

AdvMod-1 Featuring half-naked Hobbs and other strangeness!

STAIRS OF THE

IMMORTAL

Levels 3-5 Game Adventure

The Shrine of Ptatallo

By Jay Libby



A Dilly Green Bean Games Product/Swords & Wizardry Compatible



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THE SHRINE OF PTATALLO
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This product requires
STAIRS OF THE IMMORTAL: Swords & Wizardry Edition
Swords & Wizardry

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Duke Crestfaul has played his hand and now the keepers of the Necromancer Shards are forced to return to the dark places where they kept their shards hidden in order to make sure the Duke hasn't stolen them.

Two shards were kept in the Dwarf Kingdom. One was hidden beneath the ruins of an old mill in the Un-named Necromancer's Tomb. The other was given to the Sorcerer Nymoy, who placed it in a vault below an old mountain dwarven shrine from before the Age of Romance.

Part One: Gathering

Each character has received an invitation to a secret meeting at Mommy Pippo's Inn, in the Dwarf Kingdom's capital city of Highton. This invitation came to them via carrier pigeon. Once the letter was read, the paper dissolved and the pigeon transforms into a fine white powder. The note read:

Grand Sorcerer and Master of Magic, Nymoy has requested your presence in one week's time, at dusk, at Mommy Pippo's Inn,

Highton, Dwarf Kingdom. Bring only yourselves. Tell no one. Great rewards await you.

Right before characters reach the walls of Highton they come across a large caravan of Hobbs. The Hobbs are singing, dancing and partying. They are dressed in brightly colored shirts and pants, with their hair up in buns. In the middle of their party is a large black iron pot with what looks like ten puckered lips that reach out about a foot off the cover. There is a strange green smoke billowing out. Every few seconds a Hobb will run up, take a HUGE puff and then run around the pot and exhale. The smoke is taking the form of a human-like face. The Hobbs are also humming a strange tune and walking around with their arms at their sides, wobbling like a tipsy pillar, but then instantly switch to hopping like bunnies.

Anyone trying to interact with the Hobbs will have no luck. These short people are so consumed by their party that they pretty much ignore anyone that talks to them. If a character takes a puff off the iron pot they



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will need to make a saving throw vs. hallucinogen or start seeing weird bright colors everywhere. They will also have an urge to sing and dance the same song the Hobbs are doing.

The gate to Highton is heavily guarded. There are two large War Hogs standing guard. Next to them, there are two dwarf knights wearing full plate armor. There are also five other dwarves with spears, shields and swords.

"What is your business?" one War Hog Knight will ask. (Once the players explain they will be allowed in).

The streets of Highton are bustling with people. Straight ahead the sound of music and laughter echo, all coming from Mommy Pippo's Inn.

Mommy Pippo's Inn is almost the center of gossip in the Dwarf Kingdom, not to mention is famous for its hospitality. It is a two story wooden structure with a sign that swings off the front doorway with a copper beer mug engraved on it. The ground floor is a pub and the upper level consists of comfortable rooms. The bar is always tidy and the place is exceptionally clean.

The front door to Mommy Pippo's Inn is open. A very bulky dwarf sits on a stool that anchors the heavy wooden door. Inside, dwarves are singing and cheering. The topic: a great quest! But there is also mumbling about a necromancer from days gone by. Off to the far left there is a private table and sitting at it is a tall human in colorful robes. He also has a strange set of eyebrows. He looks to the characters and waves them over in a very hospitable way.

If any of the characters are elves the music will almost stop and people will clear out. Otherwise, the evening will just be this man and the meal he pays for. The initial conversation will be about the Hobbs and their party caravan. This man will not give his name or say anything of interest until almost closing time. At that time the barmaid clears out the last drunks and the place closes down. There is now privacy.

"Let's get down to real business, shall we?" The man will say as he raises his right eyebrow. "My name is Nymoy, Master Sorcerer. Perhaps you have heard of me?"

"I have asked you here because I need an escort to an old Dwarf Shrine at the edge of the mountains. And since King Pippo has ordered his knights quest for a stolen treasure I have no choice but to hire you. All you need do is escort me to the shrine and then back here. I will pay you 100 gold each and you can keep any items that we may come across if they have no owners. You may not ask questions."

100 gold each isn't bad for an escort. It's easy money. Nymoy isn't willing to pay more, but he does offer free food. Once everyone is in agreement, he will put the characters up for the night. He tells them to meet back at the Hobbs caravan in the morning.

The morning sun has risen and the Hobbs have packed up their party and look like they are ready to ride off. Nymoy is sitting in the front of a wagon with a Hobbs girl who is trying to snuggle up to him. There are three wagons. The last wagon is empty, minus a funny looking male Hobbs with a bulging left eye. *"Come on! Time to go!" He will yell.*

In the wagon there is a chest with colorful markings almost reminiscent of the Age of Romance. *"That's for you folk." The freaky Hobbs will point.*

Inside the chest is a large ornate lantern with strange circular red runes painted on it. There are also several wooden water cups with stoppers (healing potions, heals 1d6, enough for 2 per character). Underneath that are a bundle of five torches. If anyone asks what the lantern is for, the freaky Hobbs will respond *"Have you never seen a Homestead lantern before?!"* He won't explain how it works, instead facing back forward and giving the horse a big *"beyah!"*

Assessment of the Hobbs is as follows:

10 Hobbs total.

6 females

4 males

At any given time, one of them is trying to be inappropriate with Nymoy, whom they all seem to be obsessed with. If any character asks him what the deal is the sorcerer will respond: *"groupies."*

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Part Two: Hike to the Hills

The trip to the shrine takes the caravan off the roads and through a short section of northeastern fields. It's possible that wolves might attack the caravan or bandits. During the encounters, Nymoy and his Hobbs will only act if they are directly threatened.

Roll 1d10 four times (this represents mileage and encounters in order):

1-6: Nothing

7-9: 1d4 Wolves (See SotI: WOLF)

10: 1d10 Human Bandits (**HD:** 1, **AC** 7[12], **Attack** 1d8 damage, **Saving Throw:** 17, **Move** 12, **Align:** Chaos)

Along the way, Nymoy will tell the characters a tale (AFTER the last of the possible encounters):

A long time ago, in another age, there was a great knight of Pendragon. His name was Sir Crestfaul, or more famously known as Duke Crestfaul. He was to be a shining hope during an age where man had forsaken the Gods and annihilation was upon all the lands. But not even the Duke's heroic heart could save him from the damnation of Mortuary. The Duke was killed in the Black Keep never to be heard from again. In recent months there have been tales of a knight coming and going from the dark kingdom of Darklourn. People say it is the Duke cursed and returned from the dead. It can't be real. The armor this knight wears is not of Pendragon. What

intrigues me is his companion, a silent skeleton who does wear Pendragon armor. I thought these rumors were just fables told by parents to their children. But when the Shadow Guild started whispering about this death Duke and his skeleton knight companion, I knew that something was afoot. So hence we are on this trip to the Shrine of Ptatallo in order for me to check on something I left there. I cannot risk an undead Duke going to the shrine and stealing my property. It would not bode well for any living creature.

