

# KRAKORE'S MIRROR



**FREEBIE VERSION**

**LEVEL 3 ADVENTURE**



**IMMERSIVE LOW-TIER ONE-SHOT ADVENTURE  
FOR THE WORLD'S GREATEST RPG GAME**

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**This is a freebie version of the level-3  
adventure, Krakore's Mirror.**

It includes the first two chapters of  
the full adventure.

If you like this content, consider  
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# INTRODUCTION

## BEFORE YOU BEGIN PLAYING

Consider the following guidelines:

- Read the adventure once or twice. Take notes of anything you would like to highlight or remind yourself of while running the game. Such notes could include, but are not limited to, ways to role-play an NPC, combat tactics for a creature, or the locations of important things. Familiarize yourself with the adventure's appendices and maps.
- Have all the material and accessories you would like to use to aid you in running this adventure. Such as flashcards, a DM screen, minis, dice, and battle maps.
- It is useful to have the player characters' names, race, class, armor class, and hit points in a separate and easy-to-see piece of paper or screen. It may also be important to note other things like backgrounds and personality traits.

## PLAYING THE DUNGEON MASTER

You have the most important task. The DM is the table's narrator and organizer for a good game. You must take care of the narrative and adjudicate the party's actions. You transform the words on these pages into a living thing.

Here are a few guidelines to help you make this happen:

**You have the Power.** You make the decisions about the adventure progress and how the group interacts with NPCs, creatures, and the setting's elements. You are encouraged to improvise and change things. Each group is different and they will all have different needs and things they enjoy and things they don't like.

**Give Them a Good Challenge.** You are the judge of your group's experience. Give them a well-balanced challenge to keep them engaged. A good challenge does not necessarily mean combat. Try to feel out what your group is more interested in and try to give them what they crave. A role-playing situation like a tough negotiation, an interrogation, or calling a favor may be as intense as a full-blown battle.

**Do not Stall.** If the game starts to slow down because the players are unsure of what to do, feel free to provide hints, clues, or a helping NPC to nudge your group in the right direction. Players can get frustrated if they are unable to react to the adventure due to the lack of necessary information. Hints and clues may present themselves as "ideas" or "thoughts" the characters have. An alternative method is to introduce an NPC who will provide a veiled suggestion to the characters directly and serve as the "DM's voice"

## CREATING AN ADVENTURING PARTY

This adventure does not rule out any combination of races, classes, or other features. There are no alignment requirements for this adventure but it is suggested that at least half the party is of good alignment. Otherwise, the incentives for finishing the adventure are curiosity and/or the promise of gold. Good-alignment is recommended for new players.

If you are playing with a new batch of PCs, ask the players why their heroes are together and acting as a team. Each player may choose one or two options from the following list to justify why they are together. This will help the game go smoother from the beginning and it will give them a few cues on how to interact with each other.

- Two characters are childhood friends. They come from the same city/town.
- One character saved the life of another PC a year ago.
- One character owes money to another.
- Two or more characters are currently employed as mercenaries.
- Two characters of the same race are relatives (siblings, cousins, etc.)

This list is not exhaustive. Players are free to invent reasons why they already know each other and work together.

As the DM, you are free to disregard this if your players are experienced enough. These instructions are designed to kick-start the game from the top and help new players get a hold of the group faster. A group of experienced players might meet each other and come up with reasons to work together on the fly with little to no difficulty.

## ABOUT LINEARITY AND PLAYER AGENCY

This adventure includes several approaches that the adventurers may take and several variants in the conclusions of each chapter. These options are not exhaustive but there is a limited amount of information or options a module can include. This adventure, as written, is somewhat linear but the intention is not to constrain players' creativity and options. We have included what we believe are the most likely courses of action in the adventure. You may skip some encounters and activities. Do not limit the players' options.

## ABOUT NOTATION

Some events or things described in this document express their odds of happening in this format: "1-in-6", "2-in-6" and so on. This means that the DM rolls a d6. Rolling the first number or less means that the event happens.

