

AMBER RECLAMATION



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By Ayanna Jones-Lightsy

① AN ADVENTURE FOR 5TH LEVEL CHARACTERS ②

AMBER RECLAMATION

A Ravenloft: Mist Hunters Adventure

Your investigations have led you to the peaks of Mount Ghakis, and the Amber Temple—an ancient resting place of terrible evil—lay before you. With any luck, the missing investigator is inside and their work complete. Unfortunately, luck doesn't seem to have been working in their favor so far.

The seventh in the *Ravenloft: Mist Hunters* series of adventures.

An adventure for 5th level characters.



CONTENT WARNING: possession, starvation (mention)

Reference the [Mist Hunters' Safety Kit](#) article and *Van Richten's Guide to Ravenloft* for tips and tools on running a safe and fun game.

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ADVENTURE PRIMER

“Everyone has a rock bottom.”

—Prince

This adventure is designed for **three to five 5th-level characters** and is optimized for **four 5th-level characters**.

Amber Reclamation occurs in Barovia—exclusively within an evil complex known as the Amber Temple.

BACKGROUND

ALANIK RAY, an investigator hired by the **ORDER OF GUARDIANS**, dispatched them to **KARTAKASS** and then to **FALKOVNIA**, where the missing scholar, **RADAGA**, was located. Under questioning, Alanik pried two names from Radaga’s mind—**WHITE OASIS** and **AMBER TEMPLE**, and something called the **APPARATUS**. In pursuit of these clues, Alanik dispatched the characters to **HAR’AKIR**, and a second group to **BAROVIA**—the latter in search of the Amber Temple.

While the characters sent to Har’Akir succeeded in their investigations, the group sent to Barovia hasn’t reported back, and Alanik has started to suspect the worst. And so, he has called upon the characters to proceed to Barovia—a domain of gothic dread, vampires, and dark bargains—to seek out the Amber Temple. Within the characters face traps and ancient slumbering foes and eventually encounter **EXETHANTER**, a lich who has long ago lost their memory. The lich reveals the presence of the ranger **SHELYTH**, within the temple, and potentially, the location of the **AMBER SARCOPHAGI**.

OVERVIEW

The adventure’s story is spread over **three parts** and takes approximately **4 hours** to play. The adventure begins with a Call to Action scene. “Extending Play” sidebars in the adventure provide guidance on how to expand the adventure to occupy a roughly four-hour time slot. These estimations don’t include time spent in pregame and postgame discussion:

Call to Action: The Temple Awaits. The characters find themselves standing before the Amber Temple.

Part 1: Upper Temple. The characters make their way through the upper part of the Amber Temple in search of a missing operative.

Part 2: The Forgetful Lich. A mysterious stranger may hold the answer to the fate of the operative and the “treasure” of the Amber Temple.

Part 3: Lower Temple. The characters explore the lower temple to discover the amber sarcophagi and what lies within, a friend or a foe.

Part 4: An Offer of Passage. The party is led on a chase by a very uncooperative ranger.



STORY AWARDS

At certain points in the adventure, you’ll see this glyph and an entry describing how the specified story award is earned or impacted by the story. Ignore the entry if it refers to a story award none of the characters have. If it refers to a story award the characters just earned, it provides information for you and the players.

HOOKS

Alanik Ray has tasked the characters with discovering the fate of missing operatives that were sent to Barovia. The operatives disappeared and Alanik learned that they were headed to the Amber Temple in search of information. Alanik has asked the characters to pick up where the last group left off and to bring back any useful information.

HERMIT & SAGE BACKGROUNDS

The secrets you’ve uncovered have left an indelible mark upon you. You must find a way to relinquish the past and break free you’re your burdens. The Amber Temple was once a warehouse of forbidden knowledge; perhaps the answers you seek are there. Any Intelligence (History) checks these characters make within the Amber Temple are made with advantage.

BAROVIAN CHARACTERS

These characters have long lived in the shadow of the Amber Temple—seldom knowing of its existence outside of stories and fable. For these characters, venturing within it may be daunting and terrifying—like meeting a childhood boogey-man in the flesh.

EXTENDING PLAY: CURSE OF STRAHD, CHAPTER 13

This adventure plays separately from and isn’t designed to be played in conjunction with the story provided in *Curse of Strahd*. As such, it intentionally reuses and removes much of content found in that adventure.

However, if you wish to extend the play experience of this adventure, you can use other areas of the Amber Temple as they are presented in *Curse of Strahd*—complete with room descriptions, monster encounters, traps, etc. However, pursuing this content yields no additional rewards, such as gold, magic items, etc. Any rewards of this nature are ignored.

CALL TO ACTION: THE TEMPLE AWAITS

Estimated Duration: 15 minutes

The adventure begins with the characters having arrived at the Amber Temple (either on their own or with the aid of a truly unusual benefactor—Count Strahd von Zarovich).

Theme: chaotic, rushed, sense of urgency

BAROVIA

Darklord: Count Strahd von Zarovich

Hallmarks: Undead despot, notorious haunted stronghold

In Barovia, the night is a curse. With the dying of the light, wicked souls slip from the darkened spires of Castle Ravenloft to work the will of an immortal overlord. The howls of wolves and shrieks of raven swarms echo through the dismal valleys and oppressive forests of Barovia. In isolated communities, superstitious villagers find the brightness in the lives smothered by dread of their aloof overlord, his baleful servants, and ancient evils that fester unopposed. They all know to fear the Mists and the long Barovian nights, as through them the Devil Strahd watches and reaches to claim whatever he desires.

CHARACTER INTRODUCTIONS

Allow each player a minute or so to introduce their character, describe their appearance and mannerisms, and establish the reason why they're working with Alanik and Kabe. Be sure to give everyone equal time in the spotlight and be prepared to gently stop players if they run on. Character introductions are crucially important for the players to understand who the other characters are, to build a basis for roleplaying opportunities, and for you as DM to learn more about the characters so you can create story elements that really speak to them.

Award inspiration (explaining what inspiration is and how it works) once everyone's had a turn.

PROMOTED!

Impressed by the characters' investigation in previous adventures (or by their reputation, if this is their first *Ravenloft: Mist Hunters* adventure), Alanik promotes the characters to lead field operatives within the Ray Agency. While this means additional duties—such as searching for the urn—it also means opportunities for greater rewards and other possible benefits, first and foremost being the removal of the gp limit on nonmagical equipment that the characters have access to.

OUTFITTING FOR THE INVESTIGATION

Before proceeding on this leg of their investigation, the characters decide what they brought with them on their journey:

Mundane Equipment. The Order of the Guardians has offered the characters access to its substantial resources to aid in their investigation. Each character has access to any mounts and nonmagical equipment from the *Player's Handbook*, as well as the material components for any spell they have prepared (or known for casters who don't prepare spells). Following the characters' promotion, the gp limit on these acquisitions has been removed. The characters are still bound to the normal rules regarding carrying capacity and, at your discretion, may find themselves in a situation that precludes being able to haul around too much—while their resources are great, the Order discourages frivolous requests.

