



THE REDEMPTION OF KELVAN

A strange, foreign wizard calling himself Kelvan has appeared at the same time a mountain materializes out of thin air. He asks you to recover the Gloomblade from a Netherese ruin in order to help him with his research into this strange new mountain.

A Two-Hour Adventure for 5th-10th Level Characters



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INTRODUCTION

Welcome to *DDAL06-02 The Redemption of Kelvan*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Tales from the Yawning Portal™* storyline season.

This adventure begins in Neverwinter and then travels into the Sword Mountains before ending at the newly appeared White Plume Mountain in the Crag. This adventure is a good introduction for the epic *DDEP06-02 Return to White Plume Mountain* and the hardcover version of *White Plume Mountain*.

This adventure is designed for **three to seven 5th-10th level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

ADJUSTING THIS ADVENTURE

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate 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

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

- 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. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

PLAYING THE DUNGEON MASTER

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—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.

ADVENTURE PRIMER

*North past forest, farm and furrow
You must go to the feather mound
Then down away from the sun you'll burrow
Forget life, forget light, forget sound.*
-Keraptis, *White Plume Mountain*

ADVENTURE BACKGROUND

This adventure follows the events of *Return to White Plume Mountain* by Bruce Cordell, published in 1999. The archmage Keraptis's efforts to control space/time failed and he was reset to a newborn version of himself and placed with foster parents who named him Kelvan. He grew up with flashes of his former memory becoming stronger and stronger.

Now Keraptis (in the guise of Kelvan) has grown once again into a powerful mage and still thirsts for the ability to control space/time and live forever without the burden of becoming being an undead creature. So Keraptis opens a gate to a "new" Prime Material plane (Toril) where no one knows him or his legend. He asks adventurers to "help" with recovering a lost artifact while he examines the strange mountain that has appeared. Really, he plans to use them to recover the magical *gloomblade*, a sword blessed by Shar with powers over shadow and time which he plans to use to empower his ritual and try again. Only this time rather than creating a demiplane of shadow, he hopes to bind the plane to himself, leaving Keraptis free to roam this new world.

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure.

The Umbral Repository. An ancient Netherese vault built into an earthmote that has crashed in the Sword Mountains. It houses the *gloomblade*.

White Plume Mountain. Lair and death trap of the archwizard Keraptis.

"Kelvan" (KEL-van). Following his second attempt at power, the wizard Keraptis of Oerth found himself reborn as an infant in the care of foster parents. Raised as "Kelvan," Keraptis has located his lair to a new world where his legend is unknown and plans to begin again.

Hildehrune (HILD-da-rune). An Illuskan barbarian from Ten Towns turned educated scholar and cleric of Selûne, Hildehrune is now an expert who studies ancient Netheril.

ADVENTURE OVERVIEW

This adventure is intended to take two hours, though it is possible that players who find puzzles

easy or difficult may cause this expected time to vary. Be careful to adjust accordingly in environments, such as conventions, where time is a factor.

The adventure is broken down into three parts:

Part 1. The adventurers begin with the characters meeting Kelvan who wishes to hire the characters to seek out the ruins of a Netherese outpost and recover a magical sword that he plans to use to breach the newly appeared mountain.

Part 2. The characters arrive at the fallen earthmote and delve into the ruins, eventually claiming the weapon.

Part 3. The party arrives at Whiteplume Mountain where they either deliver their prize or are trapped inside it!

ADVENTURE HOOKS

This adventure serves as an expanded adventure hook for its counterpart from *Tales from the Yawning Portal—White Plume Mountain* or DDEP06-02 *Return to White Plume Mountain*.

The adventure begins with the characters having already agreed to take a meeting with Kelvan where he lays out the job offer to recover the *gloomblade*. They might have agreed because they want coin or fame, or because they want to keep the Shades from reclaiming their lost relics.

In Need of Glory. Whether you are in need of coin or just looking for your next adventure, you have agreed to meet with a young, foreign wizard named Kelvan who is looking for a band of adventures to retrieve an item for him.

Enemy of Netheril. You have heard from a cleric of Selûne named Hildehrune that she is putting together a band of adventurers to travel to an abandoned vault of ancient Netheril to capture a relic of that lost empire before agents of the Shades can recover it.

A DM NOTE ON THEME

This adventure is trap heavy, but these are not traps that can simply be disabled with a skill check. Nearly all of them are puzzles where the answer or trick to solve them must be deduced through clever play. DON'T allow players to roll a d20 and move on. The DM should feel free to use skills to give hints if the players become stymied.

PART 1. THE JOB OFFER

Estimated Duration: 10 minutes

Key Encounter Plot Point. Wherein "Kelvan" outlines why he is hiring the characters and the characters meet the scholar Hildehrune, both of which are recurring characters that appear in *DDEP06-02 Return to White Plume Mountain*. At no point should the characters learn that Kelvan is Keraptis, or that he has ill intentions, until Part 3.

The characters begin at the Muddy Mallard Tavern, having arrived to hear out an offer of employment. They are meeting with an obviously foreign wizard named Kelvan, and a cleric of Selûne named Hildehrune, who is well-versed in lore about ancient Netheril.

ROLEPLAYING KELVAN

Kelvan appears to be a friendly, but eccentric young foreign human. He has a soft-spot for adventurers, in particular, gnomes, and he is happy to offer significant rewards. He has a roundabout way of speaking and due to his foreign birth, he frequently chooses a close, but not quite correct word. He frequently mispronounces Faerûnian names which he has read in books but rarely heard pronounced aloud.

In reality and not shared with anyone, Kelvan is Keraptis reborn; an arch-wizard from the world of *Oerth* who's been forced to relive his life due to a failed experiment. He hopes to reclaim his mastery over White Plume Mountain and pick up where he left off.

Quote: "I have certitude in the constancy of well remunerated adventurers. I am certain it is the same here in Fair-rune."

The strange, foreign wizard paid for food and drink before launching into his pitch. "I am so contented that you have concurred to allow the job I proffer. I am Kelvan, but you know that already."

Gesturing to his companion, he continues, "This is Hildehrune, she's a priestess of Siloon and an expert of Nethereel." The woman, whose dress makes it obvious that she is born of the north, nods stiffly at you but remains silent.

Kelvan offers the following details:

- A mountain has appeared in the Crags northeast of Neverwinter. It wasn't there a week ago; it simply appeared one day.
- He's come to the area to study the mountain, and found an entrance that was blocked by esoteric magic.
- Kelvan would like to study the mountain, as he finds the idea of a teleporting—or possibly even

planeshifting—mountain fascinating. The warded entrance has piqued his curiosity even more. It's old, but somehow familiar in a way he can't place.

- Kelvan has examined the wards and thinks he can breach them. He doesn't wish to hire the adventurers to explore the newly appeared mountain, but rather acquire something that he needs to complete the task.
- Kelvan believes his ritual to bypass the wards requires a piece of "caged night;" a fragment of elemental darkness held within an object. He leaves elaboration on that matter to Hildehrune—an expert on things related to Netheril and Shar.
- Kelvan says he is will to pay the adventurers 500 gp up front, and offers them a pair of *boots of speed* if they complete his task. He wants them to meet him within one day.
- If the characters ask about where he is from, he claims to be from very far away when he was a child, but has traveled most of his life. If pressed he claims his parents were from Abeir, before the Sundering, and that is the cause for his odd clothing and accent. If a player requests an Insight check, a successful DC 20 Wisdom (Insight) check suggests something is off about his story, but he refuses to elaborate about the past.
- Kelvan is currently under the effect of a *mind blank* spell.

ROLEPLAYING HILDEHRUNE

Hildehrune is an Illuskan cleric of Selûne who came to Neverwinter from the far north as a teen, following the call of her goddess. She has devoted her life to studying the history of ancient Netheril to better understand the enemies of her faith. She is a no-nonsense woman who prefers direct conversation.

Quote: "The Moonmaiden does not suffer fools. Speak your mind that we may proceed."

Hildehrune was born in Good Mead of Ten Towns, but left as a teen, following the call of Selûne south. While she looks of Illuskan descent, she's been tempered by a city life in Neverwinter. She's since become a cleric of Selûne and a scholar, specializing in studying Netheril and the minions of Shar.

