

Introduction

The city of Blackrock is in peril! Demon cultists march inexorably closer, less than a week away from putting its people to the knife. The Duke puts out a call: brave and resourceful heroes are needed to recover the sacred words that will unleash the power of the Sealing Stone. Words that have passed beyond the world - and so these adventurers must pass beyond the world, into... *The Magician's House!*

The Magician's House is an adventure for DCC, designed to challenge the party and delight the players with its whimsy. Within its enchanted walls, they will find doors that open to strange vistas: faerie gardens, abandoned cities behind the mirror, libraries of boundless size and crystal domes on the moon. They will encounter beings that interrogate and imperil, beguile and betray, entreat and entertain; children and ogres and aliens and magical statues.

Using this adventure as a one-off

You're in luck! *The Magician's House* is written as a one-off adventure, providing the judge and players with pre-generated PCs and a predetermined hook. These PCs have their own motives and goals, which players are encouraged to pursue. It's very open-ended; even as a one-off, there are several different ways to fulfill the primary quest, and the motives of the pre-generated characters will interact in unpredictable ways.

The Magician's House presents genuine danger, but unlike most DCC adventures, it is entirely possible for the adventurers to succeed without a single fight. However, the peaceful solution is not necessarily obvious or without its own costs, so it's a rare group that emerges from Mordant's abode without having drawn their swords!

Using this adventure in a campaign

Even though it was designed as a one-off adventure, *The Magician's House* can easily be inserted into an existing DCC campaign. It's appropriate for 3-6 characters of levels 1-3, although it could even serve as a very dangerous Funnel adventure for zero-level PCs.

When using this adventure in an existing campaign, it shouldn't be hard to invent a hook. Something that the PCs want is in the house, and the wizard hasn't been seen. Even better, the judge may introduce Mordant earlier into the campaign, making it possible

that the PCs have more than one reason to enter his home.

However, if you adapt this material to an ongoing campaign, keep in mind that a number of the challenges were designed to play on the fact that the party has a time limit of five days. A judge who uses this adventure with existing characters might want to design a hook that has a similar time limit. It's not strictly necessary, but it can add to the dramatic tension of certain decisions that the party may have to make.

Setup

Overview

The players should be informed of the following:

They are all adventurers of highly varied backgrounds who are, for different reasons, present in the City of Blackrock. Unfortunately, they are currently not able to take advantage of its usual virtues and vices; news has recently arrived that an army of demon cult priests advances on Blackrock!

Happily, the Duke has obtained the fabled Sealing Stone, which will cancel the black magic of the priests. To use it, someone must read its inscription aloud; it's in Old Giantese. The catch is that general knowledge of how this tongue sounded has passed beyond this world.

Fortunately, it is said that Blackrock's premier magician, Mordant the Irregular, can intone these runes. Said primarily by the man himself in his cups,

it must be noted. Unfortunately, Mordant hasn't been seen since he returned to his house three months ago from a drinking binge with his friend Lutz. Lutz hasn't been seen, either.

The party is hired to enter the Magician's House to find the Wizard or translate the inscription. There's **1000 GP** in it for each of them if they succeed. Nobody's sure how to get past the enchanted door to the House, but the Duke gives them his old expired invitation in case it is useful to them. They are also furnished with a charcoal rubbing from the face of the Sealing Stone.

There are five days until the army arrives. The Duke tells the adventurers to take a day to make their preparations, and to then enter the Magician's House in search of Blackrock's salvation.

Starting the game

1. Tell the players what the premise is (see above).
2. Pass out Handout A and Handout B.
3. Players are presented with the pregenerated characters and allowed to know each character's class and read its Impressions.
4. Each player chooses which pregenerated character to run.
5. Each player then selects his or her PC's preparation activity (see below).
6. Players then take turns reading their character's Impressions, adding **one** descriptive element of their own choice.
7. Finally, the party meets at the first location - the Front Door (1) - when they are ready to begin.

Selecting characters

The pre-generated PCs are listed towards the end of this document. There are a few aspects of them which are unique to *The Magician's House*.

Impression

This is flavor text that can potentially help players inhabit the roles, and to understand their objectives (see below).

Social class

It doesn't come into play very often, but social class is ranked as follows: noble (highest), gentry and commoner (lowest).

Communities

This is a listing of all the communities in which the PC has social contacts. This becomes relevant during intelligence gathering activities (i.e. rumor-mongering).

Win and Lose

Each of the PCs have objectives which are not identical but are *mostly* complimentary. These are called Win and Lose criteria, and each PC has two Win conditions and one Lose condition.

Interpret the final results of the adventure depending on which conditions have been fulfilled, as follows:

Win fulfilled (one or both)	Lose fulfilled	Result
no	yes	Tragedy!
yes	no	
no	no	Live to fight another day...
yes	no	Glory!

This should be explained to players.

Preparation

To move things along, players should be told that there are **three primary preparatory activities**: shopping, training and intelligence gathering. The players can do whatever they want with this day, but there's only enough time to get one of those kind of activities done, and the Duke has made it clear that he expects them to take a single day to prepare.

The party can choose to skip preparation and start immediately. They can even take more time, but if they do this, they will be brought into the Duke's presence. He will say that if they delay, he has much less time to send others if they fail. If the PCs still insist on **two or more days of prep**, they will told that they be executed if they fall short.

Shopping

Each character can spend his or her money to buy equipment. However, money cannot be lent by PCs who are not shopping - they don't know each other well enough yet!

All standard equipment is available for standard prices.

Available upon inquiry

The judge should let PCs buy any other reasonable goods that they come up with. In addition, there are a few "off-menu" items available for players who inquire.

Witch potions

Madame Strella is a witch on the edge of town who sells:

- **Three** Healing Potions
 - Restores **1d6+1 HP**.
 - **100 GP** each.
- **Two** Sleeping Draughts
 - After **2d4 rounds** drinker falls asleep for **2d4 hours**
 - **DC 15 Fortitude save** prevents sleep (but -1 to rolls for **1d4 hours**)
 - **50 GP** each.
- **One** Love Philter
 - Drinker falls in love with first living thing to touch him or her.
 - **DC 10 Willpower save** to resist.
 - **250 GP**.
- **One** Tincture of Transformation
 - Imbiber turns into a rat immediately, **no saving throw**.
 - **Rat:** Init +1; Atk bite -2 melee (1 damage); AC 13 (small and

evasive); HD 0; hp 1; MV 20'; Act 1d20; SP Sneak/Hide +10; SV Fort -4, Ref +1, Will unchanged; AL unchanged.

- Effect lasts for **one turn**.
- **400 GP**.

Blessings

The party can also buy blessings from various temples at the rate of **75 GP per special Luck point**.

These points aren't used for Luck rolls or modifiers but can be burned like other Luck points. Again, this is available if the players ask about things like obtaining the blessings of the local clergy.

Henchmen

There are a few sources through which a character can seek NPC recruits. The number available depends on his or her Personality:

1d20 + Personality modifier	Henchmen available
1 or less	0
2-7	1
8-13	2
14-19	3
20+	4

Each type of henchman is available to different types of characters.

Henchman type	Hireling
Employer type	Anyone
Cost	50 GP
Hireling: Init +0; Atk club melee -1 (1d4); AC 11 (none); HD 1d4; hp 3; MV 30'; Act 1d20; SP none; SV Fort +0, Ref +0, Will -1; AL L.	
Notes: Paid in full up front. Will not willingly fight or take risks. They expect to perform menial tasks, keep watch, etc. After being endangered, must make a morale check to avoid deserting the next time left alone. Knows one commoner rumor, which can come out in relevant conversation.	

Henchman type	Town Guard
Employer type	Gentry or noble background
Cost	200 GP
Town Guard: Init +0; Atk mace +0 melee (1d6) or heavy crossbow +0 ranged (1d10); AC 14 (scale armor with metal cap); HD 1d6+1; hp 5; MV 25'; Act 1d20; SP crossbow takes 3 rounds to reload via windlass; SV Fort +0, Ref +0, Will +0; AL N.	
Notes: Slow-witted, they mostly keep to themselves. They love booze, and if permitted to drink enough, are -2 to hit and initiative.	

Henchman type	Guild Thief
Employer type	Criminal community contacts

Cost	10% of total loot per thief
Guild Thief: Init +1; Atk dagger +0 melee (1d4/1d10); AC 12 (padded); HD 1d6; hp 4; MV 30'; Act 1d20; SP +3 thief skills; SV Fort +0, Ref +1, Will +1; AL L.	
Notes: Curt and surprisingly professional. They will cut and run if things look both dangerous and unprofitable, however. The Guild will still demand the full share of any loot acquired <i>before</i> such desertions. The reward doesn't count as loot.	

Henchman type	Knight
Employer type	Noble background
Cost	500 GP
Knight: Init +1; Atk spear melee +1 (1d8); AC 15 (chainmail); HD 1d12; hp 7; MV 25'; Act 1d20; SP none; SV Fort +1, Ref +0, Will +1; AL L.	
Notes: Will accept half pay up front, half at the end. Final half is owed unless the knight deserts; if he or she dies, it goes to next-of-kin. Will only join a party with a cleric. Solid fighters, but they will act superior to genty and may order around commoners.	

Fighting animals may not be obtained in time for this adventure.

Training

Each character can spend time training in one particular activity. This provides a **+1** to one of the following types of rolls:

- Hit with a given weapon
- Thief skill of choice
- Spell of choice
- Heal
- Turn unholy
- Any other skill the player wants
- Anything else with similar scope that obtains judge approval

Basically, we're talking about 1d20 rolls of a limited but useful scope.

Forgery

A thief can spend the entire time forging a new and current invitation to the house using the Duke's old copy as a template. This automatically succeeds without a roll.

Intelligence

An information seeker must choose **only one** of his or her communities to contact. Characters roll **1d20 + Personality modifier**, and consult table below to determine how many rumors they learn.

1d20 + Personality modifier	Rumors learned
1 or less	0
2-7	1
8-13	2
14-19	3
20+	4

Roll on rumor table for the chosen community (see below) once for each rumor. If there are repeats, then the repeat consists of either a repudiation or a confirmation. Roll **1d6**; **1-4** means that the second opinion is correct about the truthfulness, while **5-6** means it is not.

Aristocracy

1d6	Rumor	True?
1	Mr. Inscrutable is known for his expensive (some would say gaudy) jewelry, which wears at all times, even when in his cups at some rancid hole, draped in rags.	Yes
2	He's good at curses! Mordant owed a hefty tab to Big Carl at the Perfumed Unicorn, which he paid so that anyone who busts the place up or skips on their bill is stricken with a hex. The wizard protects that which he values with curses.	Yes
3	Mordant the Irregular is not of noble blood, so one is led to wonder where he comes by so much...well, so much <i>gold</i> . Of course, wizards have their ways, but he acts like the stuff grows on trees. I've never seen a commoner who cares so little for his coins.	Yes
4	Master Mordant is a canny man of deep mystery. I have seen him cast powerful spells on multiple occasions, and whenever he does so he whispers but a single word. Such élan!	Yes
5	The wizard's servants are, without exception, creatures of no grace or intellect. They are all very easy to deceive.	No
6	I have heard that the master of the Magician House is a great lord among the faerie, and they all owe him a great debt. All faerie you find there should respect your hospitality rights if reminded.	No

Commoners

1d6	Rumor	True?
1	I hope Master Mordant is arright. He always looks out for us kids. I heard he took in Little Cammy when her da was too fierce with his bullywhip.	Yes
2	Watch out for Mordant's friend Lutz . The last guy who gave Lutz a shiner was turned into a suckling pig by Mordant...which they both promptly roasted and ate!	Yes
3	I hear the magician has a lot of faerie friends. My nana used to tell a lot of stories about them, and she said either than one should never eat faerie food, or that they can't abide by a person who won't accept their hospitality. I can't remember which.	Yes
4	Madame Strella says that the so-called "Great Magician" (her words, I swear) is just a purveyor of tricks, alliances, tools and a child's understanding of the real secrets of creation. Again, her words.	Yes
5	Mordant the Wicked is actually the source of our troubles! Why do you think he's gone scarce?	No
6	It is said that the Magician's House has a hundred doors in Blackrock.	No

Criminal

1d6	Rumor	True?
1	Word on the street is that Mordant the Irregular pissed off the Indigo Cartel, and even wizards don't scare them too much. A team of cartel killers was buying drinks for everyone at the Philosopher a few days ago. Big smiles and cold eyes.	Yes

2	There are rumors of a “ <u>Back Door</u> ” to the Magician’s House. It’s said to open to a secret password and be unguarded. The man who could pass through that could become wealthy indeed.	Yes
3	That loudmouth <u>Lutz</u> is always trading on his friend’s name, racking up debts that nobody can collect. He was blabbing about Mordant’s servants, a sorry lot of multi-hued goblins. Says they hate to be called goblins or brethren to the other colors.	Yes
4	There’s a lot of people in this city, both professional thieves and desperate folk, who are just waiting for a chance to get into Mordant’s house while the magician is indisposed.	Yes
5	There’s said to be a corrupting curse that affects anyone who steals anything from the Magician’s House.	No
6	A member of the Nine Veils broke into the Magician’s House once and lived to tell the tale. He said nothing will hurt you if you don’t strike the first blow.	No

Learned

1d6	Rumor	True?
1	Mordant the Irregular is said to be not of this world. When he first arrived in Blackrock seven years ago, he could not speak our tongue, and his attire was very strange. However, three days after his first appearance, he showed up at the Farting Philosopher to order a cask of whiskey with perfect grammar and an aristocratic accent.	Yes
2	The few seers who have tried to discuss scholarly matters with Mordant have concluded that he is very poorly read, and that’s being kind. Not a few wise men are skeptical that he truly knows Old Giantese.	Yes
3	It is said that the wizard Mordant has access to a library on unfathomable richness...it is said by the man himself! But none have gazed upon it, so he is either a liar or a miser of knowledge.	Yes
4	It’s hard to know where an obvious foreigner like Mordant would have learned Old Giantese. The dead tongue is only found in ruins of this area, and the scholarship is not widespread.	Yes
5	It is the considered opinion of several Lawful high priests that faerie are creatures of Chaos, as their fae presence may be repelled by invoking the power of the divine. Country folk believe that the mere symbols of Law are enough, but temple authorities insist that only anointed priests can provide protection.	No
6	It has been opined by those who have studied such matters that Mordant is himself a changeling of the faerie and not human at all.	No

Mystical

1d6	Rumor	True?
1	Be careful in the Magician’s House. The place past the door lies beyond space and time, and each room is a separate world. It is probably that time flows differently in some places. Mordant has always been an enthusiastic proponent of using time manipulation to speed some things up and slow others down, but the particulars are harder than his neat theories suppose.	Yes

2	Mordant the Irregular has always been greatly enthusiastic to treat with otherworldly beings. He seems particularly fond of faeries, which is reckless enough, but at least he does not dabble in the black arts.	Yes
3	Mordant's powers have more than once betrayed a faerie origin. This is worrisome, for faerie gifts are often the opposite of what they appear.	Yes
4	One thing consistent about Mordant even from his humble beginnings is that he takes pleasure in the deceptive characteristics of mirrors and other simple tricks.	Yes
5	Few are aware that the only arts known by Mordant the Irregular are the making of glamours and astral projection. The rest are lies and illusions.	No
6	Mordant is a powerful magician, but he's almost helpless without his familiar and his wand.	No

Inside the Magician's House

Basic features

Layout

The different rooms of the House exist in widely separated places, some in pocket universes or other worlds. Each doorway is really a seamless portal between such regions. The Front Door (1) and Back Door (11) are mounted on buildings that are otherwise empty and ruined with a blank wall when seen from the other side.

Decor

The default decor is mahogany-panelled walls with blue-and-white glazed tile floors and white plaster ceilings. Lighting is provided by crystal globes that contain flitting bugs that glow hues of blue, green, red and yellow.

Crest

Seen in various places in the House. The crest has a gold background, usually set on burgundy background. Upon it, two black lobsters meet at the bottom, possibly fighting. A very surprised white pheasant stands astride them, and a five-pointed red star blazes above.

Interior doors

Interior doors are paneled in mahogany, with shiny brass handles that rotate to unlatch. They are not

heavy, but they are very sturdy. Underneath the wood is an extremely strong metal that is matte grey and light. Noise does not pass through closed doors, except for the sounds of impact on the door itself.

Determined chopping will break through a door, which causes it to cease functioning. Broken doors no longer open to their destinations, and instead expose a howling void through any breaks as though they were walls (see below).

Interior walls

Internal walls are usually paneled in dark mahogany. Underneath this veneer is a greenish-purple plastic-like material that oozes and self-repairs when gouged. As with doors, determined hacking will expose a howling void. Those who fall into this void are lost, but nobody will be involuntarily sucked through a hole.

Magic rings

Scattered through the House are a number of the wizard's magic rings. Each ring is fashioned entirely differently with a different command word. Each ring can contain up to three charges before it requires recharging for one day per charge in the Ring Forge (18).

Here is the master list of magic rings:

Ring name	Room	Command word	Design	Power
Golden Whispers	<u>Visitor's Lounge</u> (2)	Crocus	Agate torus wrapped in palladium wire on a simple tin band.	Speaking the command word causes the wearer to feel the ring tugging towards the greatest concentration of wealth within 100' for the next turn.
Plain Truth	<u>Main Hall</u> (3)	Iris	Dull grey heavy uranium gothic band ringed by leering gargoyles, mounting a fractured peridot.	Touch will permanently dispel an illusion. A touched being is returned to its "true" form, and unable to change form or work glamors for one day.

Breath of the Dragon	<u>Study</u> (9)	Bluebell	Blackened iron twisted into braids, ringed with studs of jagged glass.	Sheet of fire 20' long in a 30 degree arc. Everything in the arc takes 2d6 damage; DC 13 Reflexes save for half damage.
Invitation	<u>Study</u> (9)	Daffodil	Smooth sandalwood with a small face carved from a citrine.	Point at any door in sight and teleport to the other side. Even works on doors in the House, including mirrors!
Hand of the Giant	<u>Study</u> (9)	Gardenia	Square-cornered white gold with a cluster of opals.	Hand enlarges to giant size. It may be used for one feat of giant-level brawn (Strength 22, +6 modifier). Default attack in this form is +6 to hit and 2d6 damage .
Tongue of the Native	<u>Study</u> (9)	Dandelion	Filigree of platinum and cobalt set with a large rough chunk of turquoise.	Able to speak and read any language native to where the wearer currently stands. Note that Old Giantese <i>is</i> native to the area.
Mud Magic	<u>Ring Forge</u> (16)	Orchid	Bone with a single large diamond.	By pointing at earth and squeezing his or her fist, the wearer causes earthen matter (e.g. rock, soil, sand, clay, etc.) to soften to mud. A total of 2000 lbs. may be so transformed, with a maximum rate of 200 lbs. per round . Effects are usually DC 10 Reflexes saving throw to avoid, DC 16 if victims don't see it coming. 2d6 damage to earthen beings per round.
Lèse majesté	<u>Ring Forge</u> (16)	Tulip	Steel spiked band set with alternating small amethysts.	Wearer can issue verbal orders for the next five rounds to any one person at a time. If subject is able to understand the orders, they must either obey them, or suffer for 1d8 damage and paralysis for one turn . A successful Fortitude saving throw against DC 15 negates paralysis and halves damage.
Wisdom of the Earth	<u>Ring Forge</u> (16)	Dogwood	Rune-etched coral with an aquamarine lozenge.	Ask one question, and an answer will be spelled out in the sand nearest to the wearer's feet. The answer is provided by an invisible gnome that travels through the earth. Unable to spy on those with powerful magic, and it can only answer questions about things in contact with earth. Even then it knows the answer only 70% of the time. 20% of the time it is flummoxed, but 10% of the time it thinks it has the right answer but it is wrong.
Wind Porter	<u>Ring Forge</u> (16)	Hyacinth	Simple tungsten band with an alexandrite spike.	Whirlwind forms where wearer makes a fist, and it may be directed by movement. Flies up to 80' per round carrying up to 500 lbs. Picks up whatever it touched, dodged with DC 15 Reflexes save. Contents are not hurt but are helpless to act. Lasts 1 hour and cannot carry wearer.

Hidden Hand	<u>Ring Forge</u> (16)	Marigold	Glittering red fat pumice band with heart-shaped bloodstone.	The wearer points at two things, speaking the command word both times, and they swap positions. Objects must be within 60' of each other and the wearer, and neither may be animate or in excess of 500 lbs.
Dollmaker	<u>Ring Forge</u> (16)	Azalea	Old oily rope for a band with a giant uncut ruby.	Wearer speaks the command word while touching an object. The object is shrunk down to a doll that can be fit in one's hand; this works on objects that weigh up to 1000 lbs. The effect lasts until the object is thrown into the air or damaged. A hurled doll-boulder can cause 3d6 damage for maximum size objects. Living beings can resist iconization with a DC 12 Fortitude saving throw . If they fail, they are shrunk and immobile, but they are aware of their surroundings.
Transmute	<u>Faerie Shrine</u> (18)	Posey	Obsidian band carved as a lifelike snake with lapis lazuli eyes.	That which is touched by the index finger can be temporarily transformed into whatever he or she names, so long as it is of approximately equivalent dimensions and mass and something that the wearer has observed. After five minutes , the original form is restored no matter what happens to the new shape i.e. damage doesn't carry over, even death and destruction.
Stolen Moments	<u>Faerie Shrine</u> (18)	Wild Rose	Complex woven silk braid with colorful feathers and a ruby cut in the shape of a serpent.	Stops time for two rounds except for the wearer. Objects may be moved and imparted momentum, but they can't be damaged, and will hang in mid-air when released.

- Full turn: **Playroom** (12)

Kitchen Doors

The **Kitchen** (6) has a magic door that opens into several different rooms in the House. It looks like any other internal door, except it has a small **crest** mounted immediately above the handle.

From most of the connected rooms, a Kitchen Door can be opened directly to the **Kitchen**. While it is open, none of the Kitchen Doors may be opened.

From the **Kitchen** itself, the door may only be opened if the Kitchen Door Key is inserted into the lock that is present on the **Kitchen** side of the door. Depending on how far the key is turned, the door opens to a different destination, as follows:

- No turn: **Visitor's Lounge** (2)
- 1/4 turn: **Garden central grove** (8b)
- 1/2 turn: **Alien Dome** (7a)
- 3/4 turn: **Lecture Hall** (17)

Magic Mirrors

Some of the mirrors in the house are magical. These mirrors can be used as portals to the **Mirror World** (4), a world that looks very similar to the real world at the location of the magic mirror, but otherwise appears to be a **Desolate City** (4b). Since all of the magic mirrors in the house open to this vacant city, it's possible to go in through one mirror in the house and come out through another.

A magic mirror can be either open or closed. A closed mirror acts as a normal mirror that reflects everything in this world but shows a slightly different place beyond. An open mirror looks the same, but it is possible to pass through.

A closed mirror is opened by touching it and saying aloud "*I've a sceptre in hand, I've a crown on my*

head.”. An open mirror can be closed by touching it and reciting this phrase: “**Dreaming as the days go by, dreaming as the summers die.**”. This can be be performed from either side, and it causes the frame to briefly glow with magic sigils.

A magic mirror can be broken like a normal mirror, which destroys its enchantment. If it is moved from its current position, it temporarily loses its connection with the mirror world. Reestablishing this connection requires knowledge of the *Magic Mirror* spell.

Goblin Doors

In two rooms (the **Barracks** (5) and **Kitchen** (6)) there are doors that are a mere half-yard tall, otherwise appearing normal. These doors are used by the goblin servants and guards to travel to and fro their communities, as well as replenish their numbers in the house.

Any time that goblins are removed from duty, even the **Captain** and the **Chief Steward**, their replacements will emerge from these doors within the hour, if not less (**1d6 turns**).

PCs can enter these tunnels at will, although they are extremely cramped and frequented by goblins. They branch and turn unpredictably, opening to a variety of chambers with strange purposes. Followed for long enough, these passages eventually emerge in Goblin Town. Actions are -1d in the tunnels and -1 in the chambers, due to cramped conditions.

Every turn in the tunnels, something interesting will be encountered:

Roll 1d8	Encounter
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1	Fungus garden: For food and beauty, grown on the bodies of deceased goblins.
2	Peat bath: Public baths of hot wet burbling peat bogs and standing pools.
3	Dormitory: Room with hundred of hammocks in up to six levels. Dedicated to one color of goblin. Invariably there's 4d12 goblins just hanging out, playing cards, arguing, etc.
4	Color vats: Bubbling vats of red, yellow, green, blue and purple. Goblins are lining up to jump in, and they come out the color of the vat. Greens are bureaucrats, blue are engineers and purple are the thinkers.
5	Engine room: It's not clear what this machinery does, but it's doing it. Random blasts of steam and sound, occasional emergency repair teams.
6	Offices: Occupied mostly by green goblins, with morose representatives of other colors. Serves several wildly unrelated bureaucratic functions (e.g. “maritime tariffs, parade permits and fungal trade dispute resolution”).
7	Functionaries: Group of 2d6 red (servant), green (bureaucrats), blue (engineers) or purple (thinker) goblins. Will not fight, but if they suspect the party, a squad of guards (see below) will arrive next turn.
8	Guards: Group of 2d6 yellow goblins (guards). They will attempt to either repel (50% chance) or capture (50% chance) the party. Captured intruders will probably be prosecuted and enslaved.

Events

To determine when random events happen, roll all applicable event dice whenever PCs enter a new area, or whenever they spend a lot of time in one location. This translates to about **once every ten minutes** in the House proper, **once per hour** in the **Mirror World** (4), or **once per four hours** in the **Cosmic Library** (10).

To determine which event dice to roll, see the conditions below. For each condition, roll one die of the appropriate type whenever checking for random events.

To determine which event occurs, roll or pick one from the occurrence table that follows. Some events

are only possible if certain conditions are met, so if you roll one of those, just roll again.

Event causes

Default

The default event die is a **d8**.

Alert

If the guards have been alerted to the existence of intruders, add a **d6** event die. Guards stay on alert for about **two hours** after an unresolved incident. In addition, they will generally respond to a report of

intruders with a **guard squad** (see [Occurrences](#)) within **1d6+6 rounds** to the reported location.

Breach

If one of the doors to the House has been breached, add a **d6** event die. When the guards realize this, they go on alert (see above), and the door will be patched in about **one hour**.

Child companions

The presence of child companions adds a **d8** event die. If one of the children is **Minz** (from the [Children's Observatory](#) (13)), this is a **d6** instead. If one of them is **Burrock** (from the [Study](#) (9)), it is a **d4**!

Occurrence table

Roll 1d20	Precondition(s)	Occurrence
1-3	• Accessible interior	Servants
4-5	• Accessible interior	Guard patrol
6	• Accessible interior	Chief Steward inspection
7	• Accessible interior • Unaccounted children	Wandering children
8-11	• Accessible interior • Alert	Guard squad
12-13	• Accessible interior • Breach	Looting commoners
14	• Accessible interior • Breach	Looting lowlifes
15	• Accessible interior • Breach	Invading party
16	• Child companions	Child wanders off
17-19	• Child companions	Child makes a commotion
20	• Burrock	Burrock steals something

Preconditions

Accessible interior

This includes most interior areas of the House except the Mirror World (4), Moon (7), Cosmic Library (10), Lecture Hall (17) and Ring Shrine (18).

Child companions

This includes any of the children from the Time Dome (7b), Study (9) and Children's Observatory (13).

Burrock

This is the specific condition when Burrock (from the Study (9)) accompanies the party.

Unaccounted children

This is the case when there are some children who are not companions of the party or otherwise unaccounted for.

Alert

This happens whenever the guards are on the lookout for intruders.

Breach

This means that the Front Door (1) or Back Door (11) has been destroyed.

Occurrences

Servants

This is a group of 1d3+1 goblin servants. They are red-skinned with long noses, wearing the livery of Mordant under a tabard with his crest. They are fussy and mannered, but dim.

Servants will only fight if cornered, but will try to escort lost guests back to the Visitor's Lounge (2). If PCs resist returning to the lounge, they will try to alert the guards. That creates an alert, and a guard squad (see below) will arrive at the report site in **1d6+6 rounds**.

Servants (1d3+1): Init -1; Atk bite -1 melee (1d3); AC 11 (starched uniform); HD 1d6-1; hp 3; MV 20'; Act 1d20; SP infravision 60'; SV Fort -2, Ref +1, Will -1; AL L.

Guard patrol

This is a pair of **two** goblin guards. They are yellow-

skinned with bulbous noses, wearing a tabard with Mordant's crest over a suit of light mail, and they carry wicked-looking polearms with metal caps.