Magical Equipment. As they adventure, the characters “unlock” magic items for later use. The group begins this adventure with one copy of each of these unlocked items and then decides who'll use them. At the end of the adventure, each item is returned to the character who brought it with them. Magic items that are destroyed or that lose their magic, such as a quaffed *potion of healing* or an exploded *horn of blasting*, however, are removed from the character's investigation journal and are no longer unlocked; the character must find another one if they want to use it in a later adventure. The character who brought an unlocked item to the table has ultimate discretion in who gets to use it. They should, however, note that their investigations require teamwork and cooperation.

EXAMPLE: OUTFITTING FOR INVESTIGATION

Peter's character, Gregov the Fighter, is preparing for their next adventure. He requisitions a greatsword, a longbow and some arrows, and a suit of plate armor. He's also heard rumors of werewolves, so he asks for a silvered dagger . . . just in case. In his previous adventures, Gregov unlocked a *horn of blasting* and a *potion of healing*. The group decides who should carry the horn and the potion. At the end of the adventure, both items are returned to Gregov. However, if a character uses the potion, or if the *horn of blasting* explodes during the adventure, Peter crosses it off the investigation journal where it was unlocked.

ORDER OF THE GUARDIANS RING

Characters with this magical ring (more information can be found in the [Mist Hunters Safety Kit](#) article) can obtain another dose of the anti-charm tonic from Alanik—provided the last dose they obtained has been used.

BLOOD-DRINKER'S BACKBONE

In addition to their own equipment, the characters were lent the use of a magical spear called *blood-drinker's backbone* (handout 1).

Radaga also gifted the characters with a wooden scroll case containing a *spell scroll of greater restoration* and a *spell scroll of raise dead*. Unless they were used previously, the characters possess the scrolls.

INTO THE AMBER TEMPLE

Characters that didn't play RMH-05 *Unexpected Hospitality* are met by a carriage in waiting. Kabe climbs up in the driver's seat. As the characters settle inside, it starts rolling with a jolt as the characters are transported to Barovia. Roll on the *Misty Visions* table (appendix A).

Otherwise, If the characters accepted Strahd's offer of a carriage ride to the Amber Temple in RMH-05 *Unexpected Hospitality*, the Darklord acted as the consummate host, regaling the characters with tidbits of information about his domain.

Kabe Whippoorwill appears after Strahd's carriage is out of sight. He asks them to share a quick update regarding the information they learned in Krezk. If the characters declined Strahd's offer and walked to Krezk instead they meet they characters along the way. Either way, this an excellent opportunity to refresh the party's memory about what happened during the last adventure:

- The investigators that they're searching for passed through Krezk some time ago, staying for a couple days before heading east to a place called the Amber Temple.
- Unfortunately, they discovered that two of the investigators had been murdered by werewolf fellmongers just outside of the village.
- They found clues that suggested that one investigator—the ranger Sheylyth—escaped and may have continued the mission and headed to the Amber Temple.



PART 1: UPPER TEMPLE

Estimated Duration: 45 minutes

The characters find obvious signs of recent passage—among which is a campfire. Someone has been here recently. In this part of the adventure, the characters explore the upper levels of the temple before encountering Exethanter. It's no doubt that Sheylyth, the missing investigator, has been here.

Theme: cold, vast, mysterious

THE AMBER TEMPLE

More than two thousand years ago, a secret society of benevolent wizards built this temple as a vault to contain the evil vestiges (remnants of dead, malevolent entities) they had collected and hid the forbidden knowledge they had amassed. Unfortunately, evil creatures learned of the temple and the wizards more closely guarded it. Eventually they died from inner strife and corruption by the things they guarded. Long after the wizards died, an archmage breached the structure's wards and used the vestiges within to become a lich. This lich came to be the guardian of the temple and its secrets. The vestiges seek to corrupt any curious visitors by offering dark gifts and secrets for a taste of the evil that lives within their hearts.

UPPER TEMPLE

This part of the adventure covers the temple's entrance and main temple (appendix B, areas X1 - X5) and parts of the upper temple (areas X15-X30). The other rooms (areas X6 through X14) have collapsed into a stony maze of dead ends. See the "Extending Play: Curse of Strahd" sidebar in the Adventure Primer for additional information.

AREA INFORMATION

The upper temple has the following features:

Doors. All the doors of the temple are comprised of blocks of translucent amber with iron fittings and hinges.

Unless otherwise noted, arrow slits in the temple are 5 inches wide, 4 feet tall and 1 foot thick.

Lighting. Unless otherwise specified, the interior of the temple is unlit.

Temperature. Though not bad enough to affect the characters' health, the interior of the Amber Temple is quite cold.

Secret Doors. A number of secret doors are present, a character with a passive Wisdom (Perception) score of 13 or higher notices

XI. TEMPLE FACADE

The front of the temple has six alcoves each holding a 20 ft tall statue. Each statue is carved from a single block of amber and depicts a faceless hooded figure, head down and hands clasped together in prayer. The head of each statue tilts at a different consecutive angle, giving the

impression of movement between one statue and the next, with the final statue appearing to look at the viewer. Between the two innermost statues is a 20-foot-tall entryway with a staircase leading down. The statues are impervious to damage and looking too long at one gives the viewer a sense of unease.

X1A. NARROW FISSURE

To the west of the temple's entrance, a 2-foot-wide, 10-foot-tall, and 15-foot-deep fissure leads to area X15.

X2. ENTRANCE

Steps coated in ice descend 10 feet to hallway with arrow slits in the walls.

X2A. GUARD ROOM

This empty room lies behind a secret door, which a character with a passive Wisdom (Perception) score of 13 or higher notices.

X2B. GUARD ROOM

This room lies behind a secret door that is not accessible due to the collapsed debris all around it.

X3. EMPTY BARRACKS

Shattered bits of wood cover the floor of this frigid, twenty-foot square room.

The ceiling in each of these rooms is 20-feet-high. This room used to hold guard bunks that have now rotted away. A successful DC 13 Perception check reveals a secret door set in the wall leading to area X2a.

X4. OVERLOOK

A twenty-foot-wide balcony of black marble with a shattered railing overlooks a vast temple. On the western side, a black marble staircase descends thirty feet to the temple floor. The eastern staircase is crumbled and unusable. The walls and ceiling are covered in an amber glaze, lending the gloom a golden sheen. A set of amber doors stands closed at the western side.

The eastern side of the temple, specifically areas X8, X12, and X14, have collapsed due to disrepair and are completely filled with debris—rendering them impassible. If a character's light source or darkvision extends beyond 90 feet, they see a faceless statue at the far end of the temple (area X5). The double doors lead to area X15.

X5. TEMPLE OF LOST SECRETS

Four black marble columns support the vaulted ceiling of the temple. A forty-foot-tall statue of a cowed figure casting a spell stands at the northern end. The ominous statue stands between two black marble balconies, one of which is partially collapsed and fallen on the temple's black marble floor. The walls, door and hallways of the temple are made of amber. White robed statues of human wizards are in the alcoves flanking the exits.

Creature Information. Two **flameskulls**, Fahnan and Gilderoy, haunt the temple and flee to area X17 at any disturbance. An arcanoloth and flameskull were destroyed here by Sheylyth – nothing remains of the former except a pool of foul ichor on the floor.

