



EXCLUSIVE ADVENTURE SITE PREVIEW

RUINS OF NEANDOLEN

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.

Her minions have taken over the ruins of an ancient elven settlement: Neandolen. From here, they strike out into the forest. The adventuring party must explore the ruins, searching for clues. Here they can rediscover the lost magic of the elven lords and bring it back into the world!

THE RUINS OF NEANDOLEN

The building style of the ancient elven buildings is somewhat cathedral-like. The buildings are made of white and light-bluish stone, which sometimes seems steeped into its form (much like wax) rather than cobbled together. Most are heavily overgrown with ivy and other plants. A huge arch still rises far above the rest of the ruins and the tree tops.



Entrance to the prison dome of Neandolen



OVERVIEW OF GROUND-FLOOR MAP REFERENCES

N1. ENTRANCE ARCHWAY

A deadly surprise awaits inside the rounded archway.

N2. WALL

The wall is heavily overgrown with vines and weeds, some of the dangerous variety.

N3. OPENING IN THE WALL

For those who know or notice, this overgrown crack is a backway into the ruins.

N4. PUTRID POOLS

These once splendid pools now bubble and stink of putrefaction. The current inhabitants have thrown small pieces of treasure into the pools, in the hope of having their wishes granted. It didn't work, but each pool now hides some valuables.

N5. STAIRWAY WATERFALL

This stairway has become a small waterfall. It's still possible to ascend the stairs.

N6. ARCADES

These arcades are made with motifs of interlocking leaves, today joined by many real leaves blown in from the forest.

N7. THE ARCH

The soaring arch is made of glistening black and bluish stone. It stands on two blocks of granite, decorated with many

statues of elves and other figures. Three pools are situated under the arch.

The arch is still charged with magical energies originally awakened by the elven lords of Zinamistra. Can the party find a way of awakening and using this power once again?

N8. RUBBLE OF FORMER STABLES

After fires, bad weather and the temper tantrums of several monsters, nothing much remains of these stables.

N9. STUMP OF GIGANTIC OAK

Here stood a gigantic oak. The impressive tree was felled long ago by ravaging gnolls.

N10. HALLWAY

This room has been converted into a living space by one of the witch's most dangerous servants.

N11. ROOM WITH CAGES

These cages are used by the witch's minions to imprison animals and fey creatures, and if you're not careful: you!

N12. PRISON CELL

This prison cell keeps a prisoner who can be saved. But the room was originally used for a completely different purpose. There are more ways in than out!

N13. CHAPEL ENTRANCE

The chapel door seems not to have been opened in ages. There's a good reason for it...!





NI4. ENTRANCE HALLWAY

When you enter this abandoned chapel building, you might sense an evil presence, foreshadowing the monstrosity in the chamber beyond.

NI5. CHAPEL

This was once a chapel to an elven god. The tree at its centre has withered and died. Worse, it is today infested with a deadly aberration from beyond. The party will have to use both strength and wits to cleanse the chapel and come out alive.

NI6. SECRET CHAMBER

This secret room hasn't been opened since the time of the elves. A statue offers an item to visitors entering. It could be a great boon in the fight for the forest.

NI7-28. MAIN TOWER

The main tower is the central building of the ruins and keeps both dangers, riches and secrets. The tower with its different floors are fully described in the adventure.

N29. DINING HALL

Today occupied by goblins and their much larger friend...

N30. FORMER WATCH TOWER

Only rubble remains, but if the party isn't careful it could learn the hard way that this place keeps a secret.

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*, with additional content in "secret chapters", and personalised with the name of your choice!

The adventure, with its nice maps and illustrations, is available at:

www.andersthenightowl.com

