

THE LIGHT OF MEMORIA



A 5E WARLOCK ADVENTURE BY VICTORIA JACZKO
FOUR TO FIVE PCS OF 1ST TO 2ND LEVEL

THE LIGHT OF MEMORIA

This adventure is intended for four to five PCs of 1st to 2nd level. Considerations are made to make parts of the adventure easier for smaller or lower-level parties, but these can be removed to scale up the difficulty for larger or more powerful parties. While the adventure takes place outside the village of Redtower in southern Magdar Kingdoms, the abandoned archway and pocket dimension can be repurposed for any setting.

Adventure Background

Memoria is a forgotten ruin mostly vanished into the lowland bogs north of Redtower. Its obscurity is ironic: Once, it was a settlement dedicated to Mnemosyne, goddess of memory, who has, likewise, suffered an unhappy fate. Centuries ago, a mysterious cult of benign necromancers founded Memoria after fleeing elven authority and condemnation in Kammae, settling in the White Forest to take advantage of the area's potent ley lines. These necromancers did not defile the dead. They utilized necromancy to interact with their ancestors, hoping to

create a utopia of peaceful co-existence for the living and dead with the past and present side-by-side.

To achieve this vision, the Memorians devised a relic called the *light of Memoria* to create a bridge to the afterlife and light the way for their ancestors' spirits to cross into the mortal world. Avoiding bloodshed, the Memorians empowered the relic with communal sacrifice of many years of their lives. When at last they enacted the ritual, however, something went wrong. Instead of their ancestors' spirits peacefully transitioning, they brought forward an army of twisted specters, wraiths, and shadows which overwhelmed Memoria.

The surviving Memorians retreated to a nearby shadow gate, but the undead followed. To prevent their mistakes from endangering others, the Memorians used the *light* to sever the gate's connection to the shadow roads and sealed the undead—and themselves—in a pocket dimension called the Oubliette. Memoria and the cult of Mnemosyne who built it fell out of reckoning. The dormant gate became an eerie local curiosity, and the *light* disappeared, buried beneath the elements.

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Open Game Content: The Open Content in this adventure includes the shroud and spectral memory stat blocks and the *amulet of memory* magic item.

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Recent Events

A week ago, Tymon, an apprentice of Gellert the Gruesome, came investigating the archway. Unlike other curious investigators, Tymon benefited from a recent tree fall uprooting the *light of Memoria*. Curious at the magic still stored within it, he stumbled his way through activating it enough to open the portal to Oubliette, only to fall through and drop the *light* in surprise. Trapped on the other side, he has since fallen to the mercy of a wraith called the Forgotten (see Area 10). It has surmounted all other undead in the Oubliette, and it intends to experiment, as the Memorians did, with Tymon's living energy to open the portal again. The Forgotten has been trapped in a nightmare memory realm haunted by the madness and grief of the Memorians, and it craves escape to torment the living again.

Adventure Hooks

Here are some ways to bring the PCs to the arch and engage them in braving the Oubliette:

- The confluence of ley lines in the area attracts magical energy, and efforts from the Forgotten to force open the Oubliette increases the volatility of these ley lines. A magical mishap while teleporting or tapping into a ley line elsewhere in Midgard can drop the PCs in the area.
- The PCs could be drawn to the area to investigate the legendary dungeon, the Scarlet Citadel. The environs around the Citadel, which includes the village of Redtower (see *Warlock #20: Redtower*) and the archway, have several points of interest to discover.
- PCs already familiar with Redtower may have met Gabe in town. He suffered nightmares after spending the night in the Lifeless Clearing, prompting the PCs to investigate further.

The Lifeless Clearing

The clearing containing the arch is in the northern outskirts of the White Forest in southern Magdar, near the village of Redtower. It is a barren break in the surrounding tree line with no visible cause for its lifelessness. Plants don't grow in the clearing, and animals, even insects, won't venture into it. Mounts or animal companions the PCs attempt to lead into the clearing require a successful DC 10 Wisdom (Animal Handling) check to bring into the clearing without shying.

Nightmares. PCs sleeping in the clearing have dreams of shadowy labyrinths and being hunted by unseen creatures in a dark forest. Each PC that sleeps in the clearing must succeed on a DC 10 Wisdom saving throw upon awakening or suffer one level of exhaustion.

Creatures. The first time the PCs arrive in the clearing, they discover four **bandits**, investigating the arch. One of them, Dameka, stands apart, holding the *light of Memoria* and complaining loudly she can't read it. Dameka and her companions reside in the White Forest, preying on adventurers drawn to the Scarlet Citadel and occasionally performing odd jobs for Gellert the Gruesome. She has never met Gellert and works primarily through his intermediaries. One such intermediary, Cagoth-ze (see the Hapless Apprentice sidebar on page 5), sent her in search of Tymon after the young apprentice didn't return from his task.

If the PCs aren't immediately apparent or if they sneak closer to listen in, Dameka grumbles about a "scrawny-necked apprentice," wondering aloud why he'd come here and suspicious he's holding out on them. Eventually, she pockets the *light* and the bandits spread out, likely flushing out the PCs. If found or if the PCs interrupt them, Dameka is relieved for an end to the boredom. She leads the attack, gleeful for the potential of better loot than Tymon's leftovers. If Dameka is killed, the other bandits flee into the forest and leave the *light* behind.

