



THE ARTIFACT

An expedition to the Amber Temple reveals another major minion of the enemy and uncovers a secret weapon that may help defeat them. Part Ten of *Misty Fortunes and Absent Hearts*.

A Four-Hour adventure for 5th-10th level characters



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Introduction

I can resist everything except temptation.
—Oscar Wilde

DDEX4-10 The Artifact is a Dungeons & Dragons® adventure **for three to seven characters of 5th-10th level, with the default encounter difficulty set for five characters of 6th level**. The adventure is set in a mountain temple located in Barovia, a land located within the demiplane of Dread.

The D&D Adventurers League

This adventure is official for D&D Adventurers League play. The D&D Adventurers League is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that will continue their story.

If you're running this adventure as a part of a store event or at certain conventions, you'll need a DCI number. This number is your official Wizards of the Coast organized play identifier. If you don't have a number, you can obtain one at a store event. Check with your organizer for details.

D&D Adventurers League play is broken up into storyline seasons. When players create characters, they attach those characters to a storyline season, which determines what rules they're allowed to use to create and advance their characters. Players can continue to play their characters after the storyline season has finished, possibly participating in a second or third storyline with those same characters. A character's level is the only limitation for adventure play. A player cannot use a character of a level higher or lower than the level range of a D&D Adventurers League adventure.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the D&D Adventurers League home at:

www.dndadventurersleague.org

Preparing the Adventure

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the *D&D Basic Rules* or the *Player's Handbook*.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

Before Play at the Table

Ask the players to provide you with relevant character information:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, etc.)

Players that have characters outside the adventure's level range **cannot participate in the adventure with those characters**. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character.

Ensure that each player has an official adventure logsheet for his or her character (if not, get one from the organizer). The player fills out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for experience, gold, downtime, renown, and number of permanent magic items. He or she fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the *D&D Adventurers League Player's Guide* for reference.

If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now. Alternatively, they can do so at the end of the adventure or episode. Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

Adjusting the Adventure

Throughout this adventure, sidebars provide information to assist you in making adjustments for smaller or larger groups and characters of higher or lower levels than the adventure is optimized for. This is typically used exclusively for combat encounters.

You may adjust the adventure beyond the guidelines given in the adventure, or for other reasons. For example, if you're playing with a group of inexperienced players, you might want to make the adventure a little easier; for very experienced players, you might want to make it a little harder. Therefore, five categories of party strength have been created for you to use as a guide. Use these as a guide, and feel free to use a different adjustment during the adventure if the recommended party strength feels off for the group.

This adventure is **optimized for a party of five 6th-level characters**. To figure out whether you need to adjust the adventure, do the following:

- Add up the total levels of all the characters.
- Divide the total by the number of characters.
- Round fractions of .5 or greater up; round fractions of less than .5 down.

You've now determined the **average party level (APL)** for the adventure. To figure out the **party strength** for the adventure, consult the following table.

Determining Party Strength

Party Composition	Party	Strength
3-4 characters,	APL less than	Very weak
3-4 characters,	APL equivalent	Weak
3-4 characters,	APL greater than	Average
5 characters,	APL less than	Weak
5 characters,	APL equivalent	Average
5 characters,	APL greater than	Strong
6-7 characters,	APL less than	Average
6-7 characters,	APL equivalent	Strong
6-7 characters,	APL greater than	Very strong

Average party strength indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a particular recommendation is not offered for your group, you don't have to make adjustments.

Running the Adventure

As the Dungeon Master of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure. Doing so is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game and being overwhelmed makes for a frustrating one. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a chance to shine.
- Be mindful of pacing, and keep the game session moving along appropriately. Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly.
- Read-aloud text is just a suggestion; feel free to modify the text as you see fit, especially when dialogue is present.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over

lack of information. Doing so helps to encourage immersion in the adventure and gives players “little victories” for figuring out good choices from clues.

In short, being the DM isn’t about following the adventure’s text word-for-word; it’s about facilitating a fun, challenging game environment for the players. The *Dungeon Master’s Guide™* has more information on the art of running a D&D game.

Downtime and Lifestyle

At the beginning of each play session, players must declare whether or not they are spending any days of downtime. The player records the downtime spent on the adventure logsheet. The following options are available to players during downtime (see the D&D basic rules or the *D&D Adventurers League Player’s Guide* for more information):

- Catching up
- Crafting (exception: multiple characters cannot commit to crafting a single item)
- Practicing a profession
- Recuperating
- Spellcasting services
- Training

Other downtime options might be available during adventures or unlocked through play, including faction-specific activities.

In addition, whenever a character spends downtime days, that character also spends the requisite expense for his or her lifestyle. Costs are per day, so a character that spends ten days of downtime also spends ten days of expenses maintaining his or her lifestyle. Some downtime activities help with lifestyle expenses or add lifestyle expenses.

Spellcasting Services

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services.

Help From Who!?

Unfortunately, within Barovia, this is not an option; there simply aren’t any sufficiently-sized settlements that would be able to accommodate such needs, and those places of worship that would otherwise provide them are overrun with monsters. As such, the only individual able to provide spellcasting services entity is **Jeny Greenteeth**. This will no doubt lead to some uncomfortable situations and unforeseen consequences.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a **maximum of three per day total**, unless otherwise noted.

Spellcasting Services

Spell	Cost
<i>Cure wounds (1st level)</i>	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing (2nd level)</i>	40 gp
<i>Remove curse</i>	90 gp
<i>Speak with dead</i>	90 gp
<i>Divination</i>	210 gp
<i>Greater restoration</i>	450 gp
<i>Raise dead</i>	1,250 gp

Acolyte Background

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request **one spell per day** from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

No religions have established places of worship here of sufficient size to provide spellcasting services.

Disease, Death, and Recovery

Sometimes bad things happen, and characters get poisoned, diseased, or are killed. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

Disease, Poison, and Other Debilitating Effects

A character still affected by diseases, poisons, and other similar effects at the conclusion of an adventure can spend downtime days recuperating until such time as he or she resolves the effect to its conclusion (see the recuperating activity in the *D&D Basic Rules*).

If a character doesn’t resolve the effect between sessions, that character begins the next session still affected by the debilitating effect.

Death

A character who is killed during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a

raise dead or *revivify* spell, or similar magic. A character subject to a *raise dead* spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after *raise dead* reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

Character's Party Pays for Raise Dead. As above, except that some or all of the 1,250 gp for the *raise dead* spell is paid for by the party at the end of the session. Other characters are under no obligation to spend their funds to bring back a dead party member.

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a *raise dead* spell. However, any character invoking this charity forfeits all experience and rewards from that session (both those earned prior to and after death during that session) and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

The Demiplane of Dread

This adventure is set within the *Ravenloft* campaign setting, in the lands of Barovia which exists in the Demiplane of Dread. There are several atmospheric and thematic elements to keep in mind at all times while running your game:

- **The Land is Bleak.** Barovia is a place where the sun never shines. Even during the day, the sky is filled with storm clouds or is overcast. Consequently, creatures (including undead) that would otherwise suffer harmful effects while outdoors during the day are unaffected by the sun's presence.

- **The Land is Alive.** A dark sentience infuses the very soil, twisting and contorting everything within. In places where you would normally expect wildlife such as deer, rabbits, or squirrels, you instead find wolves, rats, and mangy dogs. Vegetation is rotted and dead, and forests are filled mostly with gnarled, thick trees with bare branches. Colorful, vivacious things simply do not exist.
- **Magic is Different Here.** Divination spells or effects that petition beings outside the Demiplane of Dread function; however, Strahd may elect to intercept the communication and respond to it himself instead. Also, spells or effects that would normally allow the caster or creatures to travel to other dimensions do not function. Spells that touch the Border Ethereal function, but their users cannot return anywhere other than Ravenloft.
- **Not Without Humor.** The bleak and oppressive landscape must give way now and then to some moments of respite. Not only does this break up the taxing mindset that Ravenloft can evoke, but it also provides good chances for horror to sneak back up on players just as they least expect it.

Adventure Background

This adventure is the tenth in a linked series of adventures with the themes of horror, obsession over unrequited love, and transformation. Previous adventures have brought the characters from the Forgotten Realms through the mists of Ravenloft into Barovia – they may not escape until the conclusion of the series. Portions of the Forgotten Realms surrounding the city of Phlan have also been brought into Barovia.

As the story has unfolded, the characters have met the villagers of Oraşnou and the Burgomaster who commands it, Ivan Randovich. The characters may not yet fully understand his role in previous events. By the end of this adventure they will realize how corrupt he is.

Previous adventures have revealed some of the vile creatures known as Obsessions. The Obsessions serve a common master who is the primary villain, though her identity and motives are not yet known. More clues will be discovered during this adventure.

In the preceding adventure, DDAL04-09 *The Tempter*, the party eliminated Marilena Fidatov, who seemed normal by day but transformed into an undead by night. Marilena was a threat to Burgomaster but also a possible source of needed supplies for the village.

This adventure takes place within the Amber Temple, built by good-aligned wizards to seal away

the vestiges of evil entities. Magical amber was used to bind the vestiges and their forbidden knowledge. The wizards dedicated the temple to a nameless god of secrets, hoping this would keep the temple hidden. Unfortunately, the evil of the vestiges began to corrupt the wizards and turned them against one another.

The wizards on the lowest level sealed themselves off from the rest of the temple and used powerful wards to dampen the corruptive influences of the three vestiges over which they watched. One of the vestiges was the Evening Glory. Her dogma of undying dedication and love was too close to the nature of the wizards, who had dedicated all of their lives to their tasks. Her nature began to slowly influence each of the remaining wizards. When their mortal forms failed they lived on as undead.

A few months before the characters were drawn into Barovia, the Burgomaster found the lost level. One of the wizards met the Burgomaster and, through duplicity, fell in love with him. The Burgomaster used the wizard, convincing them to dupe the head wizard, Dr. Keletifold, into allowing them into the Vault. The wizard murdered Dr. Keletifold, allowing the Burgomaster and his master to enter and free the Evening Glory. The vestige's essence entered the master's body, transforming the master and granting great power. Much of what has happened in previous adventures traces back to this moment and the freeing of the Vestige.

Recently the Burgomaster has thought back to that temple and an item that was left behind. An artifact of power in the shape of a locket was used to trap the Evening Glory's essence. Reclaiming the artifact would please Randovich's master. It would also be useful insurance, should he ever need to confront her.

The Burgomaster fears entering the temple, as the spirits could recognize him and punish him for his deeds. He decides to send the adventurers. They are close to learning his true motives anyway. If they die in the temple, he is rid of them. If they succeed, he can take the artifact from them and then kill them- at least, that is his plan.

Overview

In this adventure, the party has to reach the lost level, solve the murder to enter the vault, recover the locket, and confront the Burgomaster.

The adventure purposefully begins just as the party is arriving at the Amber Temple, led by Burgomaster Randovich and a few of his guards. The Burgomaster reiterates why they have all come here: to find an artifact that can help them overcome the

evil that plagues Barovia. The Burgomaster will not enter, and he stresses that his name should not be mentioned to any creatures inside. He also provides them with a path they should take to reach a hidden level and underscores that they should not stray from this path.

The adventurers proceed into the freezing cold Amber Temple and follow the path to the "lost level". If they stray from the path, they risk attacks from hidden guardians.

The party may explore the rooms of the lost level in any order. The undead wizards each react differently to the presence of living adventurers, but they are not evil. Contact with the wizards results in a form of possession, as the essence of the wizards' dedication or undying love spreads to a character. That character gains knowledge, as well as temporary motivations.

The party must use the clues found in the rooms and granted by the spirits to identify the wizard who breached the vault and the murder weapon. Only that wizard can open the vault once more so they may recover the artifact.

When the party emerges from the temple, the Burgomaster confirms they have the artifact. If they know too much, he attempts to kill them.

Adapting this Adventure

This adventure may also be played as an addition to the *Curse of Strahd* adventure rather than part of the Adventurers League storyline. The "lost level" works well as a first foray into the Amber Temple, taking place before the tremors cause damage to the complex. Or, you can use this adventure as an extension of *Strahd*, adding additional depth and lore to the experience. Some of the rubble shifts during exploration in area X32, allowing access to the lost level.

You can substitute Burgomaster Randovich for a different Burgomaster found in *Curse of Strahd* or tie the lost level into the plans of Kasimir Velikov (p.232-233). An interesting substitute is the Abbot in the Village of Krezk (p.151). In this case the Abbot remains in the village and does not accompany the party to the Amber Temple. The artifact can become a key to bringing life to Vasilka, but could also provide an advantage against Strahd. Replace the secrets regarding Randovich with secrets revealing the nature of the Abbot and his madness.

Adventure Hook

If the characters begin this adventure from within the Forgotten Realms or a setting other than

Ravenloft, have them be transported to the Demiplane of Dread just outside Oraşnou via an unnaturally thick fog or mist while traveling overland, preferably at night. See Welcome to Barovia, below.

Ready for a Grand Adventure? For those characters that participated in DDAL04-09 The Tempter, the Burgomaster offered a job escorting him to the Amber Temple; a rather dangerous place that he suspects hides great treasure. With Lord Strahd's taxes due any day, he needs every coin he can scrape together.

Hello, Have We Met? Upon arriving in Oraşnou, characters new to Barovia encounter a crier in the center of town, petitioning for people "strong of arm, and stronger of spirit" to seek out the Burgomaster for paid work.

Welcome to Barovia

Some characters may be arriving from Faerûn for the first time. For those characters describe a heavy fog bank rolling through their travel path while they are in the Quivering Forest, and when it eventually clears, they are on the outskirts of a small mountain village. It's heavy-handed, but such is the way of the Demiplane.

Any character that participates in this adventure earns **The Demiplane of Dread** story award if they do not have it already. They should be made aware that until this story award is removed, they may not participate in any adventure that does not take place in Barovia.