A patrol that encounters trespassers will attempt to lead them back to the Guest Lounge (2). If the PCs resist or lack an invitation, they will also attempt to alert their fellows. The pair will not start a fight with a larger party.

Guard (2): Init +0; Atk bite +0 melee (1d3) or spear +0 melee (1d8) or baton +0 melee (1d4 + special); AC 14 (peaked helmet, reinforced gambeson); HD 1d6+1; hp 5; MV 20'; Act 1d20; SP infravision 60', anti-magic baton (see below); SV Fort +0, Ref +1, Will +1; AL L.

The anti-magic baton a metal cap at the end of the spear with the cast iron face of a demon. If this end is struck against any enchanted object, magical being or even wizard, the following things will happen:

- The cap explodes, inflicting **1d6 damage** to the target and **1d3 damage** to the holder.
- Any enchantments upon the target or magic-using abilities are negated for **1d6 turns**.

Chief Steward inspection

The Chief Steward is inspecting the House for maintenance and cleaning, and he is accompanied by two servants. Outside the Kitchen (6), he will quickly realize that the adventurers are intruders, but he will play dumb so they will leave him alone.

The Chief Steward will try to subtly send a servant for guards while he keeps the party busy with dumb questions. If they attack, he'll try to escape. It's very difficult to convince the Chief Steward that the wizard Mordant needs the help of the PCs.

Chief Steward (1): Init +1; Atk kitchen tool +0 melee (1d4); AC 11 (starched uniform); HD 2d6; hp 7; MV 25'; Act 1d20; SP infravision 60'; SV Fort -1, Ref +2, Will +3; AL L.

Servant (2): Init -1; Atk bite -1 melee (1d3); AC 11 (starched uniform); HD 1d6-1; hp 3; MV 20'; Act 1d20; SP infravision 60'; SV Fort -2, Ref +1, Will -1; AL L.

Wandering children

This will either be the trio from the Children's Lounge (13) or the bully from the Study (9) - 50/50 chance of either. The trio will be easily frightened but looking for help to save their friend Zenni (in the Time Dome (7b)). The bully will play dumb but look for an opportunity to steal from the party. He especially wants more magic rings.

Child (3; Oodak, Haerla and Minz): Init +1; Atk bite -2 melee (1d2); AC 13 (small and lithe); HD 1d4-1; hp 2; MV 25'; Act 1d20; SP none; SV Fort -2, Ref +1, Will -1; AL N.

Burrock (1): Init +1; Atk brawl +0 melee (1d3) or use a magic ring (special); AC 12 (small and quick); HD 1d6-1; hp 3; MV 25'; Act 1d20; SP possesses the magic rings listed below and knows how to use them; SV Fort +0, Ref +1, Will -1; AL C.

Burrock possesses the following rings:

Ring	Burrock's knowledge	Charges left
Breath of the Dragon	Ring power, command word and usage	2
Invitation	Ring power, command word and usage	2
Hand of the Giant	Ring power, command word and usage	2
Tongue of the Native	Nothing	3

Guard squad

This group consists of four goblin guards, led by a single sergeant. They are yellow-skinned with bulbous noses, wearing a tabard with Mordant's crest over a suit of light mail, and they carry wicked-looking polearms with metal caps. The sergeants are unimaginative but difficult to deceive.

A squad that encounters trespassers with an invitation will attempt to lead them back to the Visitor's Lounge (2). If the PCs lack an invitation, the squad will attempt to bring them to the Barracks (5) to meet the Captain. If the party resists, they will attempt to apprehend.

If a squad is sent on alert and doesn't report back, a larger squad may come looking for it.

Guard (4): Init +0; Atk bite +0 melee (1d3) or spear +0 melee (1d8) or baton +0 melee (1d4 + special); AC 14 (peaked helmet, reinforced gambeson); HD 1d6+1; hp 5; MV 20'; Act 1d20; SP infravision 60', anti-magic baton (see below); SV Fort +0, Ref +1, Will +1; AL L.

Sergeant: Init +1; Atk bite +2 melee (1d3) or cutlass +2 melee (1d7) or baton +2 melee (1d4 + special); AC 14 (peaked helmet, coat of plates); HD 2d6+1; hp 8; MV 20'; Act 1d20 or 2d16; SP infravision 60', anti-

magic baton (see below); SV Fort +0, Ref +1, Will +1; AL L.

The anti-magic baton a metal cap at the end of the spear (for guards) or in the off-hand (for the sergeant), with the cast iron face of a demon. If this end is struck against any enchanted object, magical being or even wizard, the following things will happen:

- The cap explodes, inflicting **1d6 damage** to the target and **1d3 damage** to the holder.
- Any enchantments upon the target or magic-using abilities are negated for **1d6 turns**.

Looting commoners

These are locals who are some combination of curious and greedy. They tend to avoid fights and act guilty if chastised. Here are the types of commoner groups:

Roll 1d4	Commoner group
1	Playing children (-1 to all rolls, 1 HP)
2	Family
3	Laborers (+1 HP)
4	Teenagers

Commoner (1d6+1): Init +0; Atk club or knife +0 melee (1d4); AC 10; HD 1d4; hp 2; MV 30'; Act 1d20; SP none; SV Fort +0, Ref +0, Will -1; AL N.

Looting lowlifes

Local scum opportunistically looking to grab what isn't nailed down. They may try to rob a party that is smaller than theirs.

Lowlife (1d4+3): Init +1; Atk short sword or mace +1 melee (1d6); AC 12 (gambeson); HD 1d6+2; hp 5; MV 30'; Act 1d20; SP none; SV Fort +1, Ref +0, Will -1; AL N.

Invading party

This is a group of hard-bitten men dressed in matte black chainmail with short swords and crossbows, and they will act as intelligently as possible. They won't start a fight unless the party gets in their way or has what they need; these are professionals with a purpose. Here is their purpose:

Roll	Purpose

1d6	
1	Kill the wizard.
2	Finding Mordant's magic rings and their command words.
3	Entrance to the Cosmic Library .
4	Gain control of the golem .
5	Collect all the written materials they can find.
6	Obtain the Helmet of Infinite Wisdom .

Professional (Num. of PCs): Init +2; Atk longsword +2 melee (1d8) or crossbow +2 ranged (1d6 + special @ 70/140/210); AC 15 (chainmail); HD 2d8, hp 9; MV 25'; Act 1d20; SP start attack flash grenade (see below), crossbow bolts are hexed (see below); SV Fort +0, Ref +0, Will +0; AL C.

Flash grenades can be thrown up to **50' range** and they have a **20' radius** effect. Opponents must make

DC 15 Reflexes saving throw or lose next action and roll **-1** to all **1d20 rolls** for the next **1d6 rounds**.

Hexed bolts inflict a minor curse in addition to the usual damage. The effect lasts **1d6 turns (no saving throw)**, causing **fumbles** on any **1d20 roll** of a **natural 1-5**.

Child wanders off

One of the kids goes off on his or her own, for whatever reason. It could be curiosity, hide-and-seek, or an opportunity for mischief.

Child makes a commotion

This could be Minz singing loudly, Haerla getting into an argument with Oodak, Zenni cowering in a corner, or whatever.

Burrock steals something

Burrock will steal the most valuable thing that he can get his hands on. If a PC is keeping an eye on him, then Burrock's theft will be spotted, but not otherwise. If Buttock steals something valuable, he'll try to sneak away as soon as it makes sense.

Locations

1. Front Door

Overview

The door to the house requires an invitation or powerful magic to get past. Breaking it down causes a curse. Children playing nearby know about the [Back Door](#).

First impression

The [front door](#) is painted bright red, with the crest of Mordant in the center, and a leering bronze demonic face for a knocker.

The building that the door is set in, and all the other nearby buildings, and dilapidated shelters for the local rat populations. On the other side of the wall from the door to the Magician's House is only crumbling plaster.

These buildings are arranged into a nameless square. Only a few cobbles remain as pale grass and weeds reclaim the land.

A small host of grubby [children](#) are engaged in a game that involves a lot of shrieking and kicking. Once the party focuses its attention on the door, they start gawping at the party.

Features

Front Door

When approached, the knocker animates as a talking faces that haughtily requests their invitation. If presented with a believable [forgery](#), the door will permit entry and announce the party to the servants within the Visitor's Lounge. Otherwise, it will do no more than promise to let the [Chief Steward](#) know that they stopped by.

They can always [break down the door](#).

Forgery

Forging an invitation is a **DC 12** task.

If an **hour or two** is taken to alter the Duke's expired invitation, then make a forgery skill check as normal.

If a prep day was used to create a fake invitation from scratch, a forger may **take 20** for the roll, while an unskilled forger may only **take 10**.

Breaking down the door

It's possible to break down the door with tools or sustained battering. There are two downsides. First, this will alert everyone in the Visitor's Lounge, and a [guard squad](#) will be present to meet the party.

Anyone within 20' of the outside of the door when it is smashed open will be [cursed](#). No saving throw.

Curse

The curse from smashing open the door has two effects. First, it causes the bonus from each Luck burn to be halved, rounding up.

Second, if anyone asks the name of someone with the curse, he or she must make a **DC 14 Willpower saving throw** or reply truthfully, adding "...a common thief" to the end.

Mordant can undo the curse with a wave of his hand. For purposes of dispelling, the curse has a casting roll of 24.

Children

The nine children playing in the square are rowdy and very loyal to the wizard. They all know the location of the [Back Door](#) (14) and the password to open it ("[Fart Pudding](#)"), but they will not divulge these unless the party is able to convince the cynical youths that they are trying to help [Mordant the Irregular](#).

It's also possible to interrogate the children with threats of violence. They will evade all attempts at holding them in place (**AC 14**), and to get a child to spill, they must believe that they or another child has

been injured, and then fail a morale check (+1 Willpower saving throw).

Treasure

None.

Exits

- The Front Door itself leads to the Visitor's Lounge (2).
- Several mud-choked streets and alleys lead to the rest of the slums of Blackrock.
- The Back Door (12) is located in an alley that is several blocks away.

2. Visitor's Lounge

Overview

This lounge is occupied by Lutz, Mordant's drinking buddy, currently asleep. Two servants are in attendance and try to get visitors to wait. A magic ring is lying on the bathroom counter.

they visitors don't seem legitimate, they will claim to do this while one fetches guards in **1d4+2 minutes**.

First impressions

To one side of the room are couches of fine overstuffed suede surrounding a crackling hearth and a low stone table. Spilled goblets and used dishes cover the table, and a rumpled figure snores on a couch. This is Lutz.

On the other side of the room is a high table of dark polished wood surrounded by chairs of the same style. The crest of Mordant is prominent on both sides of the chair at the head of the table.

Two goblin servants anxiously await anyone who steps through the door. They wear tabards that display the wizard's crest.

Features

Lutz

Lutz is Mordant's insolent drinking buddy. He wears wine-stained white fur doublet and his sweaty hair is plastered to his face. He lives in the Visitor's Lounge, and has been waiting here since Mordant left him to attend to a minor emergency deeper inside. That was a couple months ago, when Mordant was last seen. Lutz can be pretty sarcastic, but he'll share Mordant's hospitality with anyone who doesn't annoy him.

Servants

The two goblin servants will urge any visitors to wait in the Lounge. If the visitors seem legitimate, they will alert the Chief Steward and provide refreshments. If

In either case, they will occupy adventurers will stories about Mordant the Irregular.

- The entire Magician's House is so large that no servant claims to have seen it all. Some say it may go on forever, or that new rooms materialize from the Wizard's dreams.
- One time Mordant the Irregular saved the entire city from an epidemic of deadly food poisoning by summoning a vast horde of rats to descend upon Blackrock to devour the offending grain. Their bloated carcasses littered the streets for months.
- Mordant the Irregular is famous for his blasphemies against the many shrines of Blackrock, claiming that their gods are duplicitous spirits, things dreamed into being by their followers, or simple delusions. All learned men and women appreciate Mordant's erudite philosophizing.
- Once the Wizard of Blackrock transformed all the whiskey to water after an epic hangover. That is why whiskey cannot be found in Blackrock, anymore.
- When the Duchess' famous annual Lawn Party was assaulted by a Sewage Elemental, Mordant the Irregular was able to save the day by transporting the thing to the city granary, where there were none it could menace.
- Mordant the Irregular is known far beyond this realm, treating with spirits and creatures from the furthest corners of creation. He

- abhors violence and coercion, and he always seeks common ground, so he is welcomed by nearly all who know his name.
- Only with the help of **Mordant the Irregular's** stalwart friends was Blackrock freed from the deadly swarm of zombie rats a few years back. Without those angelic allies, the evil rodents would have consumed the other half of town, too.

Bathroom

The door to the bathroom is a swinging portal of polished oak. The interior is clean and dressed in white marble. There is the scent of lemons and the faint tang of vomit. Behind the facial rosewater wash basin is the **magic ring** called **Golden Whispers**.

Encounter statistics

Lutz (1): Init -2; Atk punch -1 melee (1d2); AC 9 (lumbering); HD 1d4; hp 2; MV 25'; Act 1d20; SP none; SV Fort -1, Ref -2, Will -3; AL N.

Servants (2): Init -1; Atk bite -1 melee (1d3); AC 11 (starched uniform); HD 1d6-1; hp 3; MV 20'; Act 1d20; SP infravision 60'; SV Fort -2, Ref +1, Will -1; AL L.

Treasure

- The **magic ring** called **Golden Whispers** can be found in the attached bathroom.

Exits

- Front door opens to the **Front Door** (1).
- Interior door opens to the **Main Hall** (3).
- Kitchen Door** opens to the **Kitchen** (6). It has no handle or keyhole in this side and cannot be opened from here.

3. Main Hall

Overview

The central hall of the House, it connects many rooms. It also contains an open portal to the **Mirror World**. The guardian of the house, a **Golem**, waits just beyond this mirror, along with a key.

different pieces of jewelry in place. They are not present.

Provide players with Handout C for the note.

Mirror

Most of the mirrors are normal, but the one to the left of the door to the **Garden** (8) is a **magic mirror**, and it has been left open. That means that physical objects pass through without resistance into a reversed space where everything looks very similar.

In the **mirror world** are a few differences. On the floor immediately to the other side of the mirror is a magic ring called **Plain Truth**. Hanging on a hook on the same wall as the **magic mirror** is the key to the **Children's Observatory** (16), which is in the real Main Hall.

In addition, in the center of the mirror world version of the Main Hall is a (usually) motionless man-sized stone figure (the **golem**).

First impressions

A wide and short hall, with two doors on each side and one at each end. Several abstract sculptures of colored glass flank a rug of scintillating fur. Looking glasses are set into verdigris-stained oval frames on the walls at regular intervals.

Features

Key hook

A cursory inspection will spot a rusty keyhook near the door to the **Garden** (8). It is currently empty.

Burned box and note

Behind the base of the sculpture near the door to the **Ring Forge** (16) in a small black box of black lacquered wood and a partially-burned note. The interior of the box is crushed velvet molded to hold six

Leaving the Main Hall in the mirror world leads to the rest of the **Mirror World** (4).

Golem

The golem appears to be a primitive but beautiful stone figure of a muscular man with the rage-filled visage of a demonic bat. Most of the time, it is motionless, and its left hand covers the **Rune of Creation** located on its left hip.

The golem is activated if the wearer of the **Golem Necklace** (currently the **Guard Captain** in the **Barracks** (5)) speaks its activation phrase. It then proceeds to the wearer of the necklace, making a single attack against anyone who doesn't get out of its path. Once near its controller, it attacks anyone else in the vicinity.

The holder of the **Golem Necklace** may speak another command that sends the golem back to its post, which is currently where it currently is.

Encounter statistics

Golem (1): Init -3; Atk strike +4 melee (2d6); AC 18 (made of stone); HD 5d8; hp 25; MV 20'; Act 2d20; SP no damage except from magic, half damage from cutting, piercing, fire or cold, immune to electricity, immune to illusions and mind control; SV Fort +8, Ref -3, Will N/A; AL N.

Treasure

- Each of the **eight sculptures** is about 45 lbs and fairly delicate, but worth **80 GP each** to an art collector.
- The **eight sculptures** in the Mirror World version look like poor replicas, worth only **10 GP each**.
- The **magic mirror** weighs 30 lbs. and it is worth **200 GP** to a wizard into mirror magic.
- The magic ring called **Plain Truth** sits on the on the other side of the **magic mirror**.

Exits

- Interior door at one end opens to the **Visitor Lounge** (2).
- Interior door at the other end opens to the **Garden** (8).
- Interior door leads to the **Barracks** (6).
- Interior door leads to the **Kitchen** (7).
- Interior locked door leads to the **Children's Observatory** (13). **DC 14** lockpicking check.
- Interior locked door leads to the **Ring Forge** (16). **DC 18** lockpicking check; failure activates curse that shrinks lockpicks down tiny proportion.
- The **magic mirror** leads to the **Mirror World** (4) for anyone who leaves the reflected version of the Main Hall.

4. Mirror World

Overview

This is the world that exists on the other side of the **magic mirrors** within the House. It consists of an eerily abandoned city, and the haunted mists that surround it. Someone, presumably Mordant, has left markers to guide between mirrors. One of these paths is false, however.

First impressions

The world on the other side of the mirror is eerie and haunting. Sounds are somehow dulled and colors are slightly drained. The immediate surrounding of a **magic mirror** (the usual entry point) appears like the room containing the mirror, at first glance.

Features

Magic mirrors

PCs will enter the Mirror World through **magic mirrors** in the House. These entry points are **magic mirror sites** (see below).

These sites are connected by a network of **guide marks** that have been left on the ground. Some are

truthful and some are false. These paths connect at a single hub mark.

Effects of passage

The primary effect of passing through a magic mirror is that all text that one carries is reversed. Such materials take 20x as long to read, and magic scrolls are rendered unusable.

Encounter statistics

- none

Treasure

- none

Exits

- Magic mirrors can be used to return to the Magician's House.
- Passage along true and false guide marks.
- Leaving the path to strike out into the Mirror World.

4a. Mirror World - Magic Mirror Site

Overview

Each site looks a lot like the room on the other side. For details about each such site, see the section it is mirroring.

First impressions

Varied; see mirrored location.

Features

Varied; see mirrored location.

Guide mark

Immediately outside each magic mirror site is a truthful guide mark. The arrow that is usually marked with a "1" is unmarked.

Encounter statistics

- Varied; see mirrored location

Treasure

- Varied; see mirrored location

Exits

- Magic mirror back to the mirrored location.
- Truthful guide mark that leads to the guide mark junction.
- The party can choose to take the path of another arrow and venture into the Desolate City.

4b. Mirror World - The Desolate City

Overview

Those who step through magic mirrors and venture from the immediate surroundings find themselves within a vast and abandoned city. They can visit other magic mirrors in the city via a series of guide markers. They can also become lost.

First impressions

The city is constructed entirely of a hard pale-colored stone. All buildings - as well as features like bridges, towers and roads - consist of simple geometric shapes of seamless rock. Gaping doorways and windows open to nearly featureless rooms. There is not a single sound. Diffuse grey light dribbles from a sunless sky.

Features

Guide markers

The **guide markers** are painted arrows and numbers at key intersections. They are used to find the paths between **magic mirror sites**. Three of these are **truthful**, but one is **untruthful**, as it leads to the **Desolate Square**.

Exploring

The party may opt to leave the path of **guide markers** in order to explore the city. The party can be either lost or not-lost; they start as not-lost immediately after leaving the **guide mark** trail. While they are not-lost, then they can return to wherever they left the path of **guide marks**. If they are lost, they cannot do this.

Each hour of navigation, have the lead character make a navigation skill check. If the party is not-lost, then the party remains not-lost by rolling a **DC 10**.

If the party is looking for something specific, or they are lost and trying to get back on track, they succeed on a **DC 20**. If the thing they are looking for cannot be found, then a successful roll should indicate this strongly.

Note that it is risky to leave marks of one's own to find one's way home. If such a trail exists, roll 1d6 each hour. If the roll is equal or under the number of hours distance from the path of **guide marks**, this it is tampered with. Trying to follow it backwards will lead to a dead end, and the party will be lost.

While the party is navigating the city, don't forget to check for **encounters**.

Encounter

An encounter from the following table should be rolled at the following times:

- Once per transit between a **magic mirror site** (4a) and the **guide mark junction**.
- Once per hour within the **Desolate City** not following the **guide mark** trail, including while studying or resting on the trail.

Note that if the party is on the **guide mark** trail, results 1-3 below should be ignored. And if the party is not moving, only result 14 should be considered significant.

Roll 1d1 4	Feature
1	Beyond the Desolate City
2	Random guide marker ; the trail has been randomly crossed.
3	Desolate Square
4	A majestic fountain surrounded by tall and narrow spires. It is silent and dry.
5	A vast network of terraced courtyards connected by narrow stairs.
6	A pointed archway topped by a massive stone sphere that seems to balance on the tip.
7	An empty canal is criss-crossed by footbridges that meet on platforms with clusters of minarets.
8	A massive stone cube building with no apparent doorways or windows.
9	A winding staircase leads to a circular building with no ceiling. A raised platform is in its center.
10	Enclosed pipes large enough to accommodate a standing dwarf run from the side of a building, curving into the street and below.
11	A labyrinth of walls and passages extends forward. It is possible to eventually find one's way through to the other side without incident. In the center is a room that cannot be reached from the maze, and instead opens to the Not-As-Desolate Underworld.
12	A collection of impossibly narrow towers balance impossibly large spheres of stone at the top.

13	A vacant amphitheater with low stone benches surrounds a stage crowded with short pillars of varying heights.
14	<p>The first time this happens, have all the players roll 1d20 + Intelligence modifier. Ask what everyone rolled, and the PC with the highest roll hears a faint and indistinct howling that is fades into silence.</p> <p>The second time it happens, the howl is closer, and everyone can faintly hear it. The third time, the party is attacked by a lone Faerie Hound.</p> <p>If the party has already slain a Faerie Hound, then this encounter is always an immediate attack one. On the other hand, if a Faerie Hound has previously backed down from a party with the smell of the fae (see below), then this roll results in no encounter.</p>

Navigation

The party can be either lost or not-lost. While they are not-lost, then they can return to wherever they left the path of **guide marks**. If they are lost, they cannot do this.

Each hour of navigation, have the lead character make a navigation skill check. If the party is not-lost, then the party remains not-lost by rolling a **DC 10**.

If the party is looking for something specific, or they are lost and trying to get back on track, they succeed on a **DC 20**. If the thing they are looking for cannot be found, then a successful roll should indicate this strongly.

Note that it is risky to leave marks of one's own to find one's way home. If such a trail exists, roll 1d6 each hour. If the roll is equal or under the number of hours distance from the path of **guide marks**, this it is

tampered with. Trying to follow it backwards will lead to a dead end, and the party will be lost.

Faerie Hound

These appear as shaggy black wolfhounds the size of small elephants with burning red eyes. They will not assault those who smell of the fae unless they attack first - this includes elves and wizards who serve patrons of that faerie blood. In fact, if such individuals step forward to represent a party and do not attack, Faerie Hounds will slink away and leave that party alone.

Otherwise, after slaying a Faerie Hound, after a short delay, the party will hear a spine-tingling howl from afar. The next time the encounter tables call for a Faerie Hound, it bounds into sight to attack.

Encounter statistics

Faerie Hound (1): Init +1; Atk bite +4 melee (2d6); AC 15 (fast, with thick fur and muscle); HD 4d8; hp 18; MV 40'; Act 1d20; SP half damage except from magic, once per hunt may howl to cause rooting in place for 1d4 minutes of all listeners who fail DC 10 Willpower save; SV Fort +5, Ref +2, Will +2; AL N.

Treasure

- There is no treasure in the Desolate City.

Exits

- Not-lost adventurers can return to the path of **guide marks** at any time.
- Characters can purposefully or accidentally find the way to **beyond the Desolate City** (4g).
- Several **encountered** features lead to strange places that will require nimble judging.

4c. Mirror World - Truthful Guide Mark

Overview

On the ground is a painted marker that designates two directions and a number at each direction. It is easily overlooked if the party is moving quickly.

Exits

- The arrow with the “1” points along the route to a magic mirror site (4a).
- The arrow with the “2” points along the route to the guide mark junction (4d).
- The party can choose to take the path of another arrow and venture into the Desolate City (4b).

First impressions

A painted mark on the ground consisting of two golden arrows pointing down different avenues. In burgundy, the number “1” is beside one arrow and the number “2” beside the other.

Features

Marker

The marker bears a mild enchantment that makes it resist aging and other typical weathering.

4d. Mirror World - Guide Mark Junction

Overview

On the ground at an intersection there is a painted marker consisting of four golden arrows pointing down different streets.

one is chosen at random. Each of the four arrows has an identical design and a mild enchantment, but the true arrows have an enchantment that resists wear.

First impressions

At a lonely intersection of six streets and two ramps, a painted mark on the ground consists of four golden arrows. Each points down a different street.

Exits

- Following one of the true arrows leads to a truthful guide mark (4c).
- Following the false arrow leads to a untruthful guide mark (4e).
- The party can choose to take the path of another arrow and venture into the Desolate City (4b).

Features

False arrow

One of the arrows is fake, leading to a trap. It bears a weak enchantment that it will be the one selected if

4e. Mirror World - Untruthful Guide Mark

Overview

On the ground is a painted marker that designates two directions and a number at each direction. It is easily overlooked if the party is moving quickly.

burgundy, the number “1” is beside one arrow and the number “3” beside the other.

First impressions

A painted mark on the ground consisting of two golden arrows pointing down different avenues. In

Features

Arrow

These arrows are not enchanted at all.

Exits

- The arrow with the “1” points along the route to the Empty Square (4f).
- The arrow with the “3” points along the route to the guide mark junction (4d).
- The party can choose to take the path of another arrow and venture into the Desolate City (4b).

4f. Mirror World - Empty Square

Overview

The untruthful guide marks (4e) lead here. There's a creepy statue in the middle of an empty square. Those who gaze upon its face are cursed. However, if the party fails to do so, two Faerie Hounds attack.

without performing some rite or symbolic offering (even a splash of wine) will be cursed. If such a sign of respect is made, however, then a party with such a person can ignore all Faerie Hound encounters.

First impressions

The guide marks suddenly terminate in this wide and nearly vacant square with a single entrance.

Columned buildings with no discernable entrances face a platform made of stone more weathered than the observed in the rest of this city. Broad steps lead up from the far side, and at the top is a statue. It appears to be a figure facing away from the entrance, and like the platform, it appears to have been smoothed by time.

Features

Statue

The face of the statue is entire indistinct, its hands outraised nubs of stone. Those who meditate upon it for a moment feel an ancient regal presence, long asleep.

If the adventurers leaves the square without everyone having gazed upon the featureless face of the statue, they will immediately be set upon by two Faerie Hounds, even if they have previously backed down from the party. Those who gaze upon the statue

Curse

Those cursed for their lack of respect will dream of the statue every night for the next week. Each time, it is nearer than the last. On the final night, the PC must make a **DC 11 Willpower save** or sleepwalk through the nearest mirror, never to be seen again.

Encounter statistics

Faerie Hound (2): Init +1; Atk bite +4 melee (2d6); AC 15 (fast, with thick fur and muscle); HD 4d8; hp 20, 17; MV 40'; Act 1d20; SP half damage except from magic, once per hunt may howl to cause rooting in place for 1d4 minutes of all listeners who fail DC 10 Willpower save; SV Fort +5, Ref +2, Will +2; AL N.

Exits

- Literally the only way out of the square is to return to the untruthful guide mark (4e) trail.

4g. Mirror World - Beyond the Desolate City

Overview

The **Desolate City** is surrounded by an ancient pine forest shrouded in heavy mists. A day of marching through the trackless wood will eventually lead to Faerie. There are some unpleasant inhabitants, though.

First impressions

A primeval pine forest, the **Olden Wood**, stops right at the edge of the Desolate City, extending thick tendrils of mist that melt under the grey light. There are no trails, but the undergrowth is light. It is a perpetually dusk under the shady boughs.

Features

Passage to Faerie

It doesn't matter where travelers go; once they travel out of sight of the **Desolate City**, they cannot return to it without some kind of appropriate magic. From there, no matter what direction they march in, they will reach **Faerie** in one day.

Encounters

Those who travel through the **Olden Wood** must encounter each of its inhabitants once. In either order, the party will meet **wicked faerie** and **the dead**.

Wicked faerie

These faerie look monstrous in their true forms, but make extensive use of glamours to make themselves and their surroundings appealing to mortals. There will be one faerie for every PC, and they will initially appear in one of the following forms:

Roll 1 1d 6	Initial appearance
1	A misfit troupe of actors and singers who perform badly for the party.
2	A group of solemn and humble monks.
3	A hapless animal trainer with a group of poorly-trained kittens; the kittens are the other faerie.
4	A small group of plucky lost children.
5	A drunken fop and his wry servants.