Treasure. Besides their equipment, the bandits also each have 10 gp and two days' trail rations, except Dameka. She has 3 pp, 10 gp, 2 gems worth 10 gp each, and three days' rations. A note from Cagoth-ze, directing her to find the wayward apprentice, sits in her pocket. The *light of Memoria* she recovered is described on page 4.

THE ARCHWAY

The weathered stone arch, a looming structure almost as tall as the forest's trees, sits in the center of the lifeless clearing, one side sunken deeper into the soil than the other. A withered black vine wrapped around it is cold and unyielding to the touch, as though melded with the stone itself. Partial engravings line the arch, too old and worn to decipher.

Call from the Other Side. At sunset, midnight, and dawn—when shadows are longest and deepest—the archway flickers, its faded engravings emitting a soft blue glow. Short bursts of electricity zig-zag across the arch's opening and, for a brief moment, a glimpse into the Oubliette opens. It shows a young, anguished man in tattered robes bound in shadowy chains. An ethereal voice calls for help before the glow surges and fades, ending the image.

This scene repeats again the following sunset, midnight, or sunrise, but the man, Tymon, does not look or sound identical each time. Every appearance, he is a little wearier and more desperate.

Traversing the portal in these split-second glimpses is impossible. These moments alert the PCs to Tymon's plight, and serve as a warning that something on the other side is slowly learning how to escape.

Opening the Portal. Opening the way to the Oubliette is impossible without the *light of Memoria*. The PCs must charge it with some of their life energy to open a portal in the archway, as Tymon's bumbling drained what little magic the *light* still held. If the PCs have difficulty figuring out what to do with the *light*, it can respond intuitively to the pressure Tymon's efforts put on the ley lines and open the portal spontaneously when close to the archway.

The Oubliette

The Oubliette is a surreal realm amputated from the shadow roads. Wedged between the Shadow Realm and Midgard, the Oubliette is shaped both by the malevolent undead trapped here and by the memories and agony of the Memorians who perished here.



THE LIGHT OF MEMORIA

The *light of Memoria* is a relic created by the Memorians as the magical focus of a ritual that permanently bridged their settlement with the afterlife in an attempt at peaceful coexistence with their ancestors. The relic is powered by the voluntary sacrifice of vital, spiritual energy.

The *light* is approximately one-and-a-half feet long and painstakingly carved from a brilliant blue gemstone. Narrow at the base, the *light* flutes outward into a torch-like shape. Grooves along the length of it are dotted with small inlaid crystals, which are inscribed with Elvish runes, altogether translated as: *We give of our years ahead to summon those whose years are behind.*

Dying Relic. The *light of Memoria* was built to be consumed during the grand ritual. However, the ritual never fully completed, leaving the *light* a glimmer of its former glory and a hairsbreadth away from collapsing into dust. The residual magic in the *light* combined with the rage of the Forgotten and the spectral memories of the Memorians sustains the *light* and the Oubliette.

When the PCs find the *light*, only faint sparkles of blue light in its crystals indicate it is anything but an extraordinarily carved, though cracked, gemstone. If a PC proficient in the Arcana skill studies it during a short rest, the PC understands it was the focus of a magical ritual that involved communicating with the dead. The PC also understands that the *light* can be temporarily powered by the

voluntary sacrifice of vital energy. The PCs need the *light* to travel into the Oubliette and return, but they also need it to better survive the perils awaiting them there.

Using the Light. As an action, a creature holding the *light* can sacrifice some of its life energy to the *light*, causing the gem to shed bright light in a 15-foot radius and dim light for an additional 15 feet. This light lasts for 24 hours and isn't reduced by the light-reducing effects of the Oubliette. The creature that made the sacrifice ages by 10 years or by 10% of its maximum lifespan, whichever is greater. Each time the *light* is used in this way, new cracks appear, gradually spiderwebbing throughout it.

If charged with life energy while within 60 feet of the archway in the Lifeless Clearing, the *light of Memoria* opens the portal to the Oubliette. Once the PCs cross through the portal, the duration of the light shed by the *light of Memoria* shortens to 8 hours, as the opening of the portal drained much of the life energy out of the relic.

Each time the *light* absorbs a **spectral memory** (see Memorian Specters sidebar on page 8), the light it sheds increases by 5 feet and the duration of the light increases to 24 hours. Once it absorbs all three spectral memories, it can re-open the portal to Midgard from the Oubliette. This final act destroys the Oubliette, frees the spirits of the Memorians who have been trapped in the Oubliette for centuries, and destroys the *light* (see Memoria's Legacy on page 11).

OUBLIETTE FEATURES

The Oubliette is unfixed in space and distances. Each map hex is 15' by 15', but distance is difficult to measure here. Travel from one area to the next is dreamlike, and, while the memoryscape is not large, transitions between places stretch impossibly in perception, no matter how immediate the movement is.

Ceilings. The “ceiling” here is a dark, amorphous void. Effects or creatures moving more than 60 feet up cross the boundaries of the Oubliette and “fall,” crashing back into the space they occupied. The PC doesn’t take falling damage, but the PC is momentarily disoriented by the fall.