NOTE: This adventure may touch on some morally dark moments. Please be careful to gauge your player's comfort with such things, and remember that the goal of a *Dungeons & Dragons* game is for everyone to have fun!

Curse of Strahd Adventures

The adventures for the Curse of Strahd Season of Dungeons and Dragons Adventurers League deliver the most impactful experience when played in numeric order (i.e.: 04-01, then 04-02, and so on) but this is not required. Please carefully read the following pages and be prepared to adjust encounters, especially where key NPCs are concerned! Although DM tips may be found in the adventure, they are unlikely to cover every table or situation.

For a *Ravenloft* game, the world itself should be treated with great respect—it is a character unto itself, and the Dark Powers rarely respond positively to hand-waving and outright dismissal...

Any character afflicted with lycanthropy must receive the benefits of a *remove curse* at the end of this adventure in order to be rid of this horrible affliction. Characters that choose to remain afflicted or cannot afford this spell, become

NPCs and are no longer playable in D&D Adventurers League games.

Introduction

The adventure begins, with the characters about to reach the Amber Temple.

“We are almost there! Just over this rise,” roars the Burgomaster over the howling winds. Flanked by his ever-alert bodyguards, he and your group huddle in a rocky shelter on the steep snow-covered slope of Mount Ghakis, high up in the Balinok Mountains.

It was only two days ago that Burgomaster Ivan Randovich talked you into joining a quest so important that he would guide you to the location himself. Now you approach a secret and dangerous place known as the Amber Temple. The Burgomaster has given you a scroll laying out the exact path you should follow to reach a hidden level. There you are to search for an artifact of great power: a locket inscribed with a heart. The artifact can capture the dark powers torturing this land – powers which cannot be defeated through other means. It is this power, he claims, that has brought such hardship to his village and the surrounding countryside.

You look at one another. The Burgomaster has promised great danger, but also the means to defeat great evil. Does your group have what it takes to succeed?

Ask the players to introduce their characters. The characters may then ask questions of the Burgomaster. Here is some of the information he can share:

- The Amber Temple was built thousands of years ago by good-aligned wizards.
- The wizards sought to contain the essences of terrible powers, including dead gods, preventing their evil from ever escaping again.
- They dedicated the temple to a nameless god of secrets in hopes that this would shield them.
- However, the evil came from within. Most of the wizards were twisted and tainted by the vestiges they kept. The wizards turned on one another.
- A handful of wizards escaped this fate, sealing themselves off in a secret level of the temple.
- A lich with powers beyond comprehension has since made the upper temple his domain. The lich is to be avoided at all costs, as are his guardians and the enchanted skulls of the former wizards.
- The lich has not found the secret level.
- The Burgomaster learned of this place from ancient scrolls and visited it many months ago. The importance of the artifact is why he brings the party here himself.

- He will not enter the temple himself. The beings within do not remember him kindly. He asks the party to never mention his name to those within.
- He provides them with a map to the secret level. They must not stray from this path!

Once the party has asked any questions, the group continues the last climb up to the temple.

Just as the Burgomaster promised, you climb the snowy rise to behold what must be the Amber Temple. Carved into the sheer mountainside, its front is fifty feet high. Six massive alcoves flank a central archway. Each of the alcoves contains a twenty-foot-tall statue made from a single block of amber. The statues depict a faceless hooded figure, hands pressed together as if in prayer.

The Burgomaster points to the central archway. “There! The archway! Follow this map. Find the locket, no matter the costs.”

He looks at each of you intently. “The beings within do not think kindly of me. Promise me you will not mention my name. Much harm would come to the village of Orasnou. Keep my involvement secret! Go as quickly as you can! Do not stray from the path!”

The Burgomaster does not force them to promise. He answers any final questions or provides any information the party has not previously requested. He will not enter the temple under any circumstances, remaining here with his guards.

Provide the players with **Handout 1: Path to the Lost Level**. The party should then proceed into the temple. All characters are assumed to be wearing cold weather gear (a gift from the Burgomaster).

Part 1. The Amber Temple

The path on the scroll leads the party quickly through the two levels of the Amber Temple detailed in *Curse of Strahd*. The events of this adventure take place slightly before the events in *Curse of Strahd*. Because of this, the cave-in described in the official adventure hasn't happened yet.

DMs using this material as part of the *Curse of Strahd* adventure may wish to allow exploration of the other areas. For all others, the party should not stray from the path (hence the locked doors that cannot be opened). The encounter areas below include dangers meant to keep the party on the path.

General Features

Unless otherwise noted, the Amber Temple has the following general features:

The Upper and Lower Temple. The Upper Temple consists of Area 1 through Area 3. Areas 4 through Area 6 are in the Lower Temple.

The Statue. The statue's cowl is cloaked in magical darkness; concealing the arcanaloth that resides within. Even if the characters are able to penetrate the darkness, the interior of the statue is walled off; the arcanaloth within is viewing the temple outside through a very narrow, horizontal slit, which grants it three-quarters cover (+5 AC). This cover improves to total cover if it ducks down beneath the slit.

Terrain. The construction is durable and strong, but very, very old. While the majority of the structure is intact, the ground is littered in places with piles of rubble and other detritus, which are treated as difficult terrain. Everything is very dusty.

Light. No light exists here other than that which the characters brought with them. It is completely dark.

Sounds and Smells. No sounds other than the character's own footfalls and the occasional crash from a falling chunk of wall or ceiling.

Amber Doors. All doors are blocks of translucent amber, fitted with iron hinges and handles. All of the doors leading out of the Temple of Lost Secrets are locked and can't be opened without performing a ritual lost to the ages. Characters may see into a room without opening the door and the doors are unlocked, unless otherwise noted.

Extreme Cold. The temperature throughout the temple is -10 degrees Fahrenheit (-23 degrees Celsius). Characters who lack heat sources, cold weather gear, or magical protection are subject to extreme cold, as described in the sidebar below. Unless it is ruined somehow or they refuse to wear

it, the cold weather gifted upon them by the Burgomaster will certainly come in handy.

Extreme Cold

Whenever the temperature is at or below 0 degrees Fahrenheit, a creature exposed to the cold must succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw as do creatures wearing cold weather gear (thick coats, gloves and the like) and creatures naturally adapted to cold climates.

1. Entrance & Overlook

Passing through the archway, you descend a series of icy steps ten feet to a desolate hallway. The passage of centuries has weathered the walls and floor tiles. Arrow slits line the walls on either side. The darkness beyond the hall is vast and cold as death itself.

The icy hallway leads out onto a wide balcony of black marble, its railings shattered in places. Your light reflects off of walls and a high vaulted ceiling covered in an amber glaze.

The hallway is empty. Peering through the arrow slits with torchlight or other means shows them to be twenty-foot-square guard rooms with ruined furniture. A skeleton is slumped in the corner of the eastern room, but it does not stir.

The double doors on the walls to either side are locked and **trapped**. If touched, the characters that each is marked with a *glyph of warding*. Once dispelled, triggered, or otherwise removed, the magic of the temple automatically and instantly resets the *glyph*. If a *glyph* is touched, any creature within 20 feet of the door must succeed on a DC 15 Dexterity saving throw or take 18 (5d8) lightning damage; taking half damage on a save.

2. The Temple of Lost Secrets

Read or paraphrase the text below, adjusting for the party's light source.

Doors on either side lead away from this balcony, but the path on the scroll leads down the eastern most of two black marble staircases. The stairs descend thirty feet to the temple floor.

As you descend, your light reveals the four black marble columns that hold the ceiling. Smaller columns at the northernmost end of the temple support two platforms, flanking a forty-foot-tall statue of a cowed figure in flowing robes. Its face is an unsettling black void, its arms outstretched as if casting a spell.

Arched hallways coated with amber lead from this room. Your scroll indicates you should head east.

If the characters proceed along the path, they evade the room's guardians. Proceed to Area 4, below.

3. The Guardian Statue

A guardian (an **arcanaloth**, though he does not reveal himself) resides within the statue. Three flameskulls are in a room beyond the western wall. For purposes of this adventure, the guardian and the flameskulls do not attack unless the party deviates from the path. Similarly, they do not leave their respective locations.

Leaving the Path. Any character deviating from the prescribed path (indicated on the map) through this area, that succeeds on a DC 10 Wisdom (Perception) check notices arrow slits high up on the western wall. As they watch, a disembodied skull bathed in eldritch green flame floats past an arrow slit. It does not seem to notice any of the characters, but could at any time.

If characters insist on leaving the path or attack the flameskulls, the guardian and the flameskulls reciprocate. At the end of each round where a character remains off of the path, the guardian casts *magic missile* (three darts), and one of the flameskulls casts *fireball* (spell save DC 13). Each flameskull can cast *fireball* once, but only does so if no other flameskulls have done so during the round. The *magic missiles* emanate from within the statue's cowl. The arcanaloth casts only *magic missile* unless the characters attempt to attack it—at which point it uses its other spells. However, it does not pursue the characters or continue to attack if the characters cease attacking.

Without recourse to spells available to characters above this tier, defeating the monsters will be extremely difficult.

Read the following to the characters:

The spells hurled from the statue and the arrow slits have no easily targetable source. It seems the Burgomaster spoke truly about the formidable dangers you would face if you stray from the path.

The attacks cease as soon as the party enter Area 4.

4. Amber Reflections

The arched hallway rises twenty feet above. From floor to ceiling, a reflective amber glaze covers every surface. You see your reflections in the amber, but your images shift and transform as you watch them become withered and gaunt.

This effect is an illusion and can be disbelieved with a successful DC 13 Wisdom saving throw.

5. Lower East Hall

The amber-glazed walls and ceilings in the long hallway glisten like fresh honey. Your scroll indicates that the secret entrance is found to the north.

Unfortunately, two hulking creatures shuffle toward you from the south—their charred flesh sloughing off their muscular bodies. Another comes from the north, accompanied by something more horrific: a withered floating orb with a gaping maw missing teeth and a huge, cloudy central eye. Eyestalks extending from its upper body—withered but glowing with unholy light.

All foes begin roughly 30 feet away from the party. Two **ogre zombies** approaches from the south, attacking the closest targets. A second **ogre zombie** approaches from the north with similar tactics, while a **beholder zombie** behind it attacks from range.

Adjusting the Encounter

This encounter is meant to be of hard difficulty. Here are the recommendations for adjusting this combat encounter.

- **Very Weak Party:** Remove an **ogre zombie**; **beholder** does not use its *paralyzing ray*, and reduce the damage of its *enervation ray* and *disintegration ray* to 27 (6d8) damage.
- **Weak Party:** The **beholder** does not use its *paralyzing ray*, and reduce the damage of its *enervation ray* and *disintegration ray* to 27 (6d8) damage.
- **Strong Party:** Once during the combat, each foe moves with a supernatural presence, gaining another action.
- **Very Strong Party:** Once during the combat, each foe moves with a supernatural presence, gaining another action; add an **ogre zombie**.

6. The Hidden Chamber

Once the foes have been defeated, the characters may continue to the north. The door leading to this area is cloaked by an illusion, appearing to be a normal section of the amber wall. The illusion may be dispelled (DC 16), or a character that succeeds on

a DC 15 Intelligence (Investigation) detects the translucent amber door beneath the illusion.

The lock on the door can be unlocked with a set of thieves' tools and a successful DC 15 Dexterity check. Alternatively, the door may also be smashed down with a successful DC 15 Strength (Athletics) check, or destroyed (AC 16, 50 hit points; immune to poison and psychic, resistant to piercing and slashing damage from nonmagical attacks, vulnerable to bludgeoning damage). If the door is still concealed by the illusion, any checks made to bypass it are made with disadvantage (including attack rolls).

XP Award

Once the characters discover the hidden entrance to the Lost Level, award each character 250 XP.

Part 2. The Lost Level

This level was a secluded research area; hidden away from the rest of the Amber Temple. A dedicated library, kitchen, and even a teleportation circle allowed the wizards in this area to function independently and focus on their work. When the good-aligned wizards began to succumb to the evil of the vestiges they kept, those remaining in the lost level hid the entrance with illusions.

Under the lead of Dr. Keletifold (a specialist in wards), protective magic was used to seal off the three vestiges on this level. However, the Evening Glory, goddess of obsessive undying love, had wormed her way into the souls of the wizards. Each had become dedicated to something they loved, manifested in physical form as a love for an object related to their obsession.

Passions flared as the wizards tried to decide how to prevent the vestiges from corrupting them and escaping. Eventually Magister Krausenatti took matters into her own hands, poisoning all of the wizards who subsequently rose as spirits.

A few months ago, Burgomaster Ivan Randovich learned of the Amber Temple from scrolls belonging to a long-dead order of knights, who once protected the temple. The scroll mentioned the vestiges and, in particular, the Evening Glory. Randovich's master sent him to find a way to free the Evening Glory.

The burgomaster found the lost level and spoke to the spirits, feigning good intentions. One of the wizards was smitten by him and the burgomaster was all too pleased to pretend to love the wizard back. Releasing the wards required murdering Dr. Keletifold a task the wizard was willing to do for Ivan.

Randovich and his master (referred to by wizards as "the cloaked one") breached the vault. With the use of a powerful artifact, a silver locket, Randovich's master drew the vestige out of the amber sarcophagus and into herself. Transformed, the master and Randovich departed, leaving the locket behind. The murdering wizard then sealed the vault once more.

Now the burgomaster has returned, sending the adventurers inside to retrieve the locket. He realizes they may learn of his role, but if so he is prepared to face them. He wants that locket, should he ever need power over his master.

Who Dunit?

One of the wizards met the Burgomaster and fell in love with him. That wizard then murdered Dr. Keletifold in order to allow the Burgomaster and his

master to free the vestige, and—once done—sealed the vault once again to prevent the other wizards from figuring out who had done it.