*There is a 2-in-6 chance of finding the hidden door.*

This means that a person rolls a 1d6, on a result of 2 or lower, the hidden door is found.

# ADVENTURE PRIMER



Krakore saw a future where he ruled the kingdom in the fabled mirror. He was wrong...

Professor Gideon

## WHERE TO ADD THIS ADVENTURE

*Krakore's Mirror* is a tier-1 adventure optimized for level 3 characters. The adventure centers around the existence of a magic school named Elsefore Academy. It is a secluded location that exists on a demiplane, outside of the material world. It can be incorporated into any campaign that features orders of wizards or similar schools. The Elsefore Academy of Wizardry can only be reached by teleportation.

The rest of the adventure occurs in a snowy mountain range and a mausoleum. Recommended locations:

**Forgotten Realms.** Near Icewind Dale, in the Spine of the World mountain range.

**Eberron.** In the Ironroot Mountains, in between Krona Peak and Goradra Gap.

*Estimated Duration: 8 - 10 hours.*

## ADVENTURE BACKGROUND

A small group of mages noticed the need for a specialized place of education for promising wizards and alchemists and thus began a monumental project of creating it. There existed two schools already but each was created and controlled by opposing kingdoms. Their only reason for existence was the ever-present need for war power that never abandons human rulers. Both schools, if one can call them that, were factories of war mages, living weapons at the service of one king or another; their magical powers exploited without repair. The renegade mages decided to create a new school that would further the mages' interests and would play no part in the petty wars of megalomaniac kings.

The Elsefore Academy of Wizardry was born a hundred and fifty years ago from the hard work of four mages. It all started with a small class of ten promising students.

The school had to be in a location inaccessible to most; they created a place out of space for it. The Elsefore Academy exists in a bounded demiplane outside of the material world. It is only large enough to host the teachers and students that currently live there but the mages can make it larger or smaller as they require it. The only way to reach the school is by teleportation by someone who knows the sigil sequence of the academy's teleportation circles. Only the teachers have access to this information.

The academy has had a rough relationship with kings and emperors since its inception. All parties wish to make an allegiance with the independent mages to gain an edge in their wars and politics but the mages have, so far, abstained from siding with any kingdom. The school's manifesto says that the Elsefore Academy shall never participate in wars.

## ADAMAN KRAKORE AND THE MIRROR

Professor Krakore was one of the original founders and the creator of the fabled artifact, *Krakore's Mirror*. The knowledge-starved mage dedicated most of his academic life to the creation of an artifact that would prolong his life; he envied the elves for their magical affinity and long lifespans.

After decades of research, Adaman managed to create a magical mirror. According to him, the mirror showed you what you desired the most, but it also had the power to grant it. Alas, Adaman Krakore's desire for immortality backfired when the mirror absorbed its soul and killed him. The greedy mage's soul curses the mirror ever since.

After the untimely demise of Adaman Krakore, the mirror was relocated in the Krakore family mausoleum in a mountainous region. The mages could detect the cursed soul of Adaman but they could do nothing to free it. Adaman's bitter disappearance remained a cautionary tale among spellcasters to not dabble in forbidden magical fields like immortality and wish-granting.

Adaman died a hundred years ago but his numerous family lives on. Many Krakores have been students at the Elsefore Academy in the last century. Most of them knew a crude outline of what happened to their ancestor, Adaman, but most of the details were kept secret to save them from following the same path. An accurate account of the events from a century and a half ago is in possession of Professor Fadrin Gideon, the current headmaster.

## THE MAGE HEIR

Gustaff Krakore is a promising student and the youngest descendant of Adaman Krakore. He grew up in the academy and portrays the same insatiable curiosity and thirst for knowledge of his great-grandfather.

Despite the care that the professors took to keep Gustaff isolated from knowing about Adaman, the young lad found out about his great-grandfather from rumors, gossip, and mentions in the school's lore. It was impossible to keep all evidence of the Elsefore Academy's founders from Gustaff.