She offers the following specifics about how the adventurers might find caged night:

- There is an ancient Netherese outpost, a vault of sorts, called the Umbral Repository.
- The Vault was built upon an earthmote, but like many of its kind that have fallen since the

Sundering when Toril and Abeir separated, the vault slowly drifted to the ground in the Sword Mountains.

WHAT'S AN EARTHMOTE?

An earthmote was a piece of dirt or rock that, due to the influence of magic, float. Many are the size of small islands and can be found floating a few feet above the ground or many miles in the sky.

- Hildehrune has been to the earthmote via a teleportation circle, and knows it to be intact. Though she has never attempted to breach it, she's inspected the entrance to the Vault and disclosed the circle's sigil sequence to Kelvan, who teleports the characters to the Vault if they unable to do so themselves.
- Inside the Vault is rumored to be one of the fabled *gloomblades*; perverted mirrors of the elven *moonblades*. Longswords made from a piece of frozen darkness brought from the Shadowfell, it should suffice for Kelvan's ritual. The sword is likely tainted by evil—reflective of Shar's mission to unmake the world. Hildehrune is happy to see it put to some good rather than left where it may fall into less scrupulous hands.

WHO IS SHAR?

Shar, often called the Mistress of the Night, is the evil goddess of darkness, dungeons, forgetfulness, loss, night, and secrets. She and her sister Selûne, goddess of the moon, were the first deities to form after the Overgod Ao created the world. The two are fierce rivals and her followers frequently come into conflict.

WHO IS SELUNE?

Selune is the goddess of light, the moon, stars, navigation, wanderers, and good lycanthropes. Her sister and primary foe is the goddess Shar.

TREASURE

When the characters have had their fill of asking questions, Kelvan provides the characters a wooden case containing five, 100 gp trade bars, as promised. In addition, he gives them a magical crystal—explaining that if the characters break the crystal while standing in the teleportation circle, it will teleport them all to a circle that he will be inscribing at the mountain in the Crag where he and Hildehrune will await their return.

If the characters haggle for more, Kelvan smirks, since adventurers are always the same. He offers to throw in a *potion of greater healing* up front to sweeten the deal. In this case, remove the *potion of greater healing* that can be found in Part 2, Area B.

PART 2. THE UMBRAL REPOSITORY

Estimated Duration: 100 minutes; if your table is progressing slowly and you are in danger of not being able to finish the adventure due to playing in a time limited environment, remove Area C.

Key Encounter Plot Point. The party arrives at the ancient Netherese vault, known as the Umbral Repository and tries to get past a series of light and darkness themed traps to find the *gloomblade* that is their goal.

The Umbral Repository floated above the clouds, largely forgotten for centuries, until disruptions in the Weave caused it to collapse to the ground in the northern Sword Mountains. The magic that sustained it kept the earthmote nearly intact when it touched down and the Umbral Repository is now easily accessible—a vault of shadow and light.

Remember, these traps are effectively puzzles that are to be solved by creative thinking on the part of players, so in general there is no skill roll that simply defeats the trap or puzzle and will allow the characters to move on.

GENERAL FEATURES

The Repository has the following general features.

Doors. Each room has a door that leads to the next area that can only be opened by solving the puzzle. Indeed, due to the dimensional magic of the Umbral Repository, there is not even a hallway behind the door until the door is properly opened; the hallway and the next room existing on a separate demiplane until that time.

The door the party enters through to each room slams shut behind them and disappears after they enter. If a character refuses to enter a room and others begin exploring the room, confirm that the player is not going to enter. Allow them to enter if they wish. Once they have chosen, the door slams shut and disappears so that a character outside the room no longer has access to the room. Once the party has solved the puzzle and moved on, the door reappears giving that character another chance to catch up if they can solve the puzzle of the room on their own. If successful, they find the rest of the party in the hallway beyond and may rejoin them for the next room.

Hallways. The hallways are safe, trap free, and have no creatures patrolling them. Nothing stops characters from resting in them. The characters have time for multiple short rests before they need to meet Kelvan.

Light. Unless otherwise specified, there are no lights anywhere in the complex. The only light that exists is that which the characters bring with them.

Smells and Sounds. The entire complex is filled with stale, dusty air and deathly silence.

A. ENTER THROUGH DARKNESS

The characters arrive at the entrance stepping out of the teleportation circle. It is early morning when the party arrives.

You stand in a glowing circle of runes located on the edge of a precipice. The floor slopes slightly away from the drop and the mountainside below, towards a pair of black doors covered in writing that have been inset a dagger's toss into the side of the fallen earthmote.

The earthmote has come to rest on the side of one of the tall peaks of the Sword Mountains. A character that succeeds in a DC 15 Strength (Athletics) check is able to climb 60 feet down the side of the earthmote to the mountainside and inspect the site of the crash. It is clear the impact was forceful, though not as much as one would have expected if the earthmote was in freefall; it is readily apparent that it drifted to its current location. It is embedded fairly deeply, and isn't going to tumble down the mountainside any time soon. There are several knocked-over trees below that may be useful in bypassing some traps should any characters go back for them.

Doors of Night. The doors are 10-foot wide, 15-foot tall, and appear to be made of solid obsidian. They stand at the end of a short 20-foot corridor. They're covered in symbols of darkness, night, Shar and Netheril. A successful DC 10 Intelligence (Religion) check provides all the information in the *Who is Shar?* sidebar in Part 1, above. Written in Ancient Netherese among them are the words: "*Walk in Darkness and be saved.*" The doors radiate powerful abjuration magic due to the *glyph of warding* (see sidebar, below). They're locked and require a set of thieves' tools and a successful DC 20 Dexterity check, and are very durable (AC 17; 40 hit points; resistant to bludgeoning, piercing, and slashing damage from nonmagical weapons; immune to poison and psychic damage).

WHAT IS NETHERESE?

The default language in Faerûn is Common—a derivative of Thorass. It is distinctly different from Netherese which belongs to the Ulou family of languages which use a different alphabet. These languages aren't spoken in many places any more, only by the Shades and a few holdouts in Damara. For characters to know this language without magical aid, they have to have specifically learned the language, the most common way is by the Shade Fanatic background from Season 3.

Teleportation Circle. The teleportation circle looks ancient, but intact and it radiates strong conjuration magic. A character may spend downtime days to memorize the sigil sequence of this circle for future use with *teleportation circle* (see **Player Handout 1**).

GLYPH OF WARDING

Simple Trap (levels 5-10, deadly threat)

The doors bare an ancient *glyph of warding*.

Trigger. If the doors are damaged, or opened while the doors are well- or dimly-lit, the *glyph* explodes. If the door is opened at night, or under the cover of darkness such as caused by a *darkness* spell or by blocking off the entire alcove with blankets or the like, the *glyph* remains active but isn't triggered.

Effect. When triggered, the *glyph* explodes. Each creature in a 20-foot radius takes 32 (7d8) thunder damage. A successful DC 18 Dexterity saving throw halves the damage.

Countermeasures. A successful DC 18 Intelligence (Investigation) check reveals the arcane symbol hidden among the sigils on the door. Once detected, a character who makes a DC 15 Intelligence (Arcana) check recognizes it as a trapped *glyph* related to darkness. The *glyph* of warding is cast using a 5th-level spell slot.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These are cumulative.

- **Very Weak:** The *glyph* was cast using a 4th-level spell slot and does 27 (6d8) thunder damage.
- **Very Strong:** The *glyph* was cast using a 6th-level spell slot and does 36 (8d8) thunder damage.

XP AWARD

If the characters *dispel* the *glyph*, award each character 250 XP. If they figure out how to open the door without setting it off, award each character 500 XP.

B. LANCES OF LIGHT AND PITS OF SHADOW

The walls of this long room are made of tightly-fitted black bricks and the floor consists of solid sheets of black metal with white spirals painted upon them. Beams of light lance down from three different unseen sources.

A round door with arcane symbols is set in the far wall.

The room is quiet and there are no obvious monsters or obstacles. The metal floor and the spiral painting are unrelated to the trap. The real danger here is the light.