To breach the vault once more and claim the locket, the party must first discover the identity of the murdering wizard. Only that murderer—holding the object of their obsession—may release the ward and open the vault.

You may change which wizard is the murderer each time you run the adventure. Select a murderer or roll on the table below.

Each wizard has an object representing their devotion. Clues in each encounter establish a wizard's innocence or guilt, and the encounter notes any changes if that wizard is the murderer. In addition, when the wizards possess characters, they impart additional clues.

Determining the Murderer

d8	Murderer	Object	Room
1	Instructor Rabenovich	Blue Gown	3. Ballroom
2	The Penticolfax	Knife	4. Dining Hall
3	Yannick Iannakof	Candlestick	5. Summoning Chamber
4	Magister "Crazy" Krausenatti	Lucky Claw	6. Laboratory
5	Robard & Davi	Cookbook	7. Kitchen
6	Frederick von Mena	Quill Pen	8. Library
7	Kristoff the Younger	Figurine	9. Gallery
8	Stefán Ivonnav	Rope	10. Menagerie

Possession

The spirits of the wizards are drawn to the vibrant life of the characters. In each scene, a condition triggers when and which character the ghost chooses to possess. The possession is not absolute control, it is a mild influence, creating a fun roleplaying opportunity. The ghost also imparts knowledge and an agenda.

One of the characters may find they have the ghost of the murderer! In that case, they are sworn to secrecy. They play along, and when the party has achieved consensus and correctly identified them, they confess and help the party by opening the vault.

Troubleshooting

- **They fight a ghost.** Use the statistics for a ghost, but add the spells *fire bolt*, *burning hands*, *magic missile*, *suggestion*, *counterspell*, and *fireball*. The ghost has 3 slots at each level, a spell attack of +6, and a spell save of DC 14. The ghost accuses the party of being evil, which may clue

the party in. The ghost immediately ceases combat if the party backs off.

- **The Murderer does not Possess Anyone.** If all the characters are possessed by non-murderers, you can do one of two things. The murderer can remain a ghost and still will help the party out of guilt when accused. Or, you could have the ghost displace another imbued spirit, replacing or freeing the first one within the character.
- **A Player Discloses the Murderer.** If a player gives away that they are the murderer, roll with it! This can be the character momentarily blurting out the truth. Ask the player to keep any remaining secrets (such as their object of devotion or Burgomaster's role) and encourage the party to continue exploring.
- **Solved it Too Soon.** The party does not need to visit every ghost/room, and it isn't obligatory for each character to be possessed. But what if they solve the crime very early? Encourage them to explore, as there are more clues to the main plot than just the identity of the murderer. You can always entice them with treasure or the roleplaying opportunities!

1. Stairway

Black marble stairs descend steeply into the cold darkness. Each step you take echoes loudly, reflecting off of the amber-glazed walls. Finally, you reach a small landing. Directly in front of you is a translucent amber door. Adorning the center of the door is a bas-relief amber face, carved in the appearance of a young woman with sharp features. Her eyes are closed.

The amber face is a trap crafted long ago by Dr. Keletifold to prevent corrupted wizards from reaching the lost level. A hidden pressure plate in front of the door activates the trap and is noticed with a successful DC 15 Wisdom (Perception) check. A spell that can sense the presence of magic, such as *detect magic*, reveals an aura of evocation around the face.

If a weight (or creature) of more than 50 pounds is placed before the door, the statue seems to awaken. Her eyes are cold blue orbs and a 30-foot **cone of cold** blasts from her mouth. Each creature on the landing must succeed on a DC 13 Constitution saving throw, taking 22 (4d10) cold damage on a failed save, or half as much damage on a successful one.

Wedging an iron spike or other object under the pressure plate prevents the trap from activating, as does a successful DC 13 Dexterity check with a set of thieves' tools. A successful *dispel magic* (DC 13) cast on the amber face destroys the trap.

2. Hallways

A network of amber-clad hallways connects the different rooms on this level. The party can explore the rooms of the lost level in any order. Note that due to the amber doors, characters can often look inside the rooms before entering.

Whenever the party exits a room, roll a 1d10. On a 1, a random encounter takes place. Roll a d4 to determine what the party finds or select an encounter of your choice. If you roll a result seen previously, reroll do not repeat encounters. If the characters manage to avoid a random encounter one is triggered as they open the door to the vault.

You may ignore rolling for a random encounter if the party is weak or short on time.

Random Hallway Encounter

d4 Result	Creature
1	Two wights (former servants)
2	Three will-o'-wisps (appearing to be floating lights that suddenly vanish before attacking).
3	Two poltergeists (former apprentices)
4	A wizard of your choosing (no combat is expected)

3. Ballroom

When the party looks through the translucent amber door, read:

The room beyond is a ballroom, filled with light from chandeliers of glowing amber glass. Mannequins in colorful ball gowns line the walls, each arranged in a dancing pose. The far wall bears a single mannequin, wearing an elaborate ice-blue dress.

As you watch, a different door into the room opens and a woman swirls into the room, dancing. Her skin is not flesh, however. It is a ghostly blue, her hair an ethereal white.

The spirit, **Instructor Rabenovich**, continues to dance, oblivious to the party. When the party enters, read:

The ghostly woman pirouettes on her toes, so as to see you, then continues dancing.

"We haven't had students in years," she calls as she twirls again. "Welcome! Please choose a gown, then come join me."

A door from the ballroom leads to her quarters. Most of the books are devoted to dance and history, but there are a few rambling tomes from which they

can gather information on the three vestiges. You may provide an overview of the vestiges and details of your choice. Her studies increasingly fixate on the Evening Glory's beauty and elegance.

One notebook in her study is full of sketches, most depicting a woman of near-flawless beauty, wearing a gown similar to hers. Love poems are interspersed with the drawings.

Another book tracks her dance partners. Dr. Keletifold and Yannick Innakof are mentioned most frequently. She writes that dance helps her forget the horrors above... and within.

Gown (Object). A beautiful gown hangs here. The color and style are subconsciously tied to the Evening Glory.

Roleplaying Instructor Rabenovich

An authoritarian teacher specializing in history, dance, and bardic magic, she is oblivious to the needs of others.

If Guilty. Her gown was used to strangle the Keeper. A DC 12 Intelligence (Investigation) check reveals it has been sewn to repair tears, but in the back a small section is missing (and can be found in the vault). Rabenovich claims one of Kristoff the Younger's creations attacked her in the hall – a DC 13 Wisdom (Insight) check reveals she is lying. The book tracking dance partners shows that a new name, referred to only as "Y.I." danced with her many times a few months ago. The notebook in her study has a sketch of her with Burgomaster Ivan Randovich.

Possession

Instructor Rabenovich does her best to encourage a character who has not been touched by a spirit to dance with her. If none do, she asks one to come admire her blue dress and makes contact with them. When she makes contact, she transfers her personality (a form of possession) into the character and then vanishes. Provide the player with **Instructor Rabenovich's Handout A (B if she is the murder).**

4. Dining Hall

When the party looks through the translucent amber door, read:

This dark and shadow-filled dining hall resembles a hunting lodge. Mounted on the wood-paneled walls are leering wolf heads of enormous size. Most of the hall seems to see little use, dust and cobwebs covering the furnishings. Someone has cleared the tableware from the far end of the dining table. Stacks of books and notes now occupy that space.

This room belongs to the Penticolfax, but she is currently in the Summoning Chamber.

Inspecting the books

When the party enters, they may examine the books and notes. These are magically warded which a *detect magic* spell detects and identifies as strong *abjuration* magic. If touched, several mounted beast heads animate and begin howling and snarling. Eight **dire wolves** appear in spectral form (using the normal statistics). They vanish when slain and the mounted heads quiet when the last is vanquished.

Adjusting the Encounter

This encounter is meant to be of hard difficulty. Here are the recommendations for adjusting this combat encounter.

- **Very Weak Party:** Remove a **dire wolf**.

The books discuss protective magic. Many of them bear the name of Dr. Keletifold (the Penticolfax was his apprentice). A successful DC 12 Intelligence (Investigation) check reveals one of the books is hollow. Within is a small leather-bound journal bearing the Penticolfax's name and her notes. Her hurried handwriting expresses reservations about the other wizards and how they may become corrupt and descend into madness. She has proposed they all leave this secret level and find once and for all what changed outside the temple.

Recent entries express certainty that Magister "Crazy" Krausenatti poisoned all of them and then murdered Dr. Keletifold. She blames Yannick Innakof for knowing something. She doesn't believe his claim that the teleportation circles have simply stopped working. The last entry is hurried, exclaiming that her father's knife has been stolen. She wonders if Krausenatti or Yannick took it. This is the object of the Penticolfax's obsession.

Treasure

Dr. Keletifold's books have a value of 100 gp.

5. Summoning Chamber

When the party looks through the translucent amber door, read:

Shelves packed full of books line the walls and are piled high on a candle-lit desk and small bed. The floor is inscribed with two eight-foot-wide silver arcane circles, which shimmer in the candlelight. Spectral apparitions of a man and a woman stand within the room, arms gesticulating as if in anger. One of them turns to the door, seeing you. The other notices as well. Their ghostly faces show surprise at your arrival.

When the party enters, The Penticolfax and Yannick Innakof warily greet them, immediately asking them who they are and how they came to be here. They were arguing over why the teleportation circles no longer work, and whether the vestiges caused it. The Penticolfax does not trust Yannick at all, which causes him to be very defensive.

Shelves. The shelves are filled with research on summoning creatures, teleportation, planes, and fiends.

Desk. A journal on his desk contains Yannick's investigations as to why the teleportation circles no longer work. Divinations have gone unanswered or become corrupted. Is it due to Dr. Keletifold's wards, the vestiges, or something else? The journal also confesses he has begun to feel love for Instructor Rabenovich.

Candlestick (Object). A large silver candlestick on his desk bears his name and a plaque states it was awarded by the Order of the Silver Dragon in recognition of his arcane knowledge. The candlestick rests on a book describing how to use wax for summoning.

Bed. Under the mattress is hidden Penticolfax's bone-handled hunting knife. (If Penticolfax is innocent, Yannick secreted it here because he worried she might use it on him some day.

Roleplaying Yannick

Scholarly, wordy, but nervous and easily perturbed. Yannick wants answers as to where the temple is now (Barovia, where it has always been) and why the temple came to be here. If the party wishes to help solve the murder, he asks them to be sure to meet with each wizard and ascertain the facts.

If Yannick is Guilty: The candlestick is dented as if from a blow. Yannick claims it was damaged when he dropped it. He uses it to drip wax onto the summoning circle, creating intricate patterns.

Roleplaying Penticolfax

Paranoid, accusatory, and rash. Penticolfax doesn't trust the party, fearing they could be allied with the evil wizards who took over the temple's upper levels. Penticolfax is all too glad to share her theory on why they became spirits.

If the Penticolfax is Guilty. The knife is stained with crusted blood. It is hidden under the mattress the Penticolfax planted it here.

Possession

The wizards don't attack, but do not easily trust the party. They can exchange information and agree to allow the characters to investigate what took place. When they agree to this, they each reach out to a character not possessed by another spirit. Provide the character imbued with Penticolfax's spirit

Penticolfax Handout A (B if she is the murder).

Provide the character imbued with Yannick's spirit
Yannick Handout A (B if he is the murder)

6. Laboratory

When the party looks through the translucent amber door, read:

Beyond the translucent amber door, you see a laboratory, its desks and shelves neatly containing alchemical devices and chemical components. Eerily, a glass vial floats off of the table. It tips a dark liquid into a second vial filled with white granules. The contents boil briefly, becoming a swirling dark purple liquid. The empty vial descends onto the table and is still.

Magister "Crazy" Krausenatti, who is invisible, observes the behavior of any characters she sees.

Magister Krausenatti was given the nickname "Crazy" long ago, for her dangerous alchemical experiments. She earned it all over again when she decided that the best way to prevent the vestiges from escaping was to poison all of the wizards, including herself. However, the Evening Glory's magic caused all of the wizards to rise as undead. Though several wizards would like to see her destroyed, others believe the vestiges guided her hand.

Claw Necklace (Object). The focus of Krausenatti's obsession is a horned devil's claw she wears around her neck. She uses it in many of her recipes.

Laboratory Desk Journal. Krausenatti's journal includes many alchemical recipes, but also contains her musings after the lost level was sealed off. She doubts whether the wizards can withstand the vestiges and fears they will free themselves. She writes the ingredients for a poison which, added to their food, could kill all of them. The next page reads, "How foolish of me to believe that death would free us from the Evening Glory's grasp!" She remarks that Dr. Keletifold's form is slightly different, perhaps due to his greater skill with magic.

Roleplaying Krausenatti

Energetic and brilliant, she is obsessed with the study of alchemy and believes many secrets can be unlocked by using fiendish components.

If Krausenatti is Guilty. The claw she wears around her neck is still coated in blood.

Possession

If they seem particularly trustworthy, she reveals herself and speaks to them, sharing her knowledge and confessing her deeds. At an opportune moment she transfers herself into the character she finds least likely to take bold and honorable action, so as to bend their will to her cause.

Otherwise, she knocks over some containers to distract the party and invisibly touches and possesses the least honorable / bold character. As she does so, read:

Fading into view is a heavy-set woman in wizard's robes. She is very comely, but her skin is unnaturally pale. When she moves in front of a burning brazier, you can see the shelves behind her, revealing her undeath. A strange black claw hangs from a necklace she wears.

She vanishes after possessing a character and that character now wears her claw necklace. Provide the character imbued with her spirit **Krausenatti Handout A (B if she is the murder)**.

Treasure

The strange alchemical ingredients are worth 150 gp to the right buyer. The journal is worth 200 gp due to the alchemical and poison recipes.

7. Kitchen

When the party attempts to look through the translucent amber door, read or paraphrase:

Something dark, perhaps ash or soot, coats the other side of this normally translucent door. You smell something burning.