Gustaff noticed that nowhere did the records state how his ancestor died. The professors always evaded his questions on the matter, claiming they ignored the answer or begging him to return to his student's responsibilities. In the end, Gustaff sneaked inside the headmaster's office and found the truth. The boy teleported away a few days later in search of the Krakore's Mausoleum to find the fabled mirror and his ancestor's trapped spirit.



## ADVENTURE OVERVIEW

This section provides an overview of the chapters and how the adventure is most likely to play out:

**1. Elsefore Academy.** The adventurers find their way to a secluded magical academy that exists in a demiplane. A pupil escaped and the mages cannot approach the location he fled to because of an arcane disruption in the area.

**2. The Harpies' Pass.** The mages transport the adventurers to the closest location to the mausoleum where their magic still allows teleportation. They must find a way across the mountain pass and deal with aggressive harpies.

**3. Krakore's Mausoleum.** Gustaff Krakore has come in contact with the magical mirror of his ancestor. He is now possessed by Krakore's spirit. The adventurers must find Gustaff in the mausoleum and bring him back.

## ADVENTURE HOOKS

*Krakore's Mirror* begins with one of the following adventure hooks:

### A BOUNTY FOR THE BRAVE

While the adventurers stay in town at a medium-sized city or a metropolis, they are informed of a hefty bounty of 400 gold pieces for the tracking and rescue of a missing boy. The bounty notice explains that the young boy is an apprentice wizard of the elusive Elsefore Academy of Wizardry. Any interested parties must meet Professor Illara Gaunt by the notice board tonight to be teleported to the academy.

### IT'S ALL IN THE FAMILY

A member of the adventuring party is a descendant of the Krakore family, even if they no longer carry that last name. They learn that the apprentice wizard Gustaff Krakore, a cousin, has gone missing recently from a letter signed by Professor Fadrin Gideon. The mage explains that their blood relation might be of use when finding the missing teenager and requests their help. The letter also mentions a reward of 400 gold pieces. If interested, the adventurers must meet the professor in a local tavern to be teleported to Elsefore Academy of Wizardry.

### IN SEARCH OF THE MAGICAL MIRROR

The adventurers find out about a magical mirror artifact that is said to grant forbidden knowledge or wishes. They call it *Krakore's Mirror* in honor of its creator, a wizard that died one-hundred years ago. After some research and asking around, there is little to no information about the mirror and its whereabouts. The only lead points to the Elsefore Academy of Wizardry. The mirror's creator used to be a teacher there. His descendant, Gustaff, is a mage apprentice, currently enrolled in the academy.

# ELSEFORE ACADEMY



This is a place of learning and discipline.  
Misuse of the arcane arts is strictly forbidden!

Professor Illara Gaunt



Elsefore Academy of Wizardry is well known among the highest societal circles in large cities and capitals. Most higher-ups submit their children to the magical trials with the hope that one heir or another will prove a good candidate for the academy. In a way, it has become a matter to show off and be proud of for the wealthy elites. On the other hand, Elsefore Academy professors could not care less about any of their applicants' origins. Many of the students are detected and enrolled from poor backgrounds and even slavery.

All Professor Gideon cares about is excellence and the magical aptitudes of prospective students. The school tries to enroll students as young as six years old but will admit even teenagers if they show enough promise. Gustaff Krakore is one of them. Some people think that his last name is the reason for his promising magical aptitudes.

## ELSEFORE ACADEMY

The magic school is located on a spherical demiplane with the school at its center. The buildings and towers float in a void space, suspended by magic. All buildings are made of finely engraved stone bricks that do not react to the passage of time. The academy's architectural design would not make sense if built on the material world. Its strange layout and orientation work only due to its floating nature.

Beyond the walls, a clever permanent illusion surrounds the school. There appears to be a never-ending forest under the school and a clear sky above it. The sky changes as if following a day-night cycle but all professors and students know that none of it is real. It is a glamour spell designed to trick the body into following the sun schedule of the material world and to make it feel more grounded in reality.