6	A group of proud and beautiful young sisters who became lost on the way to the ball.
---	--

Wicked faerie can only attack those who have accepted their hospitality. To this end, they will do anything they can to get the party to partake of their drink (tureens of swamp water that appear as wine) or food (maggoty rat corpses that appear as roast quails or sweet cakes). If denied three times, they snarl, revert to form and slink away.

The dead

Shades of the dead are encountered individually. They appear as shadowy and insubstantial human forms. The shades are unable to affect or be affected by the world around them, and seem barely aware of their surroundings. They are constantly muttering secrets to themselves.

If someone asks a shade a question, it has a **2-in-6** chance of having useful information. If it doesn't know anything, it will ignore the asker, but if it does, it will look at them and whisper "blood for wisdom." If asked how much, it will cup its hands.

If a pint of blood is fed to a shade of the dead, it will become sated, and appear more substantial and cunning. It will then appear as a translucent figure, still insubstantial, but it may be vaguely felt as a clammy breeze. The shade will tell the PC what it knows, but it will be couched spitefully to cause harm, if possible. Finally, blood-sated shades will depart in search of a way back to the land of the living.

Encounter statistics

Wicked faerie (number of PCs): Init +1; Atk venomous claws +4 melee (1d6 + special), gaping maw +2 (1d10 + special); AC 15 (fast with thick scales); HD 4d8; hp 16; MV 35'; Act 2d20; SP half damage except from magic, venomous claw does 1d6 Agility damage unless DC 14 Fortitude save, those bitten by the maw must make a DC 10 Reflexes save or lose a limb (roll 1d10; 1-5: an arm, 6-9: a leg, 10: head), may cause anything to appear like something of similar dimensions as long as nobody is watching for ten seconds; SV Fort +4, Ref +2, Will +1; AL C.

Treasure

- Buried in the mud a foot beneath the site of a faerie encounter is an assortment of about a dozen skulls of various species, including two humans.
- One foot below the skulls is a parcel wrapped in filthy silk:
 - Silk wrapping: worth **50 GP**
 - Shirt of silver mail: **500 GP**; AC +2, Act -2, Fumble die 1d10 (intended for ceremony)

- Seven bundles of rare spices: spoiled and useless
- Six golden wands carved in the shape of thigh bones: **75 GP** each

Exits

- A day of travel in any direction causes the party to emerge in Faerie.

5. Barracks

Overview

This room is a living space for the yellow goblin guards. The captain is usually found here; he is devoted to duty but crafty and ambitious.

long for them to notice **intruders**, though, unless the party quickly retreats or conceals itself.

First impressions

The room is packed tightly with racks of neatly ordered child-sized bunks. A number of goblin guards occupy themselves with sleeping, drilling and chicken-fights. There are a lot of chicken-fights.

At one end of the room is a simple and study desk with several neat piles of paper. An attentive goblin with several medals on his uniform sits at the head, with several others leaning forward in council. A thick leather thong is wrapped around his neck.

The floor is made of rude planks, and it is lit by flickering torches. The desk has two tin candelabras upon it.

Features

Guards

There are **1d12+5 guards, 1d3 sergeants** and the **captain**. All are wearing daggers with their normal weapons nearby. The guards are unarmored, however.

Attention

If there is no ongoing alert, then the guards won't immediately notice a subtle entrance. It won't take

Intruders!

The **Captain** will insist that any intruders are disarmed. He will attempt to apprehend them if they flee or fight, and accept their surrender until he is forced to kill them. If his situation becomes dire, he will use the **Golem Necklace** to summon the golem. If that happens, all able guards will flee to the nearby **Goblin Door** since the golem would not spare them.

If the party is captured, they will be disarmed of all weapons and questioned. The **Captain** is almost impossible to persuade that the PCs should be allowed to stay to find Mordant. However, if the party seem like ragged adventurers, he will try to recruit them in a **scheme**.

Otherwise, they will be ejected from the house, with a warning that they will be slain if they are seen uninvited again.

Scheme

The **Captain's** scheme is to embarrass the **Chief Steward** by hiring the party to steal the **Kitchen Door** key that he wears around his neck. If they can do that without hurting anyone and bring the key back to the **Captain**, he promises to help them find Mordant.

However, assuming that he doesn't actually believe them, he will betray them after they bring him the key, and have them ejected as above.

Encounter statistics

Guard (1d12+4): Init +0; Atk bite +0 melee (1d3) or spear +0 melee (1d8) or baton +0 melee (1d4 + special) or long dagger +0 melee (1d5) or crossbow +0 ranged (1d6 @ 70/140/210); AC 14 (peaked helmet, reinforced gambeson) or 15 (if armed with buckler); HD 1d6+1; hp 5; MV 20'; Act 1d20; SP infravision 60', anti-magic baton (see below); SV Fort +0, Ref +1, Will +1; AL L.

The butt of the guards' spears is a baton capped with the cast iron face of a demon. If this end is struck against any enchanted object, magical being or even wizard, the following things will happen:

- The cap explodes, inflicting **1d8 damage** to the target and **1d4 damage** to the holder.
- Any enchantments upon the target or magic-using abilities are negated for **1d6 turns**.

Sergeant (1d3): Init +1; Atk bite +2 melee (1d3) or cutlass +2 melee (1d7) or baton +2 melee (1d4 + special); AC 14 (peaked helmet, coat of plates); HD 2d6+1; hp 8; MV 20'; Act 1d20 or 2d16; SP infravision 60', anti-magic baton (see below); SV Fort +0, Ref +1, Will +1; AL L.

The sergeants tend to fight with a cutlass in one hand and a short iron-shod baton in the other. The iron tip of the baton capped with the cast iron face of a

demon. If this end is struck against any enchanted object, magical being or even wizard, the following things will happen:

- The cap explodes, inflicting **1d8 damage** to the target and **1d4 damage** to the holder.
- Any enchantments upon the target or magic-using abilities are negated for **1d6 turns**.

Captain (1): Init +2; Atk bite +3 melee (1d3) or halberd +3 melee (1d10); AC 14 (peaked helmet, coat of plates); HD 3d6+3; hp 14; MV 25'; Act 2d20; SP infravision 60', other guards get +1 initiative and use Captain Nordgay's morale while he lives; SV Fort +1, Ref +1, Will +3; AL L.

Treasure

- Golem Necklace: A small facsimile of the golem itself on a braided leather band. Anyone wearing it will not be attacked by the golem, who will converge upon the wearer when it is active. The wearer can activate the golem by speaking the phrase "**Mere anarchy is loosed upon the world.**" If the wearer says "**The best lack all conviction,**" then the golem will deactivate and return to its designated home. There are other commands the Captain doesn't know.

Exits

- There is a door to the Main Hall (3).
- There is a Goblin Door that eventually leads to Goblin Town.

6. Kitchen

Overview

The kitchen is a hive of activity for the goblin servants. It is presided over by the Chief Steward, who keeps the key to the Kitchen Door. He is likely to mistake the PCs for replacement waiters and send them on an errand.

First impressions

The kitchen is a cavernous, dimly lit and cacophonous chamber. Visitors can smell the roasting viands, hear the burbling soup and smell the incendiary curries. A small host of squat red-skinned goblins in livery scurry about, tending to the belching ovens and roiling pots.

A small group of servants, equipped with fire-spewing instruments, roast a thrashing side of beef. Another collection stir a massive metal bowl from atop teetering stools. An officious looking goblin with an especially bulbous nose stands amidst the chaos, imperiously ordering the rest about. He has an iron chain around his neck.

Features

Initial reaction

The **Chief Steward** will initially mistake the adventurers for large replacement servants. He'll hand out tabards and expect them to serve a meal to guests of **Mordant**. The last three groups of waiters haven't returned, and the guests will need food after two weeks since the last. The PCs must leave any unsheathed weapons, however.

If the PCs go along with it, he'll give them tabards with the **crest** of Mordant, and send them off with smaller silvery bowls of the caustic stuff being stirred. If the PCs balk or act suspiciously, a PC must make a **DC 10 Personality check** to avoid him becoming aware that they are not servants. Each time he suspects, the DC increases by two.

If the party returns from that job, he will tell them to either go relax at home or familiarize themselves a bit with the House. They are warned against damaging any doors or decorative objects, and to spend no more than a few minutes in the **Garden** (9), if at all.

Suspicion

It will be difficult to convince the **Chief Steward** that **Mordant the Irregular** needs their help. If they mention an escape from the **Menagerie** (14), he will be more accommodating, and offer to open the **Kitchen Door** to any room they request. He would probably suggest the **Garden** (9). If it comes up, he has noted that servants sent to the **Lecture Hall** (17) tend not to return.

Distrust

If the **Chief Steward** does not trust the party, he will send servants for guards, and tell the adventurers to leave. If they still do not, then they will be attacked by the four roasting servants while the rest of the servants flee and the **Chief Steward** tries to duck through the **Kitchen Door** (probably to the **Visitor's Lounge** (2), and then perhaps the **Barracks** (5) when the coast is clear).

Encounter statistics

Chief Steward (1): Init +1; Atk kitchen tool +0 melee (1d4); AC 11 (starched uniform); HD 2d6; hp 7; MV 25'; Act 1d20; SP infravision 60'; SV Fort -1, Ref +2, Will +3; AL L.

Roasting servants (4): Init +0; Atk culinary flamethrower special (special); AC 14 (aprons and hoods); HD 1d6; hp 4; MV 15'; Act 1d20; SP infravision 60', flame attack causes 2d3 damage to a target within 20' with DC 14 Reflexes save for half; SV Fort -2, Ref +0, Will +0; AL L.

Servants (2d6+3): Init -1; Atk kitchen tool -1 melee (1d4); AC 12 (aprons); HD 1d6-1; hp 3; MV 20'; Act 1d20; SP infravision 60'; SV Fort -2, Ref +1, Will -1; AL L.

Treasure

- Wands of Roasting (4): Carried by the roasting servants. 1d4 charges each. Fires a jet that does **2d3 damage**, half on a **DC 14 Reflexes saving throw**. Can target anyone in **20'**.
- Key to the **Kitchen Door**: Necessary for opening the **Kitchen Door** from this side.
- Silver stirring paddles (6): Each paddle end is coated in silver worth **15 GP**.
- Golden bowl lining: The big stirring bowl can be scraped out for **40 GP**, and the two bowls meant for the **Alien Dome** (7a) are lined with **10 GP** of gold, each.

Exits

- One door leads to the **Main Hall** (3).
- One door is the **Kitchen Door**. This side can only be opened with the key to the **Kitchen Door**, which is on a chain around the **Chief Steward**'s neck. Where it opens to depends on how far the key is turned:
 - No turn: **Visitor's Lounge** (2)
 - 1/4 turn: **Garden - Central Island** (8b)
 - 1/2 turn: **Moon - Alien Dome** (7b)
 - 3/4 turn: **Lecture Hall** (17)
 - Full turn: **Playroom** (12)

7. The Moon

Overview

This is the moon that orbits high above Blackrock. Portals from the rest of the Magician's House open into sealed domes, which is a good thing, because the surface is a low gravity hard vacuum environment. It is dangerous but possible to cross between domes. There's also a ruined city nearby.

First impressions

Lifeless grey pockmarked stone is underfoot, and the night sky overhead is full of vivid stars. In the darkness, the silhouettes of strange ruined buildings forms one boundary. On the other side, the ground abruptly ends in a cliff overlooking fathomless darkness. The party stands in a well-lit crystal dome with cool air. Several balls of light illuminate from the ceiling.

Features

Low gravity

Maximum Move without leaping is **-15'** (i.e. **15'** for an unencumbered human) from normal. On the other hand, movement with leaping is up to **15'** (i.e. **45'** for an unencumbered human) extra. However, leaping more than **20'** requires a **DC 10 Reflexes saving throw** to avoid a fall for 1d4 damage. It takes a movement action to get up from a fall.

Domes

There are two hard crystal domes set about **200 feet** from each other (7a and 7b below). Each is **50' diameter** with a ceiling that peaks at **15' high**.

Each dome has a different magical entrance, but also a crystal airlock that opens to the vacuum between the domes. Only one door can be opened at once. The other lit dome can be spotted only if a character makes a careful inspection of the environs.

The crystal that the domes are constructed from has an **AC 17** and is shattered from blows that do **15+ damage**. It takes **half damage** from piercing and fire and none from cold or electricity.

Hard vacuum

Exposure to the hard vacuum outside the domes causes **1d3 temporary Stamina damage per round**.

This damage recovers at a rate of **1 per minute** of rest, but if Stamina reaches zero, a character passes out. If unconscious in vacuum, take **1 damage per round** until dead or rescued.

Crossing between domes

To cross between domes takes **5 rounds** if moving carefully, or **3 rounds** if moving recklessly. Those moving recklessly must attempt a **DC 15 Reflexes saving throw**; on a failure, the PC takes **1d6 damage** and adds **1d6 rounds**. Temporary stamina are lost as described above for each round in the vacuum.

If attempting to rescue a fallen comrade, adds **1d4+2 rounds** to transit time, but make a **DC 14 Reflexes saving throw**; halve this on success. If two PCs attempt a rescue, lower additional time to **1d4+1**, and halve that if either rescuer succeeds in the saving throw.

Shadowy ruins

The ruins consists of magnificent crystal structures connected by transparent tubes and underground passages. Almost all of them are now open to the vacuum. There are a few that are sealed. It would be very difficult for the PCs to investigate the ruins, so perhaps that is the destination for a future adventure...

Treasure

- Windstone: A 200 lb. stone of green marble that emits a constant cool wind. It can maintain a human survivable environment if it is sealed and small. Each is contained behind armored vents.

Exits

- In the Alien Dome is a Kitchen Door.
- In the Time Dome is a magic mirror.

7a. The Moon - Alien Dome

Overview

This dome is occupied by two friendly guests of Mordant who happen to be alien columns of slime. They readily engage in conversation if not attacked.

First impressions

The air of this dome reeks of rot and sulphur. The center of the room is occupied by a black square platform, and at its center is a low circular table. A cluster of embroidered pillows is piled next to the table towards the **Kitchen Door**. To either side of the table is a bubbling pool of putrescent yellow-and-blue slime.

Features

Slime pools

As soon as the PCs step into the room, each pool erupts into a slimy column with flailing tendrils. They vibrate faster, but after a few seconds, they emit loud burping words accompanied by a bright green gas. They are beings called **All-Kin**.

All-Kin guests

These two All-Kin (named **Ool** and **Nakek**) are guests of Mordant the Irregular. They are very curious alien travelers on a sabbatical of three-hundred years, so they are in no rush. Still, they have been waiting for the wizard's return for several months.

He suggested that they meet him in this place due to the agreeable gravity. Ool and Nakek are bored and eager to converse with whoever will tarry to do so. They will answer question to the best of their ability but will ask about the following things:

- How do humans reproduce?

- What do humans believe occurs after death?
- How do humans keep from going mad from loneliness?
- What are humanity's favored arts?
- Do humans wish that we could physically merge with other humans?

For every few minutes of conversation, PCs must make a **DC 10 Fortitude saving throw**. On a failure, the exhalations of the All-Kin poison them, causing **1d4 Stamina damage**.

Encounter statistics

All-Kin (2): Init -1; Atk acidic pseudopod +2 melee (1d6 + special); AC 13 + special (no obvious organs); HD 3d12; hp 19; MV 25'; Act 2d20; SP half damage except from magic, cutting and fire, test Luck each time one is hit by a pseudopod and reduce armor's AC by one, test Luck each time one is hit or reduce weapon damage by -1d; SV Fort +1, Ref -1, Will +3; AL L.

Treasure

- Golden basin lining (2): The All-Kin sit in thick gold basins to resist corrosion worth **150 GP**.

Exits

- A **Kitchen Door** opens to the **Kitchen** (6).
- A crystal airlock opens to the surface of the **Moon** (7).

7b. The Moon - Time Dome

Overview

This dome has another dome inside it. The **inner dome** loops time for all within. Within, an ogre corners a boy and eats him.

First impressions

Within this crystal dome, there is smaller **inner dome** made of a smoky crystal, and it has a crystal door facing the airlock. There's a sign beside the door that depicts an hourglass in the center of a loop (show players **Handout D**). Within, two figures are dimly visible: a hulking humanoid far bigger than a man, and a small one cowering before it.

Some odd tools are scattered on the floor in front of the **inner dome** door. To the side is an oval **looking glass** fixed in an polished brass frame with a relief smiling faces.

Features

Inner dome

The inner dome contains a time loop; for ten rounds, it repeats the same events, over and over. The only thing that can change the loop is if something new enter the inner dome. That creates the potential for new events. Otherwise, anything that is still in the dome at the end of the loop will be trapped until a new entrant changes the loop.

Those inside are unaware of any looping. As soon as one enters the inner dome, everything outside it is dark. Inside, it is lit by a glowing purple gem set in the ceiling (**10' high**). If the gem is destroyed (blunt melee weapon automatically breaks; otherwise **AC 20**) or pried from the dome, the loop is broken.

Currently, the dome is looping the events of a child named **Zenni** running into the dome, followed by a grinning ogre named **Bloody Bones**, so named because his body is a blood-dripping skeleton. Here's the timeline:

Round	Events
1-2	The inner dome is empty.
3	Zenni runs into the dome and collapses on the floor.
4	Bloody Bones enters, grinning, and advances while Zenni crawls into the corner.
5-6	Bloody Bones picks up Zenni's form and taunts him as sobbing turns to

	bawling.
7	The ogre angrily throws the Zenni against the wall near the door.
8	Bloody Bones skips over to the dazed boy, scooping him up.
9	Bloody Bones stares Zenni in the face, roaring as the child screams.
10	With a sickening crunch, the ogre bites down on the boy's head.

If the PCs try to hold the door to the inner dome against **Bloody Bones**, it is very difficult. Roll an opposed Strength check; the ogre has a **+6 Strength modifier**. If two characters hold the door (the maximum number), add both Strength modifiers **+3**. Each round, a check must be made to hold the door fast or he will burst out, knocking blockers prone.

Looking glass

This is a closed **magic mirror** that can be used to travel to the **Mirror World - Magic Mirror Site** (4a). The faces scowl when the mirror is open.

The mirror version of this room has the inner dome, but there is no time loop, ogre or young boy. It does have a purple gem, however.

Encounter statistics

Bloody Bones (1): Init -1; Atk stomp +3 melee (1d6) or grab +4 melee (special) or swing held creature +4 melee (1d8 to both; AC 16 (slick bony "skin"); HD 5d8; hp 20; MV 35'; Act 2d20; SP half damage except from magic, half damage (cumulative) for cutting or piercing attacks, up to two grabbed opponents can be swung as weapons against others, 8 damage is one hit or DC 18 Strength check each round to break hold; SV Fort +6, Ref -1, Will +2; AL C.

Child (1; Zenni): Init +1; Atk bite -2 melee (1d2); AC 13 (small and lithe); HD 1d4-1; hp 2; MV 25'; Act 1d20; SP none; SV Fort -2, Ref +1, Will -1; AL N.

Treasure

- The key to the **Ring Forge** (16) can be found on the floor behind the **inner dome**.
- The purple gem in the **inner dome** is worth **400 GP** intact.

- The purple gem in the mirror version of the inner dome is worth only **50 GP** intact.

Exits

- A magic mirror is located outside the inner dome, leading to the Mirror World - Magic Mirror Site (4a).
- A crystal airlock opens to the surface of the Moon (7).

8. Garden

Overview

This location is a walled garden. Faerie Leaf Boys tease the party, filching objects and playing games. In the central grove there is a fountain of healing and a massive oak that can animate to protect the Leaf Boys. It is called the Mean Old Man. Time passes extremely quickly in this place!

First impressions

This location is an expansive walled garden. Narrow paths wind through verdant groves and over gaily-painted footbridges. There are the sounds of burbling waters and buzzing insects. A midday sun shines overhead.

Features

Time

Time travels quickly in the Garden. Start the clock at **3 PM**. Then, set a timer in the real world. For every minute that passes in the real world, one hour passes in the game world. Tell players when the sun rises (**5AM**) and sets (**8PM**).

Walls

The walls are about **15' tall** of vine-encrusted dry stone, topped with crude vulture-like gargoyles that face outwards. From any given position outside a grove, the party may spot doors on nearby (not opposite) walls.

Over the wall

On the other side is a sea of tall grasses. It is full of giant talking beasts that belong to proud territorial clans. It is the **Primeval Savannah**. There are other connected realms betwixt Dreaming and Faerie - at the judge's discretion.

Streams

The stream are gentle and shallow, with little red fish flitting through thigh-high water and banks of blue-and-white pebbles. They can be followed four days upstream to Faerie, and they are enchanted. Those who wade through the stream must roll a **DC 10 Willpower saving throw** or lose memories and be changed; those who are fully immersed get no saving throw. This can happen once per PC.

Those affected by the magic of the streams roll once on each of the following two tables.

Roll 1d6	Faerie change
1	Character sprouts large dragonfly wings, destroying any armor or shirt. Can now fly with a distinctive buzz for 20' per round for a number of rounds per day equal to the character's Stamina .
2	Gain an aura of otherworldly beauty, causing those of opposite sex to react as though he or she had a Personality of 18 . This has the side effect of making the character very memorable and identifiable to all genders.
3	Legs are replaced with those of a goat. +5 to climbing roll on mountainous terrain, and the ability to leap 15' as a movement action .
4	PC can now see spirits of the dead. A typical place has <i>haunts</i> with a 1-in-6

	<p>chance, but sites of death will often have them. Haunts can't communicate, but their appearance can signify things. Rare haunts may be able to communicate incoherently.</p> <p>A character who has committed murder will see those they have slain. Upon gaining this power, murderers must immediately make a DC 12 Willpower saving throw to avoid a fit of terrified weeping for 2d4 rounds, losing 1d4 Personality permanently.</p> <p>Undead are never invisible to this character.</p>
5	PC's skin turns gold and he or she stops aging. Alchemists who learn this will yearn for the character's organs.
6	<p>The character can cast a spell once per day with a casting roll of 1d20 + Luck modifier + character level. The spell is one of the following (roll 1d6):</p> <ol style="list-style-type: none"> 1. Cantrip 2. Charm Person 3. Color Spray 4. Mending 5. Sleep 6. Ventriloquism

Roll 1d6	Memory loss effect
1	Lose one random win condition replacing it with "Go to the faerie lands to live forever."
2	A terrible trauma is forgotten; +1d3 Personality .
3	Second childhood - drop XP to halfway through the prior level of experience . Zero-level characters disappear from reality.
4	Character loses chunks of his or education, such as it is; -1d3 Intellect .
5	Character loses proficiency in his current main weapon.
6	The character has lost memory of the last 10d10 months , and has no idea what they are doing here. Unable to do anything but defend, talk or flee until another PC can convince them to do otherwise.

Leaf Boys

There are six Leaf Boys in the Garden; faerie that appear as slender green-skinned boys wearing loincloths and wearing shortbows. Each Green Boy must remain within his grove; there is one per island grove, including the central island.

These fae enjoy playing pranks. They can turn invisible by standing completely still when nobody is looking in their direction, and they will only allow the party to see one of them at once, so the PCs will think there is only one of them who can move around in the blink of an eye.

When the party first enters the Garden, a Leaf Boy on an adjacent island will allow the party to spot him peering at them from around a tree before he scampers off into his grove.

Mean Old Man

The Mean Old Man is a hulking gnarled oak at the center of the grove on the central island, atop a low hill. He will animate and attack anyone who sheds faerie blood in the Garden. If the party threatens any of the **Leaf Boys**, the **Leaf Boy** will warn them that the Mean Old Man will punish anyone who hurts them.

If slain, the Mean Old Man melts into sludge, leaving his ruby heart behind.

Grand Double Doors

These vast iron doors are engraved with graceful silvery etchings that depict scenes from well-known myths in which the gods act foolishly. They stand **15' wide** and **12' high** and glow with a faint purple hue.

These doors lead to the rest of the House, but they are currently frozen in time. Freeing them would require dispelling an effect that has a casting **DC of 28**. Otherwise, they are utterly invulnerable and unmovable.

Encounter statistics

Green Boy (6): Init +2; Atk elf-shot +2 ranged (special @ 60'/120'/180') or gust of wind special (special @ 10'); AC 14 (slight and agile); HD 2d4; hp 5; MV 35'; Act 1d20; SP invisibility at will, can see through vegetations, elf-shot doesn't inflict damage but deleterious conditions (see below), gust of wind is a 20'x5' blast; SV Fort -2, Ref +3, Will +1; AL C.

Gusts of wind knock those in their path 1d8+8 feet backwards, knocking them prone and causing 1d3 damage. A **DC 12 Fortitude saving throw** means that this is avoided and the character merely moves at half speed the rest of the round.

Elf shot stings like a dozen hornets but leaves no wound. They pass through trees and leather armor (ignore AC), but not iron and earth. Those struck must make **DC 14 Willpower saving throw** or be affected; roll randomly on the table below for the effect.

Those who are cursed get a new saving throw every dawn to throw off the effect. If this is failed three times, the curse becomes permanent.

Mean Old Man (1): Init -2; Atk sweeping tree limb +4 melee (1d10 + special); AC 17 (made of wood); HD 8d8; hp 36; MV 30'; Act 1d20; SP attack affects

everything within 15' diameter circle, +2 damage per die from fire, take 1d3 damage for every 1 HP of blood in streams; SV Fort +6, Ref -3, Will +3; AL N.

Treasure

- Ruby heart: This gem is worth **500 GP** and whispers faintly to wizards and elves who gaze upon it. If swallowed by an arcane spellcaster, he or she immediately learns the spell **Runic Alphabet, Fey**.

Exits

- The **Grand Double Doors** (8c) lead to the rest of the House..
- One door leads to the **Main Hall** (3).
- One door leads to the **Study** (9).
- A **Kitchen Door** leads to the **Kitchen** (6).
- Outside the wall is the **Primeval Savannah**.

8a. Garden - Island Grove

Overview

Each island has its own dense grove of trees and undergrowth. The garden paths that wend through these groves are very narrow, so mischievous **Green Boys** will pilfer from passing PCs.

First impressions

The dense canopy only admits a dappling of sunlight to the forest floor, which is choked with brambles. The shore of the island is ringed with bright blue blossoms the bob in the light breeze.

Features

Undergrowth

Careful movement through the undergrowth is at a rate of 10'. Attempts to move faster requires a **DC 12 Reflexes saving throw** to avoid taking a painful spill for **1d3 damage**.

Flowers

The blue flowers that ring each grove are able to talk. They are friendly and empty-headed and are only

aware of what's in their grove. If asked whether the **Green Boy** is present in the grove, they will eagerly answer in the affirmative.

Theft

Passing through a grove means that party members are subject to pickpocket attempts. Three attempts are made per passage; randomly assign to different characters passing through. A targeted PC gets a **DC 15 Intelligence check** to detect the attempt; if successful, he feels a tug and hears a high piping curse. A detected attempt causes the **Green Boy** to abort without being caught.

If the party figures out that they have been robbed, they will hear silvery laughter coming from the **central island** (8b). A boy's voice cries out "You have found me out! Please come here; let us speak!"

8b. Garden - Central Island

Overview

The central island is much like the five that surround it, except for a few features. On one shore is a set of lawn furniture for picnics with a **Kitchen Door** set into a nearby tree. In the midst of the grove is an old crumbling fountain. And at the center of the grove is a low hill with a massive tree that is the **Mean Old Man**. PCs will be challenged if they approach the grove.

First impressions

The central island is much like the others, although at its center is a low hill topped by a sprawling gnotty oak. Near the shore of the stream stands a set of cast iron lawn furniture painted white. Within the undergrowth can be seen some kind of crumbling stone structure.

Features

Seating area

The lawn furniture consists of white-painted cast iron chairs and a table, shrouded by a white-and-blue striped umbrella. A few yards away, a **Kitchen Door** is set into a tree with a wide trunk.

Challenge

If the faerie have successfully pilfered some items from the party, a **Green Boy** will sit upon a low bough of the **Mean Old Man**, and haughtily claim that this is a fine for trespassing without the written permission of Oberon, King of Faerie. However, they have the opportunity to regain their possessions if they play a **game**.

If the party is heading to the **Fountain**, a **Green Boy** will insist that the party pay for the right to approach it. The fee is a gemstone the size of a fingernail (i.e. worth **50+ GP**). If the party tries to approach without paying the fine, he will pelt them with elf-shot and keep knocking them back with gusts of wind.