If the party listens at the door, they hear something like a bubbling noise and what sounds like an argument between two men.

When the party enters, read:

Thick black smoke emerges from a bubbling cauldron. Racks of pots, pans, and many supplies – though some of them seem ancient – mark this as a kitchen.

Two ghostly men stand on opposite sides of the cauldron, furiously shouting.

The two ghosts ignore the party at first, continuing their argument over which one of them burnt the soup. Moments later they make up and apologize. After hugs, they finally notice the party.

Kitchen Stores. The shelves are either empty or contain ancient remnants of food. Robard and Davi use spells to create food. They do not need to eat, but enjoy the diversion.

Cookbook (Object). Robard and Davi obsess over this heavy metal-bound cookbook. See Treasure.

Roleplaying Robard and Davi

Known as the “wise brothers,” Robard Wiesecknoff and Davi Wessknoft are not actually brothers. One moment they scream at each other as if mortal enemies, the next they could not love each other more.

If Guilty: The cookbook's metal spine is dented from the blow that killed Dr. Keletifold. Poems have been written in the margins, often concerning a lady in blue of great beauty.

Possession

Robard and Davi invite the characters to try the soup and provide critique. The first character to try the soup who has not been possessed is inhabited by both of their spirits. If no character will try the soup, they find an opportunity to physically touch and imbue a character who has proficiency in cooking tools or who is charismatic. Once they have imbued a character, the ghosts remain as faint spirits, unable to physically interact with anything around them. Provide a possessed player with **Robard and Davi Handout A (B if they are the murders)**.

Treasure

In addition to recipes, the cookbook contains alchemical formulas and two pages are actually two scrolls: *protection from plants* and *protection from poison*. The cookbook is worth 100 gp.

8. Library

When the party looks through the translucent amber door, read:

Bookshelves line every inch of every wall in this shadowy rectangular library. Seated at one of the small tome-strewn tables is a spectral figure, busily writing in an open book by flickering candlelight.

The party can win his trust by mentioning that they seek to solve the murder. He then shares any information you wish regarding the other wizards, the history of how the lost level was closed off and slowly became corrupted, and how their weaknesses (obsessions) could have caused them to murder Dr. Keletifold. If innocent, he has no knowledge of the Burgomaster or why Keletifold was murdered.

Long Quill Pen (Object). Mentz's quill is unusual, made of a magically hardened ebon wood and ending in a long silver feather. He refuses to let anyone inspect it or use it (except a character he possesses).

Roleplaying Frederick von Mena

A paranoid lore seeker, Frederick von Mena is writing yet another page analyzing the other wizards and who might have murdered Dr. Keletifold. When the party enters he assumes they are illusions or conjurations created by another wizard. He begins to take notes about them, using his quill.

If Guilty. If he is guilty, he stabbed Dr. Keletifold with his quill. Some of the feathers are damaged and he is clearly nervous if asked about the damage.

Possession

Once he trusts the party, he chooses a character (a spellcaster or investigative type) who has not been possessed and gives them his journal and quill. When they take it, Frederick fades away and the player receives **Frederick Handout A (B if he is the murder)**.

9. Gallery

When the party looks through the translucent amber door, read:

This gallery contains a variety of portraits, diplomas, and art objects. A display rack contains hundreds of painted figurines. Several sofas and cushioned chairs are positioned throughout the room.

A candle illuminates a small desk, upon which are several figurines, brushes, and paints. No one seems to occupy the room.

These metal and wood figurines have been expertly painted. They represent all manner of monsters and heroes. On the desk is a book under several figurines in the process of being painted. One is complete and animates when any of the figurines or the journal are touched. It becomes a full-size **young remorhaz**, causing furniture to scatter and topple as it grows. Kristoff the Younger is currently walking the halls. When the combat ends, the room's magic repairs any damage and the monster once again becomes a figurine. Only a few chunks of melting ice (from the remorhaz) remain. A few seconds later, Kristoff the Younger arrives.

Portraits and Diplomas. Each of the wizards has a portrait here. Someone has slashed the canvas of Dr. Keletifold's painting. Wizardly diplomas and

decorations name the wizards and their accomplishments.

Journal. This catalogues his figurine collection. See Treasure.

Remorhaz Figurine (Object). The now non-magical figurine is one of his favorites.

Roleplaying Kristoff the Younger

Kind and forgiving, the spectral young man is one of the reasons the wizards have not completely destroyed each other. He accepts any reasonable explanation from the characters and seeks to help them as best he can.

If Guilty: The figurine was used to kill Dr. Keletifold, leaving clues at the scene of the crime. Kristoff the Younger's kindness is false.

Possession

The wizard gifts each character with a non-magical figurine of their choice. Due to his vast collection, they may choose any monster and he happens to have it. He chooses one character, a bard or artisan preferably, and possesses them when they accept the figurine. The player receives **Kristoff Handout A (B if he is the murder)**.

Treasure

The journal and the miniatures can be sold for 270 gp.

10. Menagerie

When the party looks through the translucent amber door, read:

Though shelves and a desk are present in this room, almost every available space is covered in creatures preserved through taxidermy, from mundane animals to magical beasts. Claws, horns, tails, and other body parts are displayed on stands, hang from ropes and chains, and are draped over the furniture.

A ghostly Caliban in spectral hunter's garb sizes you up from within the room. He holds a wand in one hand and a coiled rope in the other.

Stefán Ivannov allows them to enter, though he keeps a wary eye on them and always seems about to attack. Once he believes they are investigating the murder, he shares the letter fragment.

Letter Fragment. Stefán heard a noise late at night a few months ago. As he approached the vault he heard someone run off. He pursued but did not catch them. However, he did find a scrap of parchment. This fragment is a letter to someone named Marilena (characters who played DDAL04-09

The Tempter should recognize the name as that of Lady Marilena Fidatov). It claimed that she would soon regret spurning his offer of marriage.

"Her wealth and family shall not be able to protect her. He shall allow her a short time to recant her refusal, but none survive thwarting me."

The letter is unsigned. However, when characters solve the murder they could ask the character possessed by the murdering spirit about the letter and learn that the author was the Burgomaster.

Rope (Object). His prized possession, he has used it many times to capture creatures.

Roleplaying Stefán Ivannov

Though seemingly wild and unrefined, the Caliban ranger-mage is talented and intelligent. Fascinated with beasts and monsters, he is particularly interested in lycanthropes. Several books in his collection collect rumors regarding their ancient civilizations and evil practices. Stefán is eager to tell many tales of hunting down fearsome creatures to study and display. He uses his magic to freeze them in place and ties them securely with his special rope, woven from hag's hair.

If Guilty. Stefán used his *wand of binding* to hold Dr. Keletifold motionless and then his rope to strangle him. Stefán took a lock of hair from Dr. Keletifold, found in a desk drawer.

Caliban

Caliban are twisted humans that were exposed to curses while still in the womb. The birth of a Caliban is typically viewed as an ill-portent; the presence of a witch or hag, or some other evil supernatural force. They are seen as brutish and savage; they are spurned by society and usually live their lives in solitude.

Calibans are misshapen humanoids and while no two of them look exactly alike, they usually have features such as rough skin, coarse hair, tusk-like teeth, etc.

Possession

Stefán chooses a ranger, druid, or strong combatant to possess. He asks the character to bring him a panther skull from a shelf. When the character touches it, Stefán states that it was his very first kill. He then vanishes and, through the skull, possesses the character. The wizard drops his wand of binding and rope when he vanishes. The player receives **Stefán Handout A (B if he is the murder)**.

Treasure

The characters find a *wand of binding* clutched in the hand of a stuffed satyr.

11. The Breached Vault

When the party looks through the translucent amber door, read:

This amber door glows with energy. A pale blue rune of a rose is inscribed upon the door. The chamber within has three alcoves, each bearing an amber sarcophagus. One of them has been breached. Fragments of amber are spread throughout the room. Each of the sarcophagus bears a different sigil. The sigil of the breached sarcophagus is that of an empty heart.

Lying on the floor just inside this room is a desiccated body in wizard's robes.

The door cannot be opened by any means except solving the crime (see below). The body is that of Dr. Keletifold, who was a corporeal undead rather than a spirit. Dr. Keletifold was tricked into trusting, even loving, his killer.

Even from outside the door, the party may notice some clues. Clues regarding the form of death can be discerned with a successful DC 13 Wisdom (Medicine) or Intelligence (Investigation) check. The results depend on the who the murderer is:

- **Rabenovich or Stefán.** The victim's hands are up near the neck, and the collar of his robe is torn. Impressions suggest he was strangled.
- **Rabenovich.** A successful DC 15 Wisdom (Perception) check reveals a bit of blue cloth jutting out from beneath an amber fragment.
- **Penticolfax, Krausenatti, or Francois.** The robes are slashed and punctured, as if something sharp was used to kill him.
- **Yannick or Robard and Daví.** Dr. Keletifold's head was bashed with something blunt and hard.
- **Yannick.** A successful DC 15 Wisdom (Perception) check reveals bits of wax on the ground (from the candle).
- **Kristoff the Younger.** Burn marks and piercing wounds. A successful DC 15 Wisdom (Perception) check reveals small pools of water on the floor.

Troubleshooting

The vestiges within the vault normally do not contact the party until they enter. However, if the party is having trouble with solving the murder, a vestige of your choice can offer to provide a clue as a gift. The vestige's gift still conveys the same transformation (see the sidebar).

Entering the Vault

To enter the vault, the party must come to consensus as to the murderer and murder weapon. If they are

correct, instruct the player who is imbued with the spirit that they may roleplay a confession of their choice, including sharing the Knowledge section of their handout.

Once they have confessed, read the following.

The confession seems to be too much for the spirit within [character name]! The spirit's essence emerges from the body, shrieking in pain and sorrow as it rises upwards and fades into the ceiling above.

You hear a rumble, and the amber door to the vault slowly opens.

The spirit then flies out of the character's mouth, rising through the ceiling and out of sight. The vault door then opens. The party may now explore the vault, which contains two sealed sarcophagi and one open sarcophagi.

West Sarcophagi. The vestige within offers the gift of prophecy. A character who chooses this gift now finds they can detect an ambush (canceling surprise for themselves) or a trap (the trap misses them or has otherwise has no effect upon them). This power may be used twice before it vanishes. Upon receiving this gift, a character's eyes become black pupil-less orbs. They gain the flaw: "I refuse to hide from my foes."

East Sarcophagi. The vestige within offers the gift of truth. A character who chooses this gift learns they can discern unerringly whether someone is telling them the truth. They may use this gift three times before it fades. Upon receiving this gift, the character's voice becomes louder. The can never whisper.

Breached (South) Sarcophagi. Something caused the amber to shatter. The amber was ejected outward, pieces now scattered throughout the room. Unbeknownst to the characters, this was the sarcophagi that contained the vestige of the Evening Glory.

The Artifact. A small silver locket (see Treasure, below) can be found under a chunk of amber. The locket is engraved with a heart surrounded by roses. Upon further inspection, it is nonmagical and, to be honest, not very interesting at all. It's made of silver that has long ago gone to tarnish. And, while it has a hinge, it can't be opened. No amount of force or spellwork can reveal what, if anything, is inside.

Amber Sarcophagi

An amber sarcophagus looks like a rough block of solid amber 8 feet tall, 5 feet wide, and 5 feet thick. Trapped inside the block is a sliver or wisp of utter darkness no more than a few inches long. The darkness is the vestige of a dead and hateful

god – a shard of pure evil with shreds of sentience and awareness. The vestige can't be harmed or controlled, and it is immune to all conditions.

An amber sarcophagus has AC 6, 80 hit points, and immunity to poison and psychic damage. Destroying one causes the vestige trapped within to disappear, leaving no trace.

A creature that touches the amber sarcophagus forms a telepathic link with the vestige inside. The vestige offers the creature a dark gift. The creature must willingly accept the gift to gain its benefits. A dark gift is described to the creature in general terms; its precise game effect isn't revealed until the creature accepts the gift. Once a creature receives a dark gift, they may never receive the same gift again.

The instant a dark gift is received, the creature receiving it undergoes a transformation, gaining a sinister physical trait or flaw, or one of each. Unless the text states otherwise, a trait or flaw that accompanies the gift can't be removed by anything short of a wish spell or divine intervention.

Note: The dark gifts in this adventure do not change the receiving creature's alignment.

Development

The spirits within the characters can share the following, once they investigate the scene. Each entry indicates who knows the aforementioned information:

- Normally, a vestige seeks to influence others, but it cannot leave. Something very powerful was used to draw the Evening Glory from her sarcophagus. **(All)**
- They implore the heroes to find whoever merged with the Evening Glory and capture her once more. **(All)**
- They can share any information on the Evening Glory that the characters may not have already learned. **(All)**
- They agree to free the characters of their influence. Though a character may choose to retain the spirit, they may use the locket to draw them out. This can either destroy the spirit or allow it to be free to roam. Each character should note this decision on their logsheet. **(All)**
- If the locket is found, they confirm that it was used to extract the Evening Glory, but this also make it powerful against her in the future. **(Rabenovich, von Mena, Yannick)**
- The vestige is a tiny sliver and could not have lasted long in that form. Someone must have taken the vestige within them and will be dangerously powerful. **(Robard/Daví, Stefán, Kristoff)**

Evening Glory

The Evening Glory was a deity of the love that becomes eternal through undeath. To her, love is all that matters in life and no cost is too great for love. Her call entices those seeking immortality, suffering from unrequited love, or obsessively devoted to someone or something.

Sacred texts describe her physical appearance as that of a flawless beautiful woman, preserved in ice-white flesh with platinum hair. The cold of undeath radiates from her, though it strangely enhances her unearthly beauty. The palms of her hands are pierced by a heart-shaped oddly-alluring hole. Her holy symbol is an open hand, pierced through the palm with a heart-shaped hole, sometimes depicted surrounded by icy flowers.