Cut Off. Magic still works in the Oubliette, but it is separated from nearby ley lines. Creatures in the Oubliette can’t sense or tap into ley lines here.

Doors and Walls. Entrances and walls in the Oubliette are not solid boundaries; instead, areas blend at the edges, bleeding into one another as different memoryscapes overlap. To the viewer, the area they currently occupy seems to go on ahead and behind indefinitely; terrain only changes visibly as the PCs pass through the boundaries.

All edges in the Oubliette lead into the void, though some are behind shadowy edifices mimicking structures. Falling from these edges is harrowing; after plummeting into darkness for 1 round, the creature appears back in the space it started, unharmed. The creature must succeed on a DC 10 Wisdom saving throw or suffer one level of exhaustion and be frightened for 1 minute.

Hunting. It is impossible to hunt in the Oubliette and the PCs must rely on their own water and food.

Light. The Oubliette is utterly dark and impenetrable with mundane light sources. Magical light sources still function, but only at half their effective illumination radius.

Sleeping. PCs can take short or long rests in the Oubliette. Sleep, however, is haunted by nightmarish dreams of grasping shadows and a great city collapsing into oblivion. At the end of each long rest, the PCs must succeed on a DC 15 Wisdom saving throw to gain the benefits of completing a long rest.

As the Forgotten wants the PCs to open the portal, it keeps most of its minions from pursuing them aggressively. If the PCs need more of a challenge, or underestimate the dangers of the Oubliette, then resting periods are ideal times to attack with **shadows** or **shrouds** (*Tome of Beasts*, p. 348 or see page 11) to keep them harried and weakened.

1. THE ARCH

An intact archway riddled with cracks and shadow dominates the center of this large, obsidian plateau. Crumbled pillars surround the archway, and shadowy chains bind a young man to one leg of the archway.

The Apprentice. Tymon (see the Hapless Apprentice sidebar) is bound to the archway by two shadowy chains. He is malnourished and has two levels of exhaustion. His rations and water are nearly gone, and he is relieved to see the PCs.

He says: “By the gods, I can’t believe you’re here! You have to help me! That blue gemstone thing, do you have it? They hate that thing. Put it to the chains, I’m sure it will weaken them. Please hurry!”

Tymon tells the PCs anything they want to know if they’ll free him, but he urges haste. He warns them the Forgotten, a powerful wraith, is desperate for a way out and no doubt already knows they’re here. Once free, Tymon urges them to the north side of the plateau (Area 2). They’ll need help to use the light and to face the Forgotten, who is not going to simply let them leave.

Breaking the Chains. Pressing the *light* against the chains causes them to solidify. A successful DC 12 Strength check breaks them. Alternatively, dealing 10 damage to the chains breaks them.

Tymon’s Knowledge. Cagoth-ze gave Tymon what little knowledge the gnome could find on the archway before sending Tymon to investigate it. Tymon knows ancient mages once opened the archway during some ritual and

THE HAPLESS APPRENTICE

Tymon is a 17-year-old lanky human who is, ostensibly, an apprentice of Gellert the Gruesome. To be accurate, he’s a hapless henchman that runs errands for one of Gellert’s lieutenants, Cagoth-ze, a gnome wizard who specializes in ley line magic. Cagoth-ze uses the boy’s eagerness to learn magic as a way of manipulating him into performing a variety of mundane tasks, ever-promising to teach him magic “soon.” Minor magic came to Tymon through sheer stubbornness and scraps of arcane lore he snuck out of Cagoth-ze’s sanctum.

Ambitious sorcery and banditry *sounded* romantic to Tymon in his former life as a bored merchant’s son in Triolo. However, his time as Gellert’s “apprentice” has yielded very little magical knowledge, several new scars and callouses, and much more involvement with bandits than he ever thought he’d have. Disillusionment is settling in, and Tymon’s current predicament isn’t helping.

Tymon uses the statistics of a **noble**, except he knows the *fire bolt* and *prestidigitation* cantrips and can cast *magic missile* once per day. He is helpful to the PCs but hangs back in combat unless coerced. During the final encounter with the Forgotten, he joins the fray without hesitation, desperate to escape his former captor. He is a little fatalistic about his life choices, something the PCs might be able to help him overcome.



became trapped beyond it. He suggests the PCs find the mages to enlist their help. He expresses some uncertainty if the mages are still alive, given his experience with the Forgotten, but he believes the mages are their best chance of learning more about the *light* and using it to get out of here. Though a bit disillusioned by his time in the Scarlet Citadel, Tymon proudly claims to be the apprentice of Gellert the Gruesome. A successful DC 13 Wisdom (Insight) check notices that Tymon's conviction in his claim isn't strong.

2. THE DIM PATH

Shadowed reflections of an ancient road lined with withered trees and broken fencing branches to the east and west. Beyond the path, a dark countryside gives way to sheer drop-offs on either side into the abyss.

Tymon prefers to head east. He knows the Forgotten most often approaches Area 1 from the left, and he wants to find the mages before confronting the Forgotten.

3. STREETS OF MEMORIA

The ancient road rapidly transitions to a weed-strewn brick path with crumbling stone buildings along its edges. The path and buildings seem to continue indefinitely.

