

PARCHMENT-SOUL PATH

Rise to Royalty, Part 1 (Optional). Rec. Lvl 3-5.

Terrain

The bedroom and globe room are 30ft up.

Setup: Mind the Map

Normar Gleasn (as **Noble**), cartographer of a tiny kingdom, enlists the party to help perform a small ritual that reveals the location of an important artifact (for the continuation of this, see: **Portal to Power**). He promises them just compensation.

Inkwell Shape-Shadow

Within **Normar's** enchanted writer's kit, there dwells an inky spirit: the **Inkwell Shape-Shadow** (as **Shadow** with 27 HP, radiant vulnerability swapped for acid—instantly spawns new **Shape-Shades** with 16 HP when downing enemies to 0 HP).

Phase 1: Setting the Stage

Normar Gleasn gathers the party, hands them all a tall blue candle, and instructs them to stand around him and light it on his signal.

- **Arcana** DC 13 indicates that **Normar** is performing a ritual casting without any great magical ability of his own—carrying serious risk.
- **History** or **Survival** DC 14 checks reveal the map of the region is uncannily accurate, forged by masterful cartography or magic.
- Any manner of magic sight or detection indicates the writer's kit **Normar** uses for the ritual contains an entity of shifting power.
- Once everyone lights their candle standing around **Normar** in the center of the map, Phase 2 begins.

Phase 2 : Ink Runneth Over

A swirl of light concentrates as the room preternaturally dims.

- Blue light whips up around **Normar**, whose eyes go wide as he screams “the globe! Contain it!”
- **Normar's** writer's kit explodes, putting him at 0 HP and beginning his death saves—the **Inkwell Shape-Shadow** has emerged and is hostile to all who performed the ritual, alongside another **Shape-Shadow** spawned from **Normar**.
- Creatures in the blue light are considered in sunlight; all else is dim light.
- Phase advances +1 at end of each round.

Globe Control

Creatures within 5ft of the globe to the south can use a Bonus Action to attempt to control it, making a **Charisma save** DC 13. On a success they choose its next lair action.

Environmental Features

Desks coated in maps and filled with cartographer's and writer's tools.

- **Vials of Ink Clearer** found in the desks act as Acid (vial) against **Shape-Shades**.
- **Notes on Parchment-Soul Path** (found with DC 13 **Investigate**) confers Advantage on checks and saves pertaining to the globe.

Phase 3+: Light Unbridled

The light sweeps out.

- a certain map point is revealed.
- Creatures beginning or entering for the first time on their turn make a DC 13 **Dexterity save**, suffering 3d6 Radiant damage on a failure.

Global Control: Lair Actions

If no PC controls the Globe, the **Inkwell Shape-Shadow** does.

- **Bane of Ink**: one creature makes a DC 13 Wisdom save. On failure, blinded until end of their next turn.
- **Cartographer's Reach**: the action's user may act as if they are standing on any map space in the room for the purpose of attacks/spells/etc, an inky amalgam rising to act for them.
- **River of Ink**: all creatures on the map floor make a DC 13 Strength save or become knocked prone.
- **Perfect Alignment**: grants 2 creatures Advantage on their next attack

Post-Fight (Optional)

If **Normar Gleasn** survives, he'll grant the party enchanted (+1) Cartographers Tools that automatically maps the areas they traverse. Either way servants arrive to usher them towards the Arcane Library Teleportation Room (see: **Portal to Power**)

This encounter is created for **Royal Cartographer Battle Map**, it can be downloaded here: <https://www.patreon.com/posts/royal-quarters-71338891>