

## SOLARYS

If there's one thing you love, it's a good mystery. "Turtles wear their homes on their back," or so the saying goes, and so you can freely indulge your love of solving puzzles and gathering knowledge while wandering the world, a magical traveler in search of adventures – and especially new spells to add to your spellbooks. No doubt you would've made your way to the strange structure that literally popped out of the Fields of the Dead on your own in due time, but having a Hellrider directly hire you to be brought along for the job – well, who could resist? Especially with what they were paying you.

## ARCANA OBSCURA

In securing your aid, you were allowed to search through spellbooks that the Hellriders had captured from some troublemakers who had recently arrived in the city along with some waves of religious pilgrims. Some of it was over your head, since you are mostly a beginner in the ways of magical theory, but you manage to find something you can use. Add two spells of 1st level of your choice to your spellbook at this time.

Additionally, roll an Investigation check. On a 15+, you find a scrap of paper tucked into one of the books – it looks as though it was ripped from an older tome, possibly from the vast archives at Candlekeep, and tucked into this one for safekeeping. It has a spell on it you've never seen before. Add the spell *Larloch's minor drain* to your spellbook at this time, and take Inspiration.

You might want to hang onto the paper, too. Candlekeep is a common destination for seekers of knowledge like yourself, and if you find yourself there in the future, it might help to have something previously stolen from them to help you obtain entry. Assuming, of course, you can convince them you didn't steal it to begin with.



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