

HANDOUT A

You have been possessed by High Necromancer Cadavix.

- **Your Soul.** Your character's soul has been ripped from their body and trapped inside the large gemstone. Your character's soul can perceive from the emerald using their own senses, but they can't move, communicate, or take actions at all.
- **Your Body.** Your character's body is now inhabited by a 2000-year-old necromancy wizard named High Necromancer Cadavix, who you are now role-playing.
 - Cadavix will grab the emerald that your soul is trapped in with the emerald, keep it close, and protect it from harm.
 - Cadavix knows there's a 500 gp diamond in the room that he kept for emergencies. He will first try to locate it, and then cast *raise dead* on his body. If he is successful, he will return to his own body and return you to yours.
 - Cadavix's goal is to discover the fate of his lover, High Enchanter Ivira in the Tower of Enchantment.
 - The tower has an aura that causes all bodies within it to be under the effect of a *gentle repose* spell.
 - Cadavix doesn't want to harm the party if he doesn't have to and will reveal that he has possessed one of their friends if he thinks it will help ensure their cooperation.

A creature possessed by High Necromancer Cadavix has the following ability score modifications and class features:

- **Ability Scores.** You retain your Strength, Dexterity, and Constitution scores.
 - Your Intelligence score becomes 20 (+5) and it is proficient in Intelligence saving throws (+9).
 - Your Wisdom score becomes 12 (+1) and it is proficient in Intelligence saving throws (+5).
 - Your Charisma score becomes 11 (+0).
- **Grim Harvest.** Once per turn when you kill one or more creatures with a spell of 1st level or higher, you regain hit points equal to twice the spell's level, or three times its level if the spell belongs to the School of Necromancy. You don't gain this benefit for killing constructs or undead.
- **Inured to Undeath.** You have resistance to necrotic damage, and your hit point maximum can't be reduced.
- **Languages.** You speak Draconic, Elvish, and Loross.
- **Spellcasting.** You are a 12th-level spellcaster. Your spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). You have the following wizard spells prepared:
 - Cantrips (at will): *chill touch*, *dancing lights*, *mage hand*, *mending*
 - 1st level (4 slots): *false life*,* *mage armor*, *ray of sickness**
 - 2nd level (3 slots): *blindness/deafness*,* *ray of enfeeblement*,* *web*
 - 3rd level (3 slots): *tongues*, *dispel magic*, *vampiric touch**
 - 4th level (3 slots): *blight*,* *dimension door*, *life transference**
 - 5th level (2 slots): *cloudkill*, *raise dead**
 - 6th level (0 slots): *magic jar**

*Necromancy spell of 1st level or higher.

My Dear Cadavix,

There is no sending spell that can contain the amount of affection I feel for you. You're the only person who I feel has ever seen the real me. Though I suppose I should not be surprised that a necromancer would be the one to see past the glamour and to the soul within. With this letter I give you a ring as testament of my feelings for you: the ring has the power to make its wearer resistant to the charms of a wily enchantress like me. This way, you will always know that what we have is real, and true. I'll meet you at the Music Hall during the next Chain Lightning Tournament.

With all my heart,

Ivira