After Nymoy finishes his tale the party will arrive at the shrine.

Part Three: The Shrine of Ptatallo

The wagons crest a last hill before the caravan stops in the shadows of the Western mountains. There is a large stone structure with two large stone pillars to the left and right. In the central structure there is a large wooden roof that is peaked in the middle. The front door is constructed of two large metal doors that open outward. There is a large heart with a hammer vertically over it, engraved into the metal. The looming mountain behind this structure has suffered a landslide, which has buried the backside of the shrine. One of the front doors is partially open.

"This does not look promising." Nymoy will climb down from his wagon and slowly walk towards the shrine, while signaling the Hobbs to stay put and for the characters to follow.

The mountainside behind the shrine is completely buried and there are giant boulders resting on the rear of the building. There are no footprints or tracks leading to the shrine, but there are older footprints around the shrine area, especially near a garden that looks as if it hadn't been tended to in a few months. No matter where the characters stand, there is a foreboding presence and it's as if the mountain is watching them.

"Set up camp, my friends." Nymoy orders his Hobbs. "The rest of you come with me and be careful. The caretaker has to be here somewhere."

Nymoy will motion for the characters to enter the

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shrine itself. There is a thin layer of dust and what looks like dried blood streaked on the front stone steps, as if something were dragged into the structure. The door doesn't offer much resistance to open. It does make a very loud screeching sound that causes some smaller rocks to tumble down the mountainside. Just inside the shrine is a greeting area with two sets of doors that lead into the cathedral. The blood tracks go through the right door and then vanish.

The cathedral space is enormous. There are rows of oaken pews facing the far back altar. They are covered in dust and light cob webbing. To the left and right there are doors that lead into the circular front areas of the shrine. The ceiling of the cathedral has light webbing as well. Sun peers through stained glass windows. Each one depicting Ptatallo in all his ancient glory. Past the altar there is a strange shadow looming over the back areas with a stale breeze blowing from it.

***Magical Trick:** If anyone uses magic inside the shrine the place will almost transform as images of long

past patrons will appear along with a dwarf dressed in holy robes who will stand at the alter and begin a sermon. It's all an illusion, but it's enough to spook people (make save vs. magic to resist). The illusion will vanish after a few seconds.

LEFT ROOM

The room on the left has a broken oak door. Inside there is a slight layer of webbing and loads of dust. There is a simple bed to the back of the room. Just inside the door is a finely polished wooden desk to the right. There is a dusty holy symbol of Ptatallo made of gold resting on the desk. Next to it there is a dagger. There are also two unlit torches on the floor beside the desk. The room is lit by several small port windows. A fine oak cabinet sets near the back of the room. There are some stale breads and moldy cheeses inside. There is a small hatch that is used for dumping a chamber pot, along with a chamber pot sitting on the floor next to the bed.



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RIGHT ROOM

The room to the right has a solid oak door that is closed, but not locked. Inside is an elegant room full of finely carved wooden furniture, all covered in dust. To the left of the door is a desk with a journal, an ink well and a quill pen. The journal is open. To the right of that is a small leather bound book with the words "Pocket Guide to Basic Healing" burned into the cover. Just like with the caretaker's room, there is a simple bed, a chamber pot, a hatch and a cabinet with stale and moldy foods. There is a large bookshelf behind the desk that houses several books on Ptatallo and the Dwarf Kingdom. There are a few books dating back to the Age of Romance, but most cover the Age of Disgrace.

ITEM:

Pocket Guide to Basic Healing

-Spells: Mother's Touch, Mother's Cure*, Holy Healing, Holy Cure*, Righteous Healing, Righteous Cure*
*Identical to Healing Spells at equal level, just speak the name of the spell to cast.

Nymoy takes the priest's journal (either from the characters or the desk and will begin to read). The journal talks about the Age of Disgrace and the anger this priest felt towards the Pendragon Knights. He also talks of the split between the War Hog Knights and Pendragon. It's pretty clear that the priest really had it out for humans in general. Newer entries talk about strange whispers coming from the mountain and a lot more rock slides than usual. The last few entries are about the big rock slide and the gaping hole it made in the back of the cathedral. The priest mentions something about going into a cave that had formed and then written in a hurry in disjointed lettering: Shallifax and a single drop of blood next to it.

After a thorough search of the cathedral and the quarters, Nymoy will order the party to check out the back alter and see where the breeze is coming from.

***Secret Door:** Beneath one row of pews is a secret hatch that leads right to the crypt below and the vault. It's possible that the party will find the hatch which bypasses the cave, but it is also tightly locked (Make Open Door check to break open).

The back alter is made of stone. There are pieces of broken wood and stone from the ceiling lying about. There is a statue of Ptatallo on the altar and next to him two large candles in gold candlesticks. Everything is covered in dust and light cobwebs. Behind the altar is a large crack in the wall. The stale breeze is clearly coming from the hole and strange whispers can be heard echoing from the darkness within. But the voices are too low to be understandable. On the ground in front of this crack are more blood marks. A ragged piece of cloth hangs on a sharp piece of stone.

"Before you go any further, go back to the wagons and get that lamp I gave you and those healing potions."

Nymoy picks up the cloth and sniffs it.

Part Four: The Cave (Ground level)

"I cannot go any further. But I need you to find out where this cave leads. Should it connect to the under-crypt, please make sure the vault is sealed and if not, retrieve the purple crystal from within. Be mindful of the dead and always be respectful. I have given you a Homestead Lamp. Should you be in dire danger, light it and you will be magically transported out of this bellish place and back to Highton."

Nymoy will back away from the crack and send the characters along their way.

The cave is dark and dry. Footing is sketchy and it's possible for characters to trip. Each player make a Dexterity check to see if they have good footing on unsteady ground.

About ten yards into the cave there is a split. The breeze comes from the right tunnel. But there are strange whispers coming from the area ahead. If characters go straight to investigate, read:

The tunnel way ahead narrows, making it only possible for one person to go through at a time. The rock is scratched up and there are a few thin streaks of blood that go along the side walls. As you come around a right bend, it slightly opens up. There are two bodies here. They appear to be short male humanoids, either dwarves or Hobbs. They are both covered in thick webbing. One body is wearing dark brown robes. His finger tips are scraped



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right down to the bone. Around his waist is a set of keys. The second body is wearing a holy looking robe with ornate symbols of Ptatallo covering it. Both men have several puncture marks around their necks and they appear to have been drained of their blood. The expressions on their faces are of pure horror.