Game

The **Green Boy** proposes a game of hide-and-seek. If the party finds him, they get back their stolen possessions plus an unspecified treasure. They can play as long as they like, but the judge should keep track of time in the outside world, and notify players as the sun rises and sets.

Once the **Green Boys** are hidden, the way to find one is to systematically search an island. Each PC searching an island gets one **DC 20 Intelligence check** each five minutes or so of real time. Each time a check is made on a given island during the same organized search, the DC decreases by one.

However, once the party gets the **DC 15 or less**, a **Green Boy** on a different island will laugh derisively and taunt the party to try to get them to abandon the search.

If the party finds a **Green Boy**, the faerie will be a good sport and return anything stolen. He will also present them with the treasure: a heaping handful of acorns. He will mention that **Mordant** used to clean out the acorns every fews days, and things have become cluttered since he's been scarce. He invites the party to take as many as they like.

If the PCs are gracious about the acorns, then any which are removed from the Garden turn to silver! If the party is really clever and figures out that there is more than one **Green Boy**, they get a special prize: a golden sprouting acorn!

Fountain

The fountain is made of very old concrete; so old that it almost looks natural. Yard-high stone figures bracket it from two sides, both very faded. Each emits a feeble spout of water from its face region. One seems to have a weeping face, other is indistinct. Inside the basin is a scattering of twinkling gems.

A newer but still old stone tablet has been added to the base. It has an inscription:

Tithe a gem like a drop of rain,
And bathe within to cleanse all pain.
Once per century a light appears,
Sent from Faerie to staunch all tears.

If someone casts a gemstone (**50+ GP**) into the fountain, the mote of light descends into the basin, and the water glows. Whatever is immersed in the

fountain will be healed of all physical and mental ailments - even death and alcoholism! The healing does not work for those who have ever stolen **gems** from the basin or defiled the **stream** with blood.

Anyone who removes a gem from the basin loses **1 HP per hour** until all stolen gems are returned. Once that person dies, the curse passes to the first person to take possession of a gem.

Treasure

- Acorns: A handful of silver acorns is worth **25GP**. There are **1200 GP** worth of acorns

lying around the Garden. It will take **three person-hours** to collect all the acorns and require eight large sacks.

- Golden sprouting acorn: Any character who swallows this automatically learns **Patron Bond** and **Invoke Patron** for the **Mean Old Man**.
- Gems from fountain: The bottom of the basin has a scattering of **17** gems of various sorts. Each has a value of **(50 + 1d20) GP**. They are cursed as described above.

9. Study

Overview

This is the wizard's personal study. It contains a desk with lots of interesting documents, an open **magic mirror**, and a child bully equipped with **magic rings** who will exorbitantly charge the party for the documents.

First impressions

This cozy study primarily features an imposing mahogany desk piled with a number of documents. The floor is covered with several lush fur rugs, and a squat iron brazier supplies the room with a warm red glow and warmth.

A stout child (**Burrock**) sits engulfed by the overstuffed leather chair before the desk, rifling through the papers. He will be startled by any sudden entry.

To the side of the desk is an oval full-length mirror set into the wall. A velvet pull-rope hangs besides a door with no handles.

Features

Desk

The desk is haphazardly piled with the following documents:

- The Wizard's **journal (Burrock)** is reading this)
- **On Magic Mirrors**
- **The Golemic Arts**
- Experimental **notes**

On Magic Mirrors

This slender tome describes the existence of the **Mirror World** (4) and its desolate city. It explains that this is a place between worlds: dreams, death, faerie, hell, etc. It also describes how to make a mirror in detail (see original spell **Create Magic Mirror**).

The book states that the creator binds a command phrase of opening and one for closing. There is also a ritual which allows a relocated mirror to be reactivated; this takes a single round for those who know **Create Magic Mirror**, but it takes **one month** before the reactivation is complete.

Inside the cover, someone has written: **"I've a sceptre in hand, I've a crown on my head."** That's the **opening phrase**. Inside the back cover, someone has written the **closing phrase**: **"Dreaming as the days go by, dreaming as the summers die."**

The Golemic Arts

Describes how to create a **golem** in detail (see original spell **Create Golem**), mentioning that they are tireless and indestructible servants. The one weakness of a golem is its Creation Rune. This is shown in the book. Chipping the Creation Rune will prevent animation until it is repaired.

Journal

This handwritten journal describes Mordant's early days before he took on a patron. He was an orphan who grew up watching his uncle's flocks of sheep, badly abused by uncle and cousins. Eventually met a kindly faerie named Gentleman Hob. Hob taught Mordant glaumours that enabled him to escape that life.

Then, Mordant traveled to the city Quoloon, which no one has heard of. There he became involved in disreputable magic. Resolving himself to mature, Mordant set his sights on becoming a powerful and respectable mage.

To be continued...

Notes

These describe experiments to get different faerie to accept different magic rings. Faerie are very fickle and individual about the design of the ring they will pledge to. Mordant has been trying to systematically determine the nature of the band for a given magic ring spell. The notes focus in particular on experiments on "Group III" rings.

The information contained in these notes is summarized in Handout E.

Burrock

Burrock is a stout blond boy. He bullied the four younger children in the Children's Observatory (13), causing them to take refuge in the Magician's House through the Back Door (11).

Burrock followed them in but quickly lost track of them. In the meantime, he waylaid a servant in the Main Hall (3) and stole four magic rings, (incompletely) burning the accompanying slip of paper that explained their use.

Burrock will attempt to charge the PCs **300 GP** for access to the documents on the desk. He could threaten to burn them with the **Breath of the Dragon magic ring**. He will accept a lower price if he can accompany the party. If they allow him to do so, he will eventually try to steal from them and then escape. Burrock may even use his rings to attack a lone PC.

Here are the rings that Burrock has, how many charges they still have, and what he knows about them:

Ring	Burrock's knowledge	Charges left
Breath of the Dragon	Power, command word ("bluebell") and usage	2
Invitation	Power, command word ("daffodil") and usage	2
Hand of the Giant	Power, command word ("gardenia") and usage	2
Tongue of the Native	Nothing	3

Burrock speaks the command words aloud when he uses the rings.

Magic mirror

The **magic mirror** in this world opens to a mirror world version of this room which is superficially similar. None of the documents in the mirror version have any writing, and all the illumination comes from the non-mirror side.

Pull rope

If the velvet pull-rope is tugged hard, a deep gong will sound out of view. Scuffling will be heard on the other side of the door. After a couple of minutes, it will slide open, admitting passage to the Cosmic Library (10). A party of Librarians will be present to greet the adventurers.

Encounter statistics

Burrock: Init +1; Atk brawl +0 melee (1d3) or use a magic ring (special); AC 12 (small and quick); HD 1d6-1; hp 3; MV 25'; Act 1d20; SP possesses the magic rings listed below and knows how to use them; SV Fort +0, Ref +1, Will +2; AL C.

Treasure

- Rugs:
- Iron Brazier:
- *On Magic Mirrors:*
- *The Golemic Arts:*
- Journal:
- Experimental notes:

Exits

- One door leads to the Garden (8).
- A magic mirror leads to the Mirror World - Magic Mirror Site (4a) (see above).

- One door has no handle, but a blue velvet pull-rope hangs beside it. Pulling the rope rings a sonorous gong, and after a minute of periodic knocking noises, the door slides open to the Cosmic Library (10).

10. Cosmic Library

Overview

This is a library that occupies multiple levels of an entire planet. Though its creators are now degenerate savages, several alien species of Librarians work eternally to maintain and expand the collection.

They also make it available to anyone who respects the rules. Almost any information can be found here, but a potentially hazardous expedition may be required. The Librarians will provide a guide for legitimate researchers.

sentient species. Visitors may freely research what they want and the Librarians will supply a mandatory guide.

The price: the party must donate one treasured memory for every topic they want to research. This memory is extracted via a special contraption that they will wheel out. This will remove one of a PC's Win conditions.

Expedition

The party must tell the Librarians which topics they want to research. The Librarians will send one of their number as a tracker who will even help in combat. She will provide rations, and water is available at periodic campsites.

This is how much time the trip is projected to take:

- Time to reach first topic: **20 hours**, including rest
- Time to reach each additional topic: **approximately 10 hours**, including rest
- Time to return to the Nexus: **20 hours**, including rest

Rules

There are a number of important rules that will be explained:

- No unaccompanied visitors; if the party loses track of their Librarian, they should sit tight and wait for more Librarians to arrive
- No documents shall be removed from the library

Features

Entrance

The door from the Study (9) opens on the side of the Nexus, one of many entrance hubs into the Cosmic Library. These Librarians are posted at this Nexus, and have gathered to greet the party as they greet all visitors. They will try several languages before finding one that the party understands.

Offer of the Librarians

The Librarians explain that this is the Cosmic Library, the greatest repository of knowledge in the galaxy, cataloging the wisdom of tens of thousands of

- No documents shall be damaged
- Violence against anyone in the library is forbidden, except in self-defense
- Absolutely no fires larger than a candle flame

Violations of these rules can result in severe punishments. Librarians will gather in numbers and will not hesitate to use violence, and they can follow violators to the ends of the universe through the Nexi.

Environment

Most of the library is fashioned out of steel and a green marble. Shelves are **20' high** and **6' wide**, running about **60' long**. They are about 10' apart, but boulevards are about **120' wide** and run perfectly straight for many miles.

The Cosmic Library is well-lit with hanging incandescent bulbs. There are occasional plazas for Nexi and study areas, and occasionally other features. There are also campgrounds at regular intervals (one league apart). Each campsite has a number of platform tents and tables, as well as a bubbling fountain of cool water.

Other visitors and their Librarian guides can occasionally be spotted at a distance, generally avoiding each other.

Following the guide

The Librarian guide, Sehmesh answers most questions tersely, but may open up to talk about the beautiful planet of her people. She won't talk about why she and her tribe are not under those skies.

If something happens to Sehmesh and the party waits, they will be found by a group of **1d4 Librarians** in **1d6 hours**. One of them will become the new guide. If they don't wait, it will take **2d8 hours**, and the **1d6+6 Librarians** who show up will be inclined to expel the party.

Navigation without a guide is impossible without special means.

Encounter statistics

Librarians (4 in greeting party, 8 more in Nexus):
Init +1; Atk trail ax +2 melee (1d6); AC 14 (leather harness with two bucklers); HD 2d8+1; hp 10; MV 35'; Act 2d20; SP none; SV Fort +1, Ref +1, Will +1; AL L.

Sehmesh (Librarian guide): Init +1; Atk trail ax +2 melee (1d6) or great bow +3 ranged (1d12 @ 100/200/300); AC 14 (leather harness with two bucklers); HD 2d8+1; hp 13; MV 35'; Act 2d20; SP The great bow may only attack once per 2 rounds except from a position prepared with a set number of arrows; SV Fort +2, Ref +1, Will +3; AL L.

Exits

- The door from the Nexus leads back to the **Study** (9).
- Following Shemesh will lead to the **Lover's Battlefield** (10a) in **ten hours**.
- Going anywhere else in the Cosmic Library is going to meet with resistance at every step from Librarians, and finding one's way will be very difficult. The judge should find a way to make this apparent.

10a. Cosmic Library - Lover's Battlefield

Overview

The PCs stumble on a fight between two mortal enemies vying over a pair of lover belonging to their respective species. They can avoid the whole thing or intervene as they wish.

pierce the air. If the party investigates, they will come upon a battle at a campsite.

First impressions

The battle can be heard before the PCs are able to see anything. The sounds of a succession of loud cracks, screaming, and the sound of shattering glass,

A small host of armored and winged knights fire strange crossbows at rhino men in robes who fire blasts of lightning from their horns. A couple of civilians cower on the far side of the battlefield. An

open satchel lies on the battlefield and something glittering spills forth.

Features

Conflict

The **rhino men** and the **winged musketeers** have been at war for time immemorial. Forbidden lovers - a winged female and a rhino-man male - have used a profane technology to make her pregnant. Warriors from their people have converged here to fight each other and do as they will with the pair.

Horned ice mages

They are more numerous, but the **winged musketeers** have already killed two of them. They are religious zealots who are ordered to slay the **lovers** and destroy the **Miscegnator**. However, if they don't feel confident of victory, they will accept the gems in their stead, and they will not fight to the last man.

Winged musketeers

They are armored in shining aluminum-titanium alloy and armed with steam crossbows. They are very civilized and professional. Their orders are to take the **lovers** prisoner. They cannot be bribed and will fight to the last man. However, they will also parlay, and if they learn what the **Miscegnator** can do, its value will outweigh the couple's.

Lovers

The lovers need their emeralds to purchase passage to the realm of the **Thrice-Dead Prince** (10c). That is where they can find the knowledge to safely care for their hybrid offspring. They don't need the **Miscegnator**. The male (**Garag'rakool**) will fight till his last breath to keep his lover (**Velid**) safe.

Encounter statistics

Rhino Men (7): Init +0; Atk mace +2 melee (1d6), lightning blast special (special); AC 12 (tough and fast); HD 2d8; hp 9; MV 30'; Act 1d20; SP lightning

blast takes action and movement action and causes 2d4 damage unless DC 12 Reflexes save is successful; SV Fort +1, Ref +1, Will +1; AL C.

Winged Musketeers (5): Init +2; Atk steam needle rifle +3 ranged (1d6@60'); AC 16 (armored and mobile); HD 2d6; hp 7; MV 20' walking/50' flying; Act 1d20; SP steam needle rifle rapid fire allows three attacks against close targets at -1d to hit per extra target; SV Fort +2, Ref +2, Will +2; AL L.

Garag'rakool (rhino man lover; 1): Init +4; Atk falchion +3 melee (1d7), lightning horns special (special); AC 13 (tough and very fast); HD 3d8; hp 16; MV 30'; Act 1d20; SP lightning blast takes action and causes 2d6 damage unless DC 15 Reflexes save; SV Fort +2, Ref +2, Will +4; AL C.

Velid (pregnant winged female lover; 1): Init -2; Atk knife +2 melee (1d4); AC 10 (ungainly if nimble); HD 3d6; hp 11; MV 20'; Act 1d20; SP none; SV Fort +1, Ref -2; Will +3; AL N.

Treasure

- Satchel of emeralds: Worth **1600 GP**.
- The Miscegnator: A small idol or machine that seems to be organic and protean with many appendages. It is metallic but slightly warm to the touch. Used properly, it allows for a fruitful union between a male and a female of any species with those genders.
- Winged Musketeer armor (5): Highly sophisticated and articulated, but ultimately unusable by other races.
- Steam needle rifle (5): **1d6 damage at 50/100/150 range**, up to 3 attacks on close targets with **-1d to hit** per extra attack. Each rifle has **1d6 shots** and PCs will lack proficiency until trained. Worth **100 GP**.

Exits

- Following the Librarian guide from here will lead to **Research** (10b) in **ten hours**, after a night of rest.

10b. Cosmic Library - Research

Overview

After traveling for about a day, the party reaches their first topic of interest. They may research until they find what they want, and move on to the next topic. All of this takes time.

party's return route. This presents them with three options:

- Try the Gatehouse of the Thrice-Dead Prince; total route length: **20 hours**
- Press through the Trapper hunting grounds despite the risk; total route length: **24 hours**
- Take a safe route around it all; total route length: **40 hours**

First impressions

Sehmesh points out a collection of about four bookcases where the desired wisdom may be found. When the party finds out what they want, they can move to the next topic, and eventually head back to the Nexus.

Features

Research time

It takes **3d8 person-hours** of research per topic to find what is desired. This can be shared by multiple participants. Non-academic characters contribute 20 minutes for every hour (i.e. 33%). A PC can research for **16 hours** per day with the other **8 hours** for rest and recuperation.

Travel between topics

It takes **3d6 hours** of travel between topics. These trips are uneventful.

Journey home

Upon the return trip, Shemesh determines that a wandering tribe of Trappers is now hunting along the

Treasure

- Knowledge!

Exits

- The party is presented with the choice of three possible routes of return:
 - Through the gatehouse of the Thrice-Dead Prince (10c) in **eight hours**.
 - Through the Trapper hunting ground (10d) in **six hours**.
 - A very safe route back to the Nexus in **forty hours** after a night of rest.

10c. Cosmic Library - The Thrice-Dead Prince

Overview

A pirate-king from the other side has taken up refuge in the Cosmic Library and set himself up as a petty warlord. He charges for passage through his realm or access to his books. The Librarians cannot yet dislodge him and exist in any uneasy truce. The Thrice-Dead Prince is known to charge capricious fees and veer from welcoming to murderous.

First impressions

A rude barricade consisting of disassembled bookshelves and boat rigging bars the path. It extends out of sight in either direction and stands taller than two men. Before a gate made of rime-encrusted iron-bound planks lounges a small group of guards. They ready themselves as soon as anyone approaches.

Features

Guards

The **four** guards are dressed in a hodge-podge armor and are attired in a motley of purple and gold. They have tattoos and jeweled piercings, and lack military discipline. Today's fee to pass the gate is **500 GP** per person (Librarians are free), although anyone who

wants to negotiate is in luck: The **Prince** himself is within and eager to parley.

If the guards are attacked, **four** more are waiting on a walkway on the other side of the barricade. They fire crossbows and can descend the wall with an action. In **1d4 rounds**, they will be joined by **four** more guards.

On the fifth round of combat, the **Prince** will appear on the wall and send his personal guard into the fray.

Gate

The gate opens into a small fortified gatehouse. The gate on the opposing side opens to the realm beyond the **Prince's** domain; this barricade lies at a chokepoint. However, a side gate opens into a barricaded courtyard ringed by barracks and a cooking area. The **Prince** is currently holding court here on a wooden throne atop an impromptu platform.

The Prince

The Thrice-Dead Prince is a barrel-chested man with a bald head, a sculpted black mustache and tufts of hair emerging from his open silk shirt. Swathed in purple and gold, he warmly greets visitors to his royal domain. He is attended closely by a man with a large shapeless satin hat with colored orbs of light that lazily orbit his head. Several armed men (the Prince's "cavaliers") lean against the rear of his platform with a falsely casual air.

Those who wish to negotiate for passage are made an offer: choose one of their number to face his greatest champion. If they win, he will let them pass for only **5 GP** per person. If they lose, there is no penalty.

The Challenge

If the party accepts the **Prince's** challenge, he reveals that the "champion" is his advisor, **Jacinto the Well-Read**, and the conflict is actually a debate. Here are the rules:

- There will be three questions about philosophy
- The **Prince** will ask each question in turn
- Each contestant shall answer before proceeding to the next question
- Answers should be wise, learned and concise
- The **Prince** will decide who answered better as soon as both answer

- The contestant who answers better for two or more questions in the winner
- The player can decide who answers the first question first; the other contestant answers the two following questions first

The Prince is not a stupid man, but he knows nothing of physics or metaphysics. The advisor is not much better. Eloquence and an air of learnedness are most important. The **Prince** will get bored by overly-technical or long-winded explanations, and the judge should reflect this by yawning or even warning the PC to get to the point.

To win a round, the PC debater must succeed in a **DC 13 Personality check**. This roll is modified based on the following criteria:

Criteria	Roll modifier
Appeal to the gods	+1
Has the sound of inescapable logic	+1
Gives the shorter answer	+1
Points out flaws in opposing argument *	+1
Mildly witty or clever	+1
Very funny or eloquent	+2
Skillful flattery of the Prince	+2
Demolishes opposing argument *	+3
Uses esoteric terms	-1
Boring or rambling	-1
Nonsensical	-1
The Prince asks to start (3 min.)	-1
The Prince asks to wrap up (3 min.)	-1
The Prince cuts the PC off (5 min.)	-2
Disrespects the gods	-2
Disrespects the Prince	-3

Encounter statistics

Guards (12 total): Init +0; Atk cutlass +1 melee (1d7) or barbed javelin +1 ranged (1d8@30'); AC 14 (patchwork armor); HD 1d8; hp 5; MV 30'; Act 1d20; SP none; SV Fort +0, Ref +0, Will +0; AL C.

The Thrice-Dead Prince (1): Init +1; Atk massive tulwar +3 melee (1d10+1); AC 13 (hidden chain shirt); HD 3d8; hp 15; MV 25'; Act 1d20; SP none; SV Fort +2, Ref +0, Will +3; AL C.

Cavaliers (5): Init +2; Atk sabre +2 melee (1d8); AC 15 (mail); HD 3d8; hp 15; MV 25'; Act 1d20; SP; SV Fort +2, Ref +3, Will +1; AL N.

Jacinto the Well-Read (1): Init -1; Atk staff +0 melee (1d4) or *Cantrip* (1d3 @ 20', DC 20 Reflexes save to avoid); AC 11 (thick robe); HD 2d4; hp 5; MV 30'; Act 1d20; SP *Cantrip* spell at casting roll of 20; SV Fort -1, Ref +0, Will +3; AL N.

Treasure

- Strongbox of ivory plates: In a trapdoor under the platform (**DC 10 detect traps check** to spot). There are **40** delicate plates carved with beautiful calligraphy. Each is worth **40 GP** intact. However, these are actually bank notes from a shipping insurance cartel on the other side of the world. If PCs can impersonate the rightful owner and visit the headquarters, they could withdraw **150K GP**.

Exits

- Backtrack to the **Trapper Hunting Ground** (10d) in **six hours**.
- A long safe route to the Nexus in **thirty-three hours** with a rest for the night.
- After passing through the gatehouse, it takes **twelve hours** to reach the Nexus with a night of rest.

10d. Cosmic Library - Trapper Hunting Ground

Overview

This area of the stacks has been taken over by a tribe of primitive hunters of a spider-like species. They will probably ambush any party that travels through the region, despite Sehmesh's best efforts.

First impressions

This area is much like the rest of the Library, except other researchers will not be seen while passing through. Sehmesh will point out some of the web lines laid down to alert the hunters.

Features

Trappers

Sehmesh can tell the party about the Trappers if asked. They are one of the many degenerate subspecies of the ancient people who built the Library. Trappers have not lost all of their intelligence, so they live a primitive existence in hunter bands that fashion throwable nets from their own silk and envenom hunting darts with a concentration of their own secretions. They are smaller than an adult man but deadly in groups.

Chance of encounter

Sehmesh will use her craft to avoid an encounter. To see if the party is ambushed, roll 1d8; if the numbered rolled is less than the total number of party members (including Sehemesh and any children), then they are ambushed.

Ambush setup

The attack will occur when passing through close-knit stacks 10' across.

The only chance the party has to detect the ambush is at the final moments, when Trappers are moving behind the party. Allow those in the rearmost rank a **DC 16 Intelligence check**; on success, they hear those Trappers moving into position. They have one round to react before the ambush occurs.

Initial attack

If the party didn't notice the ambush setup, the attackers get a free round. Either way, Trappers on top of the stacks start the attack by launching nets. Three on the left throw nets at the front of the party while two on the right throw them on the rearmost PCs.

The next round, Trappers on the ground engage in melee while those atop the bookcases throw darts.

Battle tactics

Trappers can clamber up a bookcase with a single action or down one for a single movement action. However, the ones up top are unlikely to join the fray below.

The Trappers are hunting, not engaged in war, so they will automatically withdraw if they lose half their number or more. They are difficult to follow once they escape, however, due to their climbing ability.

Encounter statistics

Trapper (9): Init +0; Atk short spear +1 melee (1d4 + special), or dart +1 ranged (1d3 + special @ 10/20/30) or net +2 ranged (special @ 8/16/24); AC 13 (chitinous and slight); HD 1d6; hp 4; MV 35'; Act 1d20 or 2d16; SP spear and dart inflict poison that causes 1d5 Stamina damage on first hit unless DC 12 Fortitude save, a hit with the net causes entanglement unless victim makes Reflexes save (DC is attack roll), entanglement means the character cannot move or

attack, getting out of the net requires an action and a DC 20 Strength check with +3 for each action of cutting, backstab is +4 to hit and 1d10 damage; SV Fort +1, Ref +1, Will -1; AL N.

Trapper Leader (1): Init +3; Atk magic spear +3 melee (1d8 + special); HD 2d6; hp 7; MV 35'; Act 1d20; SP spear has a poison that causes 1d5 Stamina damage unless DC 12 Fortitude save, rolls morale for entire group while alive, backstab is +4 to hit and 1d10 damage; SV Fort +2, Ref +2, Will +2; AL N.

Treasure

- **Bone-Lance of Rage:** The magic spear of the leader. Before an attack is made, the wielder may burn Personality to increase the damage by +1d per point.
- **Spear poison (1 per Trapper):** Each Trapper carries one paper-mache bottle of a foul green paste. Each is good for one sword, two spears or four arrows.
- **Trapper net (5):** The Trapper nets are not easily used by any being with merely two arms. However, the silk is worth **75 GP** per net.

Exits

- It takes **four hours** to pass through the hunting grounds.
- From there, it takes **twelve hours** to reach the Nexus, with a night of rest.

11. Back Door

Overview

This is the secret alternative entrance to the Magician's House. It is used by the children of the neighborhood as a safe haven but otherwise unknown. It is several blocks from the [Front Door](#) (1) in the same slums.

First impressions

This alley smells vile as all the walls are coated in a thick coat of congealed grease. Near the end of the alley is a red-painted door. The buildings are in disrepair, crawling with rats.

Features

The door

This door is similar to the [Front Door](#) (1), except that it has no knocker or animated face that accepts invitations. Instead, it remains locked unless one speaks the password: "**Fart pudding**" The children of the neighborhood know this password but they are

very loyal to the wizard and very cynical about most adults.

Breaking down the door

It's possible to break down the door with tools or sustained battering. Anyone within 20' of the outside of the door when it is smashed open will be **cursed**. No saving throw.

Curse

The curse from smashing open the door has two effects. First, it causes the bonus from each Luck burn to be halved, rounding up.

Second, if anyone asks the name of someone with the curse, he or she must make a **DC 14 Willpower saving throw** or reply truthfully, adding "...a common thief" to the end.

Mordant can undo the curse with a wave of his hand. For purposes of dispelling, the curse has a casting roll of 24.

Encounter statistics

- none

Treasure

- none

Exits

- Once opened, the Back Door leads to the **Playroom** (12).
- Leaving the alley leads to the rest of the city of Blackrock - including the **Front Door** (1), several blocks away.

12. Playroom

Overview

This is a lounge for visiting children. There are a few enchanted toys.

First impressions

This room features several overstuffed **couches** that are upholstered in multi-colored yarn around low tables. The sound of trickling water can be heard from that part of the room. Another portion of the room appears to have an **miniature palace** nearly as tall as a man. In yet another corner is some kind of polished **mechanical assembly**. Scattered **toys** lies on the floor.

Features

Couches

The couches and table forms an area for rest. To the side is a small bubbling rusted tin fountain. Beside that is a wooden box bolted to the floor, painted with scenes of children enjoying food. It is magical, and it will fill up with a mildly sweet cake every time it is closed. It loses its enchantment if unbolted.

Miniature palace

The small scale palace is a playset intended for young girls. Dressable dolls can be found within and beside the palace. There is a also a rack of child-sized enchanted frocks.

Mechanical assembly

This is a large polished chrome orrery, displaying the sun and nearby planets as finely-etched metal spheres mounted on silently rotating gimbals. To the side is a telescope with a sign under it reading "**Children only!**"

Those who gaze at any of the planetary bodies through magnification will notice a stupendous level of detail, and the telescope can be used to zoom. If a viewer keeps studying, finer and finer details are revealed, but he or she starts to float weightlessly.

If the character is a child or halfling, then no harm will occur. Otherwise, the character will be pulled by the gravity of the spheres. The victim can attempt **DC 13 Reflexes saving throw** to grab a stable anchor in

time. If this fails, the adventurer appears to grow smaller to those in the room, and to them, they drift towards the planets as they suddenly loom larger.

The character is drawn away from the rest of the party now at **20' per round** as the effect continues. Once they are **100'** away, they begin to plummet; **ten rounds** later, they will burn up on re-entry to a chlorine atmosphere.

If the PC saves themself at the start, or is saved by an ally, then the effect is immediately dispelled as soon as they are drawn back to the ground.

Toys

Throughout the floor are scattered toy weapons, as well as strange silvery blocks. The latter are exotic magnetic toys.

Encounter statistics

- None

Treasure

- Miniature palace: This is heavy (**220 lbs.**) and delicate. It is worth **250 GP**.
- Orrery: The orrery is very heavy (**400 lbs.**) and delicate. It is also enchanted and extremely valuable, worth **1600 GP** to the right parties. The telescope is not enchanted and can be detached.
- Silvery blocks (16): These are magnetic blocks that can be snapped together for structures or used to levitate each other. The full set is worth **140 GP**.
- Enchanted frocks (4): Each frock has a tag inside with command words "**fancify**" and "**blend**". The first word causes parts of the dress to turn the color of whatever touches it. The second word causes it to blend with contacted colors. Each can be sold for **100 GP**.