This place is an image of a ruined Memoria: once-elegant pillars shattered, sculptures toppled, walls gutted with gaping holes. Discarded items and mementos lie strewn around the area but dissolve into shadow when touched. The buildings on the sides are only facades leading to a harrowing descent over the edges, as detailed in the Oubliette Features.

Creatures. Three bodies lie in the streets. Each is a humanoid and clad in white robes but otherwise appears somewhat insubstantial. They house maddened **shrouds** (*Tome of Beasts*, p. 348 or see page 11), remnants of the Memorians who died here. If a creature approaches within 5 feet of a body, the body dissipates into swirling shadow, awakening the **shroud** within to attack.

4. THE RUINED LIBRARY

The terrain shifts to a set of black-veined marble stairs leading to a grand archway flanked by shifting, shadowy pillars. Two joined, circular rooms lined with bookshelves stacked with books and scrolls stand beyond the archway.

The aisles between the shelves lining the area lead to sudden edges into the abyss. Tables and chairs are scattered through the room, but, like the other objects in the Oubliette, they are insubstantial.

Nevena's Memory. Nevena's body, protected by an *amulet of memory* (see page 11), lies in the center of the chamber leading to Area 5. Unlike the bodies in Area 3, she appears solid, possibly alive, until closer investigation. A PC that examines her and touches the *amulet of memory* witnesses the memory enclosed of her greatest triumph and regret.

Read or paraphrase the following to the PC who touches the amulet:

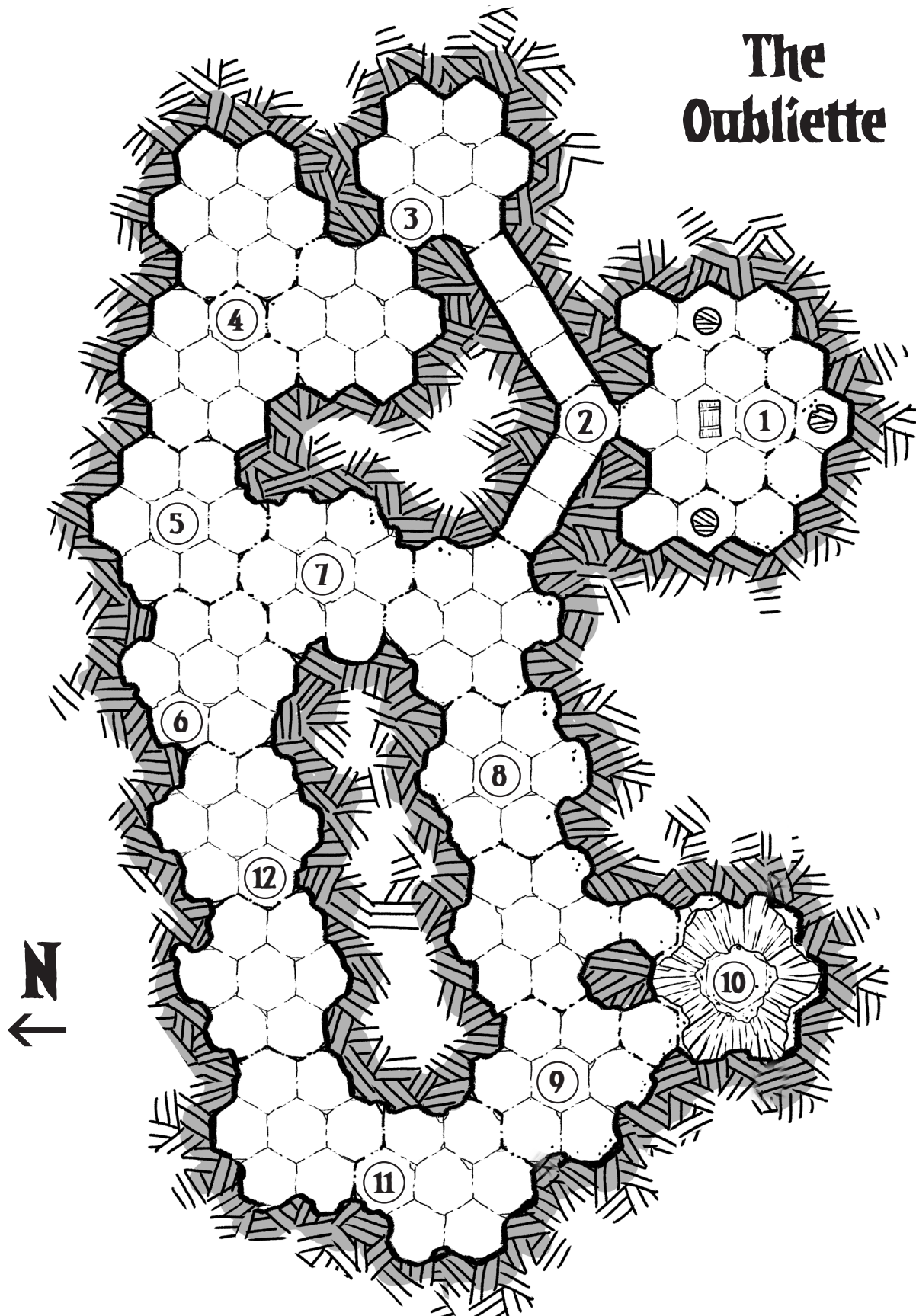
The shadowy library vanishes, replaced by an intact room surrounded by bookshelves laden with knowledge. A woman wearing a gold diadem looks at you in concern. Looking down, you see hands that are not your own pressed onto a table covered in books and charts. Near you is a carved stone you recognize as the light of Memoria, and you feel a twinge of great pride for what is, ultimately, your creation.

