cannot unhear him.

THE call is my every
dream, in every NIGHT. And HE leaves me no peace.
His voice HUNTS me down, wherever I flee!

So often

I have dreamt, FOR now I hear it in daytime.

"Deepwinter," he calls me.

"BLOOD of the clan," he insists.

"Come and see," he whispers TO me.

"Open my tomb!" he screams. I can no longer sleep,
not for exhaustion nor excess of DRINK.

I will not be

rid of my ancestor until I silence his voice for good.

122-SPARKER

You can activate this device with a reaction, causing it to throw a tiny stream of sparks. This functions as a lightweight tinderbox.

The sparker has no appreciable weight. You can sell it for 5 gp.

123-DECOY PURSE

This decoy container looks like a pouch stuffed with coins. The outline of the coins is clearly visible beneath the purse's tight-stretched leather. Really, the contents are a single piece of worthless metal shaped to resemble a mass of coins and stuffed into a sewn-closed pouch. If worn as an obvious target for thieves, and if you are ever the victim of a successful pickpocketing attempt, you lose this item instead of your real purse.



The decoy purse weighs 1 lb. You can sell this clever item for 2 gp.

124-CHARM OF KINSHIP

Minor supernatural gift

The blood of House Deepwinter has infused your body. Centuries of exposure to the clan's undead primarch have distilled this magical fluid into a potent charm.

While you bear this charm, you know the *light* cantrip, which you can cast without providing spell components. You also qualify as having Deepwinter blood for the purpose of magic that detects or reacts to members of that lineage.

When you take necrotic damage, it weakens the mystical blood infusing your body. The *charm of kinship* disappears after you take a total of 100 points of necrotic damage, tallied from the moment you receive the charm. You cannot otherwise remove a charm by anything short of divine intervention or a *wish* spell.

125-SERPENT SKULL RING



Ring, common (minor) (requires attunement)

This narrow bronze band appears in the shape of serpents claspng a polished, skull-shaped stone. Tiny runes etched in the bottom of the skull say, “Guild of Silversmiths and Gilders” in Common.

While wearing this ring, reduce by 2 points any poison damage you take.

You can sell this magic ring for 15 gp.

126-DEEPWINTER SEAL

Ring, common (minor)

This official seal belonged to the clan primarch at the time of House Deepwinter’s demise. The ring is ornate, decorated with laughing faces. The symbol on the flat signet is a snowcapped mountain with a large, stylized snowflake above and to the left of the mountain peak.



The signet ring has the *beacon* minor property; the wearer can use a bonus action to make the ring shed bright light in a 10-foot radius and dim light for an additional 10 feet, or to extinguish the light.

127-POTION OF MINOR HEALING

Potion (common) (minor)

This thin, rust-colored liquid feels gritty to drink. The potion heals 1 hit point when consumed, plus an additional 1 hit point at the start of the imbibers’ turn for the next 1d4 rounds.

The potion (in its vial) weighs 0.5 lbs. You can sell it for 10 gp.

128-MAGIC BULLETS

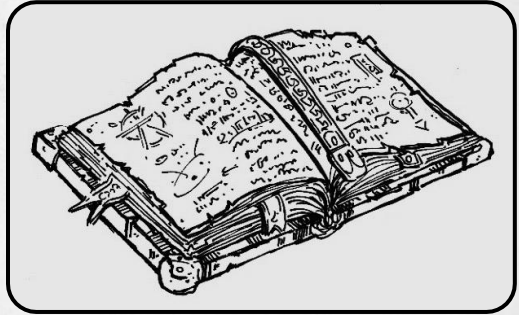
Weapon, uncommon (minor)

You have a +1 bonus to attack and damage rolls made with these sling bullets. Once a bullet hits a target, the ammunition is no longer magical.

129-ENDURING SPELLBOOK (OR PAGES)

Wondrous item, common (minor)

This entry applies to the *enduring spellbook* and to the individual pages torn from it. The spellbook, its pages, and anything written on its pages, are immune to damage from fire or immersion in water, and these items do not deteriorate with age.

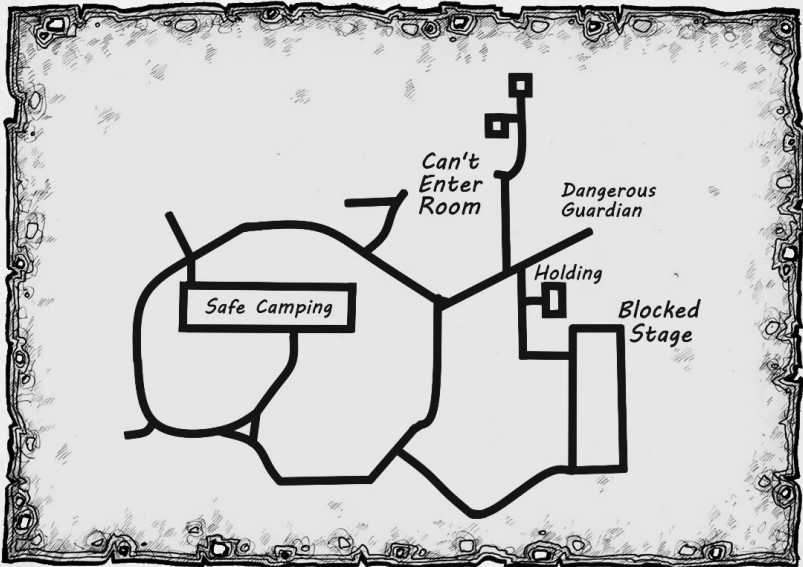


A wizard can scribe a single spell on a loose (blank) page, just like the page of a whole spellbook. Alternately, you can use the pages to make durable notes that aren't subject to decay.

The leather-bound spellbook has 28 blank pages in it when found, plus 2 filled pages containing the spells *charm person* and *sleep*. You can reinsert torn out pages, but only blank pages can hold new spells.

The *enduring spellbook* weighs 3 lbs., while the individual vellum pages have no appreciable weight. You can sell the spellbook for 30 gp, but the pages alone have no independent value.

130-CAREFUL MAP



ABOUT THE AUTHOR

Randall Right is an author, editor, typographer, layout stylist, and game designer with freelance writing credits for White Wolf Game Studios and By Night Studios. He is the creator of the mithral-bestselling *Comprehensive Equipment Manual* and other products, available on the Dungeon Masters Guild under his imprint, Wraith Wright Productions. Randall has a decade of computer game testing experience and he remains a Washington-licensed attorney. These careers, and his decades of running tabletop and LARP roleplaying games, inform Randall's meticulous and imaginative approach to game design.

- You can contact the author via Twitter [@RandallRight](#).
- Randall has several other products on the [Dungeon Masters Guild](#).
- Anyone interested in writing single-player interactive adventures can join our discussion forum on [Facebook](#).

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