The Evening Glory's essence was trapped by the wizards of the Amber Temple and entombed in an amber sarcophagus. Her presence in the Demiplane of Dread has shifted her alignment further to darkness, including a portfolio of undying obsession. This essence has corrupted the spirits found in the lost level of the Amber Temple.

The Evening Glory's vestige was freed by the master of Burgomaster Ivan Randovich. Her freedom was made possible by his winning the heart of one of the wizards previously sworn to keeping the vestiges captive.

The Evening Glory is described in the 3rd Edition book *Libris Mortis*.

character what spells they wish to have engraved onto the spellbook's pages.

All of the spells must be of the same school, decided once the first spell has been chosen. From the wizard spell list, the character receiving the spellbook chooses a number of spells from each level. The character can choose from any legal resource, regardless of Story Origin. Once chosen, the spell is magically etched into the surface of the spellbook's "pages". The spells must be chosen now, any unfilled pages crumble to dust:

- 1st level. Up to three spells
- 2nd level. Up to three spells
- 3rd level. Up to two spells
- 4th level. One spell
- 5th level. One spell

XP Award

If the characters discover who murdered Dr. Keletifold, award each character 1,000 XP.

Possession Ain't All That Bad

In the event that a character chooses to continue to play host to the possessing spirit, the ghost is quite pleased; it has been a long, long time since they've been able to leave the temple and leap at the opportunity to do so once more.

Characters that make this decision gain the Is That a Dead Wizard in Your Pocket? story award. This story award may be removed at any time by expelling the spirit within.

Treasure

The characters find a *driftglobe* set into an iron sconce (this item does not count against a character's permanent magic item total). They also recover the locket from the breached vault. It can't be sold, so the characters may wish to keep it. The characters should make an entry on their Adventure Logsheet that they possess the locket, as it may become relevant in future adventures.

Additionally, before the characters leave, the wizards conjure a spellbook consisting of a number of razor-thin sheets of amber bound with iron rings. They tell the characters to choose one among them to receive the spellbook. Upon examination, the characters notice that the spellbook is blank. Once the recipient has been chosen, the wizards ask the

Part 3. Leaving the Temple

As the characters exit the Amber Temple, the lost level collapses from an earthquake (caused by a wizard such as Krausenatti, or by the Barovian powers themselves). Read the following:

You climb the ice steps out of the Amber Temple. You hear a low rumbling behind you, and the ground heaves and shakes from an earthquake. When the ground finally stills, the Amber Temple still stands. Something tells you the lost level is no more.

Coming to greet you is Ivan Randovich. The Burgomaster eyes you warily. "What news? Did you find the artifact?"

The Burgomaster expects a fight. If given a chance, he shares some of the following:

- He boasts of his accomplishments in the Amber Temple.
- He says the characters sealed their own doom with their success. They were too good and now have to die.
- Ivan shares that Marilena (encountered in the previous adventure) was his lover when they were younger and she too had to die for rejecting him.
- He is the Third Obsession, responsible for oppressing and starving his villagers in Oraşnou.
- Manipulating the characters has been fun, but now they must die.

Just before rolling initiative, read:

As you move forward to battle the Burgomaster and his bodyguards, a shadowy incorporeal form rises from the ground. Its voice is that of the wizard who murdered Dr. Keletifold. "You have returned to me, Ivan! I will aid you once more."

Tactics

The **Burgomaster** and his two bodyguards (**knights**) rush headlong into battle; they focus on warriors and stronger characters while the wizard's spirit (a **spectre**) harasses ranged characters. If the Burgomaster is defeated, his bodyguards flee, or surrender if escape is impossible.

Adjusting the Encounter

This encounter is meant to be of hard difficulty. Here are the recommendations for adjusting this combat encounter.

- **Very Weak Party:** Remove a **knight** and the **specter**.
- **Weak Party:** Remove a **knight**.
- **Strong Party:** Add a **knight**.

- **Very Strong Party:** Replace the specter with a **wraith**.

Treasure

The Burgomaster wears a set of jeweled gloves worth 70 gp and has gold and gems on him worth an additional 1,000 gp.

The knights have gold and jewelry totaling 500 gp

Conclusion

If the party is victorious, they have struck a tremendous blow against his master. The defeat of her Third Obsession changes the balance of power in Oraşnou and the region.

If the characters inspect Ivan, they find the image of an empty heart tattooed upon his chest.

Upon returning to Oraşnou, the villagers are frightened to consider life without the guidance that the Burgomaster provided. He was a cruel, greedy man, but he always ensured that the village was as safe as it could be. Now what?

Rewards

Make sure players note their rewards on their adventure logsheets. Give your name and DCI number (if applicable) so players can record who ran the session.

Experience

Total up all **combat experience** earned for defeated foes, and divide by the number of characters present in the combat. For **non-combat experience**, the rewards are listed per character. Give all characters in the party non-combat experience awards unless otherwise noted.

Combat Awards

Name of Foe	XP per Foe
Ogre Zombie	450
Beholder Zombie	1,800
Dire Wolf	200
Poltergeist	450
Will-o'-Wisp	450
Wight	700
Ghost	1,100
Young Remorhaz	1,800
Specter	200
Knight	700
Wraith	1,800
Burgomaster Ivan Randovich	2,300

Non-Combat Awards

Task or Accomplishment	XP per Character
Discovering the Lost Level	250
Identify the Murderer	1,000

The **minimum** total award for each character participating in this adventure is **3,000 experience points**.

The **maximum** total award for each character participating in this adventure is **4,000 experience points**.

Treasure

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable

magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system. See the sidebar if the adventure awards permanent magic items.

Treasure Awards

Item Name	GP value
Dr. Keletifold's books	100
Alchemical Ingredients	150
Journal	200
Cookbook	100
Journal & miniatures	270
Jeweled gloves	70
Burgomasters purse	1,000
From Burgomasters guards	500

Permanent Magic Item Distribution

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session. Each character's logsheet contains a column to record permanent magic items for ease of reference.

- If all the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item. If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

Wand of Binding

Wand, rare, (requires attunement by a spellcaster),

This wand is made of a piece of amber carved to look like strands of rope entwined around a skeletal hand with the index finger outstretched. The owner's dreams are plagued by nightmares of being buried alive and leaving important things left unfinished. A description of this item can be found in **Player Handout 4**.

Driftglobe

Wondrous Item, uncommon

A description of this item can be found in the *Player's Handbook*.

Scroll of Protection from Poison

Scroll, rare

A description of this item can be found in the *Dungeon Master's Guide*.

Scroll of Protection from Plants

Scroll, rare

A description of this item can be found in the *Dungeon Master's Guide*.

Downtime

Each character receives **ten downtime days** at the conclusion of this adventure.

Story Award

Characters have the opportunity to earn the following story awards during this adventure.

The Demiplane of Dread. You have traversed the mists and now find yourself in the Demiplane of Dread and, until this story award is removed, you are unable to leave. So long as you are trapped, you cannot participate in any adventure or event that takes place outside of Barovia. Tread carefully during your time here, the Dark Powers are watching.

Is That a Dead Wizard in Your Pocket? You are playing host to the spirit of a long dead—and rather eccentric—ghost. While the ghost does not control you, you pick up some of its characteristics. As long as you have this story award, you gain a personality trait, ideal, bond, or flaw of your choice that reflects the ghost's subtle influence on your personality. You may remove this story award at any time by informing the ghost that he or she is no longer welcome (politely or otherwise).

DM Rewards

You receive **1,000 XP**, **500 gp**, and **ten downtime days** for running this session.

Appendix: Important NPCs

The following NPCs are featured prominently in this adventure.

Ivan Randovich (EYE-vun RAN-doe-vich). The Burgomaster of the village of Orasnou. Through heavy taxation and the high prices of goods he alone provides, he has grown fat, vain and rich on the backs of those he has subjugated.

Instructor Rabenovich (ruh-BEN-oh-vich). An authoritarian teacher specializing in history, dance, and bardic magic, she is oblivious to the needs of others.

Yanick Innakof (YAWN-ick INN-uh-koff). Wordy, scholarly, but nervous and easily perturbed. Yannick wants answers as to where the temple is now (Barovia, where it has always been) and why the temple came to be here.

The Penticolfax (PENN-tuh-KOLE-fax). Paranoid, accusatory, and rash. Penticolfax doesn't trust the party, fearing they could be allied with the evil wizards who took over the temple's upper levels.

Magister "Crazy" Krausenatti (KRAU-sin-ett-ee). Energetic and brilliant, she is obsessed with the study of alchemy and believes many secrets can be unlocked by using fiendish components.

Robard and Daví (ROE-bard and DAH-vee). Known as the "wise brothers," Robard and Daví are not actually brothers. One moment they scream at each other as if mortal enemies, the next they could not love each other more.

Frederick von Mena (MAY-nuh). Scheming and brilliant, but wholly paranoid and convinced everyone is conspiring against him.

Kristoff the Younger. Kind and forgiving, the spectral Monsieur is one of the reasons the wizards have not completely destroyed each other. He accepts any reasonable explanation from the characters and seeks to help them as best he can.

Stefán Ivannov (EYE-van-off). Though seemingly wild and unrefined, the Caliban ranger-mage is talented and intelligent. Fascinated with beasts and monsters, he is particularly interested in lycanthropes. Several books in his collection collect rumors regarding their ancient civilizations and evil practices. Stefán is eager to tell many tales of hunting down fearsome creatures to study and display. He uses his magic to freeze them in place and ties them securely with his special rope, woven from hag's hair.

Appendix: NPC / Monster Statistics

Arcanaloth

Medium fiend (yugoloth), neutral evil

Armor Class 17 (natural armor)

Hit Points 104 (16d8 + 32)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	19 (+4)	12 (+1)	10 (+0)	15 (+2)

Saving Throws Dex +5, Int +9, Wis +7, Cha +7

Skills Arcana +13, Deception +9, Insight +9, Perception +7

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, poison

Condition Immunities charmed, poisoned

Senses truesight 120 ft., passive Perception 17

Languages all, telepathy 60 ft.

Challenge 12 (8,400 XP)

Innate Spellcasting. The arcanaloth's innate spellcasting ability is Charisma (spell save DC 15). The arcanaloth can innately cast the following spells, requiring no material components.

At will: *alter self*, *darkness*, *heat metal*, *invisibility* (self only), *magic missile*

Magic Resistance. The arcanaloth has advantage on saving throws against spells and other magical effects.

Magic Weapons. The arcanaloth's weapon attacks are magical.

Spellcasting. The arcanaloth is a 16th level spellcaster. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The arcanaloth has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *mage hand*, *minor illusion*, *prestidigitation*

1st level (4 slots): *detect magic*, *identify*, *shield*, *Tenser's floating disk*

2nd level (3 slots): *detect thoughts*, *mirror image*, *phantasmal force*, *suggestion*

3rd level (3 slots): *counterspell*, *fear*, *fireball*

4th level (3 slots): *banishment*, *greater invisibility*

5th level (3 slots): *contact other plane*, *hold monster*

6th level (1 slot): *chain lightning*

7th level (1 slot): *finger of death*

8th level (1 slot): *mind blank*

Actions

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage. The target must make a DC 14 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much on a successful one.

Teleport. The arcanaloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Beholder Zombie

Large undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 93 (11d10+33)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	16 (+3)	3 (-4)	8 (-1)	5 (-3)

Saving Throws Wis +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Deep Speech and Undercommon but can't speak

Challenge 5 (1,800 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) piercing damage.

Eye Ray. The zombie uses a random magical eye ray, choosing a target that it can see within 60 feet of it

1. **Paralyzing Ray.** The targeted creature must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success

2. **Fear Ray.** The targeted creature must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the

end of each of its turns, ending the effect on itself on a success.

3. **Enervation Ray.** The targeted creature must make a DC 14 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.

4. **Disintegration Ray.** If the target is a creature, it must succeed on a DC 14 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust.

If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger nonmagical object or creation of magical force, this ray disintegrates a 10-foot cube of it.

Burgomaster Ivan Randovich

Medium humanoid (any race), neutral evil

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses blindsight 60 ft., darkvision, passive Perception 10

Languages Common, Vistani

Challenge 6 (2,300 XP)

Covetous Quickness. The Burgomaster has advantage on Initiative checks.

Darkness Breeds Darkness. The Burgomaster and any of his allies that can see or hear him have advantage on ability checks and attack rolls against characters with the **Touched by the Mists** story award. Similarly, such characters have disadvantage on any saving throw made against the Burgomaster or his allies within 60 feet of him.

Legendary Resistance (3/day). If the Burgomaster fails a saving throw, he succeeds instead.

Sneak Attack (1/Turn). The Burgomaster deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the Burgomaster that isn't incapacitated and the Burgomaster doesn't have disadvantage on the attack roll. If the target has the **Touched by the Mists** story award, the attack deals

an additional 3 (1d6) damage for each dark gift the target possesses (maximum 4d6 additional damage).

Actions

Multiattack. The Burgomaster makes two attacks.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage and 3 (1d6) poison damage. If thrown, the dagger returns to the Burgomaster's hand.

Reactions

Sorry About That! If the Burgomaster is attacked and is within 5 feet of an ally, he switches place with the ally. The ally becomes the target of the attack. The Burgomaster must be able to see his attacker

Legendary Actions

The Burgomaster can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The Burgomaster regains spent legendary actions at the start of her turn. The Burgomaster can't use the same legendary action twice in consecutive rounds.