Exits

- One door leads to the [Back Door](#) (11).
- One door leads to the [Children's Observatory](#) (13).
- A [Kitchen Door](#) leads to the [Kitchen](#) (6).

13. Children's Observatory

Overview

One wall of this room is a transparent pane blocking passage to the [Menagerie](#) (14). Three children hide in this room, and one of them will pretend to be a monster to scare the party away.

from piercing and fire and none from cold or electricity.

The [Menagerie](#) (14) on the other side is not illuminated, but obvious features may be seen from this side.

Children

Three children hide in this room; one under each table and one within the pillows. The one in the pillows has tied them around his body and will threaten to curse the party if they do not turn from this room.

First impressions

This room contains two very low circular tables with equally low chairs. Between them is a large pile of quilted throw pillows. One of the walls is a transparent pane through which a dark and vacant room can be seen. As soon as the party steps into the room, the pillows in the center rise into a squat vaguely humanoid figure that gestures warningly.

Features

Transparent pane

This material has an **AC 17** and is shattered from blows that do **15+ damage**. It takes **half damage**

These kids ran in here with a fourth to escape a bully ([Burrock](#), currently in the [Study](#) (9)). Not long after, one child was grabbed by an ogre as the rest hid -

this child is **Zenni**, currently found at the **Moon - Time Dome** (7b) with the faerie ogre **Bloody Bones**.

The children are:

- **Oodak**: The eldest, a quiet but brave boy, currently in the pillows.
- **Haerla**: A clever know-it-all girl, sister of Minz. Wear the **Helm of Infinite Wisdom**.
- **Minz**: An enthusiastic and highly distracted young boy.

The children are afraid but they won't abandon their friend. They hope the wizard can help. If the party can help them find the wizard or **Zenni**, they will use the **Helm of Infinite Wisdom** to help the adventurers.

Helm of Infinite Wisdom

A brightly chromed helmet with eyeballs shooting lightning around the rim and two giant bat wings on top. Once per hour, the wearer can concentrate on a question and get an in-depth answer; this takes one minute. The character must make a **DC 11 Willpower saving throw**. If this succeeds, the PC gets an answer and takes **1d4 Personality damage**. On a failure, the character is knocked unconscious for

a number of hours each to the damage, thus failing to learn the answer.

The Helm cannot be removed from the wearer's head without a command phrase ("**ignorance is bliss**"). Haerla has not thought to ask if there is a way to remove it, and thinks it is permanent.

Encounter statistics

Children (3): Init +1; Atk bite -2 melee (1d2); AC 11 (small and lithe); HD 1d4-1; hp 2; MV 25'; Act 1d20; SP none; SV Fort -2, Ref +1, Will -1; AL N.

Treasure

- Helm of Infinite Wisdom: See above.

Exits

- On the other side of the **transparent pane** is the **Menagerie** (14).
- Locked door leads to the **Main Hall** (3). **DC 14** lockpicking check.
- One door leads to the **Playroom** (12).
- One door leads to the **Aquarium** (15).

14. Menagerie

Overview

This room was used to imprison otherworldly beings. The two latest inhabitants were freed from their magic circles, and they broke through the **transparent panes** into a room beyond.

First impressions

This room has no lighting, but the **Children's Observatory** (13) casts enough illumination through a transparent wall. There is another transparent wall on the wall opposite to that, though the room beyond is even more dimly lit. One of the panes on that wall is shattered outwards.

On the floor are the blasted remains of two **broken seals** inscribed within complex geometries.

Features

Transparent panes

The walls facing the **Children's Observatory** (13) and the **Lecture Hall** (17) are made of transparent crystal, and they face each other. One of the three panes shared with the **Lecture Hall** is shattered outwards. That room is very dimly lit, although anyone bothering to look will spot a cluster of candle flames in the darkness.

This material has an **AC 17** and is shattered from blows that do **15+ damage**. It takes **half damage** from piercing and fire and none from cold or electricity.

Broken seals

The two circles on the ground are both scorched and marred. They were drawn with rare pigments mixed with dried blood. Complicated geometric patterns circumscribe them, causing dizziness if stared at overlong.

Encounter statistics

- None

Treasure

- None

Exits

- The intact transparent panes block passage to the Children's Observatory (13).
- One of the transparent panes has been shattered inwards to the Lecture Hall (17).

15. Aquarium

Overview

This room view an underwater environment through transparent walls. A tentacled monster emerges from an open hatch to attack anyone taller than a child.

First impressions

Floor, ceiling and two walls are thick glass through which may be seen an alien coral reef in the depths of an unknown ocean. Unfathomable sea life gapes back at human gawkers, pulsing with color. Vast shadows pass in the blue distance.

In the center of the room is a cylindrical glass platform. A unblinking eye, wide as a dinner plate, can be seen refracted within.

At regular intervals, hanging tanks are attached to the ceiling, containing misshapen fish that pulse with a yellow-green light. A pair of intricate circular prayer mats lie amidst them.

Features

Thick glass

The floor, ceiling and walls are incredibly thick, requiring **50+ HP damage** to crack.

Cylindrical glass platform

The platform in the center of the room has an open glass hatch on top. It takes one movement action to close the hatch and one action to turn the locking wheel.

Within and below the platform is a water-filled glass chamber with an exit to the open ocean. The large eye belongs to its occupant, the **Deep Watcher**. The Deep Watcher will use its tentacles to attack anyone who comes within **15'** or tries to pass by.

The Deep Watcher, however, will not attack any creature that is 4'8" or shorter. This includes children, goblins, halflings and some dwarves. It will also withdraw if it targets get out of range or sever four or more tentacles.

Hanging tanks

The fish in the hanging tanks are shaped like brains with a tail and fins. They pulse with light, and the pulses become brighter and more frequent when an individual nearby is concentrating or meditating. This will be evident any time a spell is cast.

If meditates within a circle of hanging tanks for a few minutes, the fish will glow with a constant bright light while swimming in tight circles. Then, for as long as this character remains still, he or she may communicate mind-to-mind with *any* living being within sight.

Encounter statistics

Deep Watcher (1): Init -1; Atk tentacle grab +3 melee (special), or tentacle squeeze special melee (1d4), or bite special melee (1d8); AC 13 (thick rubbery skin); HD 5d8; hp 24; MV 0'; Act 4d20; SP impossible to sneak up on, tentacle hit causes a character to make

a DC 14 Reflexes save or be grabbed (make a Luck check to be able to attack), actions against grabbed character are squeeze, pull to mouth or bite; SV Fort +3, Ref -2, Will +0; AL C.

Characters who are hit by tentacle grabs are held unless they make a **DC 14 Reflexes save**. Once grabbed, they can't move freely, and they can't attack unless they succeed in a Luck check. **10 HP damage** to a tentacle will cause it to drop someone who is held. Someone can also spend an action to pull the character away (including the character); this is a **DC 16 Strength check**.

Treasure

- Brain Fish (3 per tank x 8 tanks): Each one is worth **250 GP** alive and **20 gp** dead. They have exotic fish requirements like spinal fluid infusion to their water.
- Soft, thick and beautiful, woven with rare dyes and gold thread. **210 GP** value each.

Exits

- One door leads to the [Children's Observatory](#) (13).
- One door leads to the [Ring Forge](#) (16).

16. Ring Forge

Overview

This is where Mordant spent his time building and enchanting his magic rings. There are some useful notes on magic rings, as well as a few other trinkets.

First impressions

This room has a lot of stuff in tight quarters. There's some kind of [work area](#) that includes a workbench with scattered tools and a squat metal box with a hatch.

On a canted [desk](#) are scattered documents and an assortment of ink bottles and discarded styluses.

Finally, a cot, mirror and low table are somehow crammed into a corner. The remains of a meal are still upon the table.

Features

Work area

The work area consists of a long workbench connected to a small forging area in the corner. The forge itself is a highly compact and heavy metal cube - it is atomic-powered and emits no heat until opened. There are broken clay moulds for rings in the vicinity.

On the workbench are fine metal-working tools, slugs of different metals and a small box brimming with semi-precious jewels. There's also a small bin of bric-a-brac: bits of ivory, amber, petrified wood, etc. Amidst this is the [magic ring](#) Lèse Majesté.

Desk

The desk contains sketches and notes about theories for why a faerie approves of one ring design over another. The notes can be summarized by Handout G.

The book on the desk is entitled "[On Magic Rings](#)". At the base of the angled top is a [silver wand](#).

On Magic Rings

This is obviously a draft of a scholarly autobiography; there are stains and notes in the margins, crossed out words, etc.

The story it tells is of the wizard's rise to greater prominence. [Mordant the Irregular](#) was looking for sources of power. Disdaining the diabolical, he sought a powerful faerie Patron - The Gentle Lady.

She taught him the art of making [magic rings](#), available to her patron-bound wizards. Each ring is a contract with a different faerie. But the precise ring a faerie will accept is very unpredictable. That is the chief difficulty of the art. Also one must be able to summon or visit faerie, as well as negotiate with or coerce them.

The Gentle Lady also led Mordant to the **Cosmic Library**, where he has learned some of the arts of its creators (who he calls The Visitors). With that knowledge, he can bend space and time. He's still learning, but what could go wrong?

Rest area

Consists of a simple cot, a cheap steel mirror, a wash basin and a low table with the moldy remains of the last meal. There is an enchantment that causes anything under the bed to be invisible. In this space is a small jewelry box made of black lacquered wood with a red velvet lining. Within the box are the following rings:

- **Mud Magic**
- **Wisdom of the Earth**
- **Wind Porter**
- **Hidden Hand**
- **Dollmaker**

Encounter statistics

- None

Treasure

- **Magic rings**: These are the ones in the room.
 - **Lèse Majesté**: On the workbench.
 - **Mud Magic**: In the box under the bed.

- **Wisdom of the Earth**: In the box under the bed.
- **Wind Porter**: In the box under the bed.
- **Hidden Hand**: In the box under the bed.
- **Dollmaker**: In the box under the bed.
- Atomic forge: **160 lb.** compact super-hot oven of steel and boron, never needs fuel. Worth **400 GP**.
- Silver wand: The wand is made of silver shaped like a realistic gnarled root that clasps a small skull of black crystal. The wand bonds with whoever next casts an arcane spell while holding it. Thereafter, that character adds **+3** to all casting rolls, but the spell is randomly selected from the level of the selected spell. The mage can still direct its effect. The effect lasts until *Remove Curse* cast with **22+**, or shattering the crystal skull.
- Semi-precious gems: About two handfuls, worth a total of **100 GP**.
- Metal slugs (14): The precious **1/2 lb.** slugs (4) are worth a total of **60 GP** while the set is worth **85 GP**.

Exits

- One door leads to the **Main Hall** (3). **DC 18** lockpicking check; failure activates curse that shrinks lockpicks down tiny proportion.
- One door leads to the **Aquarium** (15).

17. Lecture Hall

Overview

The only lighting is a candelabra held by a dangerous faerie lord called the **Lonely King**. He will try to enslave party members, and he attacks if they insult him.

First impressions

The room is mostly dark. There's a long high table set for a feast that runs alongside a transparent wall with a broken pane. At the head of the table is a handsome elfin man in an elaborate robe of ermine and lace; at his throat is an enormous moonstone on a mithril band. He holds a candelabra in one hand as he stands to receive visitors.

Features

Table

The table is set with a mouth-watering feast that can scarcely be seen in the shadows. Sitting at **four** of the chairs are the corpses of adventurers; they all have their heads twisted at very unnatural angles.

Background

The **Lonely King** is a former captive of **Mordant's Menagerie** (14), until he and his brother **Bloody Bones** (currently in the **Time Dome** (7b)) were released by the **Fae Cats** that now occupy the adjoining **Faerie Shrine** (18). The **Lonely King** and his brother would like to enter the **Faerie Shrine** (18) to slay **Mordant**, but a potent charm keeps them out. **Bloody Bones** is supposed to be looking for another means of egress while the Lonely King waits.

Lonely King

The Lonely King is an arrogant and heartless faerie lord who acts like a pompous dandy most of the time, but can transform into his murderous alter ego, **Rawhead**, in the blink of an eye. If he is assaulted or insulted three times, he will do so.

He will invite the party to sit and accept his hospitality. The Lonely King will be quite insistent, and dismiss the corpses as "rude guests." He will attack if the party absolutely refuses to tarry. He urges guests to partake of the feast but is not insulted if they merely sit.

The Lonely King will eagerly gossip and bandy wit. He is quick to boast, and just as quick to denigrate the dull and the crude. However, he is rarely directly insulting, and he can take a liking to characters who display wit and beauty.

The two passions of the Lonely King, at this time, are his love of **games** and his hatred of **Mordant the Irregular**. The latter he will insult at length, calling him an uncouth charlatan. If **Mordant** emerges from the **Faerie Shrine** (18), the Lonely King will attack.

Games

The **Lonely King** is eager to play any game that the PCs can teach him and accepts any invitation to play. If they have nothing in mind, he'll suggest a game called **Lachesis** that is played with the tarot deck and teach them the rules.

For the most part, it's best to handle any game with one or more opposed checks of **1d16 + Intelligence modifier + Luck modifier** (the Lonely King has an **Intelligence modifier of +1** and **Luck modifier of +2**). Doing this over multiple rounds allows for cheating and mind games.

The **Lonely King** will not cheat, and he treats cheating as an insult if he spots it. He has little to

wager at this time except his moonstone choker.

Although he treasures it, adventurers who play on his pride may goad him into betting it. He will take it as an insult if he loses it, however.

Ending the feast

If the party entertains the Lonely King, he will eventually let them pass unmolested. He may even teach **Patron Bond** and **Invoke Patron** for the Lonely King if he takes a liking to any wizards or elves. On the other hand, if the party bores him, he will eventually attack.

Either way, any who partook in the food or wine are secretly cursed. When these PCs are assured they are in the presence of the real **Mordant** and they are able to attack him, they must make a **DC 15 Willpower saving throw** or attack him until he is dead.

Encounter statistics

Rawhead (1): Init +1; Atk strike +5 melee (1d6+1) or grab +4 melee (special) or head-twist special melee (2d6); AC 15 (skin like wood); HD 6d8; hp 30; MV 40'; Act 2d20; SP half damage except from magic, victim of a grab attack must save Fortitude against attack roll or become held, head-twist is an attack against held characters that automatically hits; SV Fort +5, Ref +1, Will +4; AL C.

Treasure

- On the dead table guests:
 - Burly female warrior
 - Split mail
 - High elven blade: Mithril sword that damages as a magic weapon
 - Tall tattooed shaman
 - Red flower robe: Endure any weather as long as one is dry
 - Spellbook, ruined due to blood
 - Bald female thief
 - Thief tools
 - Pair of extremely high-end custom daggers worth **60 GP**
 - Wizened male alchemist

- Heavy crossbow: 1d10 damage but it takes one round just to reload
- Potion carrying case: One-handed carry-on sized, opens fast when set down, secures up to **30** potions. Contains one potion; when exposed to air, acts as **Stinking Cloud** with a casting roll of **20**.
- Moonstone choker: Once per day, the wearer may move up to **200 lbs.** of a non-living natural elemental substance (e.g. dirt, flames, wind, rock, ice, etc.) for **one round** for a distance of up to **50'**. This has an equivalent **Strength 20 (+4 modifier)** and can do up to **2d6 damage** with DC **13**

■ Reflexes saving throws to avoid. **400 GP** for jewelry alone.

- Tableware
 - Flatware setting (9): Paper-thin bone china, **30 GP**.
 - Silverware setting (9): With **Mordant's crest, 40 GP**.
 - Wine bottles (5): Fine vintage, **50 GP**.

Exits

- A Kitchen Door leads to the Kitchen (6).
- The broken pane on the transparent wall leads to the Menagerie (14).
- One door leads to the Ring Forge (16).
- One door leads to the Faerie Shrine (18).

18. Faerie Shrine

Overview

Mordant the Irregular is in this room with **five Fae Cats** who are pretending to be him. They are all imprisoned in magic circles from which they cannot escape, but the party can easily free any of them. They all try to convince the party that they are the real wizard.

First impressions

The center of this wide room is lowered three steps, and five unlit braziers surround it. A rustic altar stands at the far end of the room from the door.

On the floor of the recessed center of the room is a great diagram of complex glowing geometry that seems to writhe in the corner of your vision. In a broad circle within the shapes are six smaller circles, and within each of those there is a rumpled middle-aged man. All six men are identical!

Features

Background

The **Fae Cats** got into the house through a magic mirror. They were sent by **Gentleman Hob** to torment **Mordant**. They freed the captives in the Menagerie (14) and came here. **Mordant** met them and cast a spell that imprisoned them. The magic of the **Fae Cats** caused this to also affect him, so they

are now all imprisoned. They also use their magic to mimic the wizard's appearance and mannerisms.

Magic circles

The magic circles holding the **Fae Cats** and Mordant consist of glowing geometric lines on the ground. The prisoners cannot touch or cross the lines, but anyone on the outside can cancel a circle by crossing it with iron. Magic cannot pass in either direction, though the circles can be dispelled as though with casting rolls of **20**.

The Dilemma

All of the circle occupants will try to convince the party to free them. In basic appearance and mannerisms, they are identical.

Knowledge is another matter. There are many things they know about him, but also many that they do not. Below are some clear-cut examples, but when the judge isn't sure whether a given **Fae Cat** would know, he or she should just assign a probability and roll.

They may also guess the correct answers on occasion. The **Fae Cats** will be as clever as possible at misleading the PCs, and may do things to just confuse them.

Things they definitely know about:

- **Mordant's** relationship with **Gentleman Hob** and the **Gentle Lady**.
- The fact that he gets much of his powers through his **magic rings**.
- The command words for the rings are the names of flowers.
- The wizard's general personality.
- That he has guests on the **Moon** (7) who are made of slime.
- The presence and nature of the **Leaf Boys** and the **Mean Old Man** in the **Garden** (8).
- The existence and nature of the **Mirror World** (4),
- The passphrase to open the **magic mirrors**.
- The passphrase for the **Back Door** (11).
- The nature of the house, the **goblins** and the **golem**.

Things they definitely don't know about:

- The actual command words used to activate the various rings.
- That he has a soft spot for children.
- The precise nature of **Mordant's** guests in the **Alien Dome** (7a)..
- The passphrase to close the **magic mirrors**.
- **The Creation Rune** from the **Study** (9).

Note that **Mordant** will be extremely reluctant to reveal any command words or other secrets, so the **Fae Cats** will usually make the same claim, even when they do know the answer.

Freeing the wizard

Once **Mordant** is free, he will be grateful but cagey, as he is currently quite weak. The wizard will be very amenable to any demands while he urges the adventurers to get him to liberty. He will note any of his property that they carry for later, **especially** any of his **magic rings**.

Mordant's first priority is to collect any **magic rings** that are available. He is able to sense their locations across the multiverse. The wizard will try to get the party to escort him to remaining caches, and as he equips himself, he becomes more assured.

Until **Mordant the Irregular** has acquired some of his power, he will readily use what few tricks he has to escape and evade. He fights very reluctantly, even when he has more power.

Horned altar

This altar made of scented dogwood has two massive antlers emerging from atop, and is surrounded by an ivy-covered bier. A host of lit candles coats much of the surface with wax residue.

Any ring left on a point of the horns will regain one charge per day. There are **eleven** total points, and upon **two** of them are **magic rings**.

Encounter statistics

Fae Cat (5): Init +3; Atk claw +3 melee (1d8 each); AC 16 (liquid agility and thick fur); HD 2d8+1; hp 12 each; MV 40'; Act 1d20/1d16; SP leap 30' as movement action, half damage except from magic, spend best action die each round to control an illusion, spend best action die and take 1d6 damage to force one spell aimed at it to be also inflicted on the caster at equal power; SV Fort +2, Ref +5, Will +2; AL C.

Mordant the Irregular (1):

Treasure

- Rings on the altar:
 - **Stolen Moments (2 charges)**
 - **Transmute (1 charge)**
- **Mordant the Irregular:** The ostensible object of the quest!

Exits

- A door leads to the **Lecture Hall** (17).

Completing the adventure

Consequences

There are a lot of things that can happen as a result of this adventure, even if the party succeeds in their quest. If Mordant is freed, he will insist on the return of any of his property, but he will reward each PC for freeing him with any of the following:

- **500 GP**
- Instructions for a random spell of his choosing
- A minor magic item
- Information about where to find valuable magical treasure

- Referral to **The Gentle Lady** as a Patron
- A favor to be determined
- Friendship!
- Anything roughly equivalent

If the wizard isn't freed, then the House may be invaded by other entities, possibly including the PCs, and freeing him could be a future quest. Alternately, if he doesn't survive, the party may try to take over the Magician's House, but there will be other interested parties to contend with. But at least they will get to keep their loot.

Winning and losing

Ben Meeks

Win

Save the city

- Save Mordant the Irregular from imprisonment in the Faerie Shrine (18).
- Figure out how to use the magic ring Tongue of the Native from the Study (9).
- Find a book in the Cosmic Library (10) to translate the Sealing Stone inscription.
- Secure the cooperation or helmet of Haerla (found in the Children's Observatory (13)).

Spread the faith to new lands and people

- Convert the All-Kin in the Alien Dome (7b) to the way of the Father.
- Find his way to Faerie, intent on being a missionary. Routes from:
 - Over the wall of the Garden (8).
 - Beyond the Desolate City (4g).

Lose

Do not allow innocents to be harmed

- Let any of the children from the Children's Observatory (13) come to serious harm if encountered.
- Not saving Zenni from the Time Dome (7b), if encountered.
- Let Burrock from the Study (9) be seriously hurt, if encountered, unless attacks someone.
- Failing to save the city.

Tom Sharply

Win

Obtain 2,500 GP of wealth for himself

- His share of the wealth is **2,500 GP** or more.
- The amount of wealth he has stolen is worth **2,500 GP** or more.
- A combination of the prior two.
- Any money spent during preparation or the adventure itself counts against this total.

Save [Mordant the Irregular](#) and secure a favor

- Mordant is rescued from imprisonment in the [Faerie Shrine](#) (18), and Tom extracts a promise

Lose

Do not lie to an ally

- Anyone who one has an explicit expectation of mutual aid is considered an "ally".
 - This can include friendly NPCs.

Deng Zench

Win

Discover the source of the wizard's power and his fate, and report back

- The treatise [On Magic Rings](#) from the [Study](#) (9) is read.
- The [Lonely King](#) in the [Lecture Hall](#) (17) can impart this knowledge.

Die while slaying a worthy foe

- [Bloody Bones](#) in the [Time Dome](#) (7b)
- The [Rawhead](#) form of the [Lonely King](#) from the [Lecture Hall](#) (17)
- [Mean Old Man](#) from the [Garden](#) (8)
- The five [Fae Cats](#) from the [Faerie Shrine](#) (18)

Lose

Do not allow [Mordant the Irregular](#) to learn your name and live

- If any [servants](#) or [guards](#) learn Deng's name and live, that's a problem.
- Big risk: the [curse](#) that comes from breaking through either the [Front Door](#) (1) or the [Back Door](#) (11).

Lithwick the Curious

Win

Obtain a source of powerful magic

- Must be able to use power in question.
- Must also be able to safely lay claim to it; e.g. if Mordant is free, he will eventually come for his property.
- Any of the following:

- At least **ten** [magic rings](#).
- These spells:
 - [Create Magic Mirror](#) (from the [Study](#) (9))
 - [Create Golem](#) (from the [Study](#) (9))
- The [Miscengnator](#) from the [Cosmic Library - Lover's Battlefield](#) (10a)
- All of these patrons:
 - The [Mean Old Man](#) from the [Garden](#) (8).
 - The [Gentle Lady](#) from the [Study](#) (9).
 - The [Lonely King](#) from the [Lecture Hall](#) (17).

Find a powerful patron or teacher

- The [Lonely King](#) from the [Lecture Hall](#) (17).
- The [Mean Old Man](#) from the [Garden](#) (8).
- The [Gentle Lady](#) from the [Study](#) (9).

Lose

Do not die

- Pretty straight-forward.
- If she gets the curse of the [statue](#) of the [Empty Square](#) (4f), resolve whether or not she succumbs at the end. That counts as failure.

Karn Zun Veshna

Win

Save the city

- Save [Mordant the Irregular](#) from imprisonment in the [Faerie Shrine](#) (18).
- Figure out how to use the [magic ring Tongue of the Native](#) (found in the [Study](#) (9)).
- Find a book in the [Cosmic Library](#) (10) to translate the [Sealing Stone](#) inscription.
- Secure the cooperation or helmet of [Haerla](#) from the [Children's Observatory](#) (13).

Destroy a great source of evil

- [Bloody Bones](#) from the [Time Dome](#) (7b).
- [Rawhead](#) (i.e. the [Lonely King](#)) from the [Lecture Hall](#) (17).

Lose

Do not end the adventure corrupted in body or soul

- The faerie mutations of the stream in the Garden (8).
- The curse of the Front Door (1) or Back Door (11), if not removed by Mordant.
 - The curse of the statue from the Empty Square (4f) doesn't count because it is not permanent.
 - But if he dies from it, that counts.
- Enslavement by the Lonely King in the Lecture Hall (17).

Velouria

Win

Verify the death of the human wizard...one way or another

- The death of Mordant the Irregular in the Faerie Shrine (18) is required.

Discover a way back to Faerie for her tribe

- Through the magic mirrors and beyond the Desolate City (4g).
- Over the wall and upstream from the Garden (8).

Lose

Do not die

- Pretty straight-forward.
- If she gets the curse of the statue of the Empty Square (4f), resolve whether or not she succumbs at the end. That counts as failure.

Rictus

Win

Find a cure for his raging alcoholism

- The ancient fountain on the central island in the Garden (4b).
- Self-help books from the Cosmic Library (10).

Find a better place to drink his life away than that moist and filthy alley

- If Lutz likes him, the Visitor's Lounge (2).
- Mordant will see to this is he is freed from the Faerie Shrine (18), and friendly.
- Note that money alone won't do it, since Rictus will fritter away any sum.

Lose

Do not let an insult go unpunished

- Possible conflicts:
 - Lutz in the Visitor's Lounge (2).
 - A Leaf Boy in the Garden (8).
 - The Lonely King in the Lecture Hall (18).
 - Burrock in the Study (9).
 - Mordant the Irregular in the Faerie Shrine (18).
 - Other PCs?
- Punishment typically consists of injury or compensation, plus an apology.
 - Injury/compensation should be about 2x as much as initial insult.
 - An apology is *necessary*

Pre-generated characters

Ben Meeks (Neutral Cleric)

Impression

- Fiercely devoted to Civictus, The Father of Cities.
- Passionate debater and devoted friend.
- Greatly enjoys the sacrament of the cultivated grape, and revelry in general.

Social class

- Gentry

Communities

- Commoners
- Learned

Win

- As a minister of Civictus, Ben's mission is clear: **Save the city.**
- The City, and its Father, is not a single place - it is an idea. **Spread the faith to new lands and people**

Lose

- Despite the hurly burly of the city, for it to work as an idea, some principles must be observed. **Do not allow innocents to be harmed.**
 - “Innocents” are humans, elves, dwarves and halflings who are not combatants or violent criminals.
 - Failing to save the city would constitute allowing the death of innocents.

Ben Meeks			
Class	Cleric	Level	2
Strength	12	Stamina	10
Intellect	5	Personality	17
Agility	12	Luck	12
HP	8	GP	433
Background	Animal Trainer	Sign	Guardian angel
Equipment		Spells	
<ul style="list-style-type: none">• Mace• Leather Armor• Backpack• Torch x 4		<ul style="list-style-type: none">• Blessing• Darkness• Detect Magic• Second Sight	

• Flint & Steel	• Word of Command
-----------------	-------------------

- Underworld

Tom Sharply (Lawful Thief)

Impression

- Flashy member of Blackrock's biggest underworld syndicate, the Ten Tailbones.
- Suave and exuberant but also known for his sense of honor and manliness.
- As good with a pair of dice as he is with a pair of daggers.