FAHNNAN AND GILDEROY

Tiny undead

Fahnan (FA-nun) was a rather mediocre wizard with delusions of grandeur that helped found and later protected the temple. Eventually, the vestiges offered Fahnan secrets and gifts they chose not to refuse. Upon their death they became a flameskull and continue to guard the forbidden troves in the temple. Sheylyth killed their companion, an arcanoloth. Gilderoy (GIL-duh-roy) on the other hand, was an apprentice to Fahnan and helped found and later protected the temple. Gilderoy was incredibly awkward and relied heavily on the wisdom of older wizards, even when instinct told them to leave. The longer Gilderoy listened to the vestiges, the more they ignored their instincts and compromised their morals. Upon their death they became a flameskull and continued to guard the forbidden troves in the temple. They are filled with resentment for an untimely death. Sheylyth killed their companion, an arcanoloth.

What They Want. They want revenge against the human that killed their friend as well as a way to be released from this never-ending afterlife.

Curious Observer. They are curious about visitors but not aggressive. They may prove useful if the characters can coax them out of hiding. They know about “the forgetful one” (referring to Exethanter) and are eager to describe the arcanoloth splendid defeat at the hands of the strange man.

The flameskulls still watch this area to see if the ranger returns. Curiosity can override their caution and visitors pique their interest, but their recent experience with the ranger makes them a bit reluctant to come and investigate intruders. The flameskulls hide in area X17, but reluctantly curious, and aren't aggressive, so they eventually reveal themselves if the characters don't appear to be hostile.

At the sound of conversation or combat, the lich from area X27 enters area X23 to investigate the disturbance. Seeing the characters, the lich, after raising their hand in greeting, asks if they are seeking the strange half-elf that recently entered the temple. If the characters appear interested in discourse, the lich beckons them to meet them in area X27. If the characters investigate, proceed to part 2.

X15. SOUTHWEST ANNEX

Torches in sconces light this bare stone room. Six bedrolls, that have not been used recently, lie in the corners of the room.

A secret door in the south wall opens to area X16. The double doors leading to area X17 have completely collapsed and are impassable.

X16. WEST SCROLL REPOSITORY

Carved into the south wall are cylindrical holes fit for scrolls and maps.

The wizards used this room to keep magic scrolls, but they have all crumbled to dust.

X17. UPPER WEST HALL

The walls of this 20-foot-wide, 70-foot-long arched corridor are sheathed in amber. The southern half of the hall is scorched by fire, and a charred corpse lies on the floor here, under a burned fur cloak. The southern doors leading to area X15 have collapsed and are no longer passable. Several amber doors lead from this hall, and three arrow slits are cut into the east wall.

X18. HALLWAY

This 20-foot-long, 10-foot-high hallway of bare stone has an amber door at each end.

Area X17 lies beyond the door to the east, area X21 lies beyond the door to the west.

X19. POTION STORAGE

Stone blocks resembling tables stand in the center of this room covered in dust. Carved into the stone walls are niches filled with hundreds of dusty bottles, small bags, and wooden boxes.

The ceiling here is 15 feet high. The bottles contain dried up remains of potions that lost their efficacy long ago save one. A successful DC 12 Intelligence (Investigation) check reveals one dusty vial to be a *potion of diminution*.

A successful DC 13 Wisdom (Perception) check reveals the secret door set in the north wall. It can be pulled open to reveal a staircase leading to area X21.

X20. ARCHITECT'S ROOM

A large twelve-foot-tall model of a dark castle with high walls and tall spires sits in the middle of this room. Behind it, tucked in a corner are some ruined furnishings and a wooden chest.

This room was occupied by Artimus, Castle Ravenloft's architect prior to completion of the castle. He built a scale model of the castle out of magically sculpted rock. The ceiling is 15 feet high. A secret door in the south wall can be pulled open, revealing a staircase landing, area X21.

X21. WEST STAIRCASE

Three 10-foot-long staircases separated by 10-foot-long square landings connect areas X18 and X36. The uppermost landing has secret doors set into its north and south walls. The south door opens into area X19 and the north door opens into area X20.

X22. NORTHWEST ANNEX

Torches in sconces illuminate a dining table in the center of the room. Covering the table is a magnificent feast that fills the hall with the rich smells of cooked meat, sweet vegetables, piping hot gravy and wine.

The table is real, but the torches, the feast, and the chairs are illusions created by a *programmed illusion* (dispel DC 17) triggered when the door is opened.

X23. NORTHWEST BALCONY

This black marble balcony overhangs the northwest corner of the temple, the floor of which lies 30 ft below. Nearly half of the balcony has fallen away, and obvious cracks have formed near its edge. A rope tied to a grappling hook hangs down ominously from the balcony.

The balcony is unsafe. Weight over 250 pounds causes it to collapse. Any creature on the balcony when it collapses falls 30 feet and takes 10 (3d6) bludgeoning damage.

X24. WEST SHRINE

This bare stone room consists of a foyer to the east and a shrine to the west. Candlesticks draped in cobwebs stand in the four corners of the foyer. In the shrine, a faceless obsidian statue stands in a raised alcove at the western end of the chamber. Slumped before the statue are two desiccated corpses in tattered garments. Two pairs of alcoves line the north and south walls of the shrine.

The obsidian statue is 4 ft tall, weighs 250 pounds, and depicts the same nameless god that stands watch in the main temple, area X5. Any living creature that enters this room must succeed on a DC 16 Wisdom saving throw or be drawn to the statue as though effected by the sympathy

effect of an *antipathy/sympathy* spell. The corpses lying in front of the statue are the remains of two human wizards who came here separately, failed their saving throws, and starved to death while under the spell's effect. The lich in area X27 destroyed the wizards' spellbooks and other possessions. Covering the statue or removing it from this shrine suppresses its magic and ends its sympathy effect on anyone.

A pair of amber doors in the east wall open into area X25. Another set of doors in the northern alcoves is open to area X26. The floor in front of these doors is littered with skulls.

X25. WEST ARCHER POST

This narrow room has an arrow slit in the center of the south wall.

The ceiling here is 10 ft high. The arrow slit looks down towards the temple floor (area X5), beneath the raised right arm of the great statue (area X5a).

X26. SECRET ALCOVE

Two secret doors lead to this room. The door from area X24 and to area X27 lie open.

Attached to the 30 ft high ceiling of this dark sepulcher is an upside-down iron chest with barrel shaped lid that lies open.

The iron chest on the ceiling is held in place with *sovereign glue*. The chest is impervious to weapon damage, and prying it open

The floor of this room has disappeared, creating a 10 ft square hole above area X39.

X29. HIDDEN ROOM

This room is empty.

X30. PRESERVED LIBRARY

This room has 20 ft high walls and a 30 ft high ceiling. Six 10 ft tall black marble bookcases line the walls, holding hundreds of tomes. A gold marble staircase spirals down 30 feet.

Any book that is removed from this room disintegrates. The staircase descends to area X42.

The secret door in the center of the west wall leads to an empty room (area X29), while the one in the south wall leads to a staircase that descends 30 feet to area X5.

PART 2:

THE FORGETFUL LICH

Estimated duration: 45 minutes

The characters encounter a lich who has lost their memory to time. The characters learn that the lich encountered Sheylyth, the missing ranger, and suspects that there is more to this half-elf than meets the eye. The lich may prove to be a source of invaluable information if their memory is restored.