## SCHOOL LIFE

Students usually spend long years in Elsefore Academy. Wizardry is a field of study that requires plenty of time and effort. Only a fraction of the students admitted ever make it to the end and graduate. Others leave long before that, out of their own volition, or are expelled for disobedience or lack of talent. The school can be grown to any size as needed but it usually houses thirty students of varied ages.

Faculty members are demanding teachers that oversee all activities in the academy. Many students resent them for their strict behavior and the absolute enforcement of the rules. A running joke among the students is that they are all lifetime prisoners in Elsefore Academy.

While the strictness of the school's code is real, no student is subject to remain in the school. Most of them have places to return to if they so wish. But they fear their affluent families more than Professor Gideon, so they remain.

## ACCOMMODATIONS

Both the staff and the students' private quarters are located within multiple iterations of *magnificent mansion* spells. The students' access doors are located in the students' tower first level (next to area A7) while the staff's are located by the administrative office (next to area A17).

The *magnificent mansion* spell creates an extra-dimensional space that each owner can personalize as they desire. Each student and staff member has a personal chamber.

It is a great achievement that the founders found a way to keep these extradimensional spaces in equilibrium and stability as they too exist within the academy's demiplane.

## GETTING TO ELSEFORE ACADEMY

Once the involved professors find and hire a group of adventurers for the specific task of retrieving Gustaff, they proceed to teleport them to the school. The professors have an interest in hiring trustworthy adventurers since they cannot approach the mausoleum easily.

When the adventurers first arrive at Elsefore Academy of Wizardry, they are teleported to the entry portal in area A1. Then they are quickly led to Professor Fadrin Gideon's office (area A15) for an interview.

## THE MISSING STUDENT

Professor Fadrin Gideon is genuinely interested in rescuing Gustaff Krakore. He offers a reward of 400 gp for his retrieval. The professor explains that the young lad is most likely in the vicinities of his family's mausoleum, in an inhospitable mountain range.

Professor Gideon claims that Gustaff went there to interact with an old cursed family heirloom that was hidden to save others from an unfortunate demise. The headmaster reveals that the artifact, a magical mirror, killed Gustaff's great-grandfather a hundred years ago before it was buried in the Krakore family mausoleum.

While the headmaster reveals this information, he keeps to himself the workings of *Krakore's Mirror* and its supposed ability to grant wishes. This information is available in some documents and books in Gideon's office but the adventurers are not likely to read them unless they infiltrate the office during sleep time.

The adventurers are free to explore the academy too.

Roll on the following table when the adventurers ask random staff members or students about Gustaff Krakore, ignore repeated results or just pick one:

1d8

### Rumors

- 1 Gustaff is a great student but he is impulsive and reckless. He seems to believe that risking one's life for knowledge is a worthy goal
- 2 Gustaff had been visiting the library more often as of late. Sometimes he'd borrow books at night-time
- 3 Someone heard Gustaff claim that he had a way to infiltrate the headmaster's office. No one knows why he'd share such a scandalous thing
- 4 Gustaff has always been interested in his great-grandfather's history but there is little mentioned about him in the academy's history books
- 5 Gustaff's best friend, Adria, must know something about his disappearance. They were always together gossiping or studying
- 6 Two weeks ago, Gustaff tried to kiss a fellow student named Ana but she rejected him. People say Gustaff came back to the city out of shame
- 7 Gustaff had been asking the professors about something but they always turned him down. One time, he was grounded for yelling at Professor Illara Gaunt
- 8 Gustaff think highly of himself, he believes he has as much potential as the academy's founders





## PROFESSOR FADRIN GIDEON

*Chaotic neutral, human (age 65)*

Professor Gideon (**archmage**) is a senior wizard and the headmaster of Elsefore Academy of Wizardry. He is a tall man with great posture and an inquisitive gaze. His long hair and beard are snow white. Professor Gideon often wears long dark-blue robes and a pair of thick, golden spectacles. At the bottom, Professor Gideon fears that Gustaff might become as powerful as his great-grandfather, the founder Adaman, and outshine him before his peers.