Social class

- Commoner

Communities

- Commoners

Win

- Tom desperately needs to pay some big debts so he can disentangle himself from the underworld. **Obtain 2,500 GP of wealth for himself.**
- If Tom is not able to pay his way out of the underworld, he's going to need a powerful friend. **Save Mordant the Irregular and secure a favor.**

Lose

- Your word is your life. It always has been. **Do not lie to an ally.**

Tom Sharply			
Class	Thief	Level	2
Strength	13	Stamina	8
Intellect	8	Personality	10
Agility	14	Luck	12
HP	5	GP	620
Background	Alchemist	Sign	Warrior's Arm
Equipment		Spells	
<ul style="list-style-type: none"> • 2 x Dagger • Padded armor • Backpack • Rope, 50' 		<ul style="list-style-type: none"> • none 	

Deng Zench (Chaotic Warrior)

- Also a lethal duelist who does not seem to fear death.
- Will fight for glory, for money, or for fun.

Impression

- Jolly and impeccably dressed fop.

Social class

- Noble

Communities

- Aristocracy
- Criminal

Win

- Long ago, Deng betrayed Mordant's rival, Edwina the Unforgiving; now his twin sister is her hostage. **Discover the source of the wizard's power and his fate, and report back.**

- If you can't complete the mission, Edwina may let your sister go if you die trying. If not, life is not worth living, anyway. **Die while slaying a worthy foe.**

Lose

- **Do not allow Mordant the Irregular to learn your name and live.** Edwina will do terrible things to your sister if her hand is discovered.

Deng Zench			
Class	Warrior	Level	2
Strength	13	Stamina	10
Intellect	5	Personality	9
Agility	14	Luck	17
HP	18	GP	538
Background	Noble	Sign	Struck By Lightning
Equipment		Spells	
<ul style="list-style-type: none">• Longsword• Dagger• Studded Leather Armor• Backpack• Mirror		<ul style="list-style-type: none">• none	

Lithwick the Curious (Neutral Wizard)

Communities

- Mystical

Impression

- Haphazardly-dressed woman with curly hair jutting at all angles.
- Extremely passionate to obtain as much magical prowess as she can.
- Indifferent to social convention and the feelings of strangers.

Win

- Lithwick wants to learn how to live for thousands of years like the mages of legend. **Obtain a source of powerful magic.**
- One path of power is to secure the proper assistance. **Find a powerful patron or teacher.**

Social class

- Gentry

Lose

- Lithwick is especially averse to death. **Do not die.**

Lithwick the Curious			
Class	Wizard	Level	2
Strength	11	Stamina	11
Intellect	13	Personality	13
Agility	10	Luck	10
HP	11	GP	405
Background	Corn Farmer	Sign	Path of the Bear
Equipment		Spells	
<ul style="list-style-type: none"> • Staff • Backpack • Lamp • Oil Flask x 2 • Flint & Steel 		<ul style="list-style-type: none"> • Charm Person • Color Spray • Ekim's Mystical Mask • Enlarge • Force Manipulation 	

Karn Zun Veshna (Lawful Dwarf)

Impression

- Stern and stoic Royal Scout of the Gadajok, the great dwarven Undercity.
- Keen to uphold the honor of his clan and reputation as a Scout (i.e. dwarven knight).
- Uncompromising and tenacious.

Social class

- Noble

Communities

- Aristocracy

Win

- The Rune Seers sent you to this place because they saw great peril from the servants of Chaos. Gadajok could be next. **Save the city.**
- It is the First Mission of the Royal Scouts to strike at the heart of Chaos when it presents itself. **Destroy a great source of evil.**

Lose

- If you are defiled, you will never again be let through the Basalt Gates of Gadajok. This means your soul can never come to rest. **Do not end the adventure corrupted in body or soul.**

Karn Zun Veshna

Class	Dwarf	Level	2
Strength	12	Stamina	10
Intellect	5	Personality	16
Agility	14	Luck	10
HP	15	GP	738

Background	Dwarven Miner	Sign	Harsh Winter
Equipment		Spells	
<ul style="list-style-type: none"> • Battle-ax • Shield • Studded Leather Armor • Backpack 		<ul style="list-style-type: none"> • none 	

- Mystical

Velouria (Neutral Elf)

Impression

- Ambitious “young” elf seeking early entry to the ranks of elven aristocracy.
- Pines for the lost days of elven dominion.
- Dashing and clever, but insufferably sarcastic.

Social class

- Gentry

Communities

- Learned

Win

- **Mordant the Irregular** has gravely offended the Elf Lords with her refusal to relinquish certain ancient elven codexes. **Verify the death of the human wizard...one way or another.**
- The elves were exiled from faerie for ancient crimes, and have since wandered the earth. **Discover a way back to Faerie for her tribe.**

Lose

- At 241, you are far too young to perish. **Do not die.**

Velouria			
Class	Elf	Level	2
Strength	8	Stamina	8
Intellect	15	Personality	9
Agility	14	Luck	9
HP	6	GP	511
Background	Elven Barrister	Sign	Pack Hunter
Equipment		Spells	
<ul style="list-style-type: none"> • Mithril Short Sword • Studded Leather Armor • Backpack • Pole, 10' 		<ul style="list-style-type: none"> • Patron Bond (The Three Fates) • Invoke Patron (The Three Fates) • Choking Cloud • Magic Missile • Runic Alphabet (mortal) • Spider Climb 	

Communities

Rictus (Chaotic Halfling)

- Criminal

Impression

- Piss-drunk unkempt bastard with a penchant for murder.
- He lives among humans because his kind won't have him.
- Somehow gives really inspiring speeches part-way through drunken rants.

Win

- Rictus is on a downward spiral and its only getting worse. **Find a cure for his raging alcoholism.**
- If he can't find a way to climb out of the bottle, best make it a soft landing. **Find a better place to drink his life away than that moist and filthy alley**

Social class

- Commoner

Lose

- Rictus cut the legs off a man who called him "Rictum the Short Little Asshole." **Do not let an insult go unpunished.**

Rictus			
Class	Halfling	Level	2
Strength	9	Stamina	10
Intellect	7	Personality	4
Agility	12	Luck	13
HP	12	GP	276
Background	Halfling Haberdasher	Sign	Fox's Cunning
Equipment		Spells	
<ul style="list-style-type: none"> • Shortsword • Dagger • Leather Armor • Backpack • Crowbar 		<ul style="list-style-type: none"> • none 	

Handouts

Print the following pages for sharing with players as their character encounter them in the adventure.

Handout A

THIS HANDBILL HEREBY GRANTS

TO ITS RIGHFUL BEARER

The Duke of Blackrock

MOST WELCOME AND HONORED!

ENTRY TO THE

MYSTERIOUS ABODE

OF THE ILLUSTRIOUS SORCERER

MORDANT!

(THE IRREGULAR)

ON THE DATE OF

The Seventy-Eighth Day of the Third Season

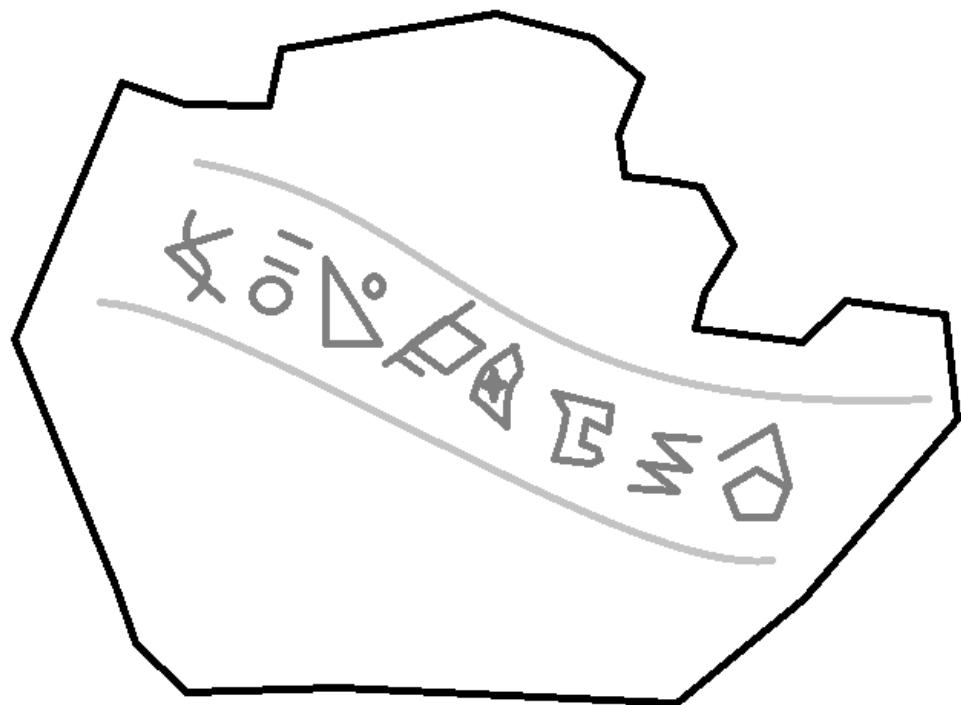
OF THE YEAR

Fifty-One Thousand Eight-Hundred Twenty-Two

(SINCE THE FOUNDING)

Handout B

Sealing Stone



Handout C

“Sir, the missing members of group III...”

Name	Power description	Ring description	Instructions	Command word
Breath of the Dragon	<i>burnt</i>	<i>burnt</i>	<i>burnt</i>	<i>burnt</i>
Hand of the Giant	Swell one's hand and imbue with great might for a short time.	Square-cornered white gold with a cluster of opals.	Speak the word	Gardenia
Wisdom of the Earth	Ask a question, a gnome shall spell the answer in the sand.	Rune-etched coral with an aquamarine lozenge.	Speak the word, and then ask your question	Dogwood
Invitation	Transport oneself to the distant side of any door in sight	Smooth sandalwood with a small face carved from a citrine.	<i>burnt</i>	<i>burnt</i>
<i>unknown</i>	<i>burnt</i>	<i>burnt</i>	<i>burnt</i>	Dandelion

Handout D

Sign on Door



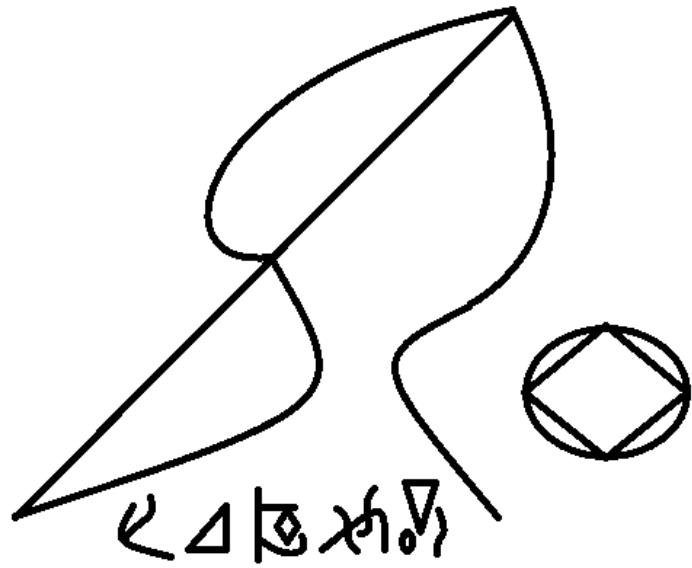
Handout E

Summary of magic ring descriptions from desk in Study:

Ring	Power description	Ring description	Instructions	Command word
Lèse majesté	For a short spell, others must obey one's commands or suffer.	Steel spiked band set with alternating small amethysts.	Speak the word, and then speak your commands	Tulip
Stolen Moments	The entire world will cease in its motion for a very brief span, except for the wearer.	Complex woven silk braid with colorful feathers and a ruby cut in the shape of a serpent.	Speak the word	Wild Rose
Wisdom of the Earth	Ask a question, a gnome shall spell the answer in the sand.	Rune-etched coral with an aquamarine lozenge.	Speak the word, and then ask your question	Dogwood
Wind Porter	Summon a harmless miniature cyclone to carry the weight of two men for an hour.	Simple tungsten band with an alexandrite spike.	Speak the word, and direct the cyclone with one's hand. Form a fist to release contents.	Hyacinth
Plain Truth	Dispel glamours, and disable magic deceptions for a day.	Dull grey heavy uranium gothic band ringed by leering gargoyles, mounting a fractured peridot.	Speak the word and touch that which deceives you.	Iris
Golden Whispers	Sense the greatest concentration of nearby wealth.	Agate torus wrapped in palladium wire on a simple tin band.	Speak the word.	Crocus

Handout F

Rune of Creation



Handout G

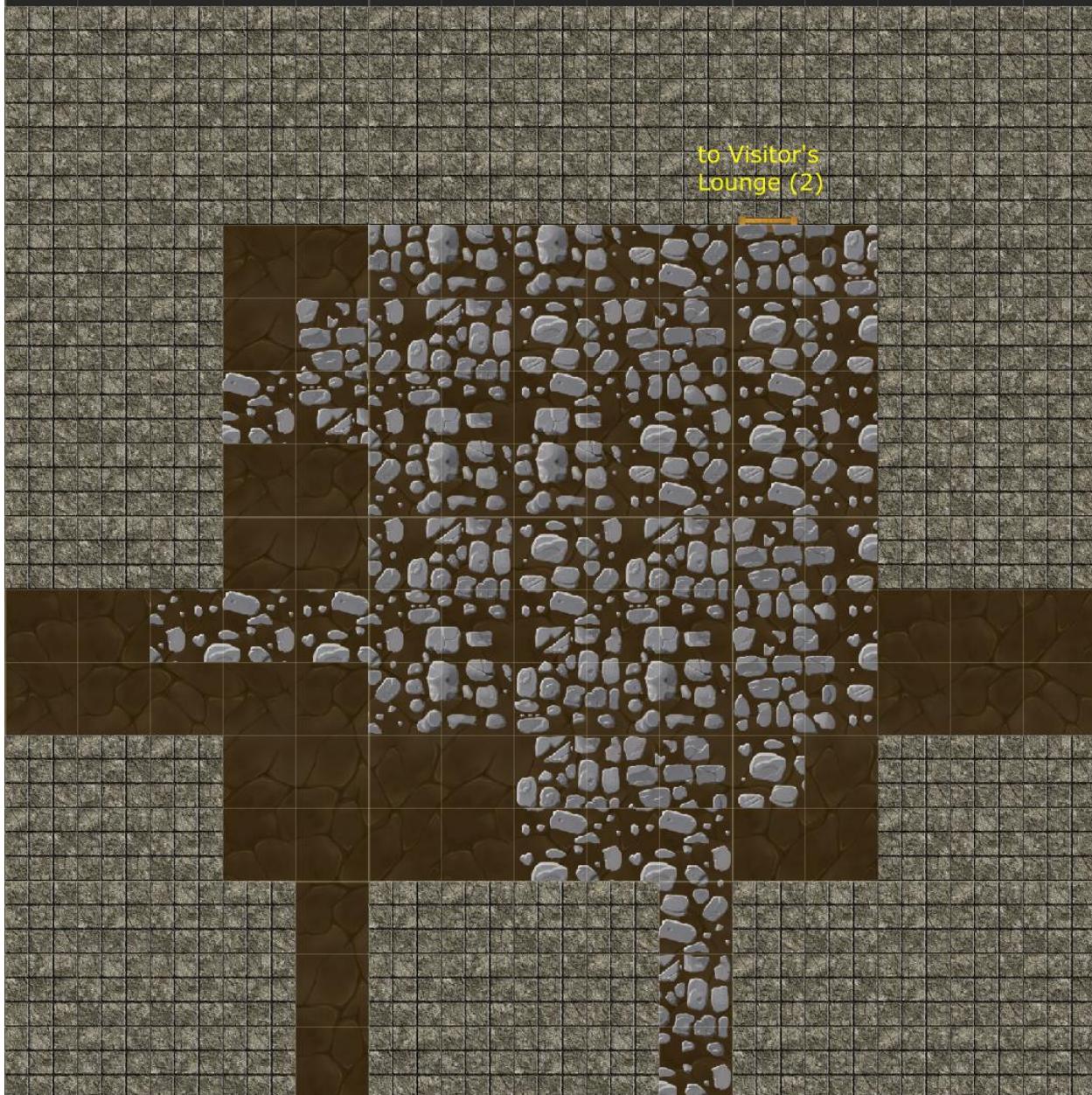
Summary of notes about magic rings from Ring Forge

Ring	Name given?	Power description	Ring description	Instructions	Command word
Tongue of the Native	yes	none	none	none	<i>none</i>
Mud Magic	yes	Transform a ton of earth to liquid mud.	Bone with a single large diamond.	Speak the word and gesture with a closed fist to the targeted earth	Orchid
Call the Wolf-King	yes	Self-explanatory	Spiral narwhal horn with sacred gallium etchings	Speak the word and prepare yourself	Hydrangea
Transmute	yes	Harmlessly transform that which is touched into that which is named, for a short span of time.	Obsidian band carved as a lifelike snake with lapis lazuli eyes.	Speak the word; then, in any order, say the word and touch the target.	Posey
Hidden Hand	yes	Swap the position of two nearby things.	Glittering red fat pumice band with heart-shaped bloodstone.	Speak the word while pointing at one object, and then repeat with another object.	Marigold
Dollmaker	yes	Reduce even boulders to small dolls.	Old oily rope for a band with a giant uncut ruby.	Speak the word and touch the subject. Throw or damage the doll to release it.	<i>illegible</i>

Maps

It is recommended that you print these out and keep them together as a booklet of location maps.

Front Door (1)



Scale is 5' per square.

Visitor's Lounge (2)



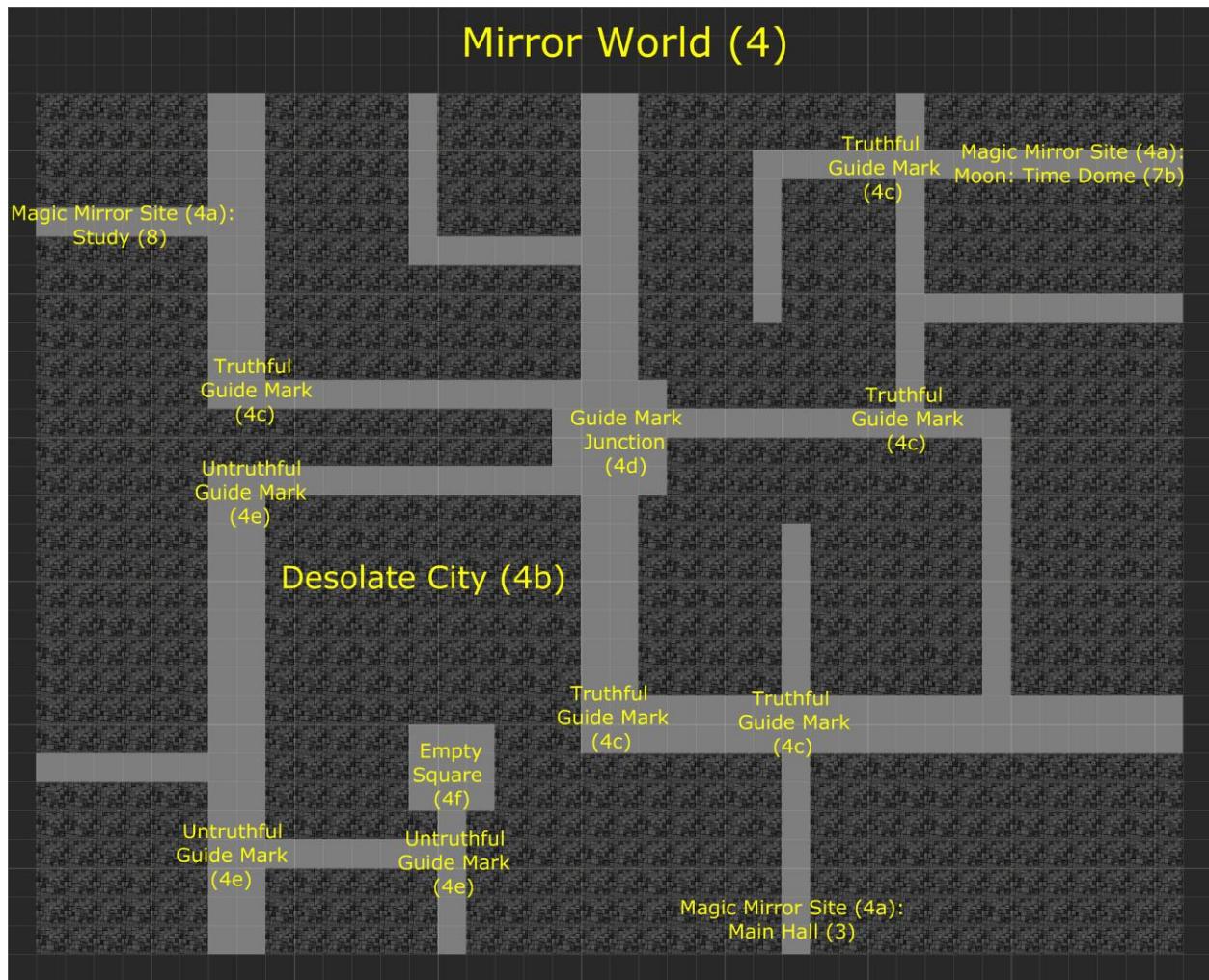
Scale is 5' per square.

3. Main Hall



Scale is 5' per square.

4. Mirror World

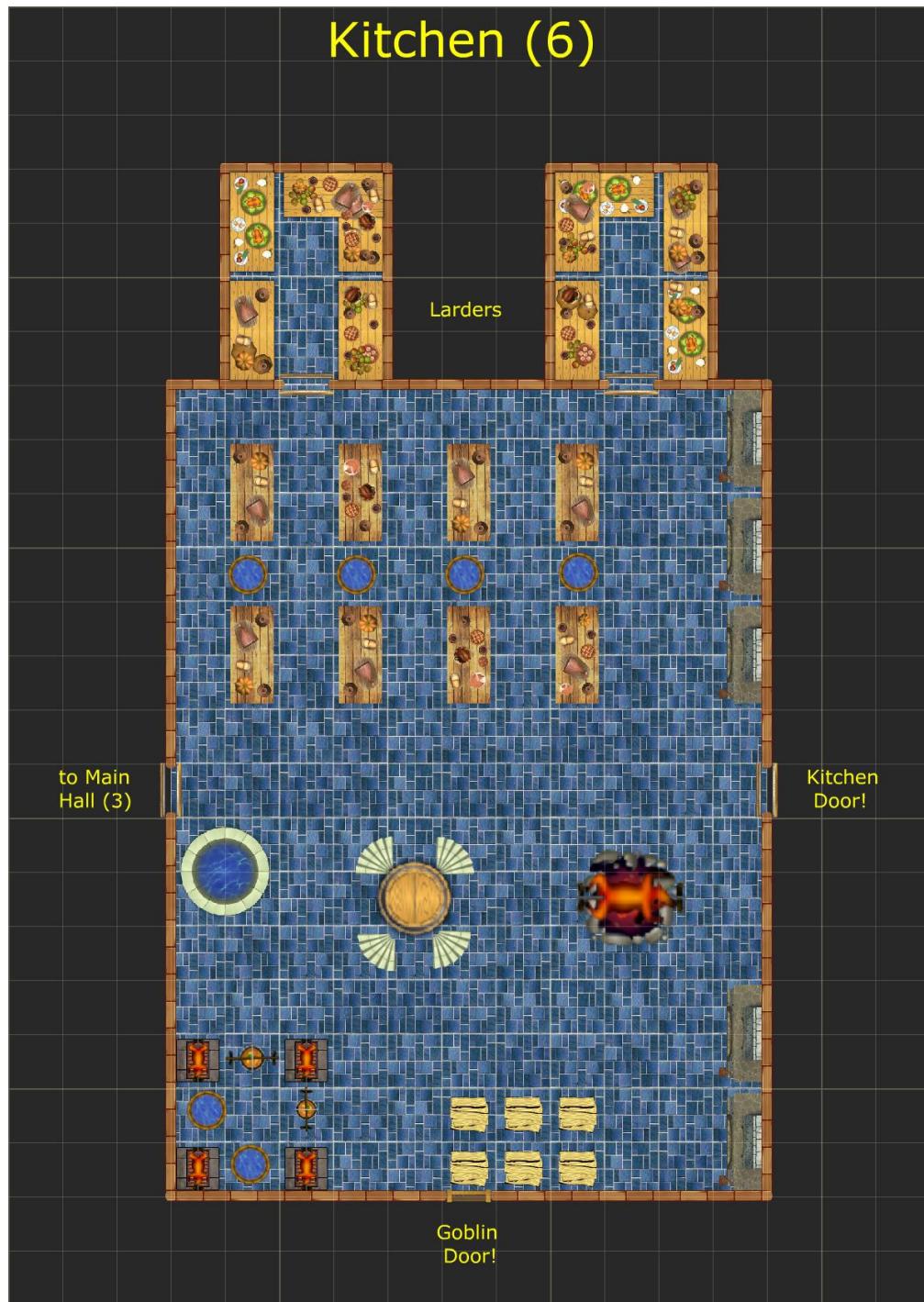


Barracks (5)



Scale is 5' per square.

6. Kitchen



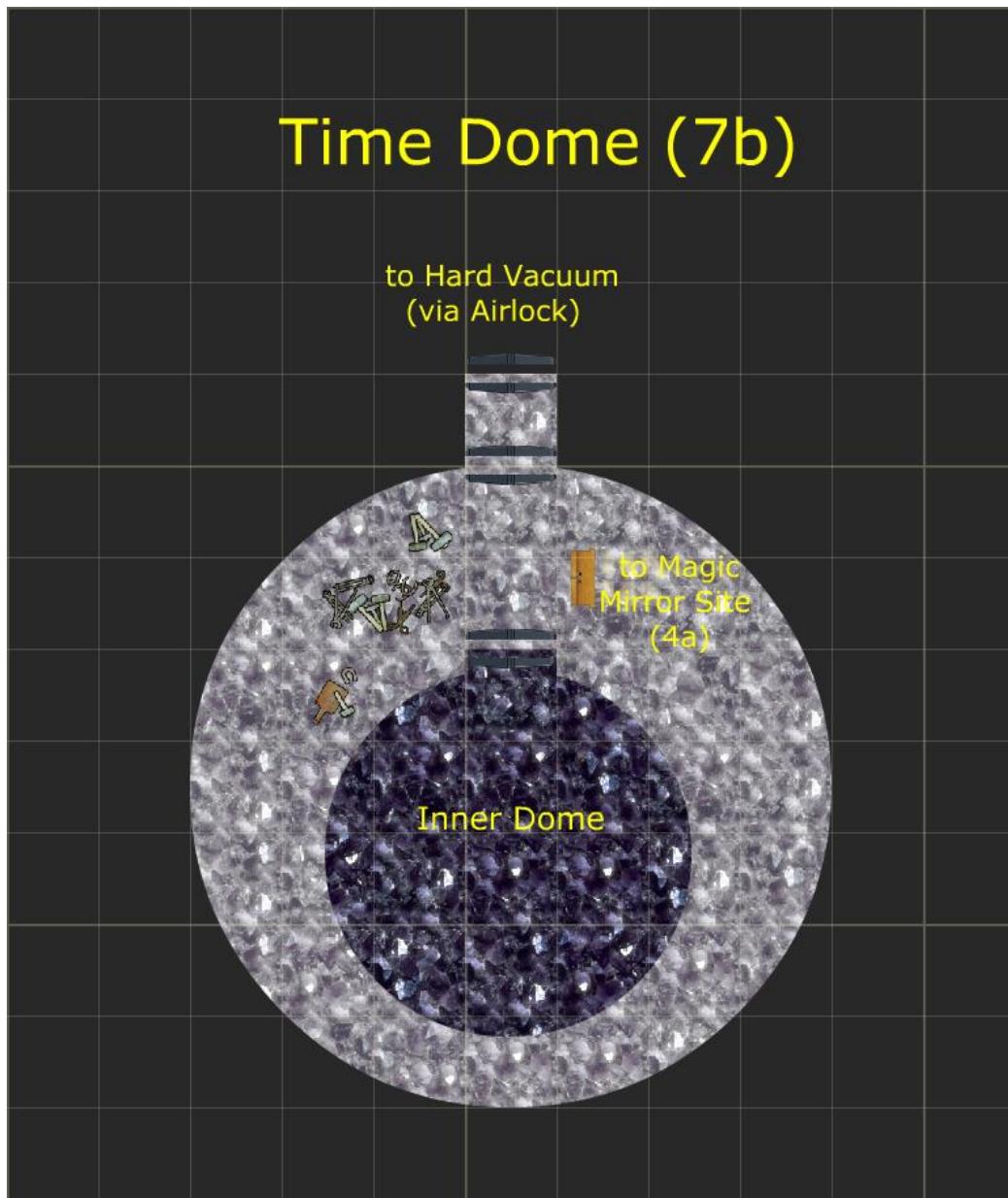
Scale is 5' per square.