Theme: Frantic and desperate

LICH'S LAIR

This room is decorated with ornate rugs, lush tapestries, and fine furniture coated in dust and cobwebs. Candelabras sit on small decorative tables, giving a soft, eerie light.

A tall skeleton, with parchment thin skin barely stretching over their bones, dressed in rags stands in the center of the room. Their red eyes focus on the characters and asks, "Do I know you?"

There are three secret doors. The door from area X26 already lies open. The door to area X28 has *arcane lock* on it and the password is "Exethanter".

CREATURE INFORMATION

Exethanter (uses the **lich** stat block, but has only 99 hit points and can only cast cantrips) has lost most of their memory. Exethanter doesn't remember their name, and though they can use their cantrips, they've forgotten the other spells they once had prepared and are unable to cast them.

Exethanter isn't aggressive but defends themselves if attacked. An air of weary frustration surrounds them—the agonizing knowledge that they've lost something priceless has made them irritable and prone to quick fits of energy.

If treated peacefully and with patience, the lich reveals that they know they're missing something vital (no check necessary) and asks the characters to help them locate it.

The lich reveals a recent interaction with a half-elf—one that possessed an uncanny intelligence and seemed to address the lich as if he were familiar with them ("He called me Exethanter"), however, the lich never learned the half-elf's name. If the characters are sufficiently savvy or deferential, the lich tells the characters about the amber sarcophagi, but they recall nothing about the vestiges within. Similarly, they have long since forgotten the passwords to the various locked areas in the temple.

RESTORING EXETHANTER'S MEMORY

If the characters still possess the *spell scroll of greater restoration* provided by Radaga, they can use it to restore Exethanter's memories and prepared spells. If their memory is restored, Exethanter proves helpful. They provide the passwords to any of the locked doors in the temple (except

the door to area X28, where their phylactery is located. The password to area X28 is "Exethanter."). The passwords they share are "Shalx," "Maverus," "Harkotha," and "Thangob."

The lich assumes the characters have come in search of knowledge and power. If they treat the lich with respect, the lich tells them about the amber sarcophagi and how they work. They react angrily to any action that would risk destruction of their phylactery—including its detection.

Treasure. If the characters restore Exethanter's memory, he gives them an *elixir of health*.

X28.HIDDEN PHYLACTERY

A small and dusty room containing a pedestal that resembles a scaly arm and hand clutching a small bone box.

The bone box is Exethanter's phylactery. The box is destroyed when it takes 20 or more radiant damage from a single source.



EXETHANTER

Ancient lich

Exethanter was ancient and dwelling within the Amber Temple even before Strahd's fall and imprisonment in Ravenloft. In fact, it was Exethanter's machinations that helped seal the vampire's fate. May years have passed, however, and the lich's mind and body have begun to fall apart.

What They Want. Exethanter has lost something but doesn't know what it is. They'd give anything to just remember. Unbeknownst to the lich, it's their memory that they've lost.

A Fading Remnant. Exethanter is a faded, dusty reminder of what they once were. Their transition into becoming a demi-lich isn't far off.

PART 3: LOWER TEMPLE

Estimated Duration: 90 minutes

The characters descend into the lower levels of the temple. There they discover the amber sarcophagi and eventually, the ranger Sheylyth. After confronting the ranger, the ranger attempts to escape.

Theme: Trepidation

ENCOUNTERING SHEYLYTH

As the characters explore, they eventually encounter **Sheylyth**—either in the last amber vault they investigate or the next one they investigate after 90 minutes of play time has elapsed.

LOWER TEMPLE

DEVIATIONS TO LOWER AMBER TEMPLE

Some of the rooms are different from the portrayal in *Curse of Strahd*. This part of the adventure focuses on **areas X32 through X39**. **Areas X40 through X33c** aren't used—having collapsed from neglect. Unless otherwise specified, the areas found here are unoccupied—any mention of creatures or treasure found in *Curse of Strahd* are ignored.

X31. CENTRAL CATACOMBS

The walls of this room are lined with niches holding the rotted remains of the wizards that once defended the Amber Temple.

X31A. WEST CATACOMBS

This annex is filled with more niches, housing bones.

X31B. EAST CATACOMBS

This annex is empty.

X32. LOWER EAST HALL

This hall's walls and ceilings are coated in glistening amber. Dust covers the floor and there is a wall of rubble along the northern part of this hall.

X33. AMBER VAULTS

Several of these amber-glazed rooms are located along the periphery of the complex. Each room contains two or more amber sarcophagi. The only vestiges present are those specified below; the other sarcophagi are empty.

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. The first 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 Dark Gift to gain its benefits.

An amber sarcophagus has AC 16, 80 hit points, and immunity to poison and psychic damage. Destroying a sarcophagus causes the vestige trapped within it to disappear, leaving no trace.



SHEYLYTH SURI

Half-elf ranger

Sheylyth Surii (SHAY-lith SORE-ee) is an accomplished mist walker and ranger who has traveled the breadth of most of the domains of Ravenloft. His thick black hair and beard are cut short in a fashion that suggests ease of maintenance over appearance. Characters with a passive Perception of 15 or higher notice that the whites of his eyes are tinged with red. If asked, he dismisses any concerns as “the price one pays for delving into forbidden knowledge.”

What They Want. Sheylyth is impatient for the characters to leave so he can continue his search alone.

Yearning for Freedom. Though he'd never admit it, Sheylyth yearns for freedom—not only from the domain of Barovia, but from Ravenloft.

STEVEN BELLEDIN

X33A. VAULT OF SHALX

The amber door to this room is sealed with an *arcane lock* spell. The password to open the door is “Shalx.”

Depending on how they treated with Exethanter, the characters may have this password. The door can be opened with a *knock* spell or similar magic, forced open with a successful DC 25 Strength (Athletics) check or by destroying it (AC 15; 30 hit points; immune to poison and psychic damage). The door is trapped, however.

Trap. A *glyph of warding* has been placed on the opposite side of the door. It triggers if a creature enters the room without the password first being used. If triggered a blast of cold washes over each creature within a 20-foot-radius of the door. Each creature must make a DC 15 Dexterity save, taking 22 (5d8) cold damage on a failed save or half as much damage on a successful one.

The floor is blood red marble with a shaft in the center of the ceiling.

The shaft in the ceiling is 10-foot-wide and 20-foot-long with handholds. The shaft leads up to area X6. Characters who touch the sarcophagi are offered dark gifts by the remaining vestiges. (See the “Amber Sarcophagi” sidebar above).

Creature Information. Three **flameskulls** float around the room—shedding eerie green light on two amber sarcophagi.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

Very Weak: remove two **flameskulls**.

Weak: Remove one **flameskull**

Strong: Add one **flameskull**.

Very Strong: Add two **flameskulls**.

West Sarcophagi. The vestige within is either missing or non-responsive.

South Sarcophagi. The south sarcophagus contains the vestige of Zrin-Hala, the howling storm. Zrin-Hala grants the Storm of Hate Dark Gift (handout 2).

X33B. VAULT OF MAVERUS

This room is sealed with *arcane lock*. The password to suppress the spell is “Maverus.” Otherwise, the door is identical to area X33a.

This room has amber walls, a blue marble floor and three amber sarcophagi in the alcoves.