Door. The door at the far end of the room is circular with a roughly hand-sized crescent depression in the center. There are no obvious handle, lock, or hinges. The door is magically sealed (as a 5th-level spell) and, unless the ward is dispelled, can't be physically opened until the crescent key (found at the bottom of the pit trap) is put into the indentation.

Lances of Light. The **lances of light** are wide with little shadow between, making them difficult to avoid. A creature moving at half speed and succeeding on a DC 12 Dexterity (Acrobatics) check can move past the first set of beams to the white spiral where the **pit trap** is. A second, similar check is needed to get past the second set and to reach the door. Small creatures make this saving throw with advantage, while those moving faster do so with disadvantage. A creature that fails touches the beams and takes 22 (4d10) radiant damage. A DC 15 Constitution saving throw reduces this damage by half. The **lances of light** radiate magic if checked for.

All of the **lances of light** deactivate once the door to Area 3 is opened using the crescent key.

The Pit. There is a symbol painted on the bottom of the pit that is further described in the sidebar below. Hidden amongst the symbols is a crescent symbol that matches the mark on door that can be found with a DC 11 Intelligence (Investigation) check. Pushing on the crescent causes it to spring out, the backside possessing a handle so it can be used as a key.

PIT TRAP

Simple trap (Levels 5-10, moderate danger)

A **pit trap** is halfway through the light beams. The door's crescent key is at the bottom of the pit. At the bottom of the pit there is a symbol painted on the floor. The symbol depicts a black skull with a key in its mouth, covered in arcane looking runes.

Trigger. Stepping on the pit trap triggers the trap.

Effect. A creature that steps on the trap must succeed on a DC 15 Dexterity saving throw or fall 20 feet into the pit taking 7 (2d6) bludgeoning damage. On initiative count 20 of the next round (losing ties), the trap door closes and locks (DC 17 Dexterity (thieves' tools)). On initiative count 10 (losing ties), a *darkness* spell is cast in the pit. On Initiative 20 of the second round **two shadow demons** are summoned into the trap and attack the nearest creature.

The trap door must be unlocked or destroyed (AC 19, 35 hit points, resistant to bludgeoning, piercing, and slashing damage from nonmagical weapons; immune to poison and psychic damage) in order to be opened.

Detection and Disabling. A DC 25 Wisdom (Perception) check notices a seam in the painted spiral, suggesting that

there is a trap door or covered pit. A DC 15 Dexterity (Thieves Tools) can be used to jam the cover, making it safe to walk across. The pit can also be bypassed with a long plank or one of the knocked down trees that the characters may have found outside in area A.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These are cumulative.

- **Very Weak:** Remove a **shadow demon**.
- **Very Strong:** Add a **shadow demon**.

TREASURE

There is a *potion of greater healing* in a metal vial at the bottom of the pit trap that the characters may claim. This may be of use in bypassing the door in Area D if none of the characters have spellcasting abilities.

XP AWARD

If the characters detect and avoid falling into the pit trap, award each character 250 XP. They receive this award if they detect the trap and intentionally enter the pit to explore it. Characters that realize the danger of the lances of light and avoid them should be awarded 200 XP.

C. MIRRORS OF SHADOW

A pedestal stands in each corner, sprouting a metal rod that supports a large black mirror. In the center of the room is a large cauldron with a bright flame burning within. On the wall to your right is a round door like the one you entered through. The room smells strongly of lamp oil. The door behind you slams shut, leaving you sealed in the room.

This square room is 80-feet on a side and eventually fills with **life-draining energy**; encouraging haste, while putting a number of distractions and obstacles in the party's path. The door that they can see is a **false door**. In order to proceed, the characters must turn the mirrors to reflect the cauldron's light back upon itself.

Cauldron. The flame within is magical and doesn't radiate heat. If dispelled, it reignites 1d4 rounds later. Once it has turned black (see **Mirror Pedestals**, below), it fills the room with a deep-purple **life-draining light** which illuminates and unlocks the **secret door**, making it obvious to all in the room. Any creature that begins its turn illuminated by the purple **life-draining light** takes 11 (2d10) necrotic damage and finds its

speed halved. A creature succeeding on a DC 14 Constitution saving throw takes half damage and avoids the reduction in speed.

False Door. The false door looks identical to the one used to enter the room. It appears magically locked just like the entrance was, but radiate no magic. Characters searching the door that also succeed on a DC 12 Wisdom (Perception) check find a hidden compartment containing a metal vial containing a *potion of diminution*.

Mirror Pedestals. Each **mirror pedestal** is dangerous to manipulate (see sidebar), but must be turned if the characters are to proceed. If all four mirrors are turned so that they reflect the firelight back to cauldron, the light turns a deep purple activating the **life-draining light** and illuminating and unlocking the **secret door**.

Secret Door. The door requires a successful DC 25 Intelligence (Investigation) check to locate prior to being illuminated. The door is magically sealed (as a 5th-level spell) until it's illuminated by the black flame.

MIRROR PEDESTALS

Simple Trap (Levels 5-10, dangerous threat)

Each **mirror pedestal** consists of two cylindrical pieces of flinty rock stacked on top of each other. An iron rod impales them vertically through the center, joining them together so they cannot be separated. At the top of the rod is a 5-by-5-foot mirror. The bottom stone is affixed to the floor and the top stone may be rotated around the metal pole. The top stone cannot be lifted off of the bottom stone without breaking the mirror which rests atop it. Both cylinders are covered in lamp oil that is magically produced from and oozes down from the stone. The bottom cylinder is affixed to the floor and the top cylinder, rod, and mirror can be rotated. However, doing so is dangerous (see below). Rotating a mirror requires 70 pounds of force.

Trigger. If character rotates the mirror, it sparks and ignites the oil coating the cylinders, triggering the trap.

Effect. When triggered, the oil ignites and explodes. Any creature within 10 feet of the cylinders takes 22 (4d10) fire damage. A successful DC 15 Dexterity saving throw reduces this by half. In addition, any creature that manipulated the pedestal is covered in oil and catch fire, taking 3 (1d6) fire damage at the start of their turn for 1d3 rounds or until the fire is extinguished with an action.

Countermeasures. A DC 13 Intelligence (Investigation) check notes that the surfaces that grind against each other are studded with chips of metal. If character begins to rotate a mirror, a creature within 10 feet that has a passive Perception score of 15 or higher notices a tiny spark shoot from between the rock cylinders. If they stop, nothing happens. The trap can't be disabled, and the stones replenish the oil faster than it can be removed. It is clear that trying to cut away the rock so it doesn't grate would

make the mirror list to one side and not line up correctly. However, a character can try to move the mirror very, very slowly and gently so as to try to avoid creating sparks. Doing so requires a successful DC 13 Intelligence check and avoids triggering the trap if successful.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These are cumulative.

- **Very Weak:** Reduce the damage caused by the trap to 17 (3d10) fire damage, and the **life-draining light** to 7 (2d6) necrotic damage if triggered.
- **Weak:** Reduce the damage caused by the trap to 17 (3d10) fire damage if triggered.
- **Strong:** Increase the damage caused by the trap to 28 (5d10) fire damage if triggered.
- **Very Strong:** Increase the damage caused by the trap to 28 (5d10) fire damage if triggered, and increase the DC to pace the cylinders to 15; Increase the damage caused by the **life-draining light** to 14 (4d6) necrotic damage.

Once the characters enter the hallway beyond the secret door, the door seals behind them and the characters are no longer affected by the **life draining light**. They can proceed to Area D.

TREASURE

There is a *potion of diminution* in a metal vial hidden in the false door. Note that this may be useful in bypassing the door in Area D if none of the characters have the ability to cast spells.

XP AWARD

For each mirror pedestal that the characters avoid detonating, award each character 125 XP. If the characters are able to solve the reflected light puzzle, award each character 500 XP.

D. THE FLOATING DARK

The walls, floor and ceiling of this chilly room are painted black and covered with purple writing and symbols, seemingly at random.

There is a double door with a large handle on the wall opposite your entrance. Small holes, the diameter of a climbing rope, are equally spaced around the frame. The doors are engraved with pictures of scrolls.