7a. The Moon - Alien Dome



Scale is 5' per square.

7b. The Moon - Time Dome



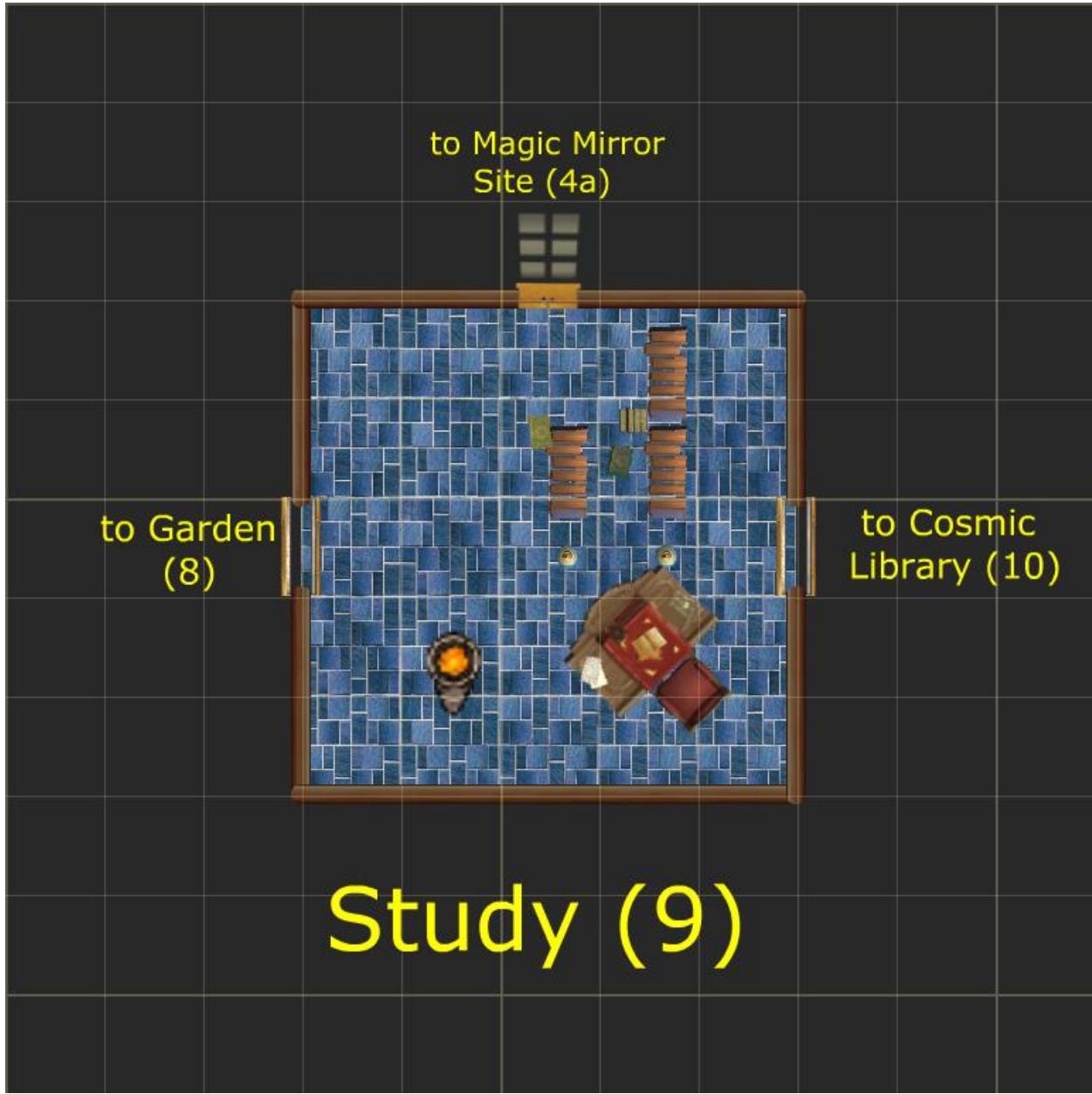
Scale is 5' per square.

8. Garden



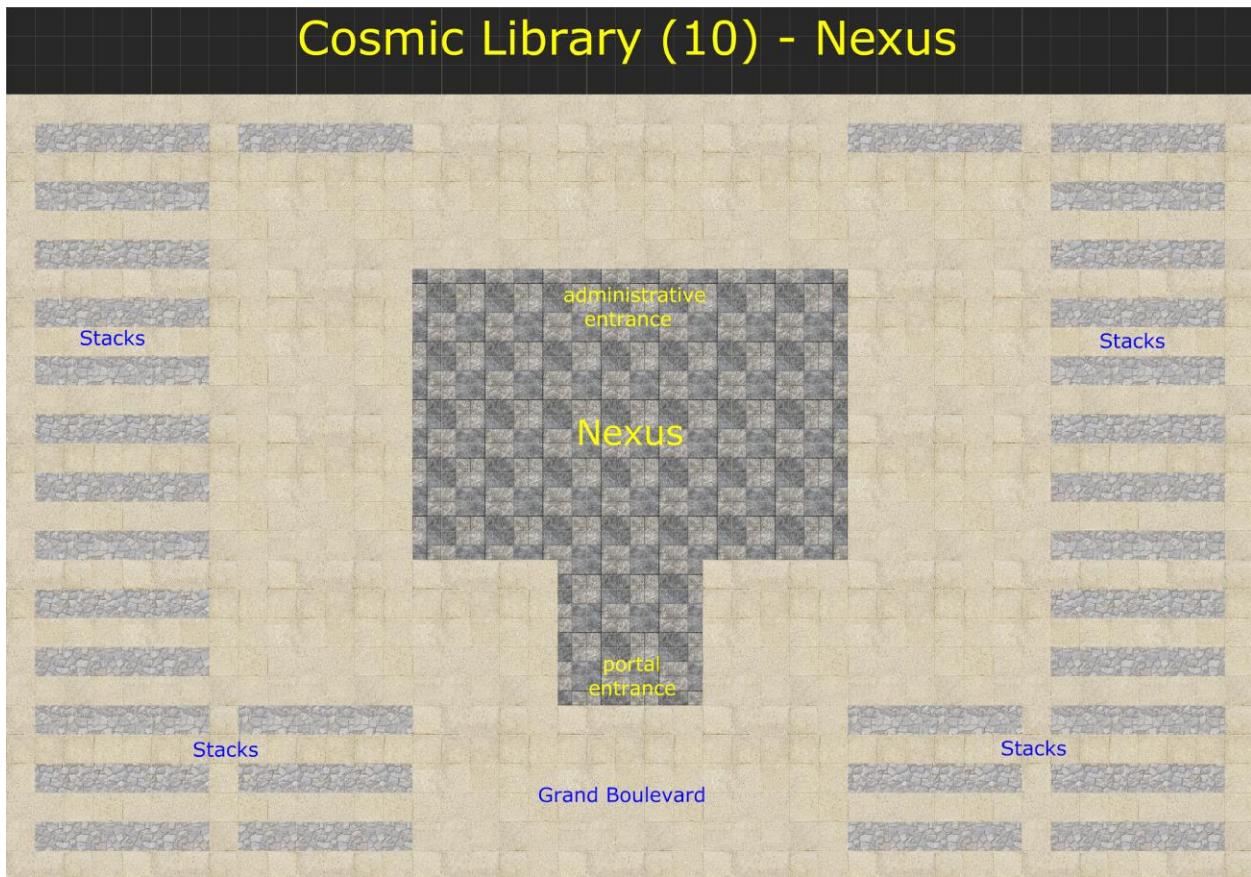
Scale is 10' per square.

9. Study



Scale is 5' per square.

10. Cosmic Library - Nexus



Scale is 10' per square.

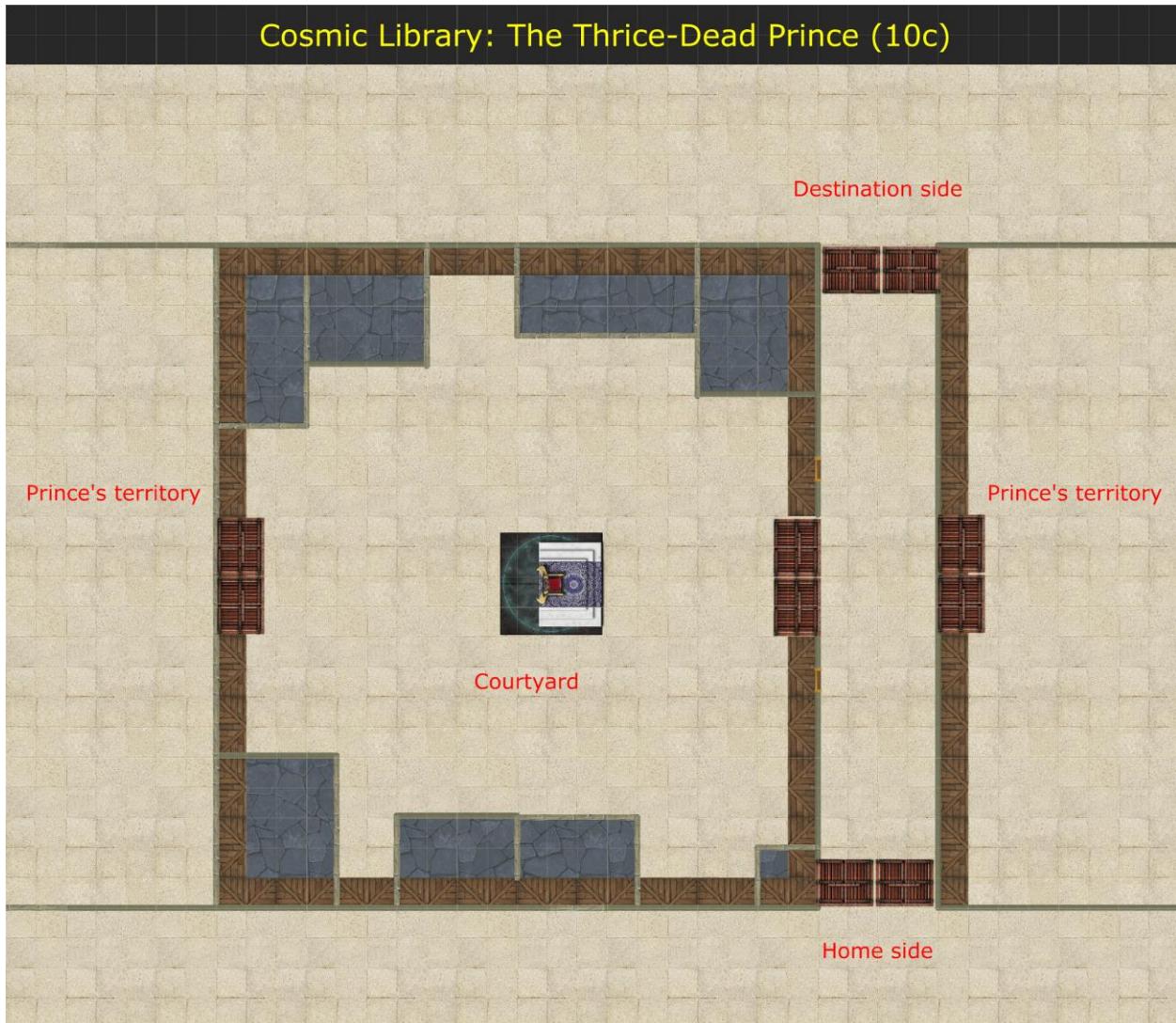
10a. Cosmic Library - Lovers' Battlefield

Cosmic Library (10a) - Lover's Battlefield



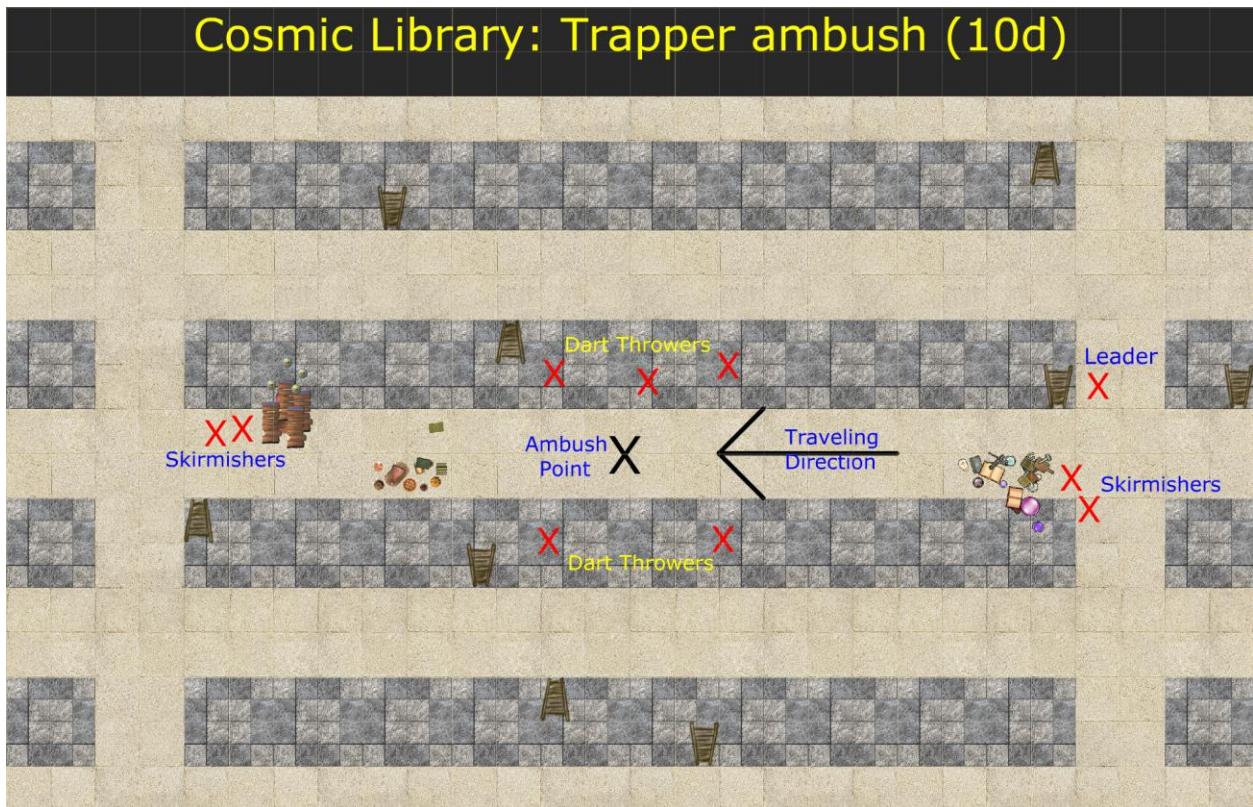
Scale is 5' per square.

10c. Cosmic Library - The Thrice-Dead Prince



Scale is 5' per square.

10d. Cosmic Library - Trapper Ambush



11. Backdoor



Scale is 5' per square.

12. Playroom

Playroom (12)

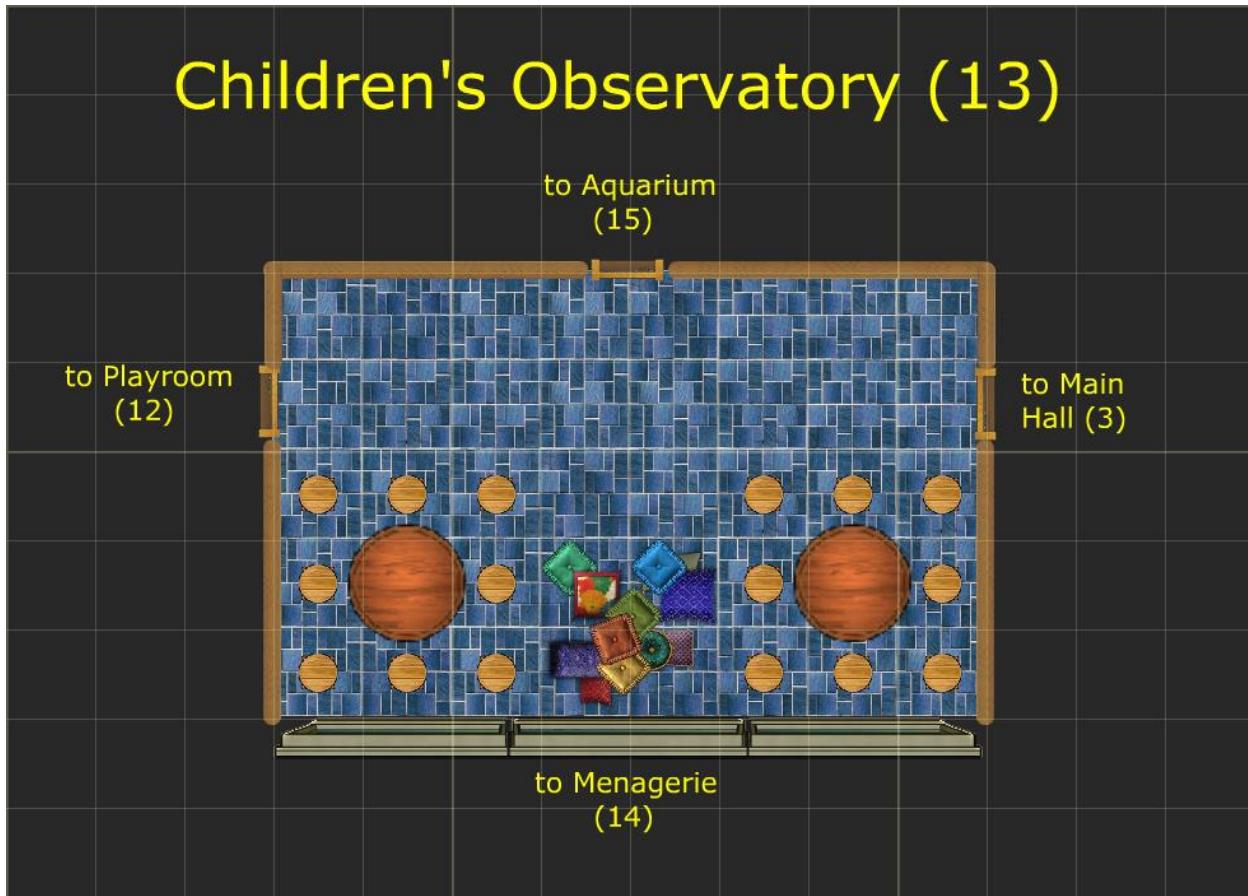
to Children's Observatory (13)

to Kitchen
(6)

to Back
Door (11)

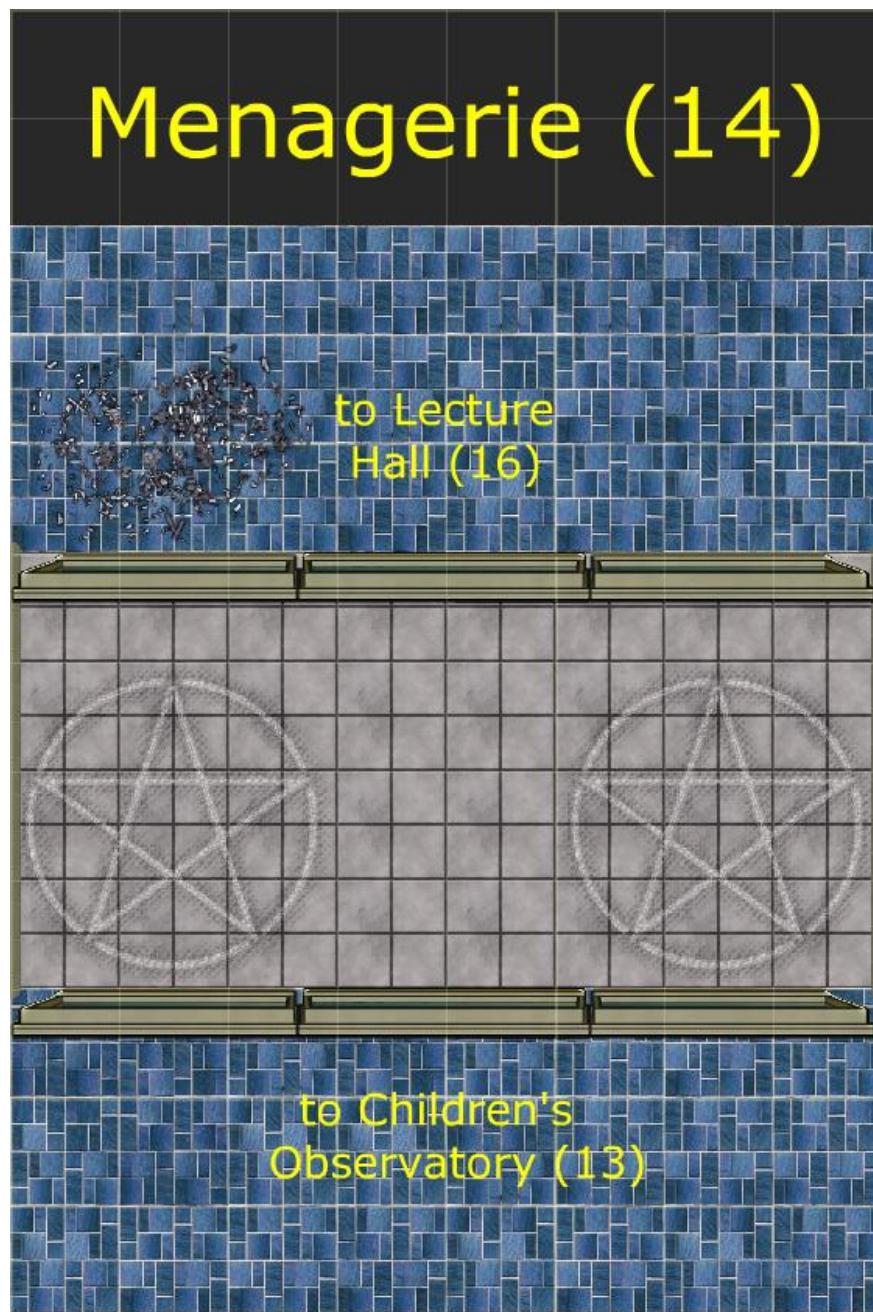
Scale is 5' per square.

13. Children's Observatory



Scale is 5' per square.

14. Menagerie



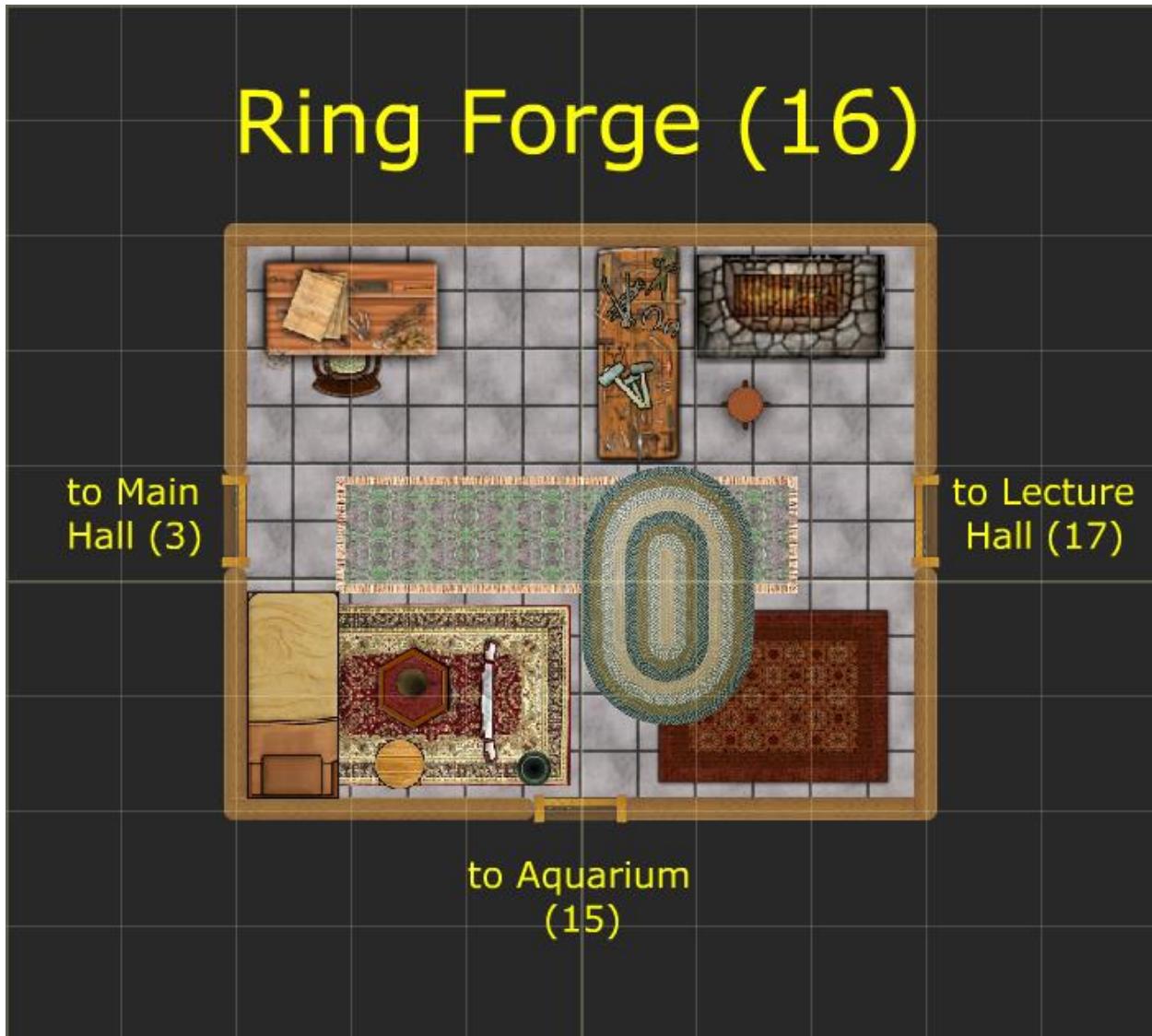
Scale is 5' per square.

15. Aquarium



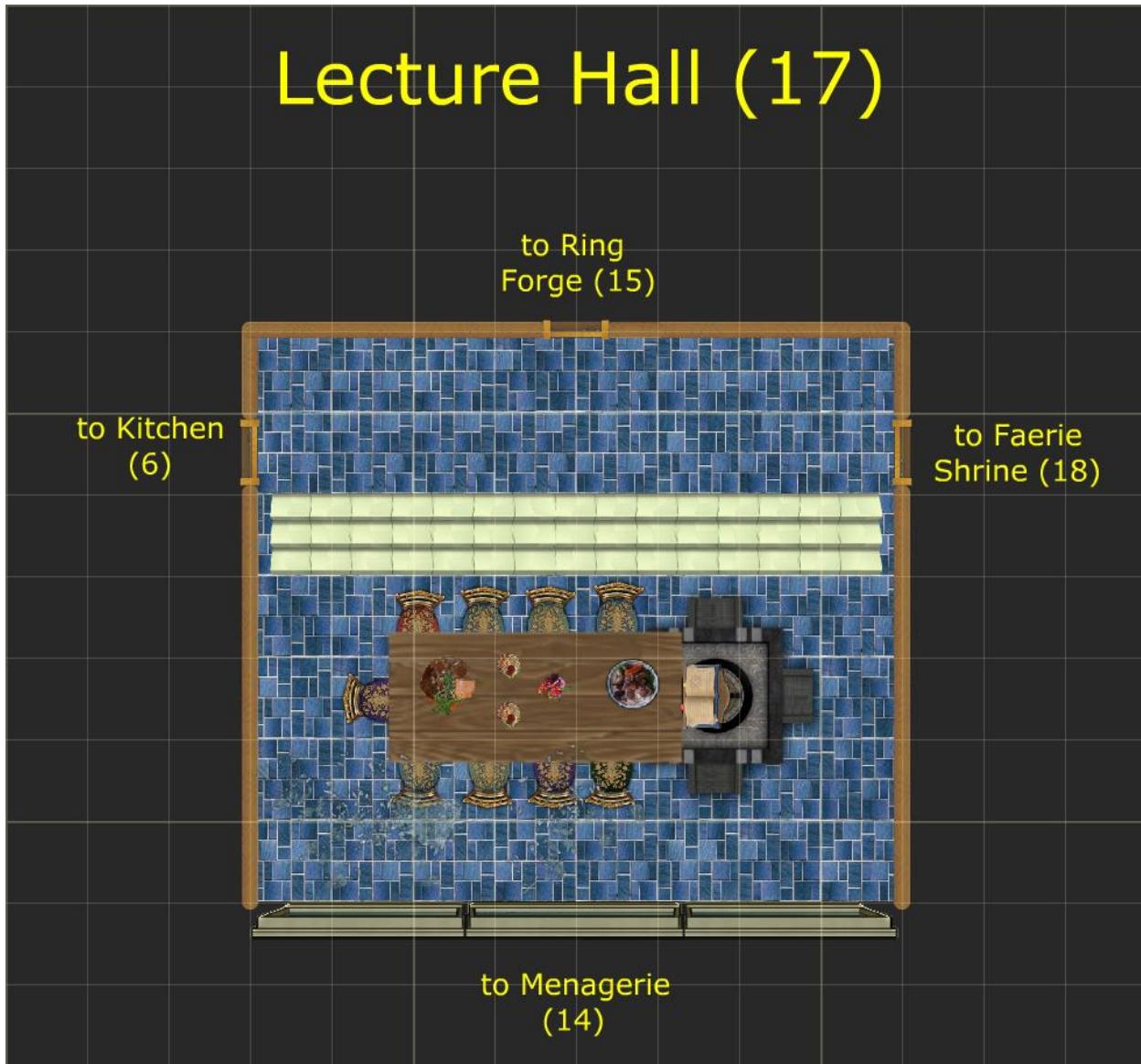
Scale is 5' per square.