The vestiges in the sarcophagi are non-responsive.

Treasure. A small ivory tube containing a *spell scroll of healing word* rests in a corner, partially covered by chunk of amber. A character with a passive Wisdom (Perception) score of 16 or higher notices the tube.

X33C. GHASTLY VAULT

The walls and ceiling of this vault have collapsed. The debris covers the entrance, and it is impassable.



X33D. BREACHED VAULT

This room has amber glazed walls, purplish black marble flooring, and two amber sarcophagi in the alcoves. The amber door to this room hangs open, and strange voices can be heard within.

The amber door to this room hangs open.

Creature Information. Four **nothics**—former wizards transformed by their quest for forbidden knowledge—are here. The nothics aren't immediately aggressive. They use their Weird Insight feature to pry secrets from the characters. They don't consider their prying to be a violation of privacy and are surprised if creatures retaliate. The nothics attack if attacked or if the characters try to interact with the amber sarcophagi.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

Very Weak: Remove three **nothics**.

Weak: Remove two **nothics**.

Strong: Add one **nothic**.

Very Strong: Add two **nothics**.

West Sarcophagi. The west sarcophagi house the vestige of Delban, the Star of Ice and Hate. Delban grants the Soul-Quenching Cold Dark Gift (handout 2).

X33E. VAULT OF HARKOTHA

The amber door to this room is sealed with an *arcane lock*. The spell's password is "Harkotha." Otherwise, this door is like the door in area X33a.

This room has amber walls, a black marble floor with red veins and three sarcophagi standing in alcoves.

X33F. VAULT OF THANGOB

The amber door to this room is sealed with an *arcane lock* spell. The password to open the door is "Thangob." Depending on how they treated with Exethanter, the characters may have this password. The door can be opened with a *knock* spell or similar magic, forced open with a successful DC 25 Strength (Athletics) check or by destroying it (AC 15; 30 hit points; immune to poison and psychic damage). The door is trapped, however.

Trap. A *glyph of warding* has been placed on the opposite side of the door. It triggers if a creature enters the room without the password first being used. If triggered a blast of cold washes over each creature within a 20-foot-radius of the door. Each creature must make a DC 15 Dexterity save, taking 22 (5d8) cold damage on a failed save or half as much damage on a successful one.

This room has amber walls, a grey marbled floor with black veins, and three amber sarcophagi.

West Sarcophagus. The vestige of Norganas, the Finger of Oblivion resides in the west sarcophagus. Norganas grants the Adjacent to the Dead Dark Gift (handout 2).

X34. WIZARD'S BEDCHAMBER

A white marble slab bearing a moldering straw mattress sits in the center of this bare stone room.

X35. SLEEPING GUARDIAN

The furnishings in this room have fallen into decrepitude. An almost 9 ft tall, vaguely humanoid construct covered made of dark wood and iron is in the center of the room covered in cobwebs.

This room used to be a wizard's chamber. The construct is an incapacitated shield guardian—its control amulet destroyed long, long ago.

X36. LOWER WEST HALL

The walls and ceiling glisten with amber. Set into the walls at a height of five feet are amber ledges lined with life sized alabaster statues of cats, frogs, hawks, owls, rats, ravens, snakes, toads, and weasels.

The animal statues represent different kinds of familiars, and they are harmless.

X37. WIZARD'S BEDCHAMBER

This room is empty except for collapsed furniture, cobwebs, and dust.

X38. HAUNTED ROOM

This room was once a bedchamber. Remains of a bed, a wardrobe, two trunks, a bookshelf and several chairs are scattered around the room.

A **poltergeist** haunts this room, telekinetically hurling furniture about the room in the hopes of scaring the characters off.

X39. PLUNDERED TREASURY

The doors to this room have been smashed open. A pile of broken bones, armor and weapons lay strewn across the entrance.

The ceiling has a 10-foot-wide opening to area X 26 above.

PART 4:

AN OFFER OF PASSAGE

Estimated Duration: 30 minutes

The characters find the missing ranger, Sheylyth. He, however, has plans that don't involve being questioned by the characters or returning to Alanik. The ranger makes a break for it, and the characters must decide how to capture Sheylyth and return him to Alanik before he escapes from them completely.

Theme: High energy, anxious

FLIGHT OF THE RANGER

Sheylyth flees upon seeing the characters, using disengage as necessary to avoid opportunity attacks. The entity possessing him stops at nothing to avoid capture.

BEGINNING THE CHASE

Sheylyth is fully intent on escaping the characters. The chase begins as Sheylyth and the characters each roll initiative. During the chase, keep the following things in mind.

Seeking Cover. Sheylyth has no intention of hiding inside the Amber Temple. Once outside, though, he attempts to hide. That said, there isn't much to hide behind in the snowy mountains—save for the occasional boulder.

Misty Step. Sheylyth can use misty step three times to widen the gap between him and the characters. If dealing with a particularly crafty group.

Red Eyes. When Sheylyth first turns to face the characters, the character with the highest passive Perception sees his eyes momentarily flash red.

CHASE COMPLICATIONS

Each participant in the chase—Sheylyth included—rolls a d20 at the end of their turn and consults the table below. If a complication occurs, it affects the next character in the chase—not the participant who rolled the die. Either the character who rolled the die or the character affected by the complication can expend their inspiration to negate the complication. At your discretion, characters can create their own complications to shake off pursuers.

AMBER TEMPLE CHASE COMPLICATIONS

d20	Complication
1	A huge chunk of the ceiling collapses. Make a DC 14 Strength (Athletics) check to get past the rubble. On a failed check the debris counts as difficult terrain.
2	A swarm of bats drop down from the ceiling blocking the way. Make a DC 15 Dexterity (Acrobatics) check to try and avoid the swarm. On a failed check the character gets bitten, taking 7 (2d6) slashing points of damage.
3	Make a DC 14 Wisdom (Perception) check to spot several large patches of ice in the path ahead. On a failed check, you lose your balance and fall prone.
4	The ground isn't stable. Make a DC 10 Dexterity (Acrobatics) check to navigate the area. On a failed check, the ground counts as 10 feet of difficult terrain.
5	A weakened rug of smothering with 5 hit points flops in front of you and attacks (+5 to hit). If the attack hits the character is restrained until the end of your next turn.
6	A large marble pillar blocks your path. Make a DC 12 Strength (Athletics) or Dexterity (Acrobatics) check. On a failed check, avoiding the obstacle counts as difficult terrain for 10 feet.
7	A sudden drop catches you by surprise, requiring a DC 10 Dexterity saving throw to safely jump it. On a failed save, the character falls 1d4 × 5 feet, takes 1d6 bludgeoning damage per 10 feet fallen, and falls prone.
8	An unexpected hole in the floor gets in your way. Make a DC 10 Dexterity saving throw to make your way around the hole. On a failed save, take 1d6 bludgeoning damage as you fall 10 feet and land prone.
9	A skeleton stumbles into your path. Make an opposing strength (the skeleton's Strength modifier is +0) check to see if you can shove the skeleton aside and keep running—though it can make an opportunity attack if you do.
10–20	Sheylyth stumbles, shortening his movement speed by 5 feet this turn. The next character notices that the movement of his feet is intentional, Sheylyth isn't tripping by accident.