- **Breath of Malice.** The Burgomaster breathes a 15-foot cone of poisonous gas. Creatures who enter or start their turn in the cloud must succeed on a DC 13 Constitution saving throw or take 14 (4d6) poison damage and become poisoned for 1 hour. A poisoned target can repeat the saving throw at the end of each of its turns, ending the poisoned condition on itself on a success.
- **Poisoned Dagger.** The Burgomaster makes a dagger attack against two different targets.
- **Not This Time! (Costs 2 actions).** The Burgomaster teleports 60 feet and makes a dagger attack. At both his departure and arrival location, he leaves a 10-foot radius cloud of dense smoke that heavily obscures the area.
- **Obsessive Redemption (Costs 3 actions).** The Burgomaster regains 33 (5d8 + 10) hit points.

Dire Wolf

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
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17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)
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Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Flameskull

Tiny undead, neutral evil

Armor Class 13

Hit Points 40 (9d4 + 18)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	14 (+2)	16 (+3)	10 (+0)	11 (+0)

Skills Arcana +5, Perception +2

Damage Resistances lightning, necrotic, piercing

Damage Immunities cold, fire, poison

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive perception 12

Languages Common

Challenge 4 (1,100 XP)

Illumination. The flameskull sheds either dim light in a 15-foot radius, or bright light in a 15 radius and dim light for an additional 15 feet. It can switch between the options as an action.

Magic Resistance. The flameskull has advantage on saving throws against spells and other magical effects.

Rejuvenation. If the flameskull is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or a *dispel magic* or *remove curse* spell is cast on them.

Spellcasting. The flameskull is a 5th-level spellcaster that uses Intelligence as its spellcasting ability (spell

save DC 13; +5 to hit with spell attacks). The flameskull has the following spells prepared:

Cantrips (at will): *mage hand*

1st level (3 slots): *magic missile*, *shield*

2nd level (2 slots): *blur*, *flaming sphere*

3rd level (1 slots): *fireball*

Actions

Multiattack. The flameskull uses *Fire Ray* twice

Fire Ray. *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 10 (3d6) fire damage.

Ghost

Medium undead, any alignment

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages any languages it knew in life

Challenge 4 (1,100 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrible Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrible Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Knight

Medium humanoid (Human), neutral evil

Armor Class 20 (plate armor and shield)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Con +4, Wis +2

Damage Immunity poison

Condition Immunity poisoned

Senses passive Perception 10

Languages Common

Challenge 3 (700 XP)

Brave. The knight has advantage on saving throws against being frightened.

Actions

Multiattack. The knight makes two melee attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, range 5 ft., one target. *Hit:* 8 (1d8 + 3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can only benefit from only one Leadership at a time. This effect ends if the knight is incapacitated.

Reactions

Parry. The knight adds 2 to its AC against one melee attack that would hit it. To do so the knight must be wielding a melee weapon.

Ogre Zombie

Large undead, neutral evil

Armor Class 8

Hit Points 85 (9d10+36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Giant and Common but can't speak

Challenge 2 (450 XP)

Actions

Morningstar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Poltergeist (Specter Variant)

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life but can't speak

Challenge 2 (450 XP)

Incorporeal Movement. The poltergeist can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Invisibility. The poltergeist is invisible.

Sunlight Sensitivity. While in sunlight, the poltergeist has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Forceful Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) force damage.

Telekinetic Thrust. The poltergeist targets a creature or unattended object within 30 feet of it. A creature must be Medium or smaller to be affected by this magic, and an object can weigh up to 150 pounds.

If the target is a creature, the poltergeist makes a Charisma check contested by the target's Strength check. If the poltergeist wins the contest, the poltergeist hurls the target up to 30 feet in any direction, including upward. If the target then comes into contact with a hard surface or heavy object, the target takes 1d6 damage per 10 feet moved.

If the target is an object that isn't being worn or carried, the poltergeist hurls it up to 30 feet in any direction. The poltergeist can use the object as a ranged weapon, attacking one creature along the object's path (+4 to hit) and dealing 5 (2d4) bludgeoning damage on a hit.

Specter

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life but can't speak

Challenge 2 (450 XP)

Incorporeal Movement. The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the poltergeist has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Wight

Medium undead, neutral evil

Armor Class 14 (studded leather)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Perception +3, Stealth +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 3 (700 XP)

Sunlight Sensitivity. While in sunlight, the wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Will-o'-Wisp

Tiny undead, chaotic evil

Armor Class 19

Hit Points 22 (9d4)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	13 (+1)	14 (+2)	11 (+0)

Damage Immunities lightning, poison

Damage Resistances acid, cold, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 12

Languages the languages it knew in life

Challenge 2 (450 XP)

Consume Life. As a bonus action, the will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against

this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

Ephemeral. The will-o'-wisp can't wear or carry anything.

Incorporeal Movement. The will-o'-wisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Variable Illumination. The will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

Actions

Shock. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d8) lightning damage.

Invisibility. The will-o'-wisp and its light magically become invisible until it attacks or uses its Life Drain, or until its concentration ends (as if concentrating on a spell).

Wraith

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8+27)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 12

Languages understands all languages it knew in life

Challenge 5 (1800 XP)

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

Young Remorhaz

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	3 (−4)	10 (+0)	4 (−3)

Damage Immunities cold, fire

Senses darkvision 60 ft., tremorsense 60 ft.,
passive Perception 10

Languages —

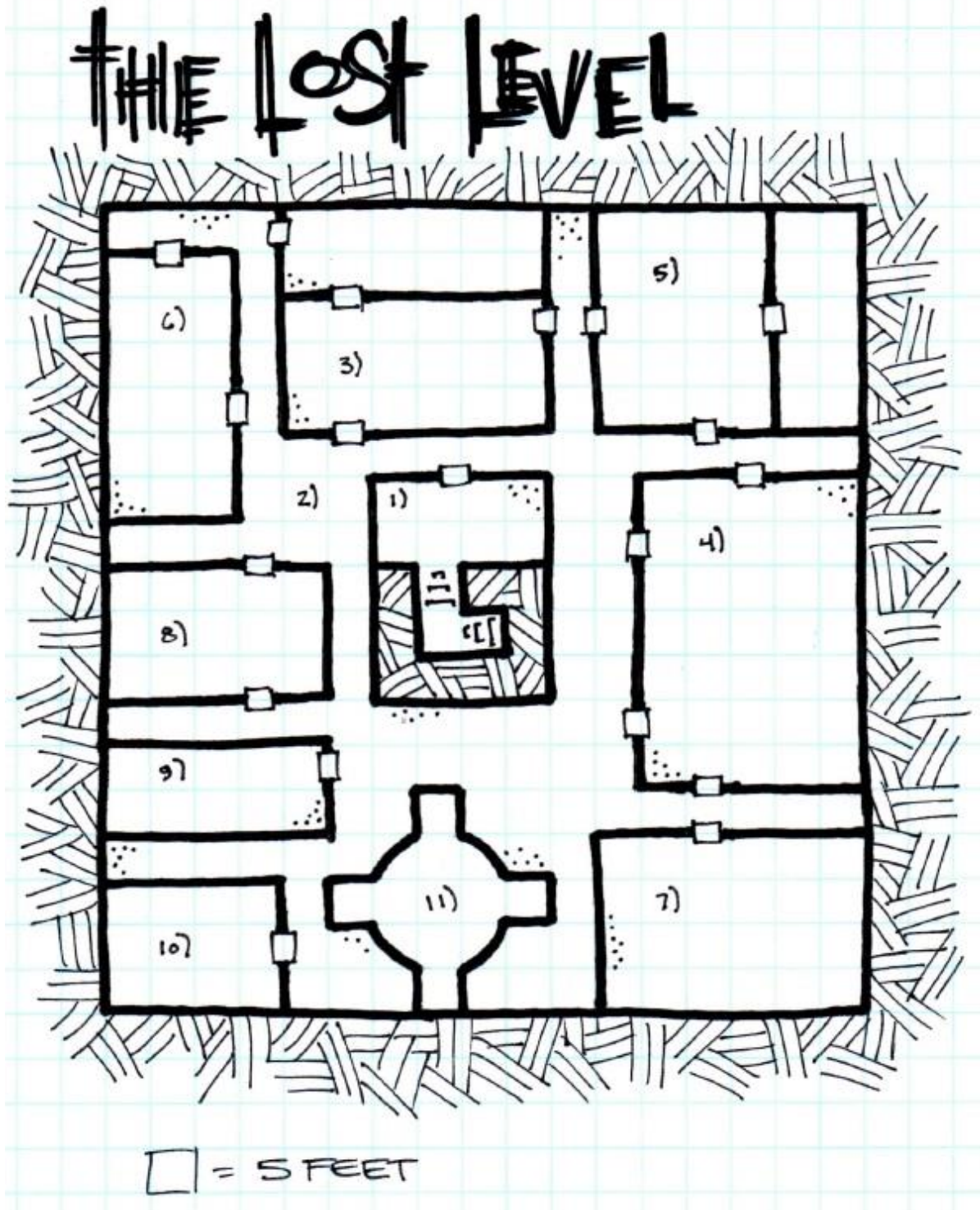
Challenge 5 (1,800 XP)

Heated Body. A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

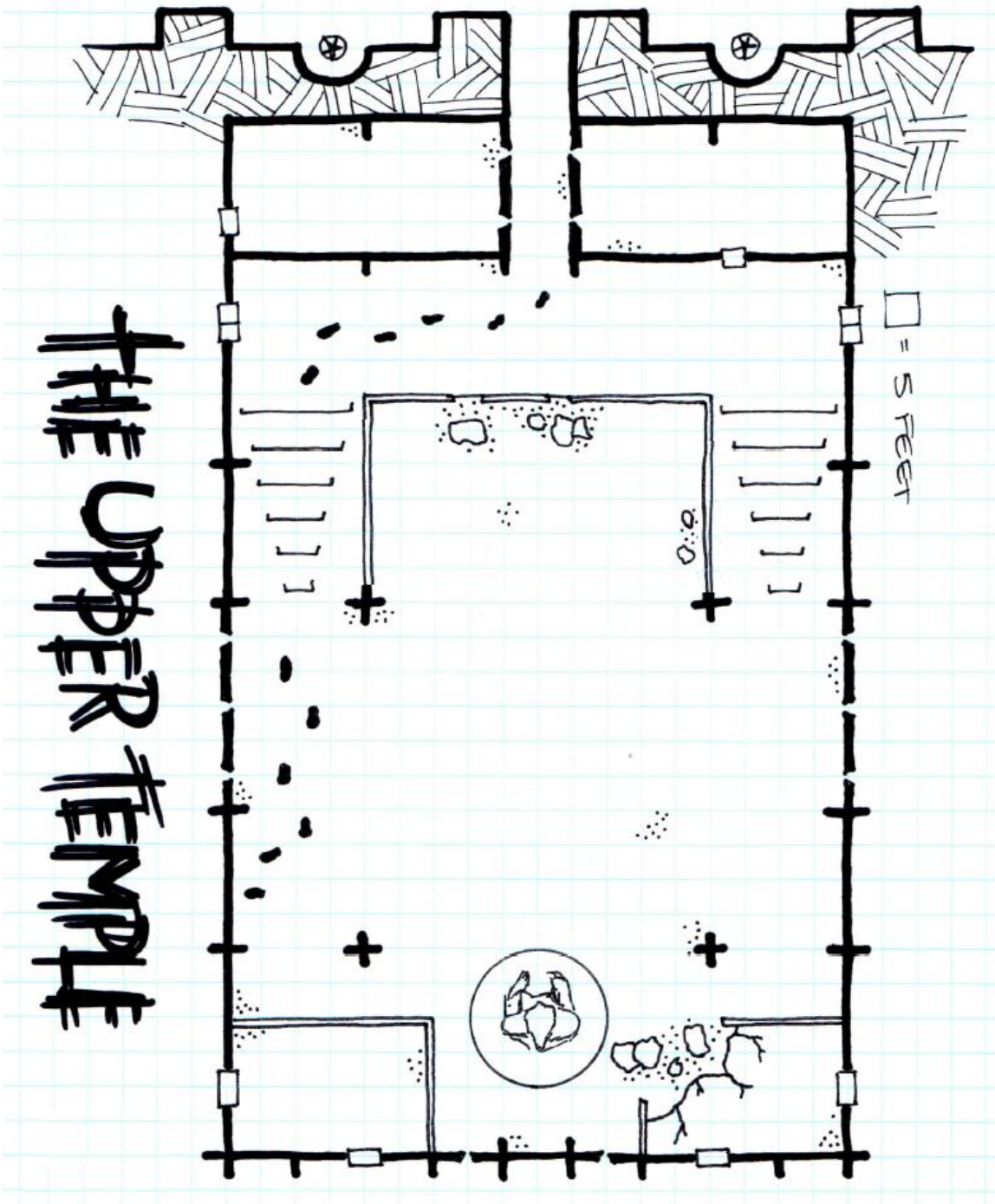
Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage plus 7 (2d6) fire damage.