One of the men is the caretaker. His keys only open rooms to the main shrine, but not to the under-crypt. He wears a gold symbol of Ptatallo around his neck.

The other man is the Priest of the shrine. He too has a gold symbol of Ptatallo around his neck. In his pocket there is a bronze key. This will open the under-crypt, but not the shrine vault.

If anyone takes the holy symbols from the bodies, the two corpses will come to life (Use Spire Dead stats). Because the space is so tight, only two characters (the ones in the front) will be able to fight.

Once the corpses are defeated the characters can go a few yards further which leads to a dead end.

RIGHT Tunnel

This tunnel way is slightly webbed. The light breeze is steady and the smell increases the further in the characters go. There are no markings on the walls and this tunnel appears to be completely natural. The tunnel eventually curves left. At the far end there is a split: forward or left. Forward doesn't go far because it's a dead end. Left takes the characters down another tunnel way that leads into a large cave.

*Every ten spaces roll 1d10: 1-8: Nothing, 9-10: Rock fall (characters make a Dexterity save or take 1d4 damage from falling rocks)

The tunnel opens up into a large cavern that is lit by strange blue fluids that run down the rock like blood. There are five humanoid bodies here, neatly lined up to the left and covered in webbing. At the far end of the cave is a huge crack in the floor and a rope ladder that is anchored next to it. Slight whispering can be heard coming from the crack.

The bodies are all human. They look like bandits or mercenaries. Each one has a broadsword at their side and they are wearing leather armor that looks like it has

seen its better days. On the floor are three bottles that appeared to have some liquid inside that has long since dried up. The bodies look to be about a few months old. Each has a pouch carrying 20 gold a piece. Two of the men have bronze coins with a dragon spiraled in slumber. Any of the characters from Pendragon will recognize the coins as old Pendragon currency. If anyone pockets the two bronze coins, the bodies will come to life (See Spire Dead) and attack.

***NOTE:** This cave area is THICK with necromantic energies.

Once the Spire Dead have been defeated or if they aren't awoken, the characters may head down into the hole. The rope ladder is very sturdy.

Part Five: Cave Lower Level

This lower level is much like the upper tunnel network. *Every ten spaces roll 1d10: 1-8: Nothing, 9-10: Rock fall (characters make a Dexterity save or take 1d6 damage from falling rocks)

The rope ladder leads into a smaller cave that has a crack in the southern wall. A burned out torch is anchored to the right side of the cave. There is whispering coming from the southern tunnel that seems to be calling the characters. "*Come to me, come.*"

In the tunnel, webs cover the walls and ceiling. The floor is untouched. A light illuminates an opening at the far end. There is a large chamber with a massive spider web. There are twelve bodies hanging from the ceiling, all neatly wrapped in webbing. Just past the heart of the web there is another tunnel, which is where the light seems to be coming from.

In order to get into the next tunnel, the webbing will need to be removed. The second the web is touched, the bodies will drop down from above. Twelve Spire Dead will attack (See Spire Dead). During the battle, a Spire Spider will try to pick off characters one at a time, by dropping down a web and snagging them. It won't kill the characters, yet. That doesn't happen until all the characters are subdued.

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***Fire and Web:** A flame will cause the webbing to ignite. Anything wrapped in webbing will suffer 1d6 damage burns each turn it is ablaze. Anyone in the chamber if the larger webbing is ignited will suffer 1d10 burns each turn they remain in the chamber.

ITEMS: On one of the Spire Dead there is an ornate white key that unlocks the crypt.

IF the characters are captured:

Your blood is flowing into your skull and your limbs are anchored to your side. Your head thuds with every heartbeat. A large spider with a black brain for a head and tentacle teeth hangs next to you. It looks extremely hungry. "Yes, you came.

Came to us. Feed we will on you, feed. Yes." Each tentacle stabs into your neck. The pain is excruciating at first, but eventually your mind begins to fade and your vision blurs. The tentacles go deeper and deeper into your neck and up your spine to your skull. You hear a slight cracking sound as your bone is penetrated. Fire shoots across your brain and then darkness.

If they are not captured they can cut the web and move into a pure white marble passageway.

After you clear the webbing out of the way you can head into the next tunnel. You see a beautifully carved hallway made of pure white marble. A ladder is an-

chored to the left side leading up...into the shrine above. The door to the under-crypt is magnificent. It glows a holy white and you feel almost at peace. The door is made of a mysterious white metal and has a heart and hammer carved into it. A simple door handle is attached to the right side with a keyhole above it.

Anyone of Law alignment who touches the door will instantly be healed. The Priest's key will open the door. The ladder does lead into the shrine above, but a pew sits on top of the hatch. With some loud yelling, Ny-moy and his Hobbs will move the pews so the characters can go back into the shrine. If they have taken a beating, this would be a good time to rest and heal. Once the characters are ready, they can enter the under-crypt.

When you turn the key, trumpets echo from inside and the door slowly opens. The hallway within is just as magnificent. The white marble glows all around. The sounds of trumpets fade as you enter. On each wall there are metal plaques with names of long dead dwarves. The hallway is a mortuary. At the far end, the hallway appears to go left.

In case characters were thinking about plundering the crypts, they are sealed with godly magic beyond the scope of the characters' understanding. When the characters make the turn to go left they will see the hallway leads to a small shrine area which is covered with webbing. The glowing light goes from bright white to a dim gray which carries over into a shrine. The room is filled with webbing and the pillars look as if they have been scuffed. At the far end of the shrine there is a woman with long curly white hair. She is beautiful and alluring. Her body is garbed in ornate white robes. She smiles at the characters, winks, and then motions for them to follow her into the hallway at the far end of the shrine.

Anyone who tries to catch up to the woman will constantly miss her as she ducks around corners and out of sight. She will lead the party to the vault which is locked tight with godly magic. But there is a break in the hallway just before the turn that leads to the vault. It appears to have been made by an earthquake. The tunnel is just like the others.

*Every ten spaces roll 1d10: 1-8: Nothing, 9-10: Rock fall (characters make a Dexterity save or take 1d4 damage from falling rocks)

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The rocky tunnel turns into a web passageway that opens up into a large cave. This cave drops into blackness below, but the webbing that stretches across it is sturdy like a platform. There are different creatures hanging from the ceiling, long since dead. The woman is standing at the heart of the web, stretched out on a web hammock. To the left of the hammock is a white light piercing through a crack in the cavern wall.

