

16. Amber Temple

Facade

- Thirty foot doors of corroded brass (DC18 to open), flanked by fluted stone columns carved into the stone of the cliff face.
- Six twenty foot alcoves arranged around the door, the inside set with tile mosaics
 - Each alcove holds a translucent amber statue of a hooded figure, hands clasped together in prayer.
- To the west, you can see a bit of a fissure in the cliff face

Temple of Lost Secrets

- Balcony overlooking cavernous room
 - Floor and walls of polished granite, ceiling lost in shadow
 - Narrow crack in the west wall, perhaps three feet wide
 - Breath freezes in air and falls to the ground with a slight “tink”, any sound echoes loudly
- As party enters, dozens of torches in sconces along the walls burst into flame
- Sweeping staircases on either side descend about 30 feet into the room
- 60 foot statue of a hooded figure that mirrors those outside, this one carved of the same granite that forms the rest of the chamber. Its face is shrouded in an undulating cloud of magical darkness, around and above the statue’s head rotates a crown of three orbs of green fire.
 - Golor, the Elder Orb in head, flameskulls above and around
 - Bound by Argynvost to guard this place

Amber Reflections

- Behind statue, a staircase descends to a narrow hallway of amber walls, polished to a mirror finish. The hallway branches, then each branch splits once more. Three paths end in solid amber walls, one is open (**To Architect’s room**)
 - Reflections here don’t follow the players movement, but pound at the walls and appear to silently plead with the players to turn back
 - If a player inspects their reflection, it drags them into a mirror world where they fight dopplegangers of themselves.
 - An ivory handled dagger can be seen thrust into the wall near the Potion room
 - When removed, can pass back through the mirrors, but doors all slide closed from above.
 - Someone must remain behind for party to move onward, or the party must find a way to jam the door open.

Scroll Repository, Door 1

- Walls in this room lined with diamond shaped shelves, each covered with rusted iron grates
 - Each is full of scrolls, though most seem decayed and yellowed, their magic failed
 - Glyphs of warding can be seen, but have no effect
 - Drawmij's Instant Summons, Rary's Projected Bond, Nystul's Magic Aura, Bigby's Hand
 - Legend Lore, Creation, Contingency, Enlarge/Reduce

Potion Storage, Door 2

- Two large chests, walls lined with shelves covered in potion bottles
 - Potions, by and large, are various shades of brown and black, congealed to sludge at the bottom of the bottles
 - One locked (DC20) chest has smaller vials, similarly degraded
 - Other locked (DC20) chest (Slight Hiss as it opens)
 - Trapped with glyph of warding (Feeblemind)
 - Vials in here appear to be more finely constructed, sealed with wax rather than cork.
 - 3 Potions of Superior Healing
 - 4 vials labeled Garlsblod
 - Shimmering gold fluid that seems to constantly move on its own
 - Imparts a single luck point
 - 2 vials labeled Spellvoid
 - The dark red fluid continuously contracts to a tiny bead and then expands to color the clear liquid around it.
 - Imparts magic resistance for 1 minute, but spells you cast fail unless you pass a DC15 Arcana check.
 - 1 Vial labeled Unhallowed Fortitude
 - Looks like liquid aura borealis
 - Immunity to nonmagical BPS for 1 minute. When reduced to 0 HP, you may make a CON save with DC equal to half the damage taken, dropping to 1 HP instead on a success.
 - 1 Vial labeled Revelation
 - Liquid is utterly, impossibly black, Grants a portent roll

Architect's Room, Door 3

- Contains twelve foot cutaway scale model of Castle Ravenloft, showing full floorplan, though the rooms are all bare and empty.
 - A good INT check might reveal that the crypts are placed and oriented differently than the ones that the party has seen. The ones depicted are deeper and less cavernous.
- A chest contains blueprints, and a Tome of Understanding beneath a false bottom.
- Trapdoor hidden underneath castle opens to narrow vertical shaft that descends 2500 feet to **Exethanter's Lair**, coming out behind.

Teleportation Room, Door 4

- Large faintly glowing arcane circle dominates the center of the room
- To one side a large rusted lever is set into the floor. Five notches, each with a faded, illegible label (Argynvostholt, Amber Temple, Vault, Castle Ravenloft, The Place Beyond)
 - The Lever is set into the third position
 - Lever is brittle, snaps at base if party persists in messing with it. If they continue to try and force it after it breaks, the glow dissipates and the teleportation circle deactivates. If it breaks, the party finds Exethanter's phylactery inside.