ENDING THE CHASE

The chase ends if Sheylyth manages to hide from all the characters or if he is more than 120 feet away from the characters at the end of a round. However, if the characters manage to get their hands on him, it's easy enough to bind him in such a way as to prevent his escaping.

TREASURE

While chasing Sheylyth, the ranger drops a gem, *crystallized fire*. Any character with a passive Wisdom (Perception) greater than 12 sees it fall from his hand during the chase.

WRAP UP: RETURNING TO ALANIK

If Sheylyth is captured alive, the characters find his journal and earn the Sheylyth Rescued story award. If he is killed or escapes, the characters find it—along with his other possessions—in the vault in which the ranger was discovered. The journal includes copious notes, detailing the vestiges here in the temple and in other domains – though their locations and natures aren't specified. Two entries seem to be of particular importance, though: the first details something called the *urn of dreams*, and the second a vestige called the Scion of Darkness. Unfortunately, like the other entries, the locations of the two aren't mentioned.

The characters return to Krezk. Upon arriving, Kabe emerges from the gates and is heartened to hear about the characters' successes. Kabe steels himself and guides the characters into the mists.



SHEYLYTH RESCUED

The missing ranger, Sheylyth has been returned safely to Alanik and company.

INVESTIGATION JOURNAL

Provide each player with a copy of the Investigation Journal (handout 3). Before the session is over, each player must choose which of the items found during the adventure they'd like to keep, and line out others.



DRAMATIS PERSONAE

The following NPCs feature prominently in this adventure.

EXETHANTER

Ancient lich

Exethanter was ancient and dwelling within the Amber Temple even before Strahd's fall and imprisonment in Ravenloft. In fact, it was Exethanter's machinations that helped seal the vampire's fate. Many years have passed, however, and the lich's mind and body have begun to fall apart.

What They Want. Exethanter has lost something but doesn't know what it is. They'd give anything to just remember. Unbeknownst to the lich, it's their memory that they've lost.

A Fading Remnant. Exethanter is a faded, dusty reminder of what they once were. Their transition into becoming a demi-lich isn't far off.

SHEYLYTH SURII

Half-elf ranger

This ranger (SHAY-lith SIR-ee) is an accomplished mist walker who has traveled the breadth of most of the domains of Ravenloft. His thick black hair and beard are cut short in a fashion that suggests ease of maintenance over appearance. His competence is outmatched by his arrogance.

What They Want. Because he has traveled extensively, he is a treasure trove of knowledge. However, he desires to know more, and his curiosity is never satiated. He aggressively seeks to gather as much lore and information as he can, and he jealously guards any access to such information.

Secret Keeper. He learned a secret about the Mists. Ever since learning that secret he can manipulate them but the lands he walks have turned against them. He is seeking a way to counteract this effect.



CREATURE STATISTICS

SHEYLYTH SURII (DROW ELITE WARRIOR)

Medium Humanoid (half-elf), Neutral Evil

Armor Class 18 (studded leather, shield)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	11 (+0)	13 (+1)	12 (+1)

Saving Throws Dex +7, Con +5, Wis +4

Skills Perception +4, Stealth +10

Senses darkvision 120 ft., passive Perception 14

Languages Elvish, Undercommon

Challenge 5 (1,800 XP)

Fey Ancestry. Sheylyth has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

ACTIONS

Multiattack. Sheylyth makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) poison damage.

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

REACTIONS

Parry. Sheylyth adds 3 to its AC against one melee attack that would hit it. To do so, the drow must see the attacker and be wielding a melee weapon.

STAT BLOCK MODIFICATIONS

Sheylyth can cast *misty step* three times per day. Sheylyth's darkvision extends to 60 ft., and he's not proficient in Undercommon, but is proficient in Common.

FLAMESKULL

Tiny Undead, Typically Neutral Evil

Armor Class 13

Hit Points 40 (9d4 + 18)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1(-5)	17 (+X3)	14 (+2)	16 (+3)	10 (+0)	11 (+0)

Skills Arcana +5, Perception +2

Damage Resistance lightning, necrotic, piercing

Damage Immunities cold, fire, poison

Condition Immunities charmed, frightened, paralyzed, poisoned, prone

Senses Darkvision 60 ft., passive Perception 12

Languages Common

Challenge. 4 (1,000 XP)

Illumination. The flameskull sheds either dim light in a 15-foot radius, or bright light in a 15-foot 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 one 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. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It requires no somatic or material components to cast its spells. The flameskull has the following wizard spells prepared:

Cantrip (at will): *mage hand*

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

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

3rd level (1 slot): *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.

NOTHIC

Medium Aberration, Typically Neutral Evil

Armor Class 15 Natural

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	16 (+3)	16 (+3)	13 (+1)	10 (+0)	8 (-1)

Skills Arcana +5, Insight +4, Perception +2 Stealth +5

Senses Truesight 120 feet., passive Perception 12

Languages Undercommon

Challenge 2 (450 XP)

Keen Sight. The nothic has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The nothic makes two claw attacks.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.
Hit: 6 (1d6+3) slashing damage.

Rotting Gaze. The nothic targets one creature it can see within 30 feet of it. The target must contest its Charisma (Deception) check against the nothic's Wisdom (Insight) check. If the nothic wins, it magically learns one fact or secret about the target. The target automatically wins if it is immune to being charmed.



EXETHANTER (LICH)

Medium Undead (lich, wizard), Neutral

Armor Class 17 (natural armor)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	20 (+5)	14 (+2)	16 (+3)

Initiative +3

Saving Throws Con +10, Int +12, Wis +9

Skills Arcana +19, History +12, Insight +9, Perception +9,

Damage Resistances Cold, Lightning, Necrotic

Damage Immunities Poison, Bludgeoning, Piercing, and Slashing from nonmagical attacks

Condition Immunities Charmed, Exhausted, Frightened, Paralyzed, Poisoned

Senses Truesight 120 ft., passive Perception 19

Languages Common plus up to five other languages

Challenge 21 (33,000 XP)

Proficiency Bonus +7

Legendary Resistance (3/day). If the lich fails a saving throw, it can choose to succeed instead.

Rejuvenation. If it has a phylactery, a destroyed lich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

Spellcasting. The lich is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The lich has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *prestidigitation*, *ray of frost*

1st level (4 slots): *detect magic*, *magic missile*, *shield*, *thunderwave*

2nd level (3 slots): *acid arrow*, *detect thoughts*, *invisibility*, *mirror image*

3rd level (3 slots): *animate dead*, *counterspell*, *dispel magic*, *fireball*

4th level (3 slots): *blight*, *dimension door*

5th level (3 slots): *cloudkill*, *screaming*

6th level (1 slot): *disintegrate*, *globe of invulnerability*

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

8th level (1 slot): *dominate monster*, *power word stun*

9th level (1 slot): *power word kill*

Turn Resistance. The lich has advantage on saving throws against any effect that turns undead.

ACTIONS

Paralyzing Touch. *Melee Spell Attack:* 12 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) cold damage. The target must succeed on a DC 18 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 itself on a success.

LEGENDARY ACTION

The lich 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 lich regains spent legendary actions at the start of its turn.

Cantrip. Exethanter casts a cantrip.

Paralyzing Touch (Costs 2 Actions). The lich uses its Paralyzing Touch.