The woman tells you, "Sacrifice? Nevena, no! Then the elves, the Kammaens, they'll have been right about us all along."

You shake your head at your friend's narrow-mindedness. "Sacrifice can take many forms, Stefanya. The ley line provides the power, but the life energy to activate it need not be from one source. Couldn't we all make a small sacrifice, give a little of all our lives to tether our ancestors here?"

Stefanya puts a hand over her mouth in consideration, and you turn your gaze to the light of Memoria, touching it

The Oubliette



MAP: [CLICK HERE TO DOWNLOAD THIS MAP FOR YOUR VIRTUAL TABLE TOP.](#)



with quiet reverence. “Imagine what we’ll learn!” You say. “A world where ‘goodbye’ is temporary. We could change everything—and perhaps be pariahs no more.”

Creatures. A **spectral memory** (see page 12) of Nevena lurks among the bookshelves and observes the PCs. She attacks if spotted, if the PCs attempt to leave the area, or after one of the PCs interacts with her *amulet of memory* (after the vision ends). See the Memorian Specters sidebar for guidance on how the PCs can peacefully interact with Nevena’s spirit.

Restoring Nevena. If her identity is restored, Nevena says: “The light was never meant for evil. Use it to mend the damage we’ve caused!” Once she vanishes into the light, her body crumbles to dust, except for the *amulet of memory*.

Treasure. Nevena’s body holds the *amulet of memory*. A *spell scroll of see invisibility* and a *spell scroll of magic circle* sit within intact scroll cases on the bookshelves.

5. THE CROSSROADS

The terrain shifts into a quiet country road that forks. A signpost in the middle names the roads in a flowing script.

The signpost labels (in Elvish) the western road as “Loss” and the southern road as “Hubris.”

6. THE SHADOW CORRIDOR

A dark corridor stretches westward.

The entirety of this corridor is pitch black, impenetrable by magical light sources of 3rd level or less. Only light from the *light of Memoria* can penetrate the darkness.

Creatures. The first time the PCs pass through this area, they disturb two **shadows** that attack immediately.



7. THE COLLAPSING WALL

The terrain shifts to a stone walkway on the ramparts of a high wall overlooking the abyss on each side.

The wall is a 15-foot-wide stone construction with sheer sides leading to rocky ground sloping off the edge. A successful DC 13 Intelligence (Investigation) or Wisdom (Perception) check notices the wall isn’t sound.

Hazard. The wall is damaged and at risk of giving way. Each creature that crosses the bridge must succeed on a DC 13 Dexterity saving throw or cause part of the wall to crumble, taking 2 (1d4) bludgeoning damage and, unless it is tethered to other creatures or the wall, falling into the abyss (see Oubliette Features on page 5). A creature that moves at half its speed across the bridge has advantage on the saving throw.

MEMORIAN SPECTERS

Nearly all the surviving Memorians fell prey to the undead when the Memorians sealed themselves and the undead in the Oubliette. These felled Memorians soon joined the ranks of undead in the Oubliette. However, a few possessed *amulets of memory*, sacred items to this cult of Mnemosyne, which protected them from corruption. These were Stefanya, Nevena, and Ivon, former pillars of Memoria and the spirits the PCs can use to empower the *light of Memoria*.

While not forced into undeath, the three were nonetheless trapped souls. The Oubliette took a toll on them. The permeation of rage and grief combined with the constant replaying of their worst memories, and, over time, their identities fragmented. They became **spectral memories** (see page 12), starved for their abandoned identities.

To restore a Memorian, the PCs must remind the Memorian of its former self. The *amulets of memory* still on the Memorians’ bodies provide visions of each spirit’s past, giving the PCs the information they need to restore the Memorians. Speaking a Memorian’s name is sufficient to make the spectral memory stop attacking, and speaking at least one pertinent detail of the vision in the spirit’s *amulet of memory* enables the Memorian to pierce its self-delusions and be restored.

If restored, a Memorian specter willingly binds itself to the *light*, charging the relic. Destroying a spectral memory renders it dormant. It returns to lurk near its body after 2d4 hours, allowing the PCs another chance to interact with it.

8. THE SILENT PATH

This road seems to stretch for miles, but it ends to the west in a mighty alabaster citadel shimmering like a mirage. The length of the road is silent and shadows flicker to the sides.

While traveling the path, the PCs get a disturbing feeling of being watched and followed closely.

Creatures. The PCs are being followed: a **shroud**, born of one of the sudden deaths of the Memorians, silently trails them. It toys with the PCs' items, clothing, or equipment by staying close to the ground, tugging on clothing, tying shoelaces together, or other minor pranks. It hides in the shadows alongside the road to avoid the PCs' notice. It reveals itself with a high-pitched, mad giggle if the PCs exhibit confusion. It won't pursue if they flee from it, but it attacks if the PCs react in anger and disrupt its fun.