Teleportation Circle, Sub-Basement

- Unlike the spartan room the party just left, this one has walls painted with exquisite murals
 - East Wall: Depicts a great tentacled beast consuming the sun
 - South Wall: A horned humanoid figure with a hole through its chest, it's arms contorted behind its back to reach through the hole
 - West Wall: A many armed skeletally gaunt giant figure driving a massive blade into the heart of a mountain
 - North Wall: The doorway is flanked by the images of two naked men in pale cloth masks, their bodies slick with the blood that pours from beneath their masks

Lich's Lair

- Lushly appointed, cavernous bedroom, all sized for something much larger humans
 - Fine rugs and tapestries adorn this room, which is dominated by a gargantuan canopied bed. A ornately carved and gilded writing desk occupies one corner, a giant mummified corpse in a bubble-gum pink bathrobe sitting slumped over it. Two sets of arched wooden double doors are set into the opposite wall
- **Exethanter:** "Do I... know you?" (Fumbles for a set of green, half moon spectacles to place over his hollow eye sockets)
 - Voice like Tiberious Stormwind, Confused due to his prolonged isolation.
 - A ritual was devised that could conceivably be used to seal away the creatures endemic to the Demiplane of Dread, those called the Dark Powers.
 - The ritual requires three arcane spellcasters of great power
 - The greatest spellcasters of the day went into seclusion here, forming the Circle of Planebinding and researching improvement to the ritual.
 - After a number of unsuccessful tests, we managed to imprison one of the meagrest of the Dark Powers, then another, then another. Eight bound in all, before there were none of us left willing to stand for the ritual. The order eventually disbanded, drawing straws for two to stand vigil. Selyse and I lost, but Argynvost volunteered to take the place of Selyse, who had been his lover once. I underwent the ritual of eternal undeath, and Argynvost set guard outside. I know not what misfortune befell him, only that one day my Sendings went unanswered.
 - None have ever breached the defenses of the temple
 - Misplaced his scrying orb some years ago, so he's not sure what's going on. Fiddly little things. I could never get a properly sized one made.

Preserved Library

- A shimmering blue barrier sits across the threshold to a cramped, dark library
 - Abjuration magic, protecting books from aging
 - Books age rapidly if removed from room. Become almost entirely illegible.
- "While this library seems small at first glance, you quickly find that the ceiling is so high, you cannot spot its end. Six immense, black marble bookcases line the walls and stretch up into unending heights. Each shelf on each bookcase is filled with well preserved tomes and carefully stacked scrolls. The amount of knowledge stored within this single room seems unfathomable.
- "Dozens of floating, burnished copper lanterns light the room, hovering at various heights throughout the library. As far up as you can see, the lanterns continue, lending the appearance of a starfield as they diminish into pinpricks in the space above."
 - Lanterns are trapped souls for Exethanter to eat.
- Exethanter asks the party what they know of the... costlier arcane rituals. Tells them what he knows of blood magic.
- Tens of thousands of books, all arranged in simple, unadorned identical shelves. (Exethanter can find anything specific. A general investigation check is made with advantage if they ask Exethanter for assistance)
 - All blank aside from title unless codeword is spoken or true seeing cast. Books crumble to dust if dispel magic is cast.
 - Collectively contain all of the PHB, XGtE, MTotF spells, information on various rituals.
 - Pre-Strahd accurate account of the Rosana
 - Three up-jumped Archfey secessionists of the winter court.
 - Weaver, Huntress, Seeker
 - Keeper of the past, Builder of the Present, Watcher of the Future
 - Hogwash and poppycock
 - Pre-Strahd accurate histories of Ceraunos/Delmor
 - Mechanics of lycanthropy, inherited and infected
 - Several tomes on the demiplane of dread and dark powers
 - Bestiaries of denizens of the outer planes
 - Theoretical planar models, including the Great Wheel, Multiverse, World Tree, Timestream, World Axis
 - A spellbook containing a rite of permanence
 - 5th level spell, exhausts the spell slot that was used to cast the spell being made permanent, until such a time as the effect is dispelled.
 - Books concerning The Far Realm
 - The Book of Eibon
 - The King in Yellow
- Hidden staircase behind one bookcase leading deeper into the earth, to **Amber Vault**

Amber Vault

- Walls, floor and ceiling of this octagonal chamber are formed of uneven, disjointed black crystalline columns
 - The floor of this chamber has been carved evenly from the raw stone and polished mirror smooth
- Lit by a bright, sourceless light that nevertheless seems to drain the color out of things
- A low, rumbling hum at the very edge of perception fills the room, rattling your teeth
- In the center of the chamber, two huge and wildly intricate arcane circles are carved and inlaid with gold, one on the ceiling and one matching on the floor below.
- Arranged around the edge of the room are four arched doorways of carved amber each leading to a room containing three pedestals carved from one of the natural basalt columns
 - Room 1 Each pedestal is empty
 - Room 2 Two of the pedestals hold rough blocks of amber with a faint wisp of frozen shadow contained within
 - Room 3 Each has a slab of amber, 1 has a slight chip in it, and a crack running from bottom to top
 - Room 4 Each has a slab of amber, but one has been smashed apart, fragments of it scattered across the floor
 - Mithran, Guresh, Garl, Khirad, Taar Haak, Yog, Yrrga, Vampyr
 - AC18, 200HP. Inner casing of slick, translucent material must be dealt at least 20 radiant damage in a single blow to shatter
 - Mithran speaks, only to Detrix, unless the party brought psychedelics or someone besides Detrix has formed an enduring bond with a dark power. The wisp appears to detrix as a shifting mask of white cloth, writhing and vibrating under his gaze.
 - Mithran asserts that Strahd cannot be defeated so long as Vampyr lives, offers to assist the party in combat if their aim is to destroy Vampyr.
 - Tells Detrix he cannot safely leave this room without a mortal husk to hide in.