She smiles. *"Visitors. I seem to be getting a lot of visitors lately. All looking for the Necromancer shard and all so disappointed."*

The woman, Mother Spire will motion with her hand and Spire Spiders will drop from the ceiling, one for each character. Once the spiders have been killed, Mother Spire will act and transform into a horrid Spire Spider with her human parts breaking off like discarded twigs. Unlike the lesser spiders, Mother Spire will go to town ripping apart the characters. She has no patience for mortals.

***HINT:** The webbing is HIGHLY flammable and if lit on fire, Mother Spire will fall into the darkness below and not surface for 15 turns.

Once Mother Spire is dealt with, characters can climb over to the crack in the wall and check out the vault. Inside there are items neatly placed all around and a single pedestal occupies the center of the vault. Whatever was on it is missing.

ITEMS (may only be used by Law aligned characters):

Holy Charms (3): Protection from Evil: 1-3 chance of driving away any evil creature that sees it.

Holy Robes (2): Protection vs. Magic: +3 to saves vs. magic. 5lbs, +1 [-1] AC

Holy Torch: Holy Light: 1-3 chance of turning undead via holy light

Magic Staff (2): 1d6+1 damage

-Holy Shield: Generates holy field, evil must make saving throw or be unable to penetrate field. 10 ft. radius.

Once the vault has been checked and pillaged, the char-

acters may return to the surface. But if they take too long in the vault they will need to face off against Mother Spire, who is now extremely angry. The door out of the vault is sealed tight, but if someone got the key the party may leave that way.

Once the characters get outside, they will be greeted by Nymoy. When he hears the news about the Necromancer shard he will shake his head and walk away. On the ground there are bags of gold for each character, as promised. The sorcerer says nothing else and won't even acknowledge the party. He leaves with his band of Hobbs. The party will have to walk back to High-ton....or....



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SPIRE DEAD

Frequency: Uncommon

Appearing: 1d6

Lair Occupation: 2-12

Hit Dice: 2

Armor Class: 8 [11]

Attacks: Claws (1d4), Sword (1d6)

Saving Throw: 16

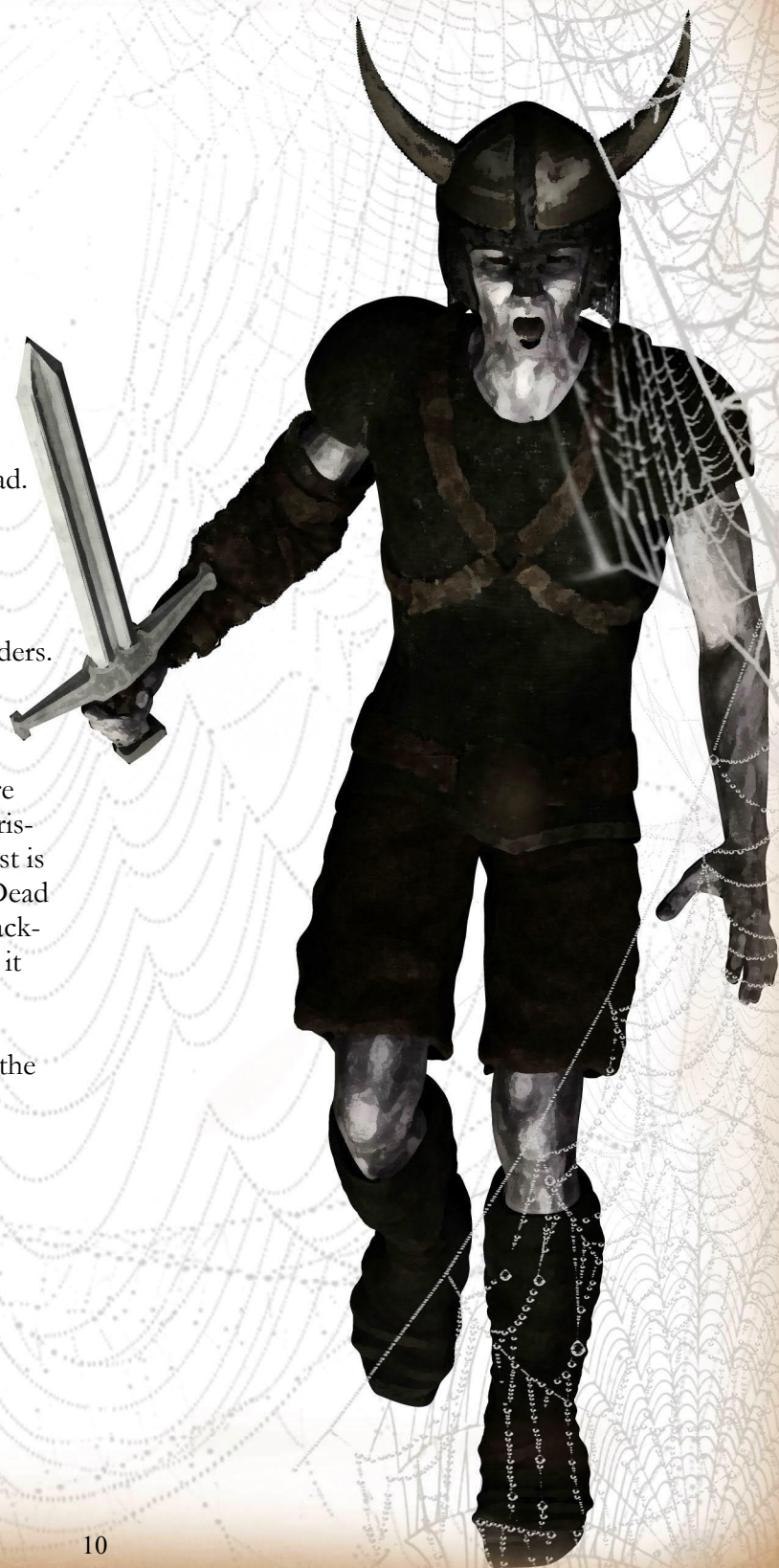
Special: Relentless Body (8 damage resistance), Vulnerable to fire (does DOUBLE damage) with 1-3 chance of turning Spire Dead, Head Shot: on a natural 20 the attack strikes the head, instantly killing the Spire Dead.

Move: 6

Alignment: Chaos

Challenge Level/XP: 2/30

About: These are the victims of the Spire Spiders. Inside each of their skulls is a single baby Spire Spider, just waiting to hatch. The dark magic that influences the spiders, also manipulates their victims like puppets. Most Spire Dead never move. They sit in their webbed prisons until the spider inside hatches. But if a nest is threatened, the Spire Dead will attack. Spire Dead are controlled by the Spire Mother. When attacking, the Spire Dead will use whatever weapon it had in life. And while their bodies can take a pounding, the heads are vulnerable to attack. When the Spire Dead has served its purpose, the skull splits open and a Spire Spider emerges.