This room is filled with a dangerous **chill** that makes extended stay in this room difficult. To open the next door, the characters must unravel the puzzle of the writing before freezing to death—hidden keys only add to the distractions.

Ceiling. The ceiling is 30-feet high in this room. Like the rest of the room, it is covered in writing.

Chill. The room is very cold and getting colder by the moment. For every five rounds spent in the room, a creature must succeed on a DC 10 Constitution saving throw or gain a level of exhaustion. Creatures resistant to cold damage or those wearing cold weather gear make this saving throw with advantage.

Door. The double doors are engraved with the image of fifty scrolls which have been painted the colors of precious metals, ten each of copper, silver, electrum, gold, and platinum. The symbols on them look arcane and it is likely they depict spell scrolls. A successful DC 15 Intelligence (History) suggests that they are intended to represent the Nether Scrolls created by the elves, and from which the humans of Ancient Netheril learned the secrets of arcane magic. From the scrolls, the Netherese learned how to craft *mythallar*, floating cities, and more.

Anyone who tries to open the door or pick the lock triggers the **floating dark trap**. The door can't be forced open, and even if destroyed, they reveal only solid stone. In order to open the door and the passage beyond, a character must expend an arcane spell slot into the door or place a potion, a scroll, or a charged magic item into one of the holes. Doing so causes the door to disappear and revealing a hallway. Potions and scrolls used in this manner are destroyed. Charged magic items used in this manner lose one charge.

Hidden Keys. Throughout the room are three hidden trap doors that can be found with successful DC 15 Wisdom (Perception) checks. Under each is a 6-inch deep cache with a small **false key**. Using any of these false keys on the door triggers the **cone of frost** trap.

Writing. The writing on the walls are various arcane and Ancient Netherese symbols, seemingly random and unconnected words. It is clear without any checks that much of it has something to do with arcane magic.

Hidden amongst the random writing are four sentences written in Ancient Netherese, each of which can be found with a successful DC 15 Intelligence (Investigation) check. If a character finds one, read them one of the following phrases in order (do not repeat):

*The Dark shares;
The Key is not hidden;
The Tool shall suffice;
The Art is the key.*

THE FLOATING DARK

Simple trap (Levels 5-10, deadly threat)

Tampering with the door triggers a trap that potentially immobilizes and slowly kills the victim.

Trigger. The trap is triggered when the door is opened or if the door's lock is picked.

Effect. Anyone who triggers the trap is targeted by a net made of thin, metal wire (*Ranged Weapon Attack*: +10 to hit, range 10/30 ft. Hit: the target is restrained) that fires from one of the holes around the frame—coursing with electricity. Escaping the net requires a successful DC 15 Strength (Athletics) or Dexterity (Acrobatics) check. A creature restrained by the net (AC 15; 40 hit points; immune to poison or psychic damage, vulnerable to slashing damage) takes 5 (1d10) lightning damage and is stunned until the end of their next turn. A creature that succeeds on a DC 15 Constitution saving throw takes half damage and isn't stunned. The net then radiates a 5-foot radius sphere of magical darkness *levitates* the victim fifteen feet up into the air. The *darkness* and *levitate* last until the victim escapes. Creatures restrained by the net take half of the damage of the same type dealt to the net.

Countermeasures. A character succeeding on a DC 15 Wisdom (Perception) check notes that there appears to be an annulus like closure about 12 inches inside each hole around the door. There is no obvious way to open them. The trap can't be reached to disable it, but if all of the holes are blocked, the net attack is made with disadvantage.

CONE OF FROST

Simple trap (Levels 5-10, dangerous threat)

Attempting to open the door with one of the **false keys** triggers a dangerous spray of frigid water that damages all near the door.

Trigger. Trying to open the door with one of the **false keys** triggers the trap.

Effect. When triggered, the trap emits a **cone of frost**. Any creature within a 40-foot cone of the door takes 22 (4d10) cold damage. A creature that succeeds on a DC 15 Dexterity saving throw takes half damage.

Countermeasures. A character succeeding on a DC 15 Wisdom (Perception) check notes what appears to be an annulus-like closure about 12 inches inside each hole around the door with no obvious way to open them. The trap can't be reached to disable it, but stuffing something in all of the holes gives the characters advantage on saving throws to avoid the **cone of frost**.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These are cumulative.

- **Very Weak:** Decrease net's attack bonus to +8. The **chill** forces a saving through every six rounds.
- **Weak:** Decrease the net's attack bonus to +8; decrease the **cone of frost's** saving throw DC to 13.

- **Strong:** Increase the net's lightning damage to 11 (2d10) lightning damage.
- **Very Strong:** Increase the net's lightning damage to 11 (2d10) lightning damage; increase the **cone of frost's** saving throw DC to 17; decrease the DC to locate a **false key** to 13.

XP AWARD

If the characters detect and avoid the cone of frost trap, award each character 250 XP. If the characters solve the floating dark puzzle to open the door, award each character 500 XP.

E. HALL OF GEARS

Interlocking gears, coiled springs, and other gewgaws cover the walls in a dense mass of clockworks that spring to motion as you enter the room. Throughout the room dozens of small handled drawers are inset into the largest cogs.

Six vaguely draconic contraptions, three to each side, flank the approach up to a gray metal pedestal with a large red lever protruding from it. Several keyholes can be seen on the pedestal. As you watch, with a tick that matches the click of the massive clockwork machine, the lever drops one third of the way to the floor.

As soon as the characters enter, the door slams shut behind them and disappears behind a mass of clockworks. As the clockwork machine ticks, the lever drops, until after three rounds, it reaches the bottom and a door opens at the far end of the room. The DM should stress how the lever seems to bounce in time to the ticking clockworks and drops one third of the way every six seconds. This room plays on the fear of what will happen if the characters fail to reset the lever, though each time they do so, it makes their situation worse.

At the end of the first round, a **clockwork wyvern** activates and moves to attack the nearest character. It attacks until the characters leave the room or it is destroyed.

Clockworks. The floor, walls and ceiling of the room is filled with pinching clockworks, springing springs, and flailing levers. At the beginning of each character's turn, they must succeed on DC 12 Dexterity saving throw or suffer 7 (2d6) bludgeoning, piercing, or slashing damage (DM's choice). This affects all characters who are touching the floor, walls, or ceiling anywhere in the room.

Drawers. The various drawers open to reveal keys, knickknacks, switches and other distractions. Have each character make an

Intelligence (Investigation) check as they search to give the illusion that the drawer matters, but instead roll randomly on the nearby chart to see what they find. Roll 1d20 to determine what is found. Do not duplicate results, but rather reroll if a result would repeat.

CONTENTS OF THE GEAR DRAWERS

d20	Contents of the Gear Drawers
1	Empty
2	A very large key that doesn't fit any of the holes on the pedestal.
3	A very small key that doesn't fit any of the holes on the pedestal.
4	A gold key (worth 20 gp) that fits a gold keyhole (to no effect) on the pedestal.
5	A silver key (worth 10 gp) that fits a silver keyhole on the pedestal and causes another random drawer to open.
6	A pewter key (worth 5 gp) that fits a pewter keyhole on the pedestal and causes the lever to reset.
7	A large red handle that looks like it turns. If the character turns it, one active clockwork wyvern makes a bite attack against the nearest foe.
8	Three switches (red, orange and yellow). No matter what combinations the character might flip, the gears appear to accelerate their spinning, but it has no real effect on the level or the wyverns.
9	A silver dagger fashioned to look like a wyvern's claw.
10	A magical blue light emanates from inside of the drawer. It does nothing.
11	A small pouch filled with 2 pp.
12	A small figurine of a clockwork wyvern. It is not magical and does not fit into anything in the room.
13	The back of the drawer is missing and there is one-foot square chute dropping down out of sight behind the drawer. The chute goes down 5 feet before ending. If a character somehow gets inside the chute, it heats up after one round doing 5 fire damage per round the character stays inside it.
14	A dead fish rests on the bottom of the drawer.
15	An orange and yellow striped stocking cap with several cog shaped patches sewn onto it.
16	A small red lever. Pulling the lever makes the drawer slam shut. The character must succeed in a DC 10 Dexterity saving throw or be restrained with their arm caught in the drawer until they succeed on a DC 10 Strength check as an action to pry it free.