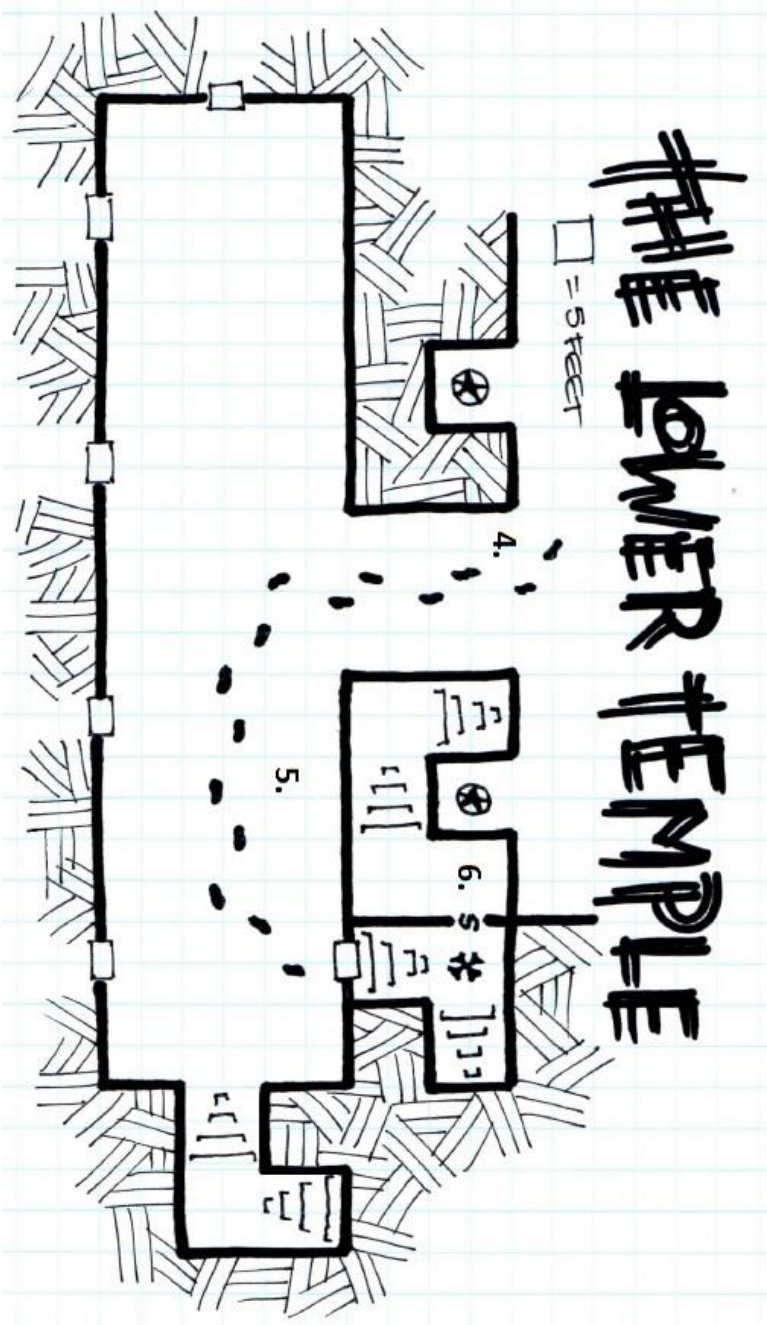
Appendix: Lost Level Map



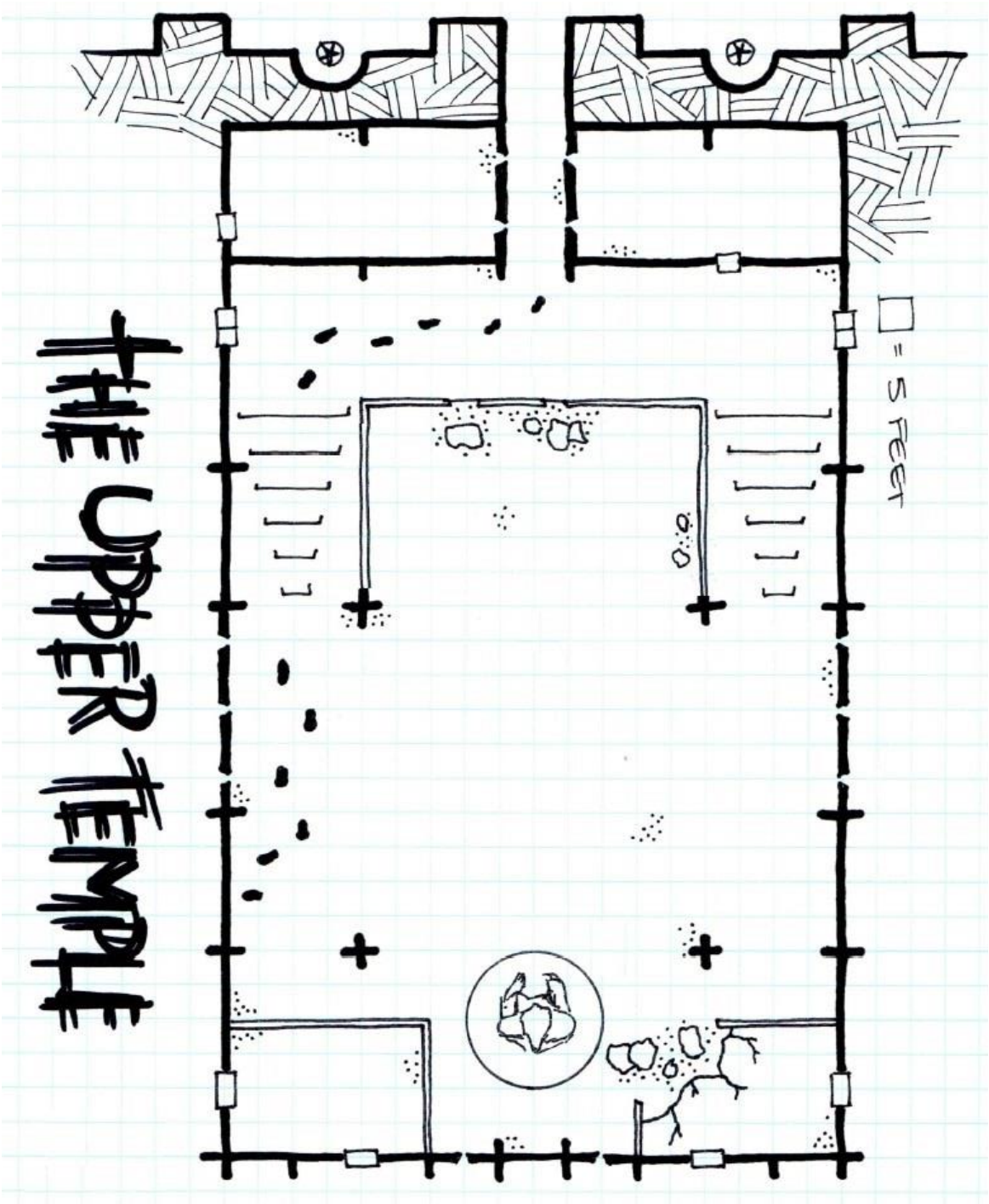
Appendix: Upper Temple
Map



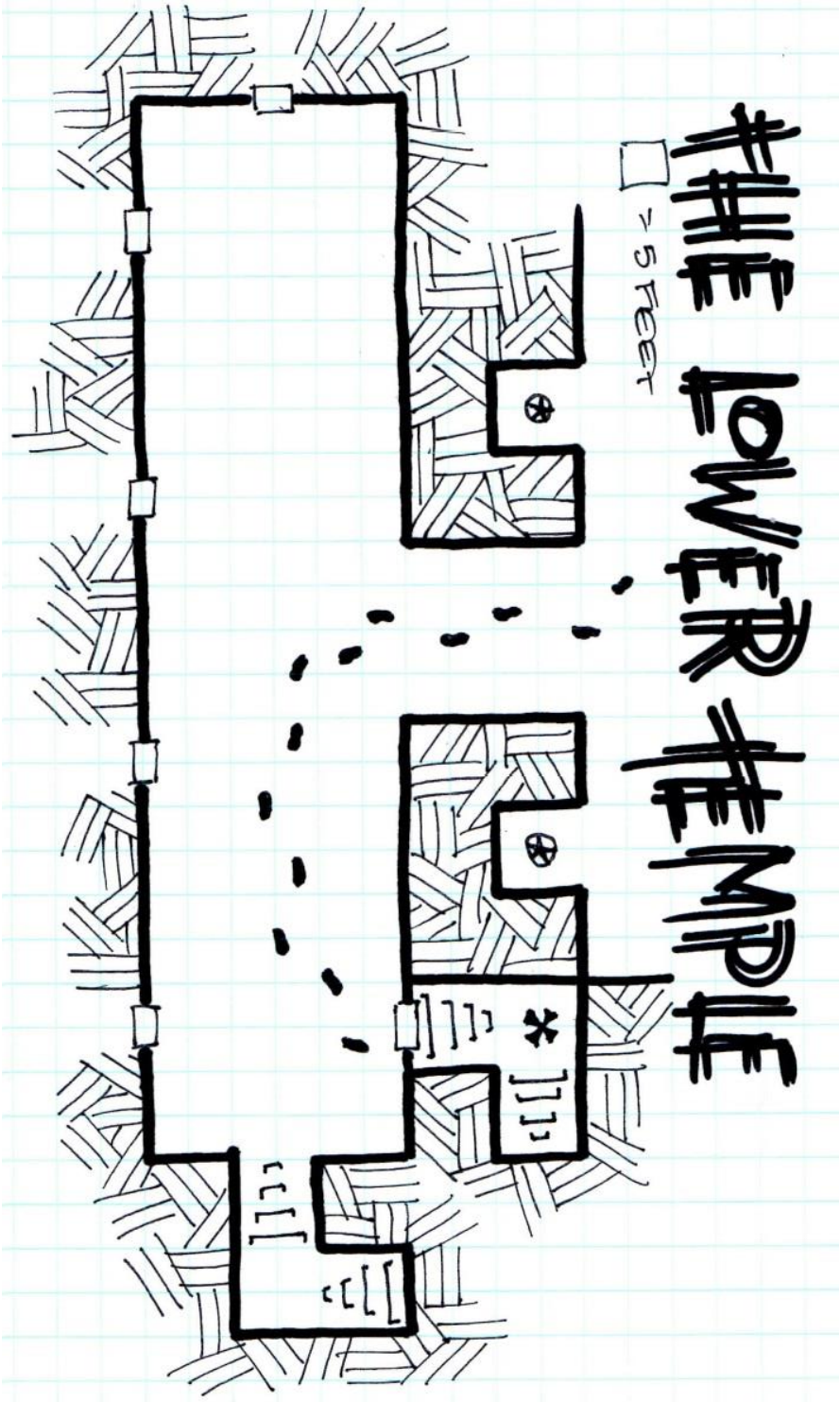
Appendix: Lower Temple
Map



Player Handout 1: The
Burgomaster's First Map



Player Handout 2: The
Burgomaster's Second Map



Player Handout 3: Spirit Essences (1 -9)

The following handouts should be cut individually in advance and given to a player when their character is imbued with a spirit's essence. If the spirit is innocent, give the player Card A, if the spirit is guilty, give the player Card B.

Only the player imbued by the spirit should see that spirit's card and the player should not divulge which spirit he has or whether or not the spirit is guilty of the murder.

A. Imbued with the Spirit of Instructor Rabenovich

Roleplaying: You develop an intense love for dance, wish to dance often, and admire anyone in the party who is artistic or dexterous. You want to wear your blue gown, because it is the most beautiful dress ever made.

Knowledge: A man and a woman visited the Amber Temple several months ago, claiming to bring knowledge. They met with Dr. Keletifold. A few weeks after that, Dr. Keletifold was murdered. It must have been a wizard, because he would not have trusted anyone else within the vault. You know you didn't kill Dr. Keletifold – he was a close friend and seemed to fancy you. The door to the vault was tied to Dr. Keletifold's scepter. Since the door is still closed with him inside, the murderer must have linked a new object to the door's wards. Find the object (and perhaps the murderer), and the vault can again be accessed.

Agenda: You suspect Yannick Iannakof loves you, but won't admit it. Steal their journal and find out. Until you know, be very nice to them.

B. Imbued with the Spirit of Instructor Rabenovich

Roleplaying: You develop an intense love for dance, wish to dance often, and admire anyone in the party who is artistic or dexterous. You want to wear your blue gown, because it is the most beautiful dress ever made.

Knowledge: A man and a woman visited the Amber Temple several months ago, claiming to bring knowledge. You would never tell your friends, but the man was the Burgomaster, Ivan Randovich. The woman was always cloaked and you never learned her name. They met with Dr. Keletifold, and he introduced you. The man was very attractive and danced so very well. He confessed his love for you and visited you in secret. You agreed to prove your love. You used your gown to strangle Dr. Keletifold and then rekeyed the wards so they only open to someone holding your gown.

Agenda: You will pretend not to know the murderer's identity and will help with the investigations. Due to your guilt, you won't hinder or lie beyond maintaining your innocence. The DM will inform you of when to confess. As a secondary goal, you suspect Yannick Iannakof loves you. Steal their journal and find out. Be nice until you learn the truth, then treat them accordingly.

A. Imbued with the Spirit of the Penticolfax

Roleplaying: You develop paranoia, worried that everyone suspects you and anyone else could be the murderer.

Knowledge: Dr. Keletifold had visitors from the outside several months ago! He would not share the visit's details, but you think he feared them. He was perhaps unwilling to give in to them. After a few visits, they never returned. Only a short while later, Dr. Keletifold was murdered. Others will suspect you, as his apprentice, but you didn't do it. However, one of the wizards of this level must be the culprit since he would trust no one else in the vault! The door to the vault was tied to Dr. Keletifold's scepter. Since the door is still closed with him inside, the murderer must have linked a new object to the door's wards. Find the object (and perhaps the murderer), and the vault can again be accessed.

Agenda: Someone stole your hunting knife, probably Krausenatti. It was a gift from your father, who raised you to be strong and recognize that protection is both offense and defense. Find it and get it back! Whoever took it is probably the murderer!

B. Imbued with the Spirit of Penticolfax

Roleplaying: You develop paranoia, worried that everyone suspects you.

Knowledge: A man and a woman visited the Amber Temple several months ago, claiming to bring knowledge. You would never tell your friends, but the man was the Burgomaster, Ivan Randovich. The woman was always cloaked and you never learned her name. They met with Dr. Keletifold. On one visit, the Burgomaster entered your room and introduced himself. He was very attractive and you hit it off. He visited you in secret, eventually confessing his love for you. If you could trust anyone, it was him. You used your hunting knife to kill Dr. Keletifold and then rekeyed the wards so they only open to someone holding your knife. You worry that Ivan hasn't returned. He wouldn't have used you, right?