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SPIRE SPIDER

Frequency: Uncommon

Appearing: 3 or 4

Lair Occupation: 8 plus Spire Mother

Hit Dice: 2+2

Armor Class: 6 [13]

Attacks: Bite via tentacle fangs (6) (1d6)+poison (paralysis)

Saving Throw: 16

Special: **Fear of fire** (1-4 chance of being driven away by fire), **Telepathy** (to communicate with Spire Mother, sounds like whispering to a normal person), **Webbing** (Requires Strength save or become entangled), **Implantation** (The Spire Spider injects an egg into the brain of the victim. Here the baby Spire Spider grows inside the skull, which also turns the host into a Spire Dead. When the baby is ready to hatch, the skull will crack open, releasing the Spire Spider.), **Wall-crawling** (1-5 chance of climbing surfaces)

Move: 18

Alignment: Chaos

Challenge Level/XP: 5/240

About: Spire Spiders are evil cave spiders that have been corrupted by dark magic. They resemble a slimy black brain with long tentacles dangling from where a mouth should be. This brain is attached to a large black spider body. These spiders have only just been discovered in different mountainous caverns across the northern mountain range. The nests tend to be hidden in natural cave networks, but close to manmade structures in order for them to breed and feed. Each cluster of Spire Spiders has a Spire Mother, a witch-like spider who can assume any form it wishes. The Spire Spider is known for luring victims into their caves through telepathic whispering. Once the victim is in the webbing areas, the spider snags and encases them in layers of spider webs. It then injects a Spire Spider egg into the victim's brain. The victim then dies in every sense. In the right conditions or

at the command of the Spire Mother, these victims can come back to life as Spire Dead. Spire Spiders are very particular about how they do things. They each believe in individual accomplishment and won't pig pile on victims. Their rule: if you can catch it, you can breed with it.



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MOTHER SPIRE

Frequency: RARE

Appearing: 1

Lair Occupation: 1

Hit Dice: 4+5

Armor Class: 4 [15]

Attacks: Bite via tentacle fangs (6) (1d6)+poison (paralysis)

Saving Throw: 13

Special: Mind Control (over Spire Dead ONLY), **Fear of fire** (1-4 chance of being driven away by fire), **Telepathy** (to communicate with Spire Spiders, sounds like whispering to a normal person), **Webbing** (Requires Strength save or become entangled), **Implantation** (The Mother Spire injects an egg into the brain of the victim. Here the baby Spire Spider grows inside the skull, which also turns the host into a Spire Dead. When the baby is ready to hatch, the skull will crack open, releasing the Spire Spider.), **Wall-crawling** (1-5 chance of climbing surfaces)

Move: 12

Alignment: Chaos

Challenge Level/XP: 7/600

SPELLS

Metamorphosis (Mother's Look): Ability to transform into any humanoid of human size. Magical shroud protection from detection.

Wind Fist: 2d8 Wind Damage

About: Mother Spire is the nest mother of the Ptatallo Shrine cave. She is also a pawn of the Shallifax. How this happened is unknown, but when the earth fell onto the shrine, it opened up her domain to the outside world. Mother Spire at first tried to seduce the Priest of Ptatallo, but his will was too strong. The Priest sent for mercenaries to kill the Mother Spire, but they failed. And as the Priest and the caretaker tried to escape, she took both men kicking and screaming into the dark...where they were bred.

Mother Spire likes to disguise herself as a Holy Priestess, even though she stinks of evil. She enjoys luring people into her den where she allows her children to breed and feast. She was tasked with guarding one of the necromancer shards until Duke Crestfaul could retrieve it. When Mother Spire realized that Nymoy had come for the shard, she took it deep into the underbelly of the mountain, where it remains to this day.





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NYMOY

Class: Apprentice (5), Mage (10), Wizard (1)

Alignment: Law

Race: Human

Deity: Minxil

Age: 150+?

Hit Points: 64

Saving Throw: 4

Armor Class: 3 [16]

Stair Level: 16 (Sparky, Wink, Quick Learn, Rapid Fire, Lucky Wiz, Annoying, Magic Bennies, The Line)

Strength: 9

Dexterity: 12

Constitution: 13

Intelligence: 17

Wisdom: 18

Charisma: 16

Racial Abilities: N/A

PATH Abilities

Magic Supremacy: +10 to all magic rolls.

Magic Defense: Magic damage is reduced by half

Know Thy Brethren: Can easily spot another wizard

Final Sacrifice: Wizard explodes doing 500 points of damage to any creature within 100 yards. The wizard may NOT be resurrected after doing this.

Afterlife: After a wizard dies roll 1d10. On a 10 the wizard returns as a magic spirit (resulting in becoming an NPC)

Know thy moon: Minxil +6 to spell rolls

A WANDerous thing: When armed with wand, AC gains a bonus of -6[+6] against incoming magic attacks

Magic Defender: +6 to Magic Saving Throws

Wand Wu-Fu: Roll 1d6: 2-4 Reflect, 5-6 Deflect incoming magic attacks with wand.

Magic Maker: 1-5 chance of crafting new magic items imbued with magic spell properties. May NOT exceed Wizard level.

Blessing of Minxil (Nymoy fell into great favor with Minxil, the Elf God of magic. She blessed Nymoy with an elfish long life.)

Languages: Common, Dragon, Dwarf, Elf, Hobbs

Standard Spells:

Morning Mist

Mother's Touch: 5 Rank Heal

Mister Charisma

Windy Hand

Illuminate

Language Bridge

Mind's Muscle: 10 Strength

Shield of Protection: 10 HP

Mirror Maid

Magic Travel: Group teleport

Mind of the Groupie: Love spell

Thunderstruck: 5d10 Lighting attack

Logic of the Sorcerer: Spell breaker (make a Wisdom check against a spell, if this spell wins, the other spell stops working)

Magic Engraving: Used with Craft: Magic to create magical items by engraving symbols of magic onto an object. The magical ability can be anything from Nymoy's spell list or spell book.

Equipment:

Robes of Valkrus: -6[+6]

-Protection from Elements: 50 damage reduction vs. cold, fire, heat, and ice

Shinto Staff of Minxil: 1d8 damage

-Bladed Storm of the Samurai: 3d10 tornado of blades that cause damage to a 10ft area circle

Alchemy Pot of Luck:

-Alchemy Boost: +5 to achieve alchemy results using this pot.

