

Keraptis has returned from the dead.

On your party's return from around the desolate lands of Taiga Derevya, you hear tales of midnight raids by deadly bands of unearthly gnomes, who ride ghasty lupine steeds.

Once only an issue for outlying farms, the gnomes grow brave, marauding into town, and terrorizing the villagers, who only fear the gnomes may become more brazen in their attacks.

The villagers suspect the evil wizard *Keraptis* is behind the sudden and terrifying raids, and worry the raids will become only stronger and that the wizard has even deadlier plans in mind.

Find the lair of *Keraptis* to uncover his sinister plot, and defeat the centuries-old wizard one final time in his dark chambers hidden away near *White Plume Mountain*. Risk certain death in exchange for treasures untold and write your place in the heroic epic that is Legendaria.



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TIM KRAUSE

IN the DUNGEON OF the Wizard Lord KERAPTIS



A 5E MODULE, LEVELS 7+



Compatible