Jack’s Castle

It was the middle of the night, around Transmere some voices spoke among each other, some we’re building burned houses, some we’re crying and talking about the events that transpired only a couple nights ago.

In their magical cover, Siro, Terrik, Olaf, Joan Yuki and Aly we’re all sleeping. When Joan was awakened, by that sixth sense that danger is looming. Joan wakes up incorporeal, ethereal, she moves her hands through stuff, and she can’t cause damage to anyone but Aly and Yuki. As all 3 wakes up they turn to see a cold breeze almost physical in touch and the view seems to melt, holding 2 places at the same time. When it passes they find themselves in the same place but the city is mere ruins, the river roars ten times louder, and beyond the river a figure stands looks at them for moment and walks into the forest, (Perception DC20 to see it is a woman with deep blue hair and elvish features, her skin is Blue-ish and she has delicate glasses). Aly seems like she is glowing again, and her hole in the chest is seemingly healed, although she will know it isn’t really.

To cross the river (whose width is now 40 ft. wide, they must go either:

Upstream to cross a small bridge where 2 [**Redcaps**](https://www.dndbeyond.com/monsters/redcap) are cursing each other for the other to move. They will fight among themselves for a couple of hours until one of them falls into the water.

Downstream and cross on stones laid in the water, (acrobatics DC13, on a fail they fall in the river take 2d4 bludgeoning and gets out of the water 300 ft. downstream and must try again) upon getting to the next river bank, they are attacked by 3 [**Quicklings**](https://www.dndbeyond.com/monsters/quickling) who will fight for at least 2 rounds, and afterwards they will run away laughing.

Crossing into the forest looking for the figure, the group can find ice shards and an ice trail running through the forest, upon following the trail, they find a tall Eladrin Female, with Light blue skin, and dark blue hair. Sitting next to a tree and playing a small lyre, she sings a song:

“Into the court of the prince,

We stepped in the light of his bliss,

All it took was glimpse,

For us all to fall to our knees.”

“In his castle where winter roams,

A servant got lost in his home,

And the prince went amiss in the unknown,

So at last he called you to take back the throne…”

This is Lyra – she was the head mistress of the winter castle. A frozen castle where thee Prince of Winter, the Ice Summoner, the Hail Commander, Snow Strider, Lord of the Tundra, Jack Frost made his home in the ages before man. For many years it was left in the care of only 2 Winter Eldarin – Lyra and her brother Letharian. When a few months ago, something taken a hold of her brother, polluting his mind, and affecting his mood, Lyra took notice and fled before her brother sent his minion after her, he then used the castle’s ability to turn invisible, and disappeared.

His minion made chase after Lyra all the way to her home, where he resides now waiting for her. In her small home, a small ice wand lays that points to the winter Castle. Along some equipment that the group can use.

But more importantly, in the winter castle there is a room it is empty but for a tree with white silk, this silk is used to make bandages that can heal any wound. In the throne room where Letharian sleeps and eats, there is a book that tells of a healing ceremony that can heal even the deepest of cuts and can heal almost everything but death.

She points to the road to her small hut. And warns that her brother’s minion is a large creature of dead plants – a [shambling mound](https://www.dndbeyond.com/monsters/shambling-mound). It must hide somewhere next to her hut and she tells them to look for dead leaves. She can answer other questions, but when asked to assist she will tell them that she cannot go against her brother. And she will start to cry.