-Also used for smoking Nymoy's special herbs

Spell Book: Contains over 30 spells ranging from elemental to holy.

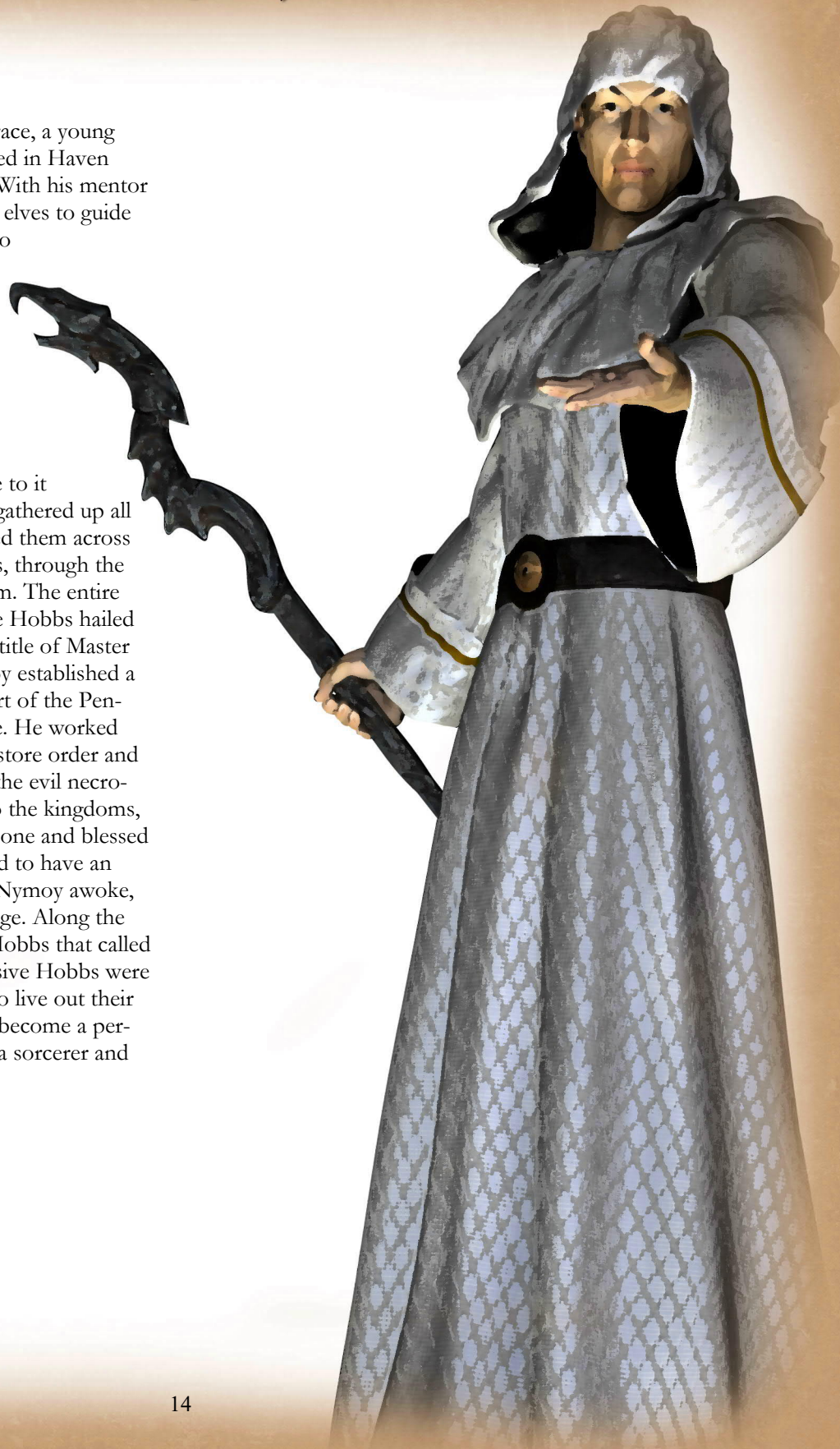
Stairs of the

IMMORTAL



Deeds

During the turmoil of the Age of Disgrace, a young human apprentice found himself trapped in Haven Hyland. This boy's name was Nymoy. With his mentor on the mainland, Nymoy looked to the elves to guide him. And they did. Soon Nymoy was no longer an apprentice, but an accomplished mage. He helped repel the evils along the Shinto Empire before hiring a fishing vessel to take him back to his homelands. Before he left, the elves gave the mage special robes and a staff of magical blessing. Nymoy returned to his mentor's estate, only to find it in ruins. Mortuary had laid waste to it and the nearby Hobbs village. Nymoy gathered up all the survivors he could find and marched them across the Frog Kingdom, over the mountains, through the desert and into the Pendragon Kingdom. The entire time he kept them safe from harm. The Hobbs hailed Nymoy as their hero and gave him the title of Master Sorcerer Nymoy. Now a wizard, Nymoy established a small Hobbs village near the central part of the Pendragon Kingdom and made it his home. He worked with other scholars of magic to help restore order and defeat Mortuary. And as the power of the evil necromancer faded and peace finally came to the kingdoms, Minxil saw the good that Nymoy had done and blessed him. But immortality for Nymoy started to have an adverse effect on the wizard. One day Nymoy awoke, packed a wagon and left the Hobb village. Along the way Nymoy picked up a following of Hobbs that called themselves the 'Baggetts'. These obsessive Hobbs were madly in love with Nymoy and swore to live out their lives with him. Since then, Nymoy has become a person of folklore. Hobbs tell the tales of a sorcerer and his Hobb cult of lovers.





Stairs of the

IMMORTAL



BAGGETTS

Frequency: Common

Appearing: 10

Lair Occupation: N/A

Hit Dice: 1d6

Armor Class: 9[10]

Attacks: —

Saving Throw: 15

Special: **Height** (larger attackers suffer -2 to hit a Hobbs), **Charming little thing** (50% chance of charming anyone with HD1-10, and 35% chance against HD11+), **Nudists**

Move: 12

Alignment: Law

Challenge Level/XP: 1/10

Equipment:

Iron pots and pans: 1d4 damage

Deeds

The Baggetts are a Hobb cult dedicated to Nymoy. Membership has varied over the years as Hobbs grow older and retire. But each Hobb that is part of the cult dresses in bright colors and wears their hair up in a bun, even the males. They are all required to learn the holy song of Nymoy. The Hobbs of this cult are free loving and don't see female and males as different and they commit acts of debauchery with one another in a festive way. The only real conflict within the cult is their competitive nature when it comes to who gets to sleep with Nymoy that night. Each Hobbs is clingy in that sense, always looking for an excuse to snuggle up with their hero. The current line-up includes:

Bekkie: She knows her name...and that's about it. Make her mad and she'll draw blood. (Daggers)

Brassie: The soul man. (Brass Instruments)

Hussie: The tramp of the group. (Seduction)

Indel: Male adventure hound. (Tracking)

Kindel: The man with a plan. (Tactics)

Kissie: The smooch momma. (Wrestling)

Lassie: The friendly female cook. (Cooking)

Minnie: Seamstress and lover. (Sewing)

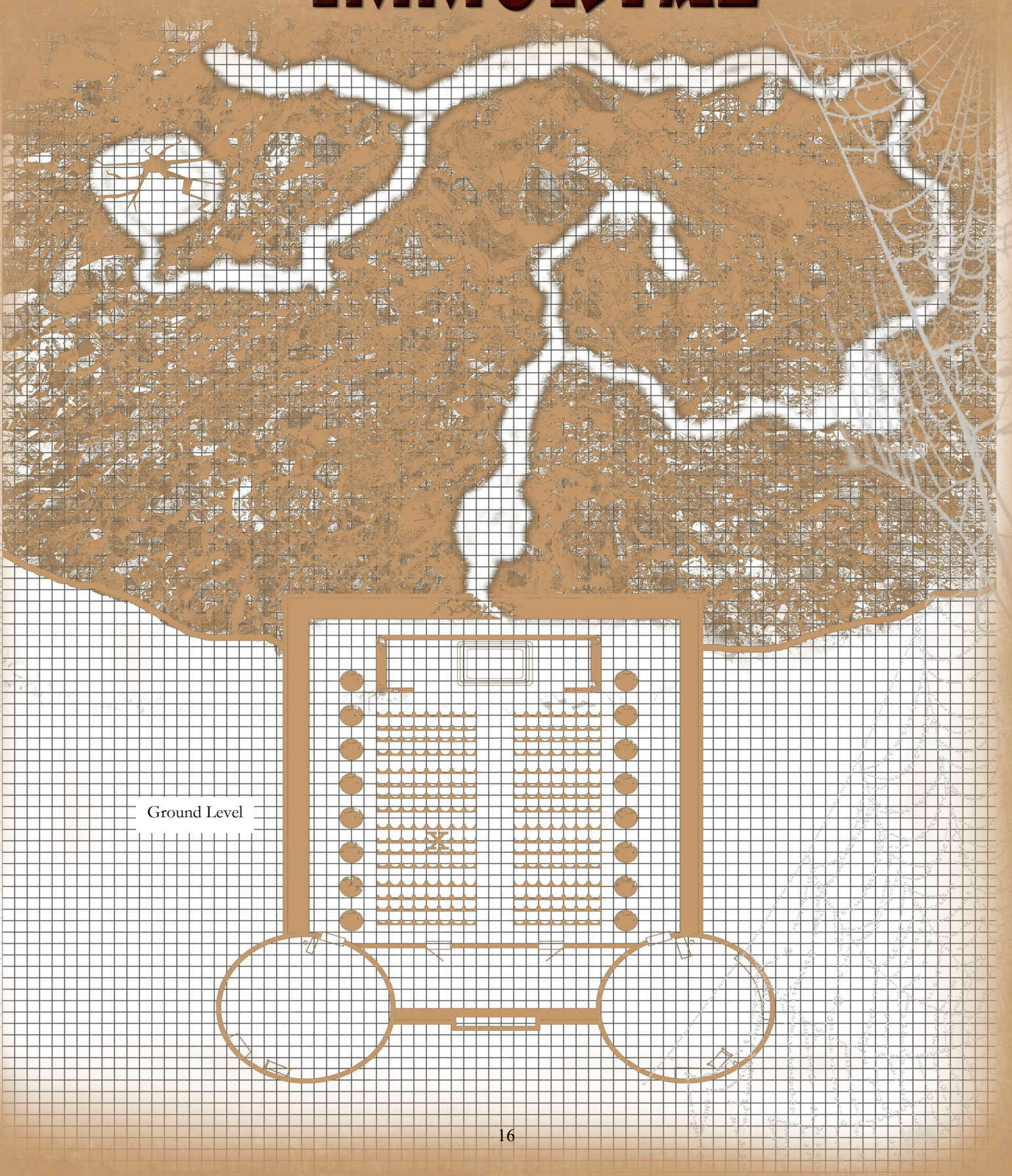
Nissie: Botanist girl. (Botany)

Vindel: Horseman and race junky. (Horses)



