15hp

10ac

Warlock – lvl 2

Infestation, eldritch blast, friends, mage hand;

Charm person, Alteration of Hadar (altered to random shapeshift of 1 creature (roll 1d4 1- creature is stronger by 2 crs, 2 – 1 cr; 3 – creature is weaker by 1 cr, 4 – 2 cr )), Hex, Comprehend languages

Rogue – lvl 1, sleight of hands, **stealth - doubled**, acrobatics, **performance - doubled**

medkit

STR DEX CON INT WIS CHAR

7 9 7 9 9 12

During one of the missions where PCs are long absent, she will become lost in the city.

Quizhou variant:

She will wear deep hood and mask which she got from Naar Ni Ling (owner of the house where PCs are staying).

To find her party should make an investigation check (DC 15) to find her tracks which lead to nearby empty street (more old and forgotten houses in the outer ring) with well in it.

Inside well there are 3 strange rooms with different creatures in them.

Room 1

Dirty and grim stones around with some strange moss growing on it. Moving deeper in there more and more blood can be found. Some bloody analogue of gibbering mouther can be found, he will attack, if he spots party. Once he is defeated crack in the wall with sharp teeth-alike bones inside can be found. (2d6 dmg to pass)

<https://roll20.net/compendium/dnd5e/Gibbering%20Mouther#content>

Room 2

Few blood splashes on the wooden planks on the floor of the path leading to the door. Behind the door there is room with 10-15 beds with women lying on each. The deeper party goes the more \-msame illness (weakness, melting nails and hair, melting skin, melting eyes, melting hands and legs). If PC comes closer to a bed, woman will say: “This is you fault ... cough … you could’ve told the … cough nurse …. But now it’s too late …” Each time phrase is longer. Woman in the last bed is dead with dagger in her chest. There is a door at the end of the room.

Room 3

Long road with dead people with crushed skulls on it. In the end of this road there is half-orc crushing skulls of other party members’ clones and Aura crying, begging him to stop. Orc is immune and deal +6/2d6 dmg to 2 party members if they are standing nearby. He cannot be killed until Aura is convinced that he is weak enough (do not be too harsh on party though or they will just die, they just should realize that it’s her fear and can be defeated only by her will)

**låt förändringen flyta -** let the change flow

**du kan inte gömma dig för astrals öga -** you cannot hide from the eye of astral

**nu kan du stänga ögonen när mina äntligen är öppna -** now you can close your eyes when mine are finally open

**mina ögon ser alla -** my eyes are all seeing