9. MEMORIA'S COURTYARD

The path crosses under a once-mighty gate into a large courtyard edged by silent, dark buildings and shadowy forms of market stalls. On the western side, a body lies beside a slightly insubstantial fountain flowing with liquid shadow.

Ivon's body lies motionless beside the fountain in the western side near Area 10.

The paths from this chamber lead to the northwest (Area 11), apparently out of the citadel, to the east (Area 8), and to the south (Area 10), where two different paths disappear into darkness. Tymon, if able, advises against going south; something about it reminds him of the Forgotten's presence. Tymon makes this suggestion only if the PCs haven't fully charged the *light* with all three mages.

Ivon's Memory. As with the other Memorian specters, touching Ivon's *amulet of memory* draws the investigating PC into one of his final memories:

You rush into the courtyard where the statue of Mnemosyne presides over brilliant blue waters flowing from the fountain. The sight of it normally fills you with peace, but not this night. Screams echo from everywhere, and you know the two mages by your side are among the precious few remaining. You order them to escort survivors to the shadow gate, your heart heavy.

Then, from the corner of your eye, you see a woman with pinned hair and blue robes, laden with scroll cases, fleeing from a nearby building with shadows at her heels. In her arms, you recognize the blue stone of the light of Memoria. Summoning your magic, you dissipate the shadows with a few well-placed blasts, but you know there are far more of them than you have magic.

Nevena gasps at you, "Ivon! It's all gone wrong!"

"What happened?" You help her to her feet, gaping at her in disbelief. One minute, the ritual was underway; the next, shades erupted from seemingly every shadow in the city.

"What did your relic do?"

"What it was meant to! It bridged the worlds, brought our ancestors to us, but something happened in the transition. Was it the Shadow? Was our sacrifice not enough?" She looks up at you in grief. "I thought we could bypass the bloodshed."

You knew, in your heart, you'd all asked too much of magic, but you'd prayed to finally understand the secrets of your elven lineage. "We all did. Now run." You nudge her towards the gates and you pause long enough to gaze at the serene face of your goddess. "Oh, Mnemosyne, spare us your wrath." You tremble inside, reaching for your resolve. "All we have ever—all I have ever—longed to do is honor you, honor the past. Not destroy our futures."

Creatures. The **spectral memory** of Ivon lurks in the fountain, hiding as he watches the characters. He attacks if they attempt to leave, discover him, or after one of them interacts with his amulet.

See the Memorian Specters sidebar on page 8 for guidance on how the PCs can peacefully interact with Ivon's spirit.

Restoring Ivon. If his identity is restored, Ivon says: *"This place defiles our goddess, warping our sacred memories. I will help you end it if I can."* Once he vanishes into the light, his body crumbles to dust, except for the *amulet of memory*.

Treasure. Ivon's body holds his *amulet of memory*. The longsword at his side has not aged well, but its gem-studded scabbard is worth 150 gp.

10. THE WELL OF SHADOWS

The narrow corridors leading into this area have sheer drops on either side and are otherwise dark and featureless. They lead to a moat of bottomless, writhing shadows with a small bridge to a pillar in the center.

This area holds the remaining spirits of the people who inhabited ancient Memoria. Freeing them requires the collapse of the entire Oublette (see Escaping the Oublette on page 10). The central pillar is a favored place where the Forgotten contemplates its power and what it will do when unleashed upon the world.

Creatures. There is a 50 percent chance the Forgotten (see Escaping the Oublette) is here. It attacks the PCs if they enter what it considers its abode, but it won't try to kill them until they activate the portal out of the Oublette. If reduced below half its hit point maximum, it disappears into the well of shadows and sends 1 **shadow** to attack the PCs each round the PCs remain in Area 10. The shadows don't leave the area or pursue fleeing PCs. The Forgotten doesn't pursue fleeing PCs, hoping they will open the portal.

Treasure. Remnants of the Memorians' belongings remain scattered at the edges of the well, including gems, jewelry, silk scarves and belts, and small art objects able to withstand

the test of time, worth a total of 2,100 cp, 1,050 sp, and 70 gp—if the PCs can collect it all. It takes 1 round to collect a third of the total value (rounded down).

11. THE WEEPING FOREST

The terrain transitions into a narrow corridor lined by thick, oppressive trees made of shadow. Skeletal branches form a dense arch overhead, and wailing and weeping emanate from among the trees without a visible source.

The feeling of grief permeates the forest. When a creature enters this area and each minute it remains in this area, it must succeed a DC 10 Wisdom saving throw or be convinced someone in the forest needs help and leave the path to help the person.

Creatures. Four **shrouds** lurk in the forest here, drifting in hazy memories of rage, grief, and fear. They ignore creatures moving along the path, but they attack anyone stepping off it and into the forest.

12. THE SHATTERED ROAD

The northern part of this blasted clearing ends in an abrupt, jagged cliff. Paths from the east and west sweep into wide roads that flow toward the cliff.