**Manner.** Professor Gideon uses his pipe and exhales the smoke toward people in an impolite way.

**Ambition.** Professor Gideon wishes to be recognized as a great headmaster, worthy of the founders' pride.



## ADRIA (THE BEST FRIEND)

*Chaotic evil, human (age 17)*

Adria (**apprentice mage**) is a student in Elsefore Academy of Wizardry. She comes from nothing and was enrolled at a very young age. Despite the academy's goodwill toward her, she feels like a prisoner. She resents students from affluent families and teachers alike. Gustaff is the exception, she is attracted to his unstoppable search for knowledge. Gustaff told Adria about *Krakore's Mirror*. She tries to make a deal with the adventurers when encountered in area A7.

**Manner.** Adria stares at people too much, to the point where she makes people uncomfortable.

**Ambition.** Adria wishes the power of *Krakore's Mirror* for her own ends. She resents Gustaff for going alone.

## PROFESSOR ILLARA GAUNT

*Chaotic good, human (age 33)*

Professor Gaunt (**mage**) is a hard-working woman who has dedicated her life to upbringing and educated young mages. She knows Gustaff Krakore well and understands his desire to know more about his family's past. She thinks that explaining the truth about his ancestor to Gustaff, in a controlled way, might dissuade him from following in his footsteps. However, the headmaster forbade her from revealing the truth to the young lad. She regrets obeying him.

**Manner.** Professor Gaunt plays with her red hair as a way to calm her own anxiety and doubts.

**Ambition.** She hopes to be a motivation in her students' lives so that they achieve more than just arcane power.



## GENERAL FEATURES

The following descriptions of areas A1 through A18 correspond to the Elsefore Academy map.

**False Daylight.** The natural light coming from the windows is an illusion spell designed to trick the mind.

**Stone Flooring.** Hewn stone floor tiles engraved with fine sigils and runes. In good condition despite constant use.

**Magical Sconces.** Most areas feature sconces with *continual flame* spells that light up during night-time.

### A1. TOWER FLOOR- PORTAL

**Magic circle** (glowing runes and thick vapor).

**Seats** (red velvet lining). **Magic elevator** (low-pitch hum).

Visitors always arrive at Elsefore Academy accompanied by a professor through the teleportation portal in this area. They are met with the curious looks of young magic students and other staff members. The walls are decorated with 30-foot-tall tapestries with embroidered griffons.

### A2. MAGIC THEORY CLASSROOM

**School seats** (varnished wood and book compartments).

**Floating books** (approach floating and open on their own).

Students come to this classroom to learn history and arcane theory. Special attention is paid to the rules of spell-book and scrolls' creation.

### A3. EVOCATION CLASSROOM

**Magic circle** (entraps spells gone out of control).

**Resilient Walls** (mithral reinforcements).

Students come to this classroom to practice all kinds of useful arcane implementations like the conjuring of elements and force effects. The room is designed to withstand strong arcane energy and miscast spells. Professor Fadrin Gideon teaches this class exclusively and expects focus.

### A4. TRANSFORMATION CLASSROOM

**Statues** (arcane helpers and implements for spells).

**Resilient Walls** (mithral reinforcements).

Students come to this classroom to learn about the difficult art of polymorphing magic. The classroom features several human-sized statues that have been subject to uncountable transformation spells over the decades. A shelf by the north wall holds clay and stone figurines for the same purpose.

### A5. POTIONS CLASSROOM

**Potion lab** (equipped with advanced alchemy gear).

**Wall posters** (depict popular alchemy brews).

Advanced students come here to learn the fine art of potion-making and alchemy. The laboratory's supplies contain dangerous chemicals and reactive agents few can handle.

### A6. DIVINATION CLASSROOM

**Crystal ball** (glowing clouds and electricity inside).

**Puff seats** (red velvet lining). **Magic silence** (low-volume).

Only a few students are selected to learn the art of divination, prescience, and the interpretation of omens. Professor Illara Gaunt is a seasoned diviner and she alone teaches this class. The crystal ball is worth 10,000 gp.