Stairs of the

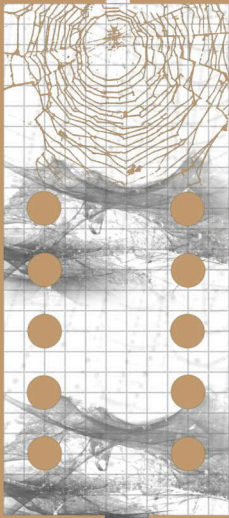
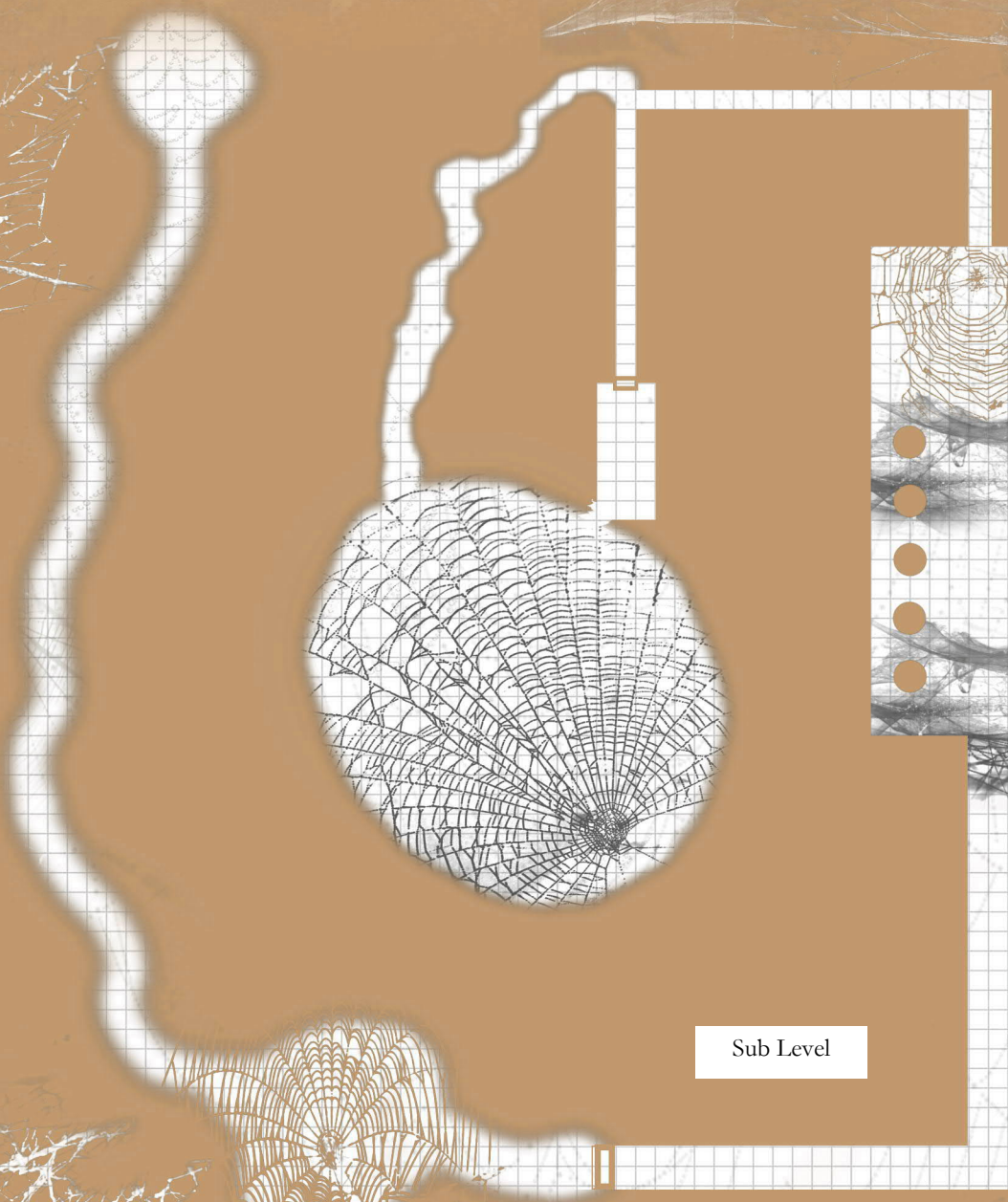
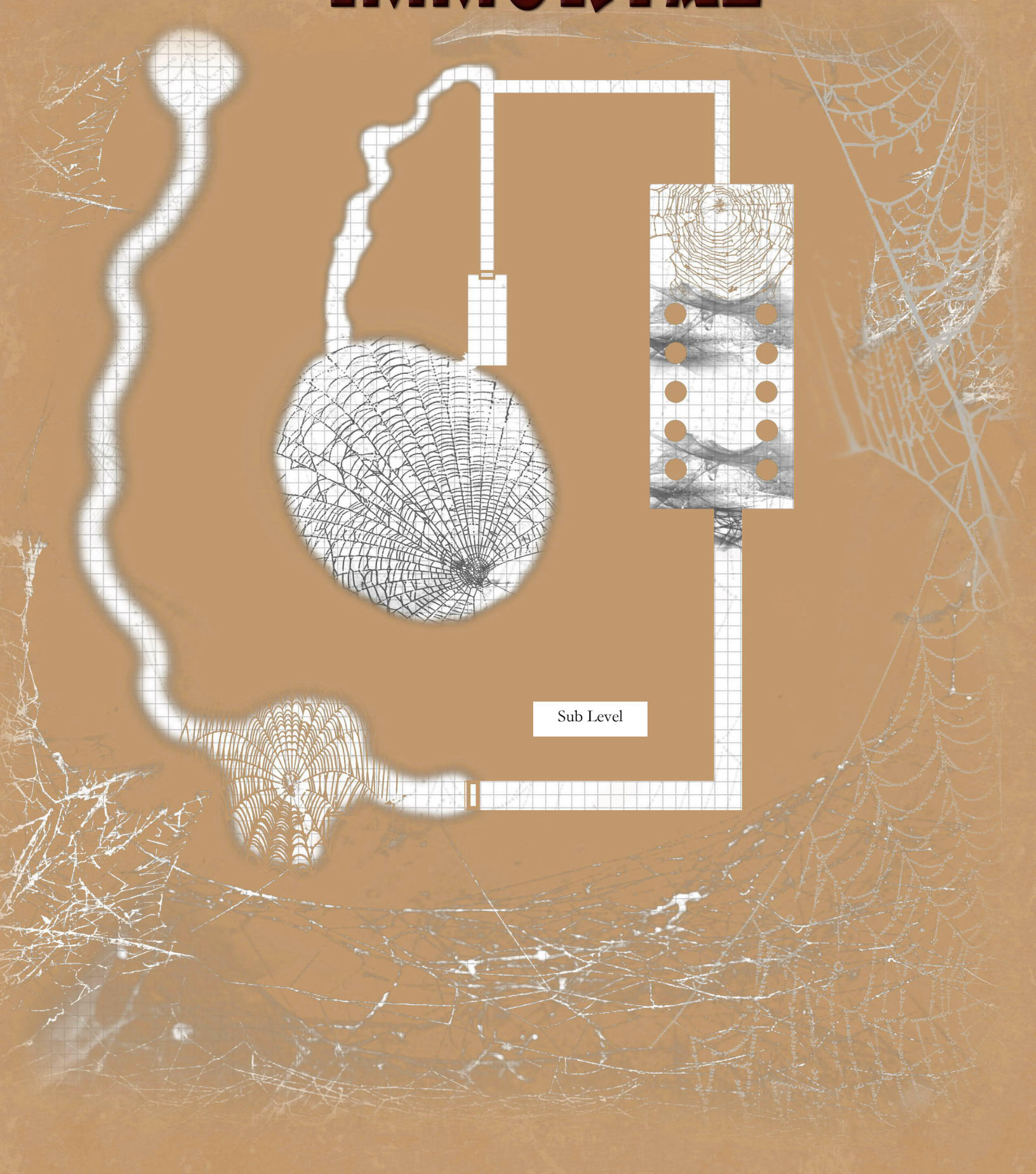
IMMORTAL



Ground Level

Stairs of the

IMMORTAL



Sub Level

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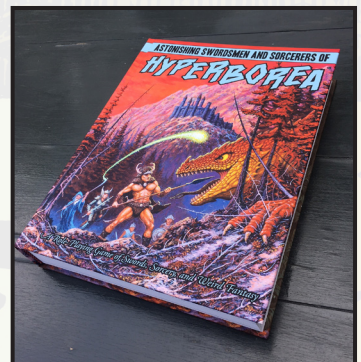
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