After defeating the shambling mound hiding outside Lyra’s hut (DC18, perception), in the hut. Inside there isn’t a lot of belongings, a small desk, a slim and long single bed, some books – mostly Gibberish in sylvan letters (Sylvan Cypher – the journal that Lyra is keeping in her years of service to Jack) the windows are tinted green and blue which lights everything in turquoise color. On the desk lies an Icy wand, looking like an Icicle, cool to the touch, when picked it hums a moment then turns to point to one side. - **Wand of Planar Detection**

Using the Wand to locate Winter’s Castle makes the path easier (Survival DC10), upon reaching the castle there are a couple of ways to enter:

Main gate – 5 knockers:

1. Will dump a load of snow on top of you – 1d6 cold damage.
2. Will open a small hidden door.
3. Will create your face in the wood and sing very loudly “Sweet Caroline\Winter wind Pum Pum Pum” and every Pum it’ll scream”
4. Will punch you in the face – 1d4 bludgeoning damage (Dex save 12 on a fail-) and you are knocked prone.
5. Will be just incredibly loud no matter how you touch it and then open the doors.

Side gate – it will open for all 3 women. And will lead to the kitchens underneath the 1st floor.

In the Winter Castle are a couple of floors and towers.

Kitchens and rooms for servants. Everything is empty and clean.

1st floor - In the entrance floor there is the grand hall. And stairs on each side lead to the upper floor. From the grand hall there are steps leading to a side chamber. In the chamber grows a tree with snow falling around it, The snow that falls sometimes falls and covers the tree, thus coloring it with white soft snow, but the snow covered tree somehow changes the snow and the snow turns to a kind of silk. (Investigation DC20) Within the roots of the tree lies an opening to Jack’s Workshop. Next to the tree lies 3 packages with the names of “Joan”, “Yuki”, “Aly”.

In the Package for Joan – an exploding color bomb colors her in greenish slime (Dex Save 20), **Boots of elven kind**. And a piece of paper – “Find the Faceless man in Midrock, bring him to the fold.” And a blurred sketch of a humanoid – like – a blob.

In the Package for Yuki – a piece of paper with the words – “Tell your mother I said Hi”, **Cloak of Protection**, and a small rag doll that Yuki’s mother gave her from her father. The rag doll is a creepy as hell doll – Coraline style, and it is a communication apparatus for jack, the way he talked to her when she was a child.

In the Package for Aly – a piece of paper with the words – “You owe me one”, **Boots of Speed**, and a small blue ball that bounces but returns to the hand of the thrower.

2nd floor – living rooms, all empty except for the master bedroom where someone seems to sleep in, it is messy and have not been made. From that room there are stairs that lead to a tower

Watchtower- While the stairs are not many, when arriving at the top, you find yourself high enough to touch the aurora. It flows through the multiverse, carrying images from every world from every time. *The snow-covered mountains of the Mount Celestia*, *and fires of the city of brass as efreets are dancing, the sounds of clockwork and hammers on Mechanus, the growls of the abyss, the whip of the nine hells, a woman standing next to a man with white hair, as he holds her on the front of a ship, a massive beast 12ft. tall, only the back visible, standing in the dark, one head hisses, one growls, and a greatsword scrapping the floor oozing darkness and sudden fear, a massive tree its roots deep in the base of the world, its branches leading everywhere, it is time, it is knowledge.* With every vision life is being drained from whoever watching them, 1d4 psychic damage per minute of watching, and the cold is penetrating even the bones.

Kitchens – Empty aside from the carcass of an animal (blink dog) that was clearly eaten.

A little while after Letharian’s death, a song is heard in the castle, Lyra is walking slowly into the valley of the castle her lyre in hand, with her comes a group of about 20 Eladrin (winter autumn and spring) all carrying weapons and they start to set the castle for use. The castle’s walls grow higher, an armory and an anvil appear in the yard. The Eladrin are moving between getting the castle ready for an arrival, and an attack at the same time.

One of the spring Eladrin – Fylatorin (Fyl) a tall and smiling with a greenish tint to his skin and his colorful hair tied in a ponytail is standing to attention as their guide back to the material plane. They get back to their group, and as they enter the dome Fyl looks at them and pulls from a small pack what seems like stardust and he blows on the environment while mumbling an enchantment, his look is changing into Jack’s, and as the environment changes around them he disappears with the Feywild around them.