This cliff marks where the Oubliette was severed from the original shadow road. The paths out of Area 6 and Area 11 end at the edge of the cliff, looking abruptly cut-off.

Stefanya's Memory. Stefanya's body lies near the edge of the cliff. Investigating her amulet produces a vision of her last, most painful memory:

Nevena made it a few feet from the portal before she died, overwhelmed by shrieking specters. You and your daughter, Mila, blasted them away from her, but too late. Her fingers remain clasped around the light of Memoria.

You know what you have to do. You reach out to take it, but Mila stops you and protests.

"Nevena was right," you say and gently remove your daughter's hand from your arm. "We have to cut them off from the shadow road to protect others from what we unleashed. You should go, quickly; tell others to remember us—and not to repeat our mistakes."

"The power it takes will kill you!" She protests, but you know already.

"These things will do no less to us, and to anyone else they find unless we trap them here." You reach again for the relic, but a searing, cold pain rips across your back. Turning, a hulking wraith looms before you with a deep, inhuman laugh within its formless darkness. Fire bursts on the creature's side, and you see Ivon stagger away from a pack of shadows. He is withered and drained; the wraith turns to him in rage, but Ivon looks to you.

"We can't hold them," he rasps, and then he is lost beneath a sea of shadows.

You turn back to see the relic and Mila both gone. You see a flicker, a lock of dark hair, waver through the portal. Dread and pride collide in your chest as you know what she's done, and the rumbling in the darkness confirms it. A terrible shrieking erupts all around you as the archway warps and goes dark, echoing the notes of triumphant grief in your mind before you feel cold, incorporeal talons tear into you.

Creatures. The **spectral memory** of Stefanya lurks just over the edge of the cliff, rising to attack if she is spotted, if the PCs attempt to leave the area, or after a PC interacts with her amulet in any way.

See the Memorian Specters sidebar on page 8 for guidance on how the PCs can peacefully interact with Stefanya's spirit.

Restoring Stefanya. If restored, Stefanya pleads with the PCs: *"I implore you, strangers: Put an end to this place, if you can. Allow it to defile our memories no longer."* Once she vanishes into the *light*, her body crumbles to dust, except for the *amulet of memory*.

Treasure. Aside from the *amulet of memory*, Stefanya's body holds a golden diadem worth 250 gp and inlaid with the same cresting wave symbol that appears on the amulet.

Escaping the Oubliette

Escaping requires the PCs to take the *light of Memoria*, charged with the spirits of Stefanya, Nevena, and Ivon, to Area 1 and use it to open the portal back to Midgard. The Forgotten doesn't plan to make it so easy. It restrained itself to allow the PCs to gather the means of their—and thus its—escape, but it reveals itself as they prepare the portal.

When the PCs activate the portal, the archway starts sparking and growing in power for 1 minute. As the portal begins to open, the Forgotten surges forward from the darkness and shrieks, *"Freedom! At last!"* It laughs as it attacks, gloating it will claim them as its first living victims in far too long.

The Forgotten. The Forgotten is a **specter**, and it brings two **shadows** with it to slay the PCs. Ordinarily, this fight might be too difficult a challenge for the PCs, but the spirits within the *light of Memoria* aid them against the Forgotten.

When the Forgotten attacks, an audible *"No!"* emerges from the *light*, as the spirits of Nevena, Stefanya, and Ivon react to the specter's presence. The item surges with brilliance, and the light it sheds becomes sunlight, weakening the Forgotten and its shadows. The PC wielding the *light* notices that it begins to crumble, bit by bit.

If the encounter lasts for more than a minute, the portal crackles to life, and the Forgotten attempts to flee through it. The Forgotten won't risk being trapped here again just to kill the PCs. The PCs can pursue the Forgotten and continue

the combat, or let it escape, wreaking havoc best left for another adventure.

If defeated, the Forgotten unleashes an unholy screech as it dissipates. The Oubliette, no longer sustained by the Memorians nor the Forgotten's ego, warps and begins to collapse. Once the portal opens after defeating the Forgotten, the PCs have 3 rounds to escape through the portal before perishing in the collapse of the Oubliette. Once back on Midgard, they see, through the archway, the Oubliette crumble, giving way to empty dark as the gate closes.

Memoria's Legacy

Once the gate closes, the *light* pulsates a bright blue once more, illuminating the cracks and gaps in it, then breaks. A fist-sized chunk of blue gemstone remains among the worthless shards, still glowing faintly. This chunk functions as a *gem of brightness* with 50 charges. If the PCs sacrificed life energy to the *light* and aged as a result, the aging effects are reversed, with the PCs returning to the ages they were before sacrificing life energy to the *light*.

The images of the **spectral memories** briefly flicker before the PCs, appearing as they did in life. Before fading, they thank the PCs. Ivon promises the PCs will be remembered, wherever the Memorians are going, and asks Mnemosyne to watch over them. Nevena hopes the PCs will not remember the Memorians unkindly; they meant to do good. Stefanya assures the PCs Memoria can rest now, but she cautions them that the power here which inspired the Memorians to make a utopia could also be used for less benign purposes. The trio bids the PCs farewell, then fades away.

The eerie feeling in the Lifeless Clearing vanishes, and the black vine around the arch withers to dust. Animals soon return, and, in time, the plants regrow.