### A7. STUDENTS' TOWER BOTTOM

**Magic circle** (glowing runes and thick vapor).

**Seats** (red velvet lining). **Magic elevator** (low-pitch hum).

Students come and go to the tower's upper levels or the student's accommodations in area A8. Most are busy.

► **Adria's Offer.** The young lass suspects correctly that the adventurers have been hired to track down Gustaff Krakore. She waits for them here when they are likely to not be accompanied by any of the professors.

Adria is willing to share all she knows about Gustaff in exchange for a simple favor. She wants to accompany the party to the mausoleum. Adria claims her presence is likely to make dealing with Gustaff easier because he fancies her.

If they accept, she agrees to meet them in the mountains twenty minutes after Professor Fadrin Gideon teleports them there (see Development, p 12).

### A8. MANSION DOORS

Stone doors (engraved with the academy's sigil). A set of five doors leads students and staff members to their *magnificent mansion* chamber automatically.

### A9. LIBRARY

**Bookcases** (full to the brim with books and scrolls).

**Invisible servants** (put back books and keep the order).

Students have access to this amazing library. Professors curated the collection to remove dangerous stuff, but it still includes a copy of most spells up to level 4.

### A10. STUDY ROOM

**Music** (calm music plays from no apparent source).

**Hookah** (non-addictive smoke). **Soft bar** (root beer only).

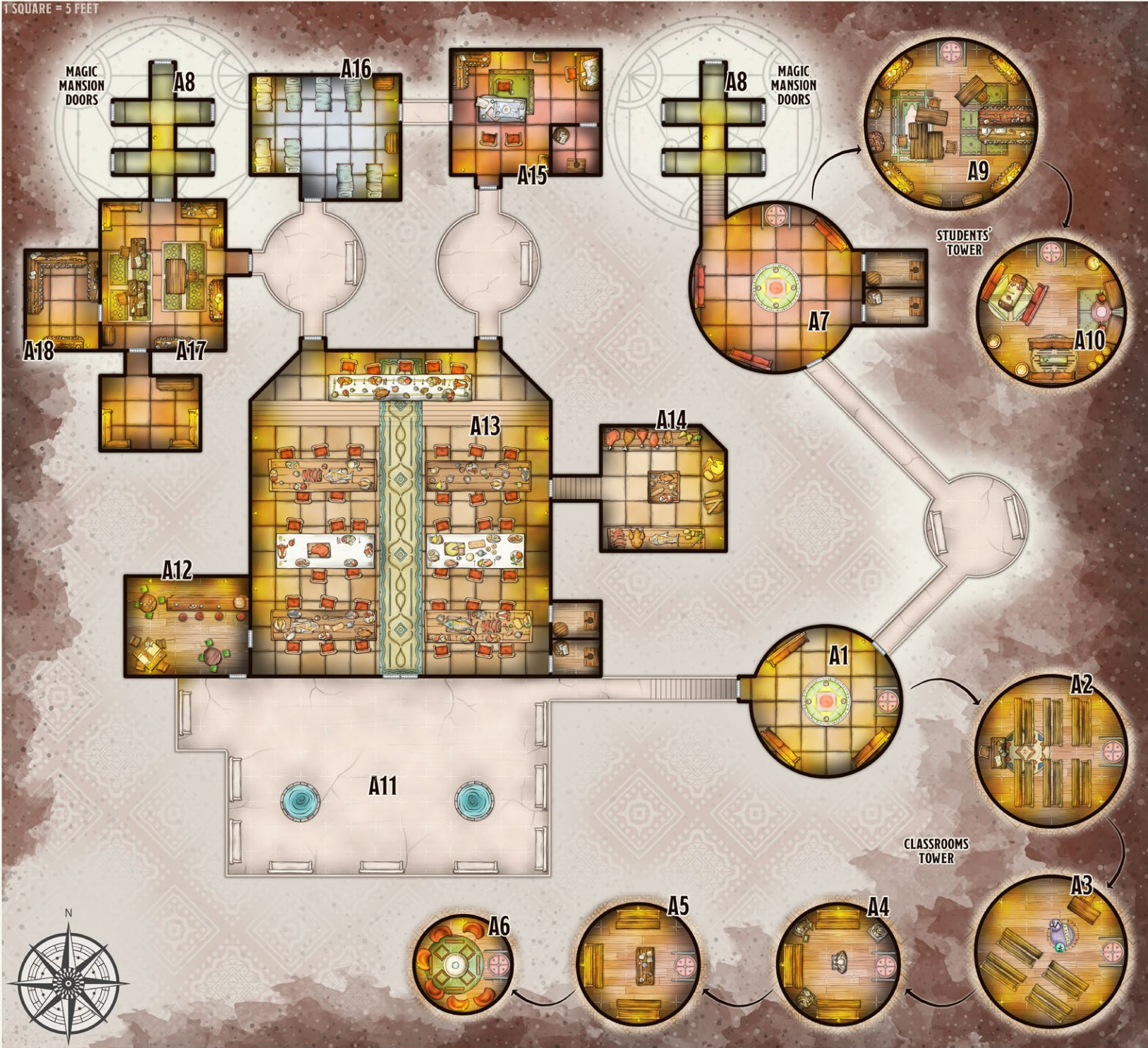
Students come to this lounge to study or pass the time. It is often packed, especially in the afternoon and evening.