16. Ring Forge



Scale is 5' per square.

17. Lecture Hall



Scale is 5' per square.

18. Faerie Shrine



Scale is 5' per square.

New spells

Create Magic Mirror

Level: 3 Range: Self Duration: Permanent Casting time: 3 months Save: None

General The caster enchants a mirror so that it can serve as a doorway between to a strange abandoned city. All writing is rendered incomprehensible by passing through. The abandoned city is occasionally haunted by Faerie Hounds, but since all mirrors enchanted by this spell open to this city, it can be used to travel quickly between very distant locations. The region of the city directly beyond the mirror changes to match that of the world on the other side. The caster chooses a phrase that opens the mirror for passage, and one that causes it to be impassable.

If the mirror is ever moved from its current position, it reverts to acting like a normal mirror. It can be reconnected by successfully casting this spell on it again. The casting time of realignment is only one minute.

Manifestation The spell enchants an existing mirror.

Corruption Roll 1d8: (1) the caster's eyeballs become reflective; (2) the caster involuntarily writes everything in reverse; (3-5) minor corruption; (6-7) major corruption; (8) greater corruption..

Misfire Roll 1d5: (1) the caster is pulled into and trapped within the mirror; (2) the mirror shatters and the caster loses one Luck point; (3) a Faerie Hound leaps out of the mirror to attack the caster; (4) the caster's spellbook is scrambled, causing the loss of one spell.

1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3+) misfire.

2-11 Lost. Failure.

12-15 Failure, but spell is not lost.

16+ Mirror is successfully enchanted.

Create Golem

Level: 4 Range: Self Duration: Permanent Casting time: 6 months Save: None

General The caster creates a powerful servant constructed of non-living matter. The golem is a soulless automata that will perform any task as best it can without complaint.

When this spell is cast, the caster should roll twice; once to determine the golem's physical form and the other time to determine it's mental sophistication. If the spell is cast successfully, the caster creates an amulet which must be held to control the golem. The physical body has an associated cost in materials; if the caster lacks the funds, he or she can opt for a less powerful form.

Manifestation Roll 1d5: (1) golem is lifelike beautiful human form; (2) golem is like a primitive abstract icon; (3) golem is almost featureless; (4) golem appears like a hybrid of a man and two animals; (5) golem looks like the caster.

Corruption Roll 1d8: (1) one of caster's limbs transforms into the material of the golem; (2) caster's face frozen in

	expression (roll 1d6: (1) blank; (2) rage; (3) surprise; (4) fear; (5) laughter; (6) goofy) (3-5) minor corruption; (6-7) major corruption; (8) greater corruption.	
Misfire	Roll 1d5: (1-2) golem immediate runs amok, attacking all in sight; (3-4) golem is possessed by an intelligent spirit with a mind of its own, and it will attempt to escape immediately; (5) caster's soul becomes trapped in the golem, and he will die of starvation if he can't return to his body.	
<hr/>		
	Physical form	
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3+) misfire.	
2-11	Lost. Failure.	
12-17	Failure, but spell is not lost.	
18-19	Straw Golem: Init +0; Atk strike +1 melee (1d6); AC 12 (made of dense straw); HD 2d8; MV 25'; Act 2d20; SP +1d damage from fire, no damage except from fire and magic, immune to illusions and mind control; SV Fort +8, Ref +0, Will N/A; AL N. Cost: 25 GP	Accompanies owner, can enter attack mode where it targets everyone in sight who is not the amulet holder.
20-23	Doll Golem: Init +1; Atk strike +2 melee (1d8); AC 14 (made of dense cloth); HD 3d8; MV 30'; Act 2d20; SP +1d damage from fire, no damage except from fire and magic, half damage from electricity, immune to illusions and mind control; SV Fort +1, Ref -3, Will N/A; AL N. Cost: 80 GP	Can be ordered to attack specific individuals or move objects.
24-25	Wood Golem: Init -1; Atk strike +3 melee (2d5); AC 16 (made of wood); HD 4d8; MV 25'; Act 2d20; SP +1d damage from fire, no damage except from fire and magic, half damage from electricity and piercing weapons, immune to illusions and mind control; SV Fort +8, Ref -1, Will N/A; AL N. Cost: 250 GP	As above, but can be ordered to perform simple actions in response to simple conditions.
26-28	Clay Golem: Init -2; Atk strike +3 melee (2d5); AC 16 (made of clay); HD 4d8; MV 20'; Act 2d20; SP no damage except from magic, half damage from cold and electricity, immune to piercing weapons, illusions and mind control; SV Fort +8, Ref -2, Will N/A; AL N. Cost: 750 GP	As above, and capable of speaking, but only what it is told to say verbatim.
29-33	Stone Golem: Init -3; Atk strike +4 melee (2d6); AC 18 (made of stone); HD 5d8; MV 20'; Act 2d20; SP no damage except from magic, half damage from cutting, piercing, fire or cold, immune to electricity, immune to illusions and mind control; SV Fort +8, Ref -3, Will N/A; AL N. Cost: 2K GP	As above, but also able to perform series of basic operations with basic conditions.
34-35	Iron Golem: Init -2; Atk strike +5 melee (2d7); AC 19 (made of iron); HD 6d8; MV 20'; Act 2d20; SP no damage except from magic, half damage from physical attacks and fire, immune to cold, electricity, illusions and mind control; SV Fort +9, Ref -2, Will N/A; AL N. Cost: 6K GP	As above, but capable of simple-minded conversation and recall of a small number of facts.
36-37	Mithril Golem: Init +0; Atk strike +6 melee (2d7); AC 20 (made of mithril); HD 6d8; MV 30'; Act 2d20; SP no	As above, but able to make reasonable judgement calls and handle complicated situations.

damage except from magic, half damage from physical attacks and fire, immune to cold, electricity, illusions and mind control; SV Fort +9, Ref +0, Will N/A; AL N.

Cost: 20K GP

38+

Diamond Golem: Init -2; Atk strike +8 melee (2d10); AC 22 (made of diamond); HD 8d8; MV 25'; Act 2d20; SP no damage except from magic, half damage from physical attacks and fire, immune to cold, electricity, illusions and mind control; SV Fort +11, Ref -2, Will N/A; AL N.

Cost: 100K GP

As above, but capable of creating works of beauty such as dance, painting, singing or even poetry.

New patrons

The Mean Old Man

The Mean Old Man is an ancient spirit of the land, and to those who would listen, he has many stories to tell. He exists to protect the untamed wilderness, and to punish those who would despoil it. The Mean Old Man is not an enemy of civilization, but when it grows unchecked, the mark of man must be obliterated lest it consume the land.

When The Mean Old Man requests favors, they typically involve punishing those who encroach in the deep wilderness, or otherwise pollute tracts of wilderness or profane sacred groves. Those he would punish may be completely unaware of their transgressions.

Invoke Patron check results

Check	Result
12-13	The caster grows long, sharp and hard spines from his or her skin for the next CL turns. Unarmed attacks by the character do +1d4 damage, and those who hit the caster with unarmed attacks take 1d4 damage.
14-17	Knotty roots erupt from the around around the feet of enemies within 50' for the next 2d6 + CL rounds. Their ground move is halved during this time.
18-19	The Mean Old Man strikes back against civilization; for the next 2d6 + CL turns, the caster's touch will cause non-magical metal to immediately rust into powder.
20-23	The caster is able to project a deadly hail of supersonic acorns. This emerges from his or her hand as a 50' long cone with a fifteen-degree arc. It does 4d8+10-AC damage to all within the cone. Damage is halved for all targets that make a DC 14 Reflexes saving throw.
24-27	The Mean Old Man will dispatch a Harpy (see page 421 of core rules) to serve the caster for a short time. The loathsome creature will arrive in 1d6 rounds to do the caster's bidding for five minutes. It can carry up to one man-sized creature at once while flying slowly (30).
28-29	The caster may designate a point within line-of-sight, and a 25' diameter grove of 25' tall trees will burst from the ground beneath it. The only condition is that the target point must have a visible portion of bare earth, no matter how small. The trees do 3d8 damage to anyone or anything under the new grove, no saving throw, also toppling any unenchanted walls or structures. The trees are permanent, and must be painstakingly cut and uprooted for anything to be rebuilt at the same site; this takes 120 man hours of work.
30-31	The caster swells to monstrous proportions, his or her skin turning to thick bark over a knotted form. For 2d6 rounds, the caster is changed in the following ways: <ul style="list-style-type: none">• Move 40'.• AC 18.• +10 HP.• +4 Fortitude saving throw.• 20 Strength (+4 modifier).• Attack with knobby limb for +5 melee and 2d6 damage.• Receives +1d damage from fire.• Cannot speak, cast spells or perform fine manipulation.
32+	As above, but the effect lasts 1d6 turns and the caster can speak and cast spells in this form.

Patron taint

When patron taint is indicated for the Mean Old Man, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue rolling any more.

Roll 1d6	Result
1	The caster becomes grumpy and reluctant to say anything positive. The first time this result occurs, the PC becomes less likeable, losing one Personality. The second time it happens, he or she loses another Personality, and refuses to live within the bounds of any settlement. The third time, he or she loses another Personality, becomes an actual hermit, and refuses to work in parties with more than himself and two others.
2	The caster's movements grow stiff and inflexible. The first time this result occurs, the character loses one Agility. The second time it happens, his or her Move decreases by 5'. The third time, the character becomes unable to change most clothing without help.
3	The caster becomes a heavy sleeper. The first time this taint is suffered, the character starts sleeping ten hours per night, and suffers sleep deprivation with less than six. The second time this result occurs, it takes 1d6 rounds for the caster to rise from slumber no matter the situation. On the third time it occurs, the character is now able to stay awake for two days straight, but must now sleep an entire day at a time, and suffers deprivation for less than sixteen hours of slumber.
4	The caster disdains artifice and technology. The first time this result is rolled, the caster becomes unwilling to use anything more advanced than standard medieval tech, such as gunpowder or steam. On the second instance of this result, the caster become befuddled by any mechanism more complicated than a door. The third time this result occurs, the PC becomes unable to use any device with moving parts.
5	The caster's flesh becomes akin to that of a tree. The first time it happens, the character's blood turns into a green sap that smells of flowers. The second time it happens, his skin hardens into bark, which increases AC by one but incurs a -1 action penalty (doesn't apply to spellcasting) and +1d fumble die. The third time it happens, the character's hair turns to leaves
6	The caster's presence causes vegetation to grow faster. The first time this result occurs, the effect is likely to go unnoticed by most. The second time it happens, however, it starts being more noticeable, with trails becoming obscured and cobblestone squares being ruined after a night of nearby sleep. On the third occasion, plants will start growing out of stone or even metal if the character is present for more than an hour.

Patron spells

The ancient forest lord grants one unique spell: Animate Tree (Level 2)

Spellburn

The Mean Old Man is perpetually irritable, and though he will give his aid to pledge's who require it, he inflicts pain in return, in order that they do not request it casually. When a caster utilizes spellburn, roll 1d4 on the table below when a request is made. These ideas should hopefully give you room to expand in your own campaign.

Roll 1d4	Result
1	Woody tendrils painfully sprout from the caster's flesh, screaming him- or herself hoarse. The damage manifests as stat loss.
2	The caster drops to his or her knees, vomiting gouts of leaves. The pain and fatigue manifest as stat loss. He or she must succeed on a DC 13 Fortitude save or be unable to move or attack for

	the next 1d3 rounds.
3	The caster's mind is consumed with so much rage that his or her body convulses violently; this causes wracking suffering and enervation, manifesting as stat loss. The caster must attempt a DC 14 Willpower save; if successful, he or she receives +1d to attack and damage for the next 1d6 rounds.
4	The caster's mind is flooded with a sense of the passage of time from the perspective of a world-spanning forest. For this casting, all spellburn must come from Personality instead of physical stats.

Animate Tree

Level: 2 Range: 60' Duration: 1 turn per CL Casting time: 1 round Save: None

General The caster temporarily animates one or more trees to do his bidding.

Manifestation Roll 1d4: (1) the caster sings a song that sounds like the howling wind, and the trees stir; (2) a face with a beard of leaves forms on the trunk of a tree which it shapes itself into a roughly humanoid form; (3) a dark aura seeps out of the ground to surround the tree, and it tears its roots out of the earth; (4) the tree melts like wax, reshaping itself as a detailed human figure made of wood.

- 1 Lost, failure and patron taint.
- 2-11 Lost. Failure.
- 12-13 Failure, but spell is not lost.
- 14-15 A furious shrub responds by erupting under a single foe in range who does not make a Reflexes saving throw. This will arrest the target's further movement until a full action and movement action are spent - in the meantime the target attacks at -2 and has a -2 AC.
- 16-19 A small band of saplings answer the caster's call, arriving immediately.

Saplings (4): Init +1; Atk strike +1 melee (1d6); AC 14 (wooden trunk); HD 2d6; MV 30'; Act 1d20; SP half damage from piercing damage and cold, +1d damage from fire, immune to charm and sleep; SV Fort +0, Ref +1, Will +0; AL N.

- 20-21 A young birch tree uproots itself, obeying the caster's orders. It uproots the next round.
-
- Young Birch (1):** Init -1; Atk strike +2 melee (1d8); AC 15 (wooden trunk); HD 3d8; MV 25'; Act 1d20; SP half damage from piercing damage and cold, +1d damage from fire, immune to charm and sleep; SV Fort +2, Ref -1, Will +1; AL N.
- 22-25 A stout fir is animated by the power of the spell. It appears in 1d6 rounds.
-
- Stout Fir (1):** Init -2; Atk strike +3 melee (1d10); AC 16 (wooden trunk); HD 4d10; MV 20'; Act 2d20; SP half damage from piercing damage and cold, +1d damage from fire, immune to charm and sleep; SV Fort +4, Ref -2, Will +2; AL N.
- 26-29 A small grove of young trees respond to the caster. They muster in 1d8 rounds.
-
- Small Grove (4):** Init -1; Atk strike +2 melee (1d8); AC 15 (wooden trunk); HD 3d10; MV 25'; Act 1d20; SP half damage from piercing damage and cold, +1d damage from fire, immune to charm and sleep; SV Fort +2,

Ref -1, Will +1; AL N.

30-31 An ancient oak hearkens to the summoning, arriving in 1d10 rounds.

Ancient Oak (1): Init -4; Atk strike +6 melee (2d8); AC 18 (wooden trunk); HD 5d12; MV 20'; Act 3d20; SP half damage from piercing damage and cold, +1d damage from fire, immune to charm and sleep; SV Fort +5, Ref -3, Will +3; AL N.

32-33 The eldest trees of the region obey the caster's magic. It takes them 2d6 rounds to arrive.

Elder Trees (5): Init -3; Atk strike +5 melee (2d6); AC 17 (wooden trunk); HD 4d12; MV 20'; Act 2d20; SP half damage from piercing damage and cold, +1d damage from fire, immune to charm and sleep; SV Fort +4, Ref -3, Will +2; AL N.

34+ The spell animates a massive aspen root system - a single forest-sized tree.

Aspen Lord (1): Init -4; Atk strike +6 melee (3d6); AC 16 (wooden trunk); HD 8d12; MV 20'; Act 6d20; SP half damage from piercing damage and cold, +1d damage from fire, immune to charm and sleep; SV Fort +6, Ref -5, Will +2; AL N.

The Lonely King

The Lonely King is a pompous and cold-hearted faerie, enamored with his own cleverness and sense of fashion. Through the ages, he has favored mages who were wise enough to praise his infinite qualities, as well as display their own verve and wit. To bond with the Lonely King, one must first throw him an extravagant banquet with fine wine. If he attends and toasts the host, they are accepted.

During his patronage, the Lonely King will often arrive without warning to require his bondsman to accompany him on a journey to a faraway place. The trip may be uncomfortable and even dangerous, and His Highness will demand many services, ranging from the menial to the impossible.

Invoke Patron check results

Check	Result
12-13	The Lonely King can't be bothered to help, so he sends a gift instead: an object d'arte worth (1d6 x 100) GP.
14-17	The caster's smile emits a smile so brilliant that it is blinding to those who gaze upon it. Anyone looking at the caster must make a DC 13 Fortitude saving throw or be blinded for 1d4 rounds.
18-19	The Lonely King sends the caster a servant to attend to his or her needs for the next hour. The servant is an ogre in a tuxedo who will do the caster's bidding, but he will not willingly engage in combat.
20-23	The caster's insults are capable of causing wounds. For the next 1d6+2 rounds, the caster can insult one person per round. If the target of the insult is capable of understanding it, then the caster and it must engage in an opposed Willpower saving throw. If the caster succeeds, then the target of the insult takes 2d4 damage.
24-27	The Lonely King manifests as Rawhead to fight on behalf of the caster. He will remain until he slays 5 HD or levels worth of opponents. If one turn passes without that much death, Rawhead will turn on the caster and his or her party for the remaining levels. The Lonely King won't hold it against the caster even if he or she slays this manifestation.

	Rawhead (1): Init +1; Atk strike +5 melee (1d6+1) or grab +4 melee (special) or head-twist special melee (2d6); AC 15 (skin like wood); HD 6d8; hp 30; MV 40'; Act 2d20; SP half damage except from magic, victim of a grab attack must save Fortitude against attack roll or become held, head-twist is an attack against held characters that automatically hits; SV Fort +5, Ref +1, Will +4; AL C.
28-29	The caster is inspired to play a mournful tune on an instrument (one must be available). All those who listen, including allies, must make a DC 16 Willpower saving throw to resist its power. If they fail, they are compelled to dance as long as the caster plays (consuming his or her action each round). Dancers lose one hit point per round as drops of blood well out of their pores and pool at their feet.
30-31	The Lonely King endows the caster with the power of noblesse oblige - he or she temporarily receives ten Luck that can only be spent on the actions of allies. Any remaining temporary Luck is lost at the next setting of the sun.
32+	The caster is temporarily appointed sovereign of the realm in which he stands. With that power, he or she is able to declare one law that does not contradict any existing laws. This law will then be executed and followed until such a time as it can be repealed. All subjects of the realm are immediately aware of the new law.

Patron taint

When patron taint is indicated for The Lonely King, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue rolling any more.

Roll 1d6	Result
1	The Lonely King enjoys the caster's company, and insists that he or she attend many of the King's balls. The first time this result occurs, the caster now has a 1-in-14 chance on any given night of not healing HP or stats. The second time this result is obtained, the caster becomes pallid and weary from the permanent loss of one Stamina. The third time that this occurs, the caster permanently loses one Intelligence from constant fatigue.
2	The Lonely King insists that the caster improve his or her attire and general accoutrement. The first time this happens, the caster suffers a -1 to all casting checks until he or she goes on a 1000 GP shopping spree in a city (no adventuring gear). The second time this result occurs, the caster must increase his or her monthly clothing budget to 100 GP, suffering -1 to casting checks for a month following an expenditure shortfall. The third time that this result occurs, the caster must insist on the best version of all products, spending at least 3x for everything, or suffer the -1 casting penalty on any day in which he or she does not do so.. Note that there should be minor benefits from buying the best.
3	The caster has earned the scorn of his or her glorious patron. The first time this result is rolled, the caster is soundly slapped, taking 1d3 damage and leaving a forever-visible handprint on his or her face. The second time that this occurs, the caster is punched in the face with a silver gauntlet, inflicting 1d5 damage while breaking his or her nose - this break heals badly, leaving the caster's nose with a prominent dent. The third time this result occurs, the Lonely King appears to crack him or her in the head with a mace for 1d7 damage, causing the caster to forget the spell. Another spell may be learned in its place, but the caster may never re-learn the forgotten spell.
4	The caster becomes more haughty and arrogant. The first time this result occurs, the caster starts to alienate people with his or her behavior, permanently reducing Personality by one. The second time this happens, the caster must henceforth make a DC 12 Willpower saving throw to resist insulting the uncouth. The third time that it occurs, the caster refuses to address his or her lessers (i.e. lower level and not royal) unless accorded the proper respect.
5	The contract between the Lonely King and the caster entails a sacrifice of vital energy to the patron during occasions such as these. The first time this result occurs, the caster permanently sacrifices

	one Stamina. The second time that is occurs, the PC's experience point total at the end of the session drops to just enough to hold his or her current level. The third time that this result occurs, the caster ages 1d10+10 years.
6	Interaction with the Lonely King lends the caster a distant and distracted demeanor. The first time this result is rolled, the caster incurs a -1 Initiative penalty. The second time this result occurs, the caster reduces his or her Reflexes saving throw modifier by one. The third time that this happens, his or her Intelligence is permanently reduced by one.

Patron spells

The pompous faerie king grants one unique spell: Resplendence (Level 1)

Spellburn

The Lonely King is as callous as he is regal, and he will often appropriate a wizard's strength for his own. He is also known to give his subjects painful loyalty tests. When a caster utilizes spellburn, roll 1d4 on the table below when a request is made. These ideas should hopefully give you room to expand in your own campaign.

Roll 1d4	Result
1	The caster severs a finger upon the request of the Lonely King. This causes a <i>permanent</i> loss of one Agility (in addition to any other stat damage), but that sacrifice is worth +8 to the casting roll.
2	The Lonely King insists that the caster invites a beautiful and prominent lady to His Highness's Ball. He stops time and whisk his subject across the world to proffer the invitation. The character must succeed at a DC 10 Personality check to convince the lady to attend. If this attempt fails, the PC is whipped by the Lonely King, returned to the moment of spell casting with half the usual spellburn bonus. If the invitation is successful, however, the caster and the lady accompany The Lonely King to a nonstop dance that lasts an entire evening; stat loss is due to exhaustion. The PC is returned to the moment of the spell casting with a +5 bonus to the casting roll. The lady returns home, but disappears 1d6 days later after telling fevered tales of a splendid and otherworldly party with the Lonely King and the caster.
3	The Lonely King tests the caster to come up with a cutting remark about a comrade. If the sovereign enjoys the witticism, then that character is wracked with boils and fits of bloody coughing, and this PC's stats are reduced. If the Lonely King doesn't think much of the caster's jibe, then he or she is wracked with agony, gaining only half the usual bonus from the trait reduction.
4	The caster gazes upon the true glory of his liege, blasting his or her mind with waves of unearthly inspiration. This empowers the spell while draining his or her physical energy, manifesting as stat loss.

Resplendence

Level: 1 Range: Self Duration: Variable (see below) Casting time: 1 round Save: Will

General The caster is bathed, groomed and clothed in finery, as well as endowed with an aura of nobility.

Manifestation Roll 1d6: (1) the caster's body shines brightly, and he or she is transformed in a flash; (2) new clothes snake across the caster's form and tiny scrub brushes emerge to rapidly clean his or her body; (3) with the sound of a harp and a heavenly chorus, a light from the heavens strikes the caster, transforming him or her; (4) the caster twirls around like a dervish, slowing to a stop, transformed; (5) the caster steps behind a changing screen that emerges from the ground, and he or she is changed by walking past; (6) the caster's skin splits, and he or she molts out of his or her old skin into something decidedly more pleasing.

1	Lost, failure and patron taint.
2-11	Lost. Failure.
12-13	The caster is dressed in fine fabrics, washed and groomed. This fancy attire unravels after one turn.
14-17	The caster is dressed in fine fabrics, washed, groomed and perfumed. This fancy attire unravels after one hour. During the time it is worn, the caster's Personality is increased by one.
18-19	The caster is dressed in fine fabrics, washed, groomed and perfumed. The new clothing is permanent, but for the next two hours, the caster's effectively Personality is raised by two. During this time, the caster is able to reach into his or her coin pouch to obtain funds for anything that costs 5 GP or less.
20-23	As above, except the enhancement is +3 Personality for three hours and can afford any 10 GP purchase. In addition, during this time the caster and any companions are treated like they belong at any social gathering as long as they don't break etiquette.
24-27	As above, except the enhancement is +4 Personality for four hours and can afford any 15 GP purchase. In addition, the caster is able to command deference from all servants and proprietors, receiving special treatment and receiving honest answers to questions (saving throw to avoid revealing sensitive information, and true secrets can be withheld).
28-29	As above, except the enhancement is +5 Personality for five hours and can afford any 20 GP purchase. In addition, the caster is cloaked in an aura of majesty, and those who would attack him or her with spell or violence must make a Willpower saving throw to do so. This effect does not occur if the caster attacks the attacker or any of its allies.
30-31	As above, except the enhancement is +6 Personality for six hours and can afford any 30 GP purchase. Also, the aura of majesty will affect all those with less than four levels or hit dice with no saving throw.
32+	As above, except the enhancement is +7 Personality for seven hours and can afford any 45 GP purchase. In addition, the aura of majesty causes any non-hostile NPC to agree to any request made by the caster which doesn't cause risk of injury or significant loss of wealth.

The Gentle Lady

The Gentle Lady is a faerie princess of unbearable grace. Her slender bare feet never touch the ground, her diaphanous gowns glide over the shining aura that sheaths her form, and she scarcely speaks more than a word at a time. Despite her shy demeanor, the Gentle Lady adores the attention of ardent suitors - male or female - who flirt, woo and court at all times. Their affections ever unrequited, she is nevertheless a great patroness of romance.

Pledging to the Gentle Lady as a patroness requires a season of courtship that obeys all the forms of proper romance while being inspired with ardor. If the Lady is convinced, she will accept the pledge at the end of this time. Those who would ever expect more from this relationship are likely to be terminally disappointed. The Gentle Lady will occasionally mention things to her suitors in passing, such as how she heard of a singular blossom on the side of a troll-infested mountain, its beauty great enough to break your heart. Any proper gentleman would know what to do next.

Invoke Patron check results

Check	Result
12-13	The caster is bathed in the golden light of the Gentle Lady's favor. He or she can distribute a bonus of +4 among his three saving throws. The effect lasts for one turn.
14-17	The caster is able to heal with a kiss. For the next 1d6+1 rounds, he or she may plant one kiss upon another per round, healing one hit die each time.
18-19	The caster's words are inspiring and uplifting to his or her allies. All companions receive +1 on all 1d20 rolls for the next 1d6 rounds.
20-23	The Gentle Lady bestows the gift of knowledge upon her follower; the caster can choose one spell which he or she now knows for a single casting, to be performed next round.
24-27	The Gentle Lady sends several of her personal guard, the Knights of Hearts, to defend the caster. They will remain for 2d4 rounds. Knight of Hearts (4): Init +0; Atk longsword +4 melee (1d8+1); AC 16 (mail and shield); HD 4d8; hp 20; MV 25'; Act 1d20; SP none; SV Fort +3, Ref +0, Will +4; AL L.
28-29	The caster borrows the irresistible presence of the Gentle Lady to seduce the hearts of others. A chosen opponent must make a DC 16 Willpower saving throw or become enraptured by the caster. The victim will obey the caster's commands to the best of his or her understanding, although he or she receives another saving throw to break the spell every time an objectionable order is given. The effect lasts for one day, and afterwards, the victim will despise the caster evermore.
30-31	Up to 1d6 opponents may be overcome with a bottomless melancholy. They receive a DC 12 Willpower save; on a success, all 1d20 rolls are penalized -1 for the rest of the day. On a failure, the victim tries to kill him or herself. Immortals and those of higher level and hit dice automatically succeed in the saving throw.
32+	The Gentle Lady blesses the caster with a love letter. If this is read aloud (3 rounds), it can heal all wounds, disease and poison for the entire party, or restore one comrade to life if he