Frightening Gaze (Costs 2 Actions). The lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 18 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the lich's gaze for the next 24 hours.

Disrupt Life (Costs 3 Actions). Each non-undead creature within 20 feet of the lich must make a DC 18 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

HANDOUT 1: BLOOD-DRINKER'S BACKBONE

BLOOD-DRINKER'S BACKBONE

Weapon (spear), very rare

You have a +3 bonus to attack and damage rolls made with this magic weapon. It is a formidable weapon sporting a slightly curved maroon blade made from iridescent stone set into a haft of polished vertebrae—each engraved with an ancient, long-forgotten rune.

If the attack misses its target, you suffer necrotic damage equal to the damage that the attack would have normally dealt as the weapon feeds upon your life force, and you gain one level of exhaustion.

Blood-drinker's backbone functions as a +3 *spear*, which is found in the *Dungeon Master's Guide*.



HANDOUT 2. DARK GIFTS

DARK GIFT: STORM OF HATE

An overwhelming well of violence and ill-will builds up inside you. Every wrong you've ever suffered consumes your mind and soul—coalescing in your hands, creating an electric current of hatred that makes your hands vibrate with power. A gravelly voice inside your head whispers to you, feeding your vitriol, and telling you that with one touch you can thrust the force of your anger at one creature of your choosing. This electric force lives at the edges of your awareness, ever-present in your fingertips—ready to be unleashed against whomever you choose. The beneficiary of this gift bears a burned scar on their face that resembles a handprint.

Storm of Hate. You learn the *shocking grasp* cantrip if you don't already know it and require no component to cast it. Your spellcasting ability for this spell is Intelligence, Wisdom, or Charisma (your choice when you gain this Dark Gift).

Retaliation. When a creature hits you with a melee weapon attack, you can use your reaction to make a melee attack against them with a weapon you are holding. Once you've used this Dark Gift in this way, you can't do so again until you've completed a long or short rest.

Burdened by Rage. Immediately after you make an attack roll, an ability check, or a saving throw, and roll a 1 on the d20, roll on the Negative Effect table to determine how the storm of hate affects you.

NEGATIVE EFFECT

d4	Effect
1	You weep tears of blood—blinding you until the end of your next turn.
2	You begin to shake uncontrollably, imposing disadvantage on weapon attacks until the end of your next turn.
3	The dark thoughts racing through your mind leave you stunned until the end of your next turn.
4	Your body is overloaded by the power of the emotions you feel, and you fall prone.

DARK GIFT: SOUL QUENCHING COLD

You'll never again fear the cold—it lives inside you as a constant companion, able to assist you when you call to it. This Dark Gift grants the power to create a shard of ice and fling it at one creature within range.

Frozen by Fear. You learn the *frostbite* cantrip if you don't already know it and require no component to cast it. Your spellcasting ability for this spell is Intelligence, Wisdom, or Charisma (your choice when you gain this Dark Gift).

Internal Heat. You gain resistance to cold damage.

Penetrating Chill. Immediately after you make an attack roll, an ability check, or a saving throw and roll a 1 on the d20, your lips become numb and you have disadvantage on any attack roll, ability check, or saving throw you make before the end of your next turn.

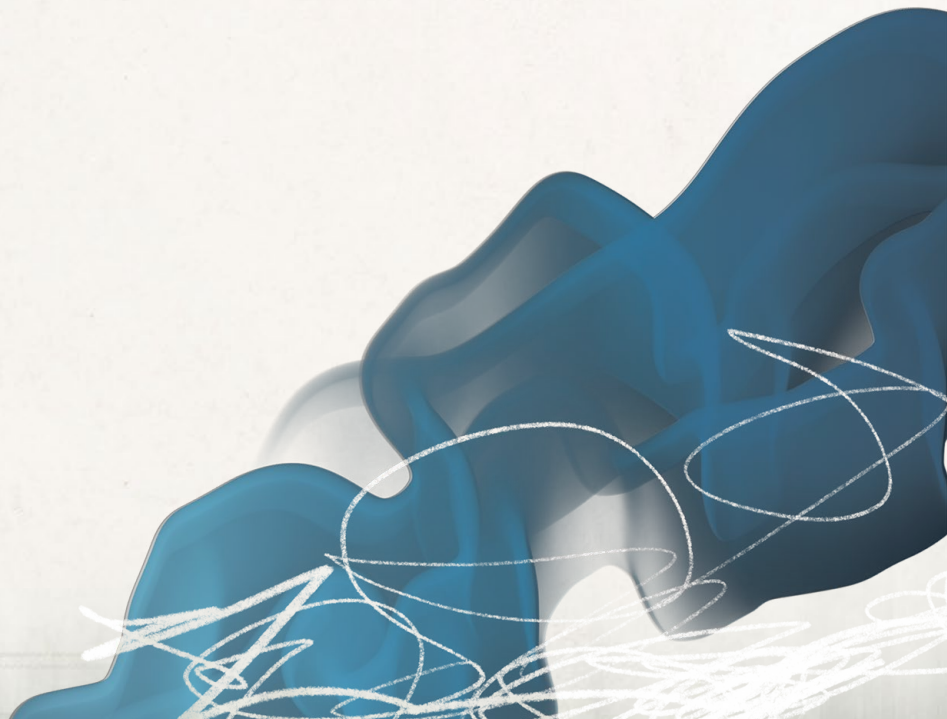
DARK GIFT: ADJACENT TO THE DEAD

You feel a thread of unnerving necromantic energy coil out from the weave and tether itself to your soul. An instant connection to the undead has formed and you know you are not as alone as you thought.

Ghostly Protectionist. You gain resistance to necrotic damage.

Fluent in Death. You learn the *speak with the dead* spell if you don't already know it and require no components to cast it. Your spellcasting ability for this spell is Intelligence, Wisdom, or Charisma (your choice when you gain this Dark Gift). Once you cast it, you must finish a long rest before you can cast it again using this Dark Gift.

On Death's Door. If you roll a 1 on a death saving throw, you immediately die.



HANDOUT 3: INVESTIGATION JOURNAL

To say that I am envious of your excursion into the Amber Temple is an understatement of immeasurable proportion. When this whole ordeal is over, I would like nothing more than to pick your brain and hear your tale in agonizing detail.

That aside, Sheylyth's fate is unfortunate—but would appear to be markedly similar to that which affected Radaga. Whatever it is, we can count ourselves fortunate that we're on the right track.

Now, to delve into this journal...

Yours in reason,

Alanik Ray

PS: The item that you found along the way is safe and sound at my chateau should you have need of it in the future.

Choose one item from the list below by checking the box next to it.

- Potion of diminution*
- Elixir of health*
- Spell scroll of healing word*
- Crystallized fire**

* *Crystallized fire* functions as a *gem of seeing* which is found in *Dungeon Master's Guide*. This gem often becomes too hot to hold comfortably in your hand—even with gloves on. Additionally, roll a d20 when the item is used. On a 1, the gem bursts into flame; each creature within 10 feet of the gem must succeed on a DC 13 Dexterity saving throw or take 11 (2d10) fire damage.

STORY AWARDS

- Sheylyth Rescued

APPENDIX A. MISTY VISIONS

This adventure begins with the characters traversing the horrors of the misty borders of the various Domains of Dread. When instructed, roll on the table. If time permits, roll once for each character. Otherwise, roll once for the entire group. These effects end when the character leaves the domain.

MISTY VISIONS

d20	Vision	Effect
1	Dark, malevolent shadows flit around you, moving within the mists just beyond your sight.	You have disadvantage on initiative checks.
2	Thick, thorny vines erupt from the ground and grasp at your limbs—threatening to pull you into the clammy ground.	You have disadvantage on checks made to escape a grapple or end the restrained condition.
3	You hear the screams of friends and family crying out in fear and agony, but can't find them, despite your best efforts.	You have disadvantage on saving throws against being frightened.
4	The ground becomes wet with black, sticky mud (or is it blood?)—at first ankle-deep, then up to the knees . . .	You must spend an extra foot of movement for each foot spent moving through difficult terrain.
5	Countless clawed skeletons swarm you, clawing at your flesh and clothing.	You gain vulnerability to slashing damage.
6	You bump into a stone grave marker. Examining it closer, you see your own name engraved in its surface.	You have disadvantage on death saving throws.
7	The stench of rotting flesh fills your nostrils. Glancing at yourself, you see dark spots of decay covering your flesh.	You gain vulnerability to necrotic damage.
8	After a moment's distraction, and looking back, you find yourself in the Mists alone until you arrive at your destination.	You have disadvantage on Wisdom (Perception) checks made to notice hidden creatures and objects.
9	You see a small child in the Mists ahead of you—coaxing you deeper into the mists. After finally catching up with them, you find nothing but a cornhusk doll.	You have disadvantage on Wisdom (Insight) checks.
10	The Mists turn into a thick, noxious miasma that burns your eyes and throat—threatening to suffocate you.	You have disadvantage on saving throws against poison.
11	Your deepest fear manifests before your eyes.	If you fail a saving throw against being frightened, you're also blinded until the end of your next turn.
12	A bone-chilling wind fills the area—driving the warmth from you and sending your body into tremors.	You have disadvantage on Dexterity checks made to accomplish tasks that require fine motor skills.
13	The Mists coalesce into a tall, dense hedge maze that seems to go on forever, and you pass the same landmarks repeatedly.	You have disadvantage on Wisdom (Survival) checks made to navigate or to discern your location.
14	You encounter a group of terrified adventurers who attack you with a rusted dagger before fleeing back into the Mists.	You take slashing damage equal to a roll of your largest Hit Die.
15	An incorporeal undead creature manifests in front of you and passes through you—driving your strength away.	You have disadvantage on Strength (Athletics) checks.
16	One of your teeth loosens and falls out. One by one, more fall out and crumble away into fine, white powder.	Your anxiety imposes disadvantage on Charisma (Persuasion) checks made to positively influence people.
17	You run from beastly shadows in the night. Your heart pounds at every snarl, hiss, and howl, feeling their breath on your heels as they catch up.	Your memories of the vision give you disadvantage on Wisdom (Animal Handling) checks made to positively influence animals.
18	Everything around you withers and decays before your eyes.	If you roll a natural 1 on an attack roll made with a nonmagical weapon, the weapon breaks and becomes unusable.
19	You find yourself in a library behind your closest loved ones as they turn to you, all faceless. You open nearby books to find the answers to help them, but all their pages are blank.	You have disadvantage on Intelligence (History) checks involving the recollection of lore.
20	You breathe and your lungs fill with the Mists. It flows through your body, weighing you down and weakening you.	You have disadvantage on Constitution saving throws to maintain concentration on spells.

APPENDIX B: AMBER TEMPLE MAPS

UPPER LEVEL



LOWER LEVEL



APPENDIX C: DUNGEON MASTER TIPS

To run this adventure as a DM, you must have three, four, or five players, each with their own character within the adventure's level range (see the "Adventure Primer" section at the start of the adventure).

NEW TO D&D ADVENTURERS LEAGUE?

Information about the Adventurers League, including finding places to play, organizing events, and a list of supporting resources and documents, can be found here: https://dnd.wizards.com/ddal_general

PREPARING THE ADVENTURE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running it, such as a way you'd like to portray an NPC or a tactic you'd like to use during combat. Familiarize yourself with the adventure's appendixes and handouts.
- Gather any resources you'd like to use to aid you in running the adventure, such as notecards, a DM screen, miniatures, and battle maps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception) score; and anything the adventure specifies as notable (such as backgrounds and story awards).

Players can play an adventure they previously played as a player or ran as a DM, but they can do so only once with a specific character. Ensure each player has their character sheet (if not, get one from the organizer)

PREPARING THE CHARACTERS

The adventure is designed to be played with characters of a specific level; characters of a different level should be modified accordingly. If necessary, the characters should be afforded the time needed to adjust their characters to suit.

If you have time, you can do a quick scan of a player's character sheet to ensure 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 can't, feel free to restrict item use or ask them to use a standard ability score array.

Characters that died during a previous adventure return to life, free of any conditions, curses, or other effects that would remove them from play—such as vampirism or lycanthropy. They keep any story awards they have, as any spells they might have copied during their adventures.

During the Call to Action, the characters are likely to review their available magic items among themselves and determine who is carrying what. Make sure they have a few moments to outfit one another.

NEW PLAYERS? NO PROBLEM!

With starter adventures like this one, it's possible you might have players new to D&D, or new to fifth edition D&D. As the DM, it's up to you to ensure these players have fun with the game, and that they learn the basics of how to play. At this level, having fun is more important than learning every rule exactly right. Be gentle with new players who make mistakes.

Make sure to keep your players smiling and rolling dice. Be positive and enthusiastic when describing the action, and you'll notice the players will quickly follow suit.

If you're a new DM, then welcome—and thank you! New DMs are the lifeblood of the D&D community. To help you run your game, some adventures include sidebars like this one that provide an explanation of the game's rules as they're used in the adventure.

ADJUSTING THIS ADVENTURE

To determine whether you should consider adjusting the adventure, assess the **party strength** by consulting the table below.

DETERMINING PARTY STRENGTH

Party Composition	Party Strength
Three characters	Weak
Four characters	Average
Five characters	Strong

SAFETY TOOLS

Safety tools help ensure players aren't pushed beyond their comfort levels. These tools let your players know you want them to have a positive experience. Some common safety tools are provided below, each with a summary of how they work. An [article about one such safety kit](#) is provided to help with further information. Ensure that you discuss these tools with your players before the game:

- **Code of Conduct.** This is a group agreement for play. It outlines desired and prohibited behaviors, confidential reporting, and possible consequences.
- **Pregame and Postgame Discussions.** Use time before the game to explain content warnings, set boundaries, and collaborate on a safety plan. Then decompress and discuss improvements at the end of the game.
- **Be Welcoming.** Welcome and encourage respectful and open conversations about issues as they arise. Show that you're listening by avoiding defensive responses.
- **Confidentiality.** Provide contact information for private and confidential conversations between players and DM. Only disclose another player's name if that player gave unpressured permission for you to do so.
- **Safety Tools.** Learn about the safety tools that TTRPG community members have created and compiled. A broad range of such safety tools are available for you and your players online, or you can get more information by reaching out to your event organizer or community@dndadventurersleague.org.