### A11. TRAINING GROUNDS AND LOOKOUT

**Force field** (impedes people from jumping over the rail).

**Impressive sight** (deep illusory misty forests below).

The training grounds are used for some spell practices too dangerous to attempt indoors. People come to the lookout to eat and watch the illusory scenery. At night, the illusory sky depicts imaginary constellations and astral bodies.



## A12. CAFETERIA

**Music** (calm music plays from no apparent source).

**Snacks** (daily-limited per pupil). **Soft bar** (root beer only).

The cafeteria features three wooden tables and a soft-drink bar. It is managed by three *invisible servants* the students call “click”, “clack”, and “clunk” because they make walking sounds as if they wore heavy boots. Students come here often for a snack or drink at times when the Assembly Hall is not serving or being used for a special event.

**Reading Club.** Eight students gather twice a week to read works of fiction from the student library. They’re interested in buying new books from the outside too.

## A13. ASSEMBLY HALL

**Illusory ceiling** (depicts an accurate replica of the sky).

**Tapestries** (embroidered silk). **Smell** (cinnamon oils).

Seven long tables and enough seats to accommodate everyone in the academy fill this large chamber. An immaculate engraved rug traverses the chamber from the varnished oak doors to the faculty table.

**Invisible Servants.** A squad of servants sets tables up and picks up dishes three times a day.

**Banquet.** All students and faculty meet for a meal three times a day. Students have a preplanned balanced diet but faculty members can eat whatever they wish.

## A14. KITCHEN

**Cold ambient** (magically-generated low temperature).

**Fresh produce** (bought twice-a-week from a city market).

The kitchen work has been automated by extensive use of conjuring magic and multiple invisible servants.

## A15. PROFESSOR GIDEON'S OFFICE

**Magic disruption** (all magic is suppressed within).

**Adamantine doors** (engraved with the academy's sigil).

The headmaster's office contains two desks, a bookcase, and two wooden chests. While magic is suppressed in the room, Professor Gideon wears a magical ring that allows him to bypass this measure; only he can cast spells.

**Krakore's Truth.** Within the extensive documentation in the bookcase, is the true account of Krakore's demise one-hundred years ago. It reveals that the founder's soul is trapped within the cursed mirror and since the other mages couldn't do anything about it they just hid the mirror.

**Infiltration.** Getting into the headmaster's office could only be done during nighttime when Professor Gideon sleeps. The magical locks in the adamantine doors could only be bypassed by both a *dispel magic* spell and the ability of an expert locksmith (DC 18 Thieves' Tools).