Agenda: You will pretend not to know the murderer's identity and will help with the investigations. Due to your guilt, you won't hinder or lie beyond maintaining your innocence and accusing "Crazy" Krausenatti or Yannick Innakof. You hid your knife in Yannick's room, to throw everyone off of your trail. The DM will inform you of when to confess.

A. Imbued with the Spirit of Yannick Innakof

Roleplaying: You develop an intense love for books and knowledge. You ask many questions, including of your companions. If not a spellcaster, you admire other spellcasters and try to learn (or perfect) magic – especially summoning magic. You feel affection for Instructor Rabenovich and hope they feel the same way.

Knowledge: You are confused by the rumors you hear – that somehow someone reached this level of the temple. Shortly thereafter, Dr. Keletifold was murdered. One of the wizards here must have been involved, as Dr. Keletifold wouldn't have taken anyone else into the vault. The vestiges seem to have influenced the wizards here. In particular, the Evening Glory and her concept of undying love. You know you didn't kill Dr. Keletifold. Perhaps it was someone he loved? The door to the vault was tied to Dr. Keletifold's scepter. Since the door is still closed with him inside, the murderer must have linked a new object to the door's wards. Find the object (and perhaps the murderer), and the vault can again be accessed.

Agenda: You are fascinated by what might lie beyond. You must convince the others to allow your essence to remain in this being, that you may leave the temple and see the world beyond. Also, you hid The Penticolfax's knife in your room. You feared she would use it on you. Now you fear others will think you murdered Keletifold with it!

B. Imbued with the Spirit of Yannick Innakof

Roleplaying: You develop an intense love for books and knowledge. You ask many questions, including of your companions. If not a spellcaster, you admire other spellcasters and try to learn (or perfect) magic – especially summoning magic. You feel affection for Instructor Rabenovich and hope they feel the same way.

Knowledge: A man and a woman visited the Amber Temple several months ago, claiming to bring knowledge. You would never tell your friends, but the man was the Burgomaster, Ivan Randovich. The woman was always cloaked and you never learned her name. They met with Dr. Keletifold, and he introduced you. The man was very attractive and his words promised so much. He confessed his love for you and visited you in secret. At last you agreed to prove your love. You used your candlestick to bash Dr. Keletifold to death and then rekeyed the wards so they only open to someone holding your candlestick. Ivan promised he could reactivate the teleportation circles – why hasn't he returned to do so?

Agenda: You will pretend not to know the murderer's identity and will help with the investigations. Due to your guilt, you won't hinder or lie beyond maintaining your innocence. The DM will inform you of when to confess. Also, you are fascinated by what might lie outside this temple. You must convince the others to allow your essence to remain in this being, that you may leave the temple and speak to the Burgomaster

A. Imbued with the Spirit of Magister "Crazy" Krausenatti

Roleplaying: You like to take risks and throw caution to the wind. Bold action must be taken and you encourage others to do the same.

Knowledge: You are called "Crazy" by the others for your risk taking, but also because you poisoned everyone. How were you to know it would not prevent the vestige from escaping? Dr. Keletifold was the only one who understood why you resorted to poison. He knew how dangerous it was to allow the vestiges to slowly corrupt the wizards. If you thought you could succeed, you might try to kill the wizards... but you did not destroy Dr. Keletifold's spirit. In a dream you saw some of what happened. Someone from the outside found this temple and corrupted a wizard – you do not know who. They killed Dr. Keletifold and freed the Evening Glory, a most dangerous vestige. The wizard was clever, rekeying the wards. Since the door is still closed with Dr. Keletifold inside, the murderer must have linked a new object to the door's wards. Find the object (and perhaps the murderer), and the vault can again be accessed.

Agenda: The Wise brothers have a cookbook. You are sure it contains more than food... they have surely hidden alchemical formulae within and kept this secret from you. Steal the cookbook, but don't get caught!

B. Imbued with the Magister "Crazy" Krausenatti

Roleplaying: You like to take risks and throw caution to the wind. Bold action must be taken and you encourage others to do the same.

Knowledge: You are called "Crazy" by the others for your risk taking, but also because you poisoned everyone. You thought it would prevent the vestiges from corrupting everyone, but you were wrong. Then, a man and a woman visited the Amber Temple several months ago, claiming to bring knowledge. You would never tell your friends, but the man was the Burgomaster, Ivan Randovich. The woman was always cloaked and you never learned her name. They met with Dr. Keletifold, and he introduced you. The man was very attractive and his words promised so much. He confessed his love for you and visited you in secret. At last you agreed to prove your love. You used your fiend's claw to slice through Keletifold's neck. It seemed so necessary. Now you realize your folly. You were tricked and the vestige was freed. Surely it was that woman, tricking your Burgomaster!

Agenda: You will pretend not to know the murderer's identity and will help with the investigations. Due to your guilt, you won't hinder or lie beyond maintaining your innocence. The DM will inform you of when to confess. In addition, the Wise brothers have a cookbook. You are sure they have hidden alchemical formulae within and kept this secret from you. Steal the cookbook, but don't get caught!

A. Imbued with the Spirits of Robard and Davi

Roleplaying: You feel torn by a split personality, causing you to be very mercurial towards others. You alternate between extreme emotions, feeling close to people, then distant, or love one moment and anger the next. You suddenly really like food.

Knowledge: Whichever wizard did this, the wizard was clever, rekeying the wards. Since the door is still closed with Dr. Keletifold inside, the murderer must have linked a new object to the door's wards. Find the object (and perhaps the murderer), and the vault can again be accessed.

Agenda: You are sensitive to others thinking you murdered Dr. Keletifold. The wizards thought you poisoned the food, but it was Krausenatti. You know you didn't murder Dr. Keletifold. Krausenatti is a prime suspect, but you urge others to be thorough. This investigation needs to consider all the factors. Yannick could have found a way to summon someone and might be a good person to investigate.

B. Imbued with the Spirits of Robard and Davi

Roleplaying: You feel torn by a split personality, causing you to be very mercurial towards others. You alternate between extreme emotions, feeling close to people, then distant, or love one moment and anger the next. You suddenly really like food.

Knowledge: Several months ago you were asked to prepare a meal for three people, but to bring it to Dr. Keletifold. One of you wanted to snoop, so the other had to join. You witnessed a man and a woman meeting with Dr. Keletifold. You would never tell your friends, but the man was the Burgomaster, Ivan Randovich. The woman was always cloaked and you never learned her name. They met with Dr. Keletifold, and when they spotted you hiding, Keletifold introduced you. The man was very attractive and his words promised so much. Later he confessed his love for Robard, but the next time for Davi. It tore you apart at first. At last you agreed to prove your love – do what Ivan wanted and then let Ivan choose. You needed something big and heavy to take down Dr. Keletifold, and your cookbook made a satisfying "smack" as you did the dark deed. Then it all went wrong. The Vestige being freed was not supposed to be part of the deal! And you feel really bad about Dr. Keletifold. Worst of all, Ivan never came back. Was it the cooking?

Agenda: You will pretend not to know the murderer's identity and will help with the investigations. Due to your guilt, you won't hinder or lie beyond maintaining your innocence. The DM will inform you of when to confess. Until then, you will helpfully suggest to the party that they investigate the Library and the Menagerie. Maybe one of them will seem like good suspects!

A. Imbued with the Spirit of Frederick von Mena

Roleplaying: You are paranoid of the other wizards – any one of them could accuse you! You will instead be calm and analytical. You want evidence backed by facts! You love lore of any kind.

Knowledge: You detected a subtle change in the stairwell door's wards. Someone came through it. That means someone from the outside was involved. However, a wizard had to be responsible as well. Whichever wizard did this, the wizard was clever, rekeying the wards. Yannick or Mentz could have done it. Since the door is still closed with Dr. Keletifold inside, the murderer must have linked a new object to the door's wards. Find the object (and perhaps the murderer), and the vault can again be accessed.

Agenda: The talents of this group... you wonder if any of them can spot something within the vault that the other wizards missed. Your favorite animal is the chimera. Kristoff the Younger has a figurine of one, and you want it. Use sleight of hand to get it.

B. Imbued with the Spirit of Frederick von Mena

Roleplaying: You are paranoid of the other wizards – any one of them could accuse you! You will instead be calm and analytical. You want evidence backed by facts! You love lore of any kind.

Knowledge: You detected a subtle change in the stairwell door's wards. Someone came through it. You set a trap for them, and met the Burgomaster, Ivan Randovich. You fell for his charms almost instantly, for he promised knowledge of the outside world. You wanted that so badly. You allowed Ivan and his master into the complex. The woman was always cloaked and you never learned her name. You convinced Dr. Keletifold you could improve the wards. It wasn't hard – he also lived in the library. He had always admired your quill, and especially this time. You stabbed him with it. You suppose you should not have been surprised when Ivan's master freed and absorbed the vestige. Your guilt is consuming you. Any day now Ivan should return to share his knowledge, right?

Agenda: You will pretend not to know the murderer's identity and will help with the investigations. Due to your guilt, you won't hinder or lie beyond maintaining your innocence. The DM will inform you of when to confess. In the meantime, your favorite animal is the chimera. Kristoff the Younger has a figurine of one, and you want it. Use sleight of hand to get it.

A. Imbued with the Spirit of Kristoff the Younger

Roleplaying: You are a kind and giving person. You are positive, easily excited by anything someone does.

Knowledge: You know the vestiges have influenced or corrupted every spirit here. This is especially true of whoever murdered Dr. Keletifold. You would never have done it, as you liked him greatly. Whichever wizard did this, the wizard was clever, rekeying the wards. Penticolfax seems unstable and bears investigating. Since the door is still closed with Dr. Keletifold inside, the murderer must have linked a new object to the door's wards. Find the object (and perhaps the murderer), and the vault can again be accessed.

Agenda: You love collecting things. Find something to collect that is plentiful and try to get others to help you.

B. Imbued with the Spirit of Kristoff the Younger

Roleplaying: You are a kind and giving person. You are positive, easily excited by anything someone does.

Knowledge: Though you would never tell your allies, a man named Ivan Randovich, the Burgomaster, found this lost level. He brought his master and met secretly with Dr. Keletifold. Dr. Keletifold asked you to attend, just in case things went wrong. They did. Perhaps it was the Evening Glory's magic, but you found the Burgomaster's every word compelling. You wanted to see him be happy, so you murdered Dr. Keletifold. It was easy with your favorite enchanted figurine. Ivan swore he would bring you supplies or maybe even help you escape, but he has been gone for months. It was probably Ivan's master's fault. The woman was always cloaked and you never learned her name. She did take the vestige. You worry about that.

Agenda: You will pretend not to know the murderer's identity and will help with the investigations. Due to your guilt, you won't hinder or lie beyond maintaining your innocence. The DM will inform you of when to confess. In addition, you love collecting things. Find something to collect that is plentiful and try to get others to help you.

A. Imbued with the Spirit of Stefan Ivonnav

Roleplaying: You are a hunter, favoring stealth and surprise. You are beginning to suspect that somehow, lycanthropes are involved.

Knowledge: You know little of what happened to the temple, but you suspect it has traveled into or been swallowed by another land. Inhabitants of that land entered the temple and found this level. You know, because you found their tracks and followed their magic. It was too late. You came upon Dr. Keletifold's body. You know you didn't kill him. He was a bold leader. Whichever wizard did this, the wizard was clever to rekey the wards. Since the door is still closed with Dr. Keletifold inside, the murderer must have linked a new object to the door's wards. Find the object (and perhaps the murderer), and the vault can again be accessed.

Agenda: Declare it is lycanthrope hunting season. Hunt for them and check to make sure your allies aren't secretly lycanthropes.

B. Imbued with the Spirit of Stefan Ivonnav

Roleplaying: You are a hunter, favoring stealth and surprise. You are beginning to suspect that somehow, lycanthropes are involved.

Knowledge: You know little of what happened to the temple, but you suspect it has traveled into or been swallowed by another land. Inhabitants of that land entered the temple and found this level. Though you will not admit it to your allies, one of them was Ivan Randovich, the Burgomaster. He came with his master, but you never saw her face or learned her name. The Burgomaster was unlike anyone you had met before, reminding you of a wild animal—dangerous but desirable. He won you over with his honeyed words, and now the deed is done. You used your wand to paralyze Dr. Keletifold, then your rope to choke him to death. You gave the Burgomaster and his master what they wanted—access to the vault. Now the vestige is gone and you worry about what you have done.

Agenda: You will pretend not to know the murderer's identity and will help with the investigations. Due to your guilt, you won't hinder or lie beyond maintaining your innocence. The DM will inform you of when to confess. In addition, declare it is lycanthrope hunting season. Hunt for them and check to make sure your allies aren't secretly lycanthropes.

Player Handout 4: Wand of Binding

Wand of Binding

Wand, rare (requires attunement by a spellcaster)

This wand has 7 charges for the following properties. It regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Spells. While holding the wand, you can use an action to expend some of its charges to cast one of the following spells (save DC 17): *hold monster* (5 charges) or *hold person* (2 charges).

Assisted Escape. While holding the wand, you can use your reaction to expend 1 charge and gain advantage on a saving throw you make to avoid being paralyzed or restrained, or you can expend 1 charge and gain advantage on any check you make to escape a grapple.

This wand is made of a piece of amber carved to look like strands of rope entwined around a skeletal hand with the index finger outstretched. The owner's dreams are plagued by nightmares of being buried alive and leaving important things left unfinished. This item can be found in the *Dungeon Master's Guide*.

Results Code: May - July 2016

If you are DMing this adventure during the months of May - July 2016, please show your players this page. The QR code below can be scanned, and will allow them to give feedback and results on the adventure to influence the storyline in the future!

If a player does not have a mobile device, please tell them to head to dndadventurersleague.org/results to enter their results.