Conclusion

After his experiences, Tymon swears off returning to Gellert. In fact, he plans to keep an eye on this area to make sure no one comes tampering with the gate, echoing Stefanya's sentiments about its potential.

He intends to go to Redtower and start over. He knows Cagoth-ze won't be pleased with his disappearance and begins training to prepare himself for a possible retaliation from the gnome. To thank his rescuers, he gives the PCs his *stone of good luck*. He found it while poking around the Scarlet Citadel, and he's not sure it ever did him any good. He hopes it works better for them.

The PCs may decide from here to investigate the dangers of the Scarlet Citadel (see *Scarlet Citadel*) or to rest, recuperate, and explore around Redtower (see *Warlock #20: Redtower*). They may also wish to pursue the threads of this adventure elsewhere, perhaps going to Kammae in the Seven Cities seeking information about Mnemosyne and her

unfortunate fate. They may also attempt to excavate what they can of what remains of Memoria, bringing it out of obscurity, or perhaps they have the ambition to attempt to reconstruct the shadow gate themselves.

AMULET OF MEMORY

Wondrous item, rare (requires attunement)

Made of gold or silver, this spherical locket is engraved with two cresting waves facing away from each other while bound in a twisted loop. It preserves a memory to be re-experienced later.

While wearing this amulet, you can use an action to speak the command word and open the locket. The open locket stores what you see and experience for up to 10 minutes. You can shut the locket at any time (no action required), stopping the memory recording. Opening the locket with the command word again overwrites the contained memory.

While a memory is stored, you or another creature can touch the locket to experience the memory from the beginning. Breaking contact ends the memory early. In addition, you have advantage on any skill check related to details or knowledge of the stored memory.

If you die while wearing the amulet, it preserves you. Your body is affected by the *gentle repose* spell until the amulet is removed or until you are restored to life. In addition, at the moment of your death, you can store any memory into the amulet. A creature touching the *amulet* perceives the memory stored there even after your death.

Attuning to an *amulet of memory* removes any prior memories stored in it.

SHROUD

Found in the *Tome of Beasts* on page 348, shrouds are ordinarily remnants of wicked people who died yet refuse to rest in peace. In this adventure, the shrouds are Memorian citizens who died when restless undead spirits appeared after Memoria's leaders performed a ritual to bridge the gap between the living and the dead. When the leaders sealed the restless spirits of the undead in the Oubliette, a demiplane between the Shadow Ream and Midgard, they inadvertently sealed the spirits of the Memorian citizens as well. Many of these citizens are now shrouds, lost, confused, and not wholly aware of their fate as they endlessly wander the Oubliette.

SHROUD

Medium undead, neutral evil

Armor Class 13 (natural armor)

Hit Points 9 (2d8)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4 (−3)	13 (+1)	10 (+0)	2 (−4)	10 (+0)	8 (−1)

Skills Stealth +3
Damage Vulnerabilities radiant
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Damage Immunities necrotic, poison
Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 1/8 (25 XP)

Amorphous. The shroud can move through a space as narrow as 1 inch wide without squeezing.
Shadow Evolution. The shroud instantly becomes a shadow after it deals a total of 12 damage. Any damage it suffered is subtracted from the shadow's total hp.
Shroud Stealth. When in dim light or darkness, the shroud can take the Hide action as a bonus action.
Sunlight Weakness. While in sunlight, the shroud has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Strength Drain. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) necrotic damage, and the target's Strength score is reduced by one-half that amount. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

SPECTRAL MEMORY

A spectral memory is a cousin to the specter. Spectral memories aren't formed by force, but rather at a convergence of memory loss combined with an inability to move on to the afterlife.

Memory Seeker. When a spirit's identity begins to disintegrate, it forgets who it is—perhaps finding temporary reprieve from its anguish in doing so—but then develops an emptiness only assuaged by stealing the memories of others as it desperately seeks its own.

Rest Through Memories. A spectral memory uses stolen memories to ask its victim if it is who the victim is, questioning if the victim's memories belong to it. Refuting the spectral memory upsets it, but confronting it with something true about its former identity calms the spirit. If it obtains enough clues about its core identity, a spectral memory can be restored to a spirit capable of moving on.

Undead Nature. A spectral memory doesn't require air, food, drink, or sleep.

SPECTRAL MEMORY

Medium undead, neutral
Armor Class 12
Hit Points 22 (5d8)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (−5)	14 (+2)	11 (+0)	15 (+2)	12 (+1)	10 (+0)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 11
Languages Common, Elvish
Challenge 1 (200 XP)

Incorporeal Movement. The spectral memory 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 spectral memory has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.
Remembered Expertise. If the spectral memory makes an attack roll while at least one creature within 30 feet of it is missing a memory from Memory Drain, the spectral memory can roll a d4 and add the number rolled to the attack roll.

ACTIONS

Memory Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d6) necrotic damage. The target must succeed on a DC 10 Wisdom saving throw or lose a cherished memory. This loss lasts until the target finishes a short or long rest. Whenever a creature that is missing a memory makes an ability check or attack roll, it must roll a d4 and subtract the number rolled from the ability check or attack roll.

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