## A16. INFIRMARY

**Magically sterile** (a magical field keeps it immaculate).

**Special care** (invisible servant nurses).

It is not uncommon for magic students to be the subject of arcane mishaps or the unintended effects of spells. There is a 3-in-6 chance 1d6 injured students are present when the adventurers visit this area.

## A17. ADMINISTRATIVE OFFICE

**Magic door** (only lets faculty members in).

**Music** (calm music plays from no apparent source).

There's a total of five faculty members (counting both professors). They are often in this room doing research or taking care of administrative activities and varied paperwork. There's a 4-in-6 chance of finding Professor Illara Gaunt here when she is not in class.

## A18. STUDENTS' ARCHIVE

**Magic door** (only lets faculty members in).

**Invisible servants** (put back files and keep the order).

The three bookcases in this room contain detailed files of all students and faculty members since the academy's inception. A careful inspection reveals that more students abandoned the academy or perished than have graduated.

**The Krakores.** The files contain an accurate account of both Gustaff Krakore and the founder, Adaman Krakore.

## DEVELOPMENT

Professor Fadrin Gideon informs the adventurers to contact him as soon as they are ready to take on the mission. The headmaster explains that Krakore's Mausoleum is surrounded by a magical disruption field that impedes all types of teleportation and magic in its vicinities. That is the reason why the mages cannot easily approach the complex.

After the adventurers explore Elsefore Academy of Wizardry and made the necessary inquiries, Professor Gideon meets them by the portal in area A1, where he teleports them to the mountain range and explains the following:

- They'll be a few miles from the mausoleum
- They must retrieve Gustaff without harming him
- *Krakore's Mirror* must remain in the mausoleum, they shall not interact with the cursed item
- Valuables in the mausoleum are not to be touched, out of respect to the academy's founder
- Upon returning to the arrival point in the mountains, Professor Gideon will be there to teleport them back

## ADRIA'S GAMBIT

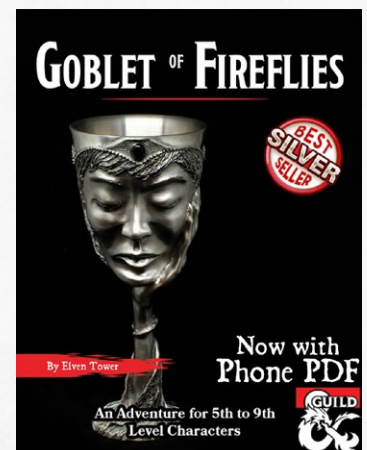
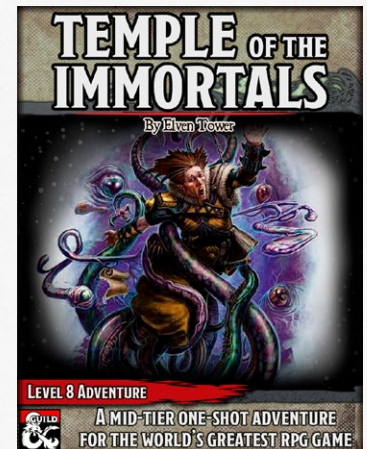
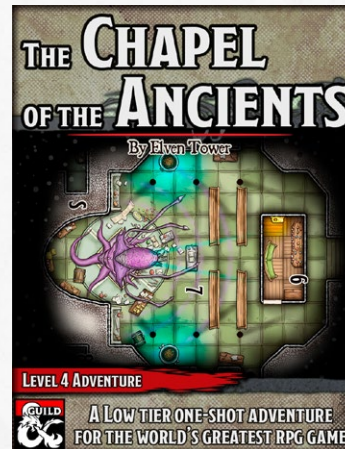
The young lass teleports to the mountains 20 minutes after the adventurers do if they accept her offer. She wears clothes appropriate for the cold climate and offers an extra set to the adventurers. Adria claims that her absence is not likely to be noticed because she has been in her chambers alone since Gustaff left. An insightful person might notice that she was hurt by Gustaff's parting (DC 17 Insight).



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