



EXCLUSIVE ADVENTURE SITE PREVIEW

THE WILTED TOWER

FROM THE ADVENTURE TO CATCH A UNICORN



WELCOME TO THE enchanted forest of Zinamistra!

Here, since hundreds of years a battle rages between a powerful witch and the Protector of the woods: the Forest Lord unicorn.

In the epic adventure *To Catch A Unicorn* your party must explore and survive these woods. You must find a way to bring the lost Forest Lord back and defeat the evil night hag Natraxa Mafleur.

But this will be no easy task. The witch is gathering a motley crew of monsters to her and her powers are growing.

From her lair, in *The Wilted Tower*, her corrupting power over the forest is spreading.

THE WILTED TOWER

This ancient tower is a hollowed-out, mighty oak. The elven lords who long ago ruled over the forest magically remodelled the tree into a pleasant habitation. But those days are long gone...

With the fall of the elven reign, the tree withered and died, and was finally petrified into its current state of stone-like material. Thus the tower earned its present name: The Wilted Tower.

Much later, the night hag Natraxa took it up as her lair, finding a perverted pleasure in inhabiting the husk of an elf lord's former home.

More on the story around the tower and Natraxa's arrival there is found in the adventure.

The night hag Natraxa





OVERVIEW OF THE GROUND FLOOR

The forest area around The Wilted Tower has been twisted to evil, poisoned by the regular presence of the night hag.

It is a *blighted* area (see special rules in the adventure), whose animals have gone rabid. Twisted vegetation surrounds the open area around the tower grounds.

W1. WALL OF THORNS

The tower and its gardens stand fully surrounded by an unbroken wall of thorns and the occasional twisted tree. The wall makes passage all but impossible. The thorns are *thornvines* (a new hazard described in the adventure).

At the coming of night, the thorns at the entrance pathway slowly withdraw and leave a passage up to the tower. The opening is 10 feet wide, but here stands the main tower guardian, who is not to be trifled with! (See next entry)

W2. THE TOWER GUARDIAN

Next to the (night-time) opening in the wall stands an old oak with strong limbs. Dark markings in the bark of the trunk create the resemblance of a face, with a hole for a mouth and moss as hanging beard and bushy eyebrows.

As soon as the guardian perceives anyone approaching the entrance, he blocks it with his heavy branches. The adventurers will have to find a way past the guardian into the tower grounds.

Avoiding his wrath will be crucial, as he probably is too mighty an opponent for any party in this adventure!

The guardian, his history (why he serves the witch) and ways to pass him are fully described in the adventure.

W3. MAIN TOWER ENTRANCE

A trodden path leads up to the main entrance of the mighty but dead tree tower. A stairway formed out of the wood, and flanked on both sides by huge roots, leads up to a forbidding door.

W4. LOWER FLOOR

This floor is reserved for the closest minions of the witch.

The area is a gloomy and shadowy place without a single window. The air is stale and clammy. The centre of the tree's interior is taken up by a round stairwell formed out of the core of the tree.

The room and the denizens that can be encountered here are further described in the adventure.

W5. WITCH'S GARDEN

A part of the wider tower grounds here forms a garden, but this is no regular garden. Particularly at night, it becomes a place of mystery, full of strange plants rustling in the breeze. Small lights glint and glimmer among the herbs.

The witch's garden holds a pretty unique





collection of herbs and other strange plants from all over Zinamistra, and even from far beyond. The garden even contains a few growths from other worlds, including the Lower Planes.

The herbs and plants of the witch's garden are further described in the adventure with its appendix on herbs and plants - and how to find them! (*Forager of Zinamistra*).

W6. WITCH'S VEHICLE

When Natraxa arrives to the tower grounds she usually leaves her flying vehicle here: the head from an elven statue.

The flying vehicle is illustrated and further described in the adventure.

THE UPPER LEVELS

The upper levels of the tower (on separate maps) contain the private rooms of the witch and her collections of weird and magic items, potions and brews. (See the adventure for descriptions of these numerous new items, potions, etc). Few dare to enter here, and even fewer come back untouched by the visit.

Still, the adventurers will have to brave the heart of the night hag's lair - and find a way to cheat or defeat her!

TO CATCH A UNICORN

This epic DnD adventure from *The Night Owl* is suitable for 4-6 characters of level 4-5. The adventure, of roughly 100 pages, consists of:

- + The main adventure (incl. mechanics for enchanted forests)
- + Colour map of the enchanted forest, also as separate digital files
- + Appendix A: Denizens of Zinamistra (new monsters & Non-Player Characters)
- + Appendix B: Magic of Zinamistra (new spells & magic items)
- + Appendix C: Forager of Zinamistra (new rules for herbs and plants, with compilation of new herbs)

A number of adventure sites are covered. All key sites come with beautiful building and battle maps, both for print and VTT.

Also, make sure to check out the *Collector's Edition*, including additional content in "secret chapters", and personalised with the name of your choice!

The hugely successful Kickstarter's pledge period is recently over, but you can still get the adventure with its nice maps and illustrations at:

www.andersthenightowl.com