17	A rope with a knot at the end goes through the back wall of the drawer. If pulled the rope feels as if there is a weight providing tension but after a foot, it clicks into place and the rope will not move further. Doing so causes one active clockwork wyvern to make a claw attack as a reaction against the nearest foe.
18	A purple button with a symbol that looks like a stylized skull. Pushing the button causes the character to take 10 (3d6) necrotic damage, DC 10 Constitution to save for half damage.
19	Three small red buttons labeled with one, two, and three dots. If all three are pushed the character is healed 5 (1d4+2) points of damage.
20	A small, wax sealed vial filled with a pearlescent blue fluid. Drinking it grants the character a short rest. It loses its enchantment if removed from the room before a character drinks it.

Lever. The lever drops a third of the way at the end of every round. It can be pushed back to the starting position as an action with a successful DC 5 Strength check. The round following resetting the lever causes a second **clockwork wyvern** to animate and joins the initiative on the following round. A character can wedge the lever with a set of thieves' tools or other appropriate tool or item and a successful DC 10 Dexterity check. At the end of each round that the lever is wedged into position, roll a d20. On a roll of 11 or higher, the item wedging the lever is dislodged, and the lever immediately drops a third of the way down.

While not obvious to the characters, the only way to prevent more wyverns from activating is to let the lever fully descend to the floor after three rounds, at which point a door opens in the wall opposite from that which the characters entered. This is the only way out of the room. A maximum of four **clockwork wyverns** can be animated in this manner.

If the door to the next hall is activated, a large cog rolls aside, permitting egress. The **clockwork wyverns** don't follow the characters into the hallway, but they continue to attack anyone in the room. They deactivate if anyone enters the room carrying the *gloomblade* from Area F.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These are cumulative.

- **Very Weak:** A maximum of two **clockwork wyverns** can be animated. Increase the Dexterity saving throw to DC 10.

- **Weak:** Only three **clockwork wyverns** can be animated.
 - **Strong:** Five **clockwork wyverns** can be animated.
 - **Very Strong:** Six **clockwork wyverns** can be animated.
- Increase the Dexterity saving throw to DC 15.

TREASURE

The following items might be found in the drawers of this room: gold key (20 gp), silver key (10 gp), pewter key (5 gp), silver dagger that looks like a wyvern's claw (102 gp), and a sack with 2 pp.

XP AWARD

For each clockwork wyvern that could have—but wasn't animated—award each character 500 XP.

F. THE VAULT

This simple door opens to a small dimly lit room. In the center there is a block of stone, upon which lies a book, a pile of gems, and a longsword with a blade black as night.

This is the *gloomblade* that the characters seek, along with some gems in a bronze bowl and a tome of history and spells. Any character picking up the sword feels a deep sense of despair and emptiness, as if all hope has drained from them. It is horrible to carry and no living soul would be able to bear it for more than a few days. The sword has no magical abilities that the characters can access at this time.

TREASURE

The bronze bowl itself is worth 250 gp, and the mixed gems another 550 gp. In addition, one of the characters may claim ownership of the Shadow Tome spellbook.

The spells in the Shadow Tome are written in white ink upon black paper. It evokes feelings of wistful sadness whenever it is gazed upon. It contains the spells: *bestow curse*, *blight*, *blindness/deafness*, *comprehend languages*, *darkness*, *darkvision*, *dispel magic*, *fear*, *Evard's black tentacles*, *find familiar*, and *witch bolt*. This spellbook is described in **Player Handout 3**.

DEVELOPMENT

When the characters are ready, all the traps deactivate and they can safely return to the **teleportation circle**. Once the crystal is broken, they move on to Part 3.

PART 3. WHITE PLUME MOUNTAIN

Estimated Duration: 10 minutes

Key Encounter Plot Point. The characters hand the *gloomblade* off to Kelvan who reveals himself as Keraptis and then descends into White Plume Mountain with a magically compelled Hildehrune, leaving a reason for the characters to follow him in either DDEP06-02 *Return to White Plume Mountain* or hardcover *White Plume Mountain* adventure.

The encounter begins with the characters having just used the *teleportation circle* to travel from the Umbral Repository to White Plume Mountain.

Using the teleportation circle you find yourself at a cave entrance on the side of a mountain. Kelvan and Hildehrune are there, inspecting their work; a freshly inscribed magical circle.

Kelvan smiles at your appearance. "Ah, excellent. It is good to witness that you have entered. I knew I chose the accurate adventurers. Did you find the blade?"

Kelvan affords the characters the opportunity to describe their experience. He makes no effort to rush them or demand the sword. He is in no hurry and stays jovial if the characters did well or saddened if the party had any deaths.

Once the characters turn over the sword, he gives them a sack containing the *boots of speed* that he promised and continues:

Kelvan holds the blade gently toward Hildebrand to inspect. The priestess nods, and the wizard smiles. "Thank you, friends. If you would please step back away from the door in case anything goes wrong, Hildebrand will attempt to enact a spell to open the entrance."

Kelvan directs the characters to move back to the *teleportation circle*, 80 feet down the corridor from where he and Hildehrune are. They will not begin until they are certain the characters are back far enough "to be safe."

Kelvan begins to cast a spell, and upon completing his incantation, Hildehrune face goes blank. "Muhahaha! I can always rely on adventurers." He reaches forward and pushes the door open. "Come slave, once I sacrifice you with this fell blade, my return to my full power as Keraptis will be complete!"

Kelvan and the magically-compelled Hildehrune walk into White Plume Mountain, the door sealing behind them.

The spell Kelvan has cast is *forcecage*, which he used to block the tunnel for an hour, and prevent easy following. Finding out who Keraptis and going after him is the focus of either DDEP06-02 *Return to White Plume Mountain* or hardcover *White Plume Mountain* adventure. Encourage those players who want to want to pursue him, to find the vengeance they seek in those adventures.

TREASURE

For their efforts, Kelvan (Keraptis) awards the characters a pair of *boots of speed*.

XP AWARD

For recovering the *gloomblade* and returning it to Kelvan, award each character 1,000 XP.

The End

REWARDS

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

EXPERIENCE (MIN/MAX XP: 4,500/6,000 EACH)

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.

COMBAT AWARDS

Name of Foe	XP Per Foe
Clockwork Wyvern	2,300
Shadow Demon	1,100

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Avoid triggering the <i>glyph of warding</i> in Area A	500
Dispel the <i>glyph of warding</i> in Area A	250
Avoid falling in to the pit trap in Area B	250
Avoid the lances of light in Area B	200
Avoid detonating a mirror pedestal (each), Area C	125
Solving the reflected light puzzle, Area C	500
Avoid triggering the cone of Frost, Area D	250
Solving the Floating Dark puzzle, Area D	500
Each clockwork wyvern that is not animated, Area E	500
Recovering the <i>gloomblade</i> , Area F	1,000

TREASURE

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

TREASURE AWARDS

Item Name	GP Value
Gold Key	20
Silver Key	10
Pewter Key	5
Wyvern's Claw Silver Dagger	102

Pouch of Platinum coins	20
Kelvan/Keraptis' Upfront Payment	500
Bronze Bowl	250
Mixed Gems	550

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 detailed in the *D&D Adventurers League Dungeon Master's Guide*.

BOOTS OF SPEED

Wondrous Item, rare (requires attunement)

These boots are embroidered with the image of a mountain venting a large plume of white smoke. While worn the bearer can understand and speak Gnomish. This item can be found in the *Dungeon Master's Guide*. This item can also be found in **Player Handout 2**.

POTION OF DIMINUTION

Potion, rare

This item can be found in the *Dungeon Master's Guide*.

POTION OF GREATER HEALING

Potion, uncommon

This item can be found in the *Dungeon Master's Guide*.

SHADOW TOME

This book is written with white writing up black paper. It evokes feelings of wistful sadness whenever it is gazed upon. It contains the spells: *bestow curse*, *blight*, *blindness/deafness*, *comprehend languages*, *darkness*, *darkvision*, *dispel magic*, *fear*, *Evard's black tentacles*, *find familiar*, and *witch bolt*. The spells in this item can be found in the *Player's Handbook*. This item can also be found in **Player Handout 3**.

