

YOU HAVE BEEN POSSESSED!

You have been possessed by a ghost! Read the details below without letting the rest of the party know what's happened. The others don't know that you are no longer yourself – see how long you can keep it that way and have fun with it!

PERSONALITY CONSEQUENCES

You lose all memories, knowledge, and personality of your own, and instead gain the following:

- You are a female wizard named Nass Lantomir.
- You are a member of the Arcane Brotherhood.
- You came to Icewind Dale to find the lost Netherese necropolis of Ythryn.
- Your ship wrecked on an underwater ice shelf. You swam to shore, but froze to death before you got far.
- You know that *the Codicil of White* is needed to open the entrance to Ythryn, so you need desperately to find it – even though you are dead. You believe that *the Codicil of the White* is within the fortress Grimskalle on the middle of the Island of Solstice.
- You will aid the rest of the party in finding the codicil, but will try to do so without letting them know that you have possessed their friend.
- You hate your rivals from the Arcane Brotherhood – Avarice, Dzaan, and Vellynne Harpell – and will actively try to turn the party against any of these wizards, or 'accidentally' harm them during combat, if they are present.
- Your spellbook is on your corpse. You want to keep it.

CHARACTER CONSEQUENCES

Your body has been possessed by a ghost, which has the following consequences for your character:

- Your alignment becomes neutral evil.
- Your Intelligence score becomes 17.
- Your Wisdom score becomes 12.
- Your Charisma score becomes 17.
- You are immune to being charmed and frightened.
- You lose all class features.
- You lose all skill and tool proficiencies.
- You gain proficiency with Arcana, Deception, History, and Persuasion.
- You gain the following feature:

Spellcasting. You are a 6th-level spellcaster. Your spellcasting ability is Intelligence (spell save DC 14). You have the following wizard spells prepared:

Cantrips (at will): *mage hand, message, prestidigitation, ray of frost*

1st level (4 slots): *detect magic, find familiar, thunderwave*

2nd level (3 slots): *cloud of daggers, detect thoughts, Melf's acid arrow*

3rd level (3 slots): *clairvoyance, counterspell*