

Dearest Fie,

This will be the third “True Tomb of Isidore Philokrates” you’ve investigated. Will this be the true tomb? Maybe, maybe not... but the fact that a powerful lich chose to build his lair above it certainly bodes well (or ill, depending on your view). Now you’re standing outside the tomb entrance, having snuck with your party past the guardians left by the Lich, and you’re... not feeling well... you feel memories you’ve long suppressed returning, vivid and as bright as the stars that Sid always tried to show you.

Roll a Wisdom Saving throw, DC 12

If you succeed I’ll give you a secret about the Tomb you remember as the memories flood back, if you fail I’ll tell you something that should chill your bones.

Additionally, if you’re willing to make a sacrifice I’ll give you an additional secret (or secrets). Here are the optional sacrifice options.

- Lose a Hit Dice as you’re drained by the memories of travelling with Sid.
- Have disadvantage on the first INT, WIS or CHA saving throw you make in the dungeon as Sid’s sinister influence creeps back.
- Be unable to use Evasion on the first Dexterity save you make as the vision Sid shared of the stars with you comes back at the most inopportune moment...

Remember... With great risks come great rewards.

Love & Kisses,

Your DM

PS. Attached is a fragmentary map you’ve managed to uncover about this tomb’s layout.

Dearest Lilliana,

You've long heard tales of the "True Tomb" of Isidore Philokrates, the dread psychic warlock of ages past who opened the Stairway to the Stars. Tales tell of false entrances, hidden pits of acid and many deaths for naught. Will this be the true tomb? Maybe, maybe not... but the fact that a powerful lich chose to build his lair above it certainly bodes well (or ill, depending on your view). Now you're standing outside the tomb entrance, having snuck with your party past the guardians left by the Lich, and you're... not feeling well... you feel your Great Old One patron surging into you, nearly overwhelming you.

Roll a Wisdom Saving throw, DC 12

If you succeed I'll give you a secret about the Tomb courtesy of your dread patron, if you fail I'll tell you something that should chill your bones.

Additionally, if you're willing to make a sacrifice I'll give you an additional secret (or secrets). Here are the optional sacrifice options.

- Lose a Hit Dice as you're drained by the strain of your patron visiting you so strongly.
- Have disadvantage on the first INT, WIS or CHA saving throw you make in the dungeon as your mind reels under the weight of your Patron's influence.
- Have disadvantage on your first initiative roll as your Patron visits you with knowledge at the most inopportune moment...

Remember... With great risks come great rewards.

Love & Kisses,

Your DM

PS. Attached is a fragmentary map you've managed to uncover about this tomb's layout.

Dearest Eobar,

You've long read tales of the "True Tomb" of Isidore Philokrates, the dread psychic warlock of ages past who opened the Stairway to the Stars. Tales tell of false entrances, hidden pits of acid and many deaths for naught. Will this be the true tomb? Maybe, maybe not... but the fact that a powerful lich chose to build his lair above it certainly bodes well (or ill, depending on your view). Now you're standing outside the tomb entrance, having snuck with your party past the guardians left by the Lich, and you're... not feeling well... you're having flashbacks of barely understood passages of dread and forbidden books and they're nearly overwhelming you... there's something about this place.

Roll an Intelligence Saving throw, DC 12

If you succeed I'll give you a secret about the Tomb courtesy of the forbidden tomes you've read, if you fail I'll tell you something that should chill your bones.

Additionally, if you're willing to make a sacrifice I'll give you an additional secret (or secrets). Here are the optional sacrifice options.

- Lose a Hit Dice as you're drained by the strain of your of the sinister magics at the entrance of this tomb.
- Have disadvantage on the first INT, WIS or CHA saving throw you make in the dungeon as your mind reels under flood of forbidden knowledge all filling your mind at once.
- Have disadvantage on your first initiative roll as you recall a key bit of lore at the most inopportune moment...

Remember... With great risks come great rewards.

Love & Kisses,

Your DM

PS. Attached is a fragmentary map you've managed to uncover about this tomb's layout.

Dearest Dirth,

You've long searched for the "True Tomb" of Isidore Philokrates, the dread psychic warlock of ages past who opened the Stairway to the Stars, seeking to end the evils that seem to also go out in search of this dread and legendary place. Tales tell of false entrances, hidden pits of acid and many deaths for naught. Will this be the true tomb? Maybe, maybe not... but the fact that a powerful lich chose to build his lair above it certainly bodes well (or ill, depending on your view). Now you're standing outside the tomb entrance, having snuck with your party past the guardians left by the Lich, and you're... not feeling well... this place has been desecrated or perhaps consecrated to some awful and unholy entity that offends your very being.

Roll an Constitution Saving throw, DC 12

If you succeed I'll give you a secret about the Tomb courtesy of your research and your deity you've read, if you fail I'll tell you something that should chill your bones.

Additionally, if you're willing to make a sacrifice I'll give you an additional secret (or secrets). Here are the optional sacrifice options.

- Lose a Hit Dice as you're drained by the strain of your of the unholy energy at the entrance of this tomb.
- Have disadvantage on the first STR, DEX or CON saving throw you make in the dungeon as you struggle against the strain of the cursed place.
- Have disadvantage on your first initiative roll as you recall a key bit of lore at the most inopportune moment...

Remember... With great risks come great rewards.

Love & Kisses,

Your DM

PS. Attached is a fragmentary map you've managed to uncover about this tomb's layout.

Izobel's Quill and Inkpot

Once belonged to the legendary scholar Izobel who called upon them in times of need. They look like an ordinary and well used Quill and a large crystal Inkpot.

At-Will – Cast Illusory Script as an action

- 1st-level illusion
- Casting Time: 1 minute
- Range: Touch
- Duration: 10 days

You write on parchment, paper, or some other suitable writing material and imbue it with a potent illusion that lasts for the duration. To you and any creatures you designate when you cast the spell, the writing appears normal, written in your hand, and conveys whatever meaning you intended when you wrote the text. To all others, the writing appears as if it were written in an unknown or magical script that is unintelligible. Alternatively, you can cause the writing to appear to be an entirely different message, written in a different hand and language, though the language must be one you know. Should the spell be dispelled, the original script and the illusion both disappear. A creature with truesight can read the hidden message.

1x Day as an Action – Pour out the Inkpot to cast Darkness

- 2nd-level evocation
- Casting Time: 1 action
- Range: 60 feet
- Duration: Concentration, up to 10 minutes

Magical darkness spreads from a point you choose within range to fill a 15-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness. If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled. Any creature holding Izobel's Quill can see through the darkness.

The Quill can be broken to cast Lesser Restoration (phb 255) or Remove Curse (phb 271) and then cannot be used (though the Inkpot still can be and the broken quill still allows sight in the darkness) until the quill is left for 24 hours in a library of at least 1,000 volumes.

Yasen's Ring of Ash

This ring, made from an Ash struck by lightning by a Wood Elf Warlock, is a Ring of Good Omen. When you fail a save against a Curse or Petrification or a similar effect (DM's discretion, but think old Save vs. Death effects) the ring breaks and you instead make your save. While you're wearing the unbroken ring you have proficiency on Intelligence saves and can cast the Druidcraft cantrip at will and the Absorb Elements spell once a day. Once the ring breaks it can be restored by leaving it in the hollow of an Ash tree for 24 hours.

Druidcraft

- Transmutation cantrip
- Casting Time: 1 action
- Range: 30 feet
- Components: V, S
- Duration: Instantaneous

Whispering to the spirits of nature, you create one of the following effects within range:

- You create a tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round.
- You instantly make a flower blossom, a seed pod open, or a leaf bud bloom.
- You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect must fit in a 5-foot cube.
- You instantly light or snuff out a candle, a torch, or a small campfire.

Absorb Elements

- 1st-level abjuration
- Casting Time: 1 reaction, which you take when you take acid, cold, fire, lightning, or thunder damage
- Range: Self
- Components: S
- Duration: 1 round

The spell captures some of the incoming energy, lessening its effect on you and storing it for your next melee attack. You have resistance to the triggering damage type until the start of your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 damage of the triggering type, and the spell ends.

Bowstring of Fletch the Magnificent

This bowstring once belonged to the legendary archer Fletch and has been passed down by archers for generations. Once a day the bowstring can be used to cast the Flame Arrows spell without requiring concentration and the bowstring can be removed with an action to cast Entangle (requires concentration). While Entangle is in effect the bow cannot be used and it takes a minute to put the bowstring back on. If a natural 1 (critical failure) is ever rolled on an attack the bowstring snaps and explodes in magical fire. All creatures within 10ft of the wielder must make a DEX save DC 15 or take 3d6 fire damage (1/2 on a successful save), the wielder has disadvantage on this save due to proximity. Once the bowstring snaps it appears at the bottom of the quiver of another worthy archer somewhere else.

Flame Arrows

- 3rd-level transmutation
- Casting Time: 1 action
- Range: Touch
- Components: V, S
- Duration: 1 hour

You touch a quiver containing arrows or bolts. When a target is hit by a ranged weapon attack using a piece of ammunition drawn from the quiver, the target takes an extra 1d6 fire damage. The spell's magic ends on the piece of ammunition when it hits or misses, and the spell ends when twelve pieces of ammunition have been drawn from the quiver.

Entangle

- 1st-level conjuration
- Casting Time: 1 action
- Range: 90 feet
- Components: V, S
- Duration: Concentration, up to 1 minute

Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain. A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC (15). On a success, it frees itself. When the spell ends, the conjured plants wilt away.

The Sacred Finger Bone of Uwain the Betrayed

With this sacred relic of the Holy Uwain on a chain around your neck you get the following benefits:

- **The Saint's Protection**
 - Any creature that is both an Undead and an Aberration has disadvantage on attack rolls against you. You have advantage on saving throws vs. spells or other abilities used on you by such creatures.
- **Searing Vengeance**
 - When you would make a death saving throw, you can instead spring back to your feet with a burst of radiant energy. You immediately stand up (if you so choose), and you regain hit points equal to half your hit point maximum. All hostile creatures within 30 feet of you take 10 + your Charisma modifier radiant damage and are blinded until the end of your turn. Once you use this feature, you can't use it again until you finish a long rest.

Any undead or aberrations you encounter are immediately aware that you carry a holy relic and will consider you a deadly foe. Please share this information with your DMs.