DOWNTIME ACTIVITIES

During the course of this adventure, the characters may earn access to the following downtime activity:

Teleportation Circle Sigil Sequence. You have traveled through two *teleportation circles* while on your mission to recover the *gloomblade* for the wizard Keraptis. If you spend one downtime day,

you commit the unique *teleportation circle* sigils for each to memory, allowing you to use the circles outside the Umbral Repository in the Sword Mountains and White Plume Mountain in the Crag as targets for use with *teleportation circle*. This downtime activity is described in **Player Handout 1**.

PLAYER REWARDS

The characters earn downtime and renown in accordance with the guidance prescribed by the *Adventurers League Dungeon Master's Guide*.

DM REWARD

In exchange for running this adventure, you earn downtime, XP, and gold as described in the *D&D Adventurers League Dungeon Master's Guide*.

APPENDIX. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

Hildehrune (HIL-da-rune). Hildehrune is an Illuskan cleric of Selûne who come to Neverwinter from Good Mead in Ten Towns. As a teen, she felt the call of her goddess and came to Neverwinter. She has devoted her life to studying the history of ancient Netheril to better understand the enemies of her faith. An educated barbarian of the north, she is a no-nonsense woman who prefers direct conversation.

Kelvan (KEL-van). Kelvan appears to be a friendly, but eccentric young foreigner. He has a soft-spot for adventurers, in particular, gnomes, and he is happy to offer significant rewards for good work. He has a roundabout way of speaking and due to his foreign birth he frequently choses a close, but not quite correct word. He also is prone to pronounce proper names, having seen them in books, but never heard them said aloud before.

In reality, Kelvan is Keraptis reborn; an arch-wizard from the world of Oerth who has been forced to relive his life due to a failed experiment. He hopes to reclaim his mastery over White Plume Mountain and pick up where he left off.

APPENDIX. MONSTER/NPC STATISTICS

CLOCKWORK WYVERN

Large construct, unaligned

Armor Class 13 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	12 (+1)	6 (-2)

Skills Perception +4

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Special Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14

Languages -

Challenge 6 (2,300 XP)

Antimagic Susceptibility. The clockwork wyvern is incapacitated while in the area of an *antimagic field*. If targeted by a *dispel magic*, the clockwork wyvern must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance: While the clockwork wyvern remains motionless, it is indistinguishable from a normal clockwork statue.

ACTIONS

Multiattack. The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Stinger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed saving throw, or half as much damage on a successful one.

SHADOW DEMON

Medium fiend (demon), chaotic evil

Armor Class 13

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	12 (+1)	14 (+2)	13 (+1)	14 (+2)

Saving Throws Dex +5, Cha +4

Skills Stealth +7

Damage Vulnerabilities radiant

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

Damage Immunities cold, lightning, poison

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

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 4 (1,100 XP)

Incorporeal Movement. The demon 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.

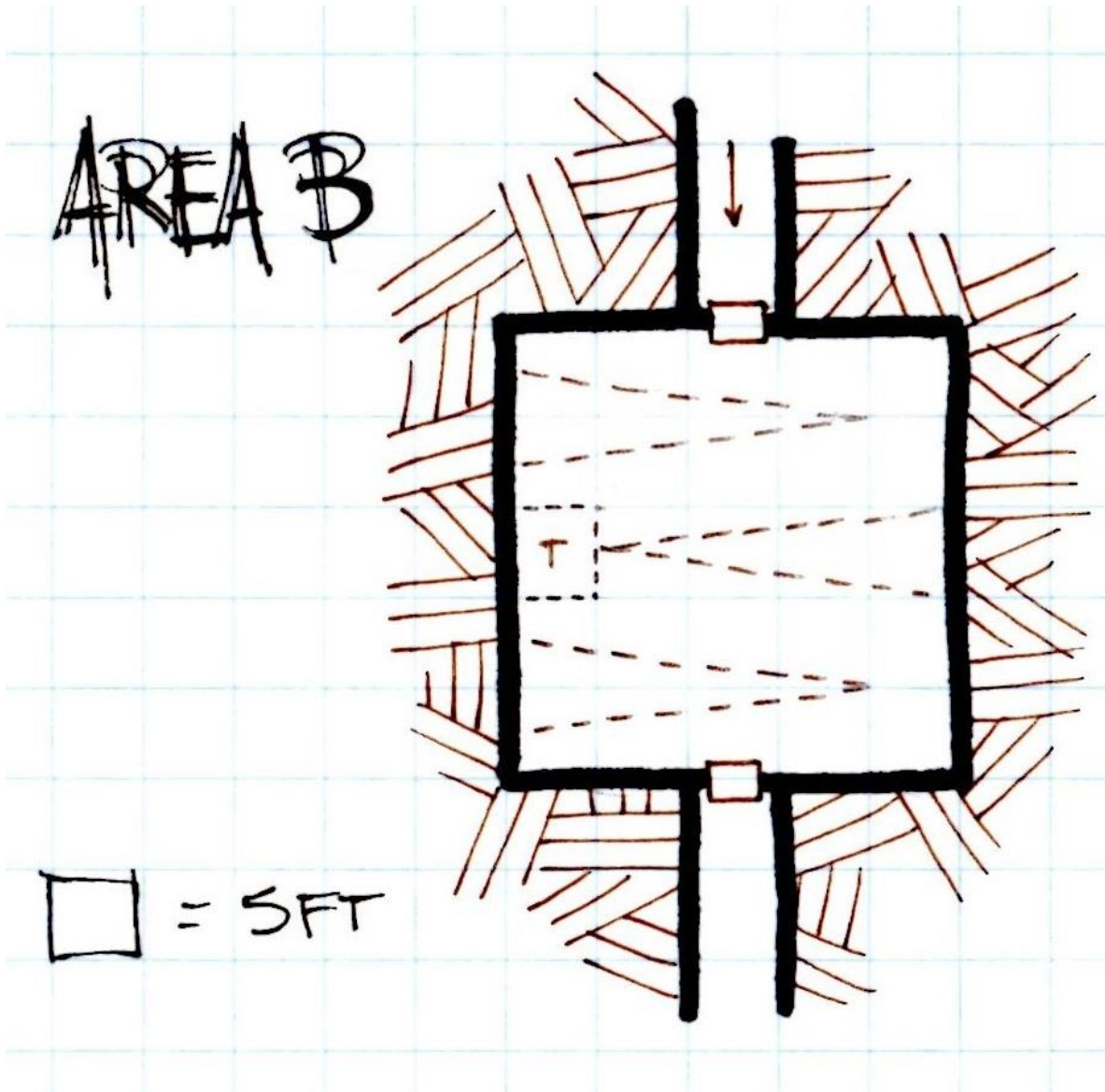
Light Sensitivity. While in bright light, the demon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Shadow Stealth. While in dim light or darkness, the demon can take the Hide action as a bonus action.

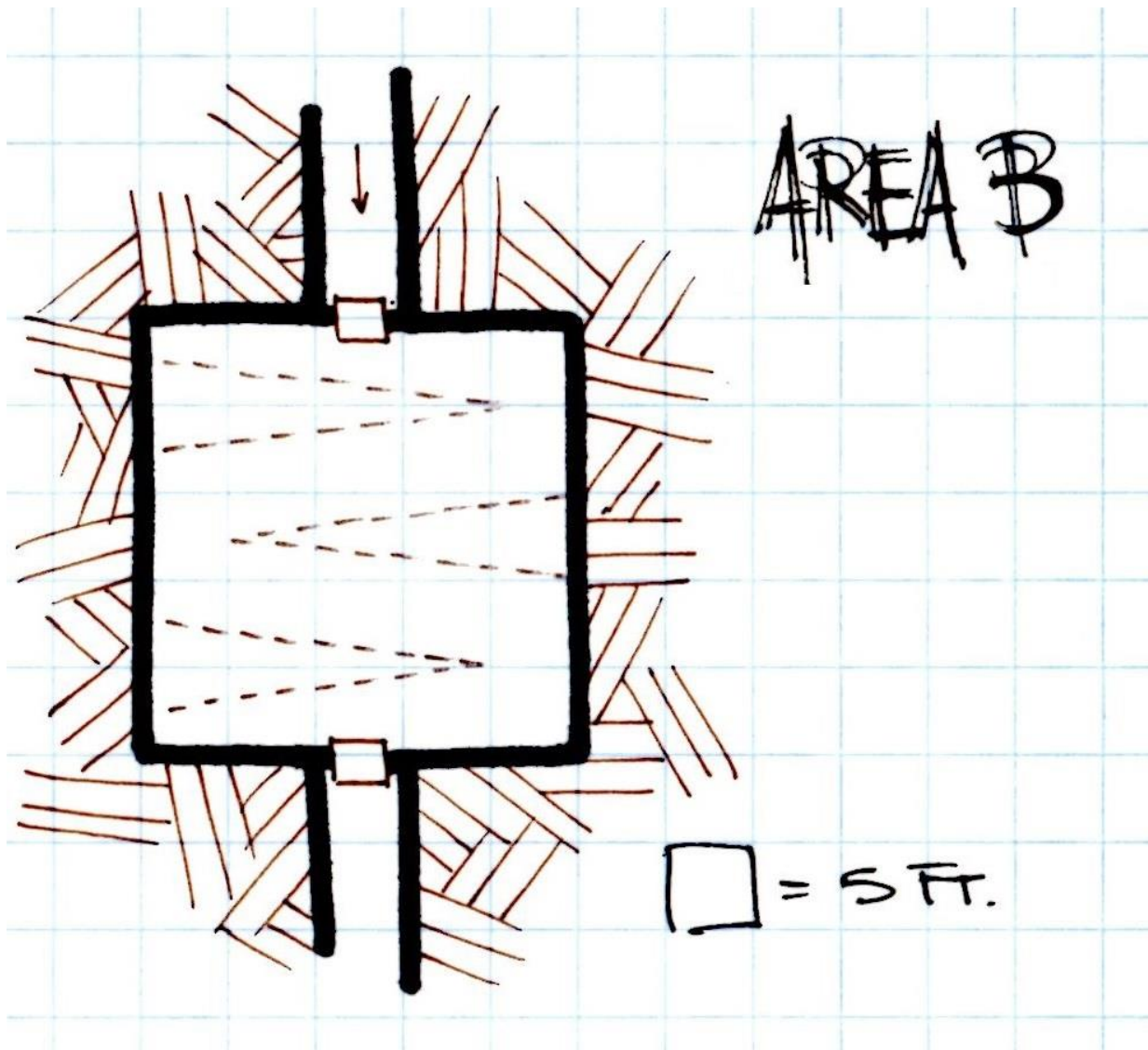
ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) psychic damage or, if the demon had advantage on the attack roll, 17 (4d6 + 3) psychic damage.

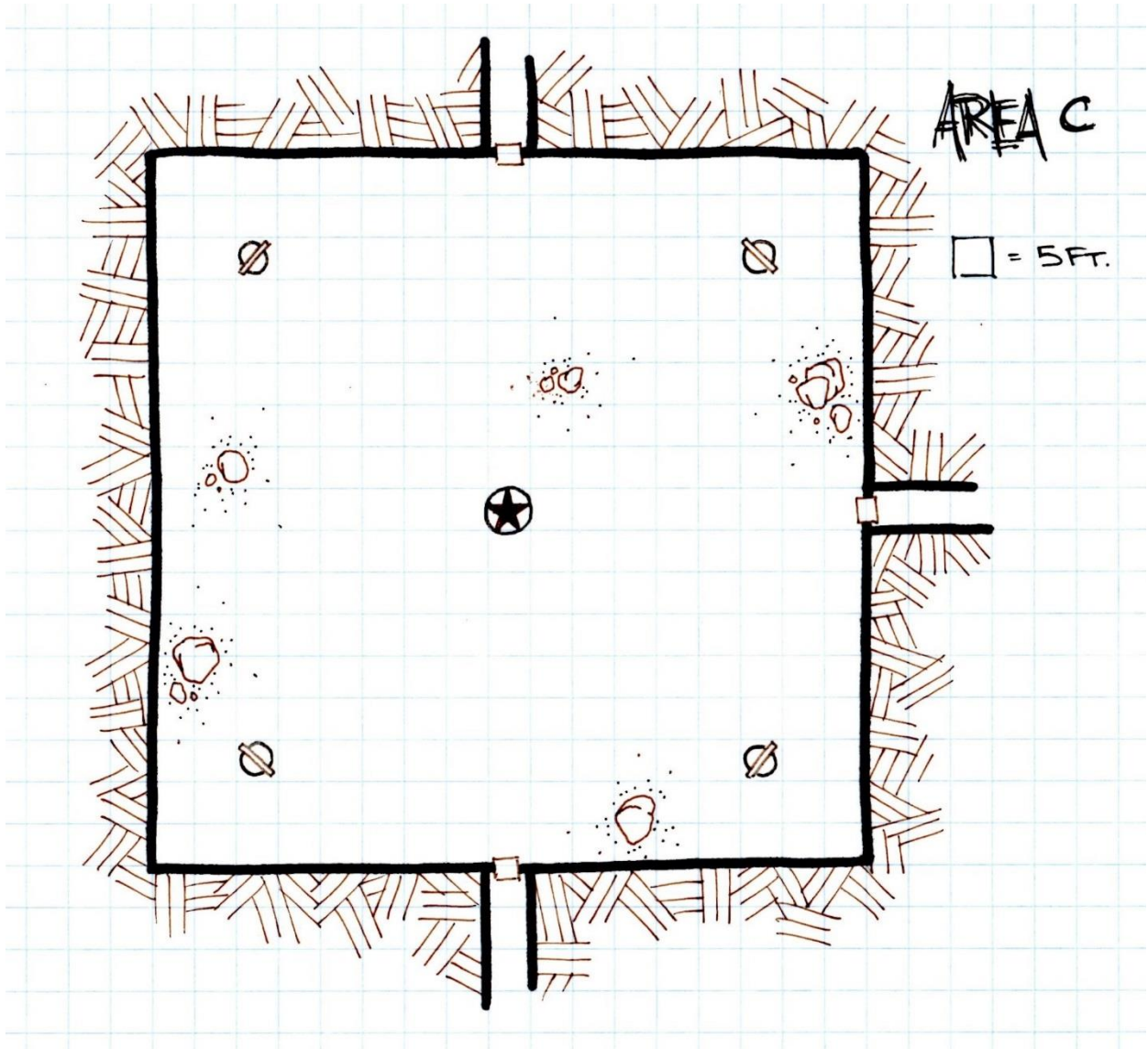
APPENDIX. AREA B DM MAP



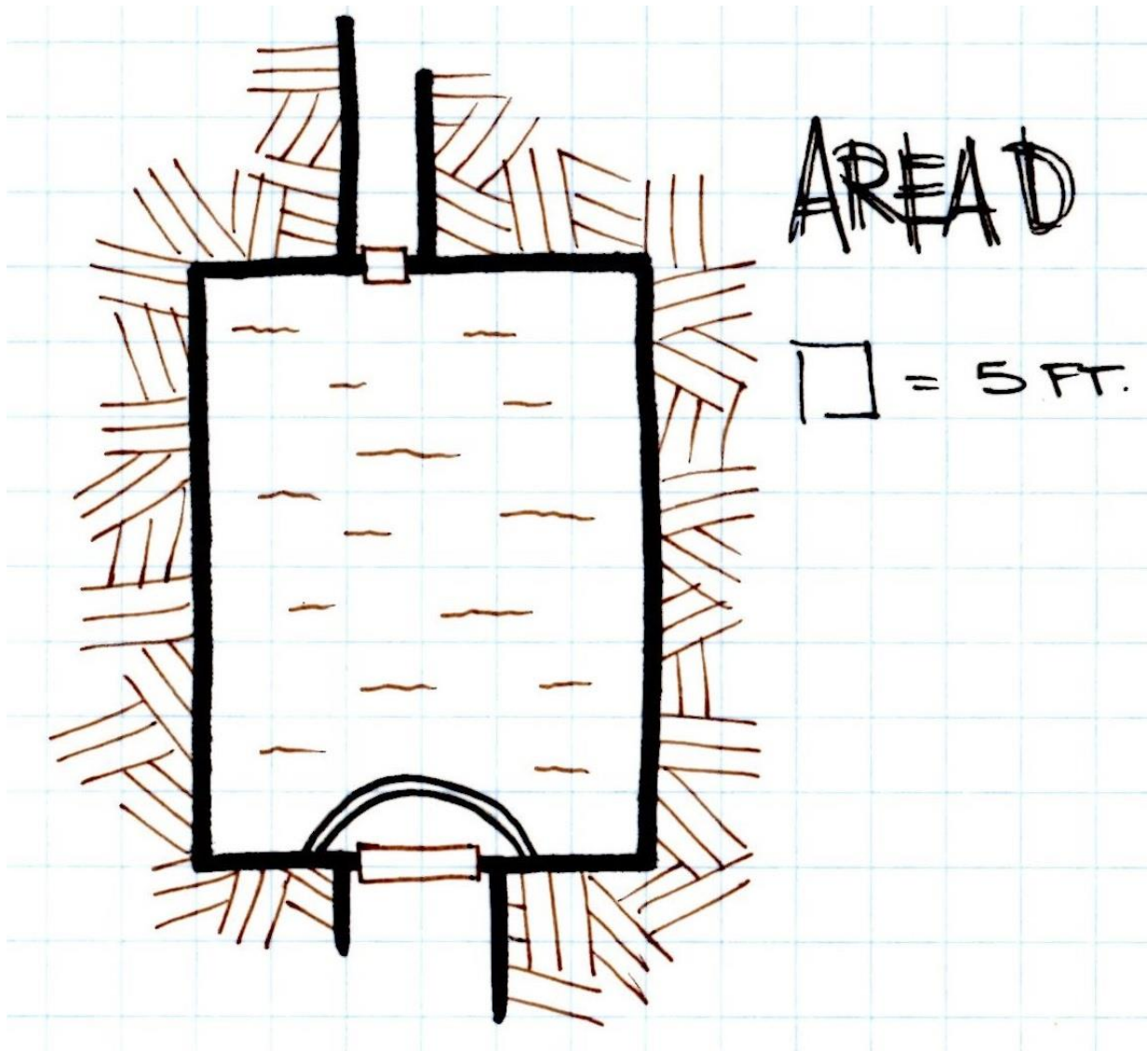
APPENDIX. AREA B PLAYER MAP



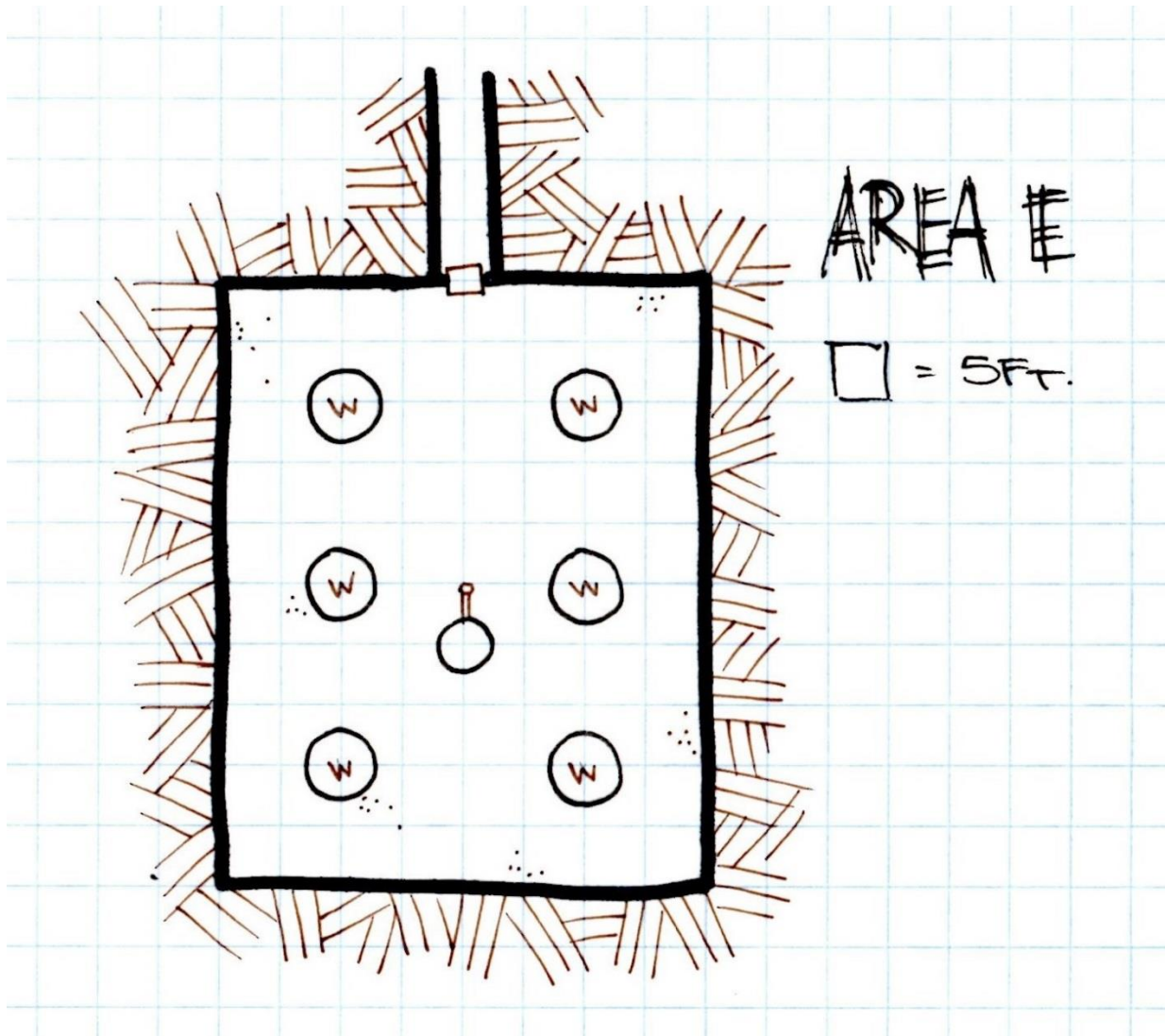
APPENDIX. MAP



APPENDIX. AREA D MAP



APPENDIX. AREA E MAP



PLAYER HANDOUT 1. DOWNTIME ACTIVITY

During the course of this adventure, the characters may earn access to the following downtime activity. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

TELEPORTATION CIRCLE SIGIL SEQUENCE

You have traveled through two teleportation circles while on your mission to recover the gloomblade for the wizard Keraptis. If you spend one downtime day, you commit the unique sequence of sigils for each to memory, allowing you to use the circles outside the Umbral Repository in the Sword Mountains and White Plume Mountain in the Crag as targets for use with *teleportation circle*.

PLAYER HANDOUT 2. BOOTS OF SPEED

During the course of this adventure, the characters may find the following magic items:

BOOTS OF SPEED

Wondrous Item, rare (requires attunement)

While you wear these boots, you can use a bonus action and click the boots' heels together. If you do, the boots double your walking speed, and any creature that makes an opportunity attack against you has disadvantage on the attack roll. If you click your heels together again, you end the effect. When the boots' property has been used for a total of 10 minutes, the magic ceases to function until you finish a long rest. This item can be found in the *Dungeon Master's Guide*.

These boots are embroidered with the image of a mountain venting a large plume of white smoke. While worn the bearer can understand and speak Gnomish.

PLAYER HANDOUT 3. THE SHADOW TOME

During the course of this adventure, one of the characters may keep the following spellbook; this spellbook isn't a permanent magic item.

SHADOW TOME

The spells in this book are written in white ink upon black paper. It evokes feelings of wistful sadness whenever it is gazed upon. It contains the spells: *bestow curse*, *blight*, *blindness/deafness*, *comprehend languages*, *darkness*, *darkvision*, *dispel magic*, *fear*, *Evard's black tentacles*, *find familiar*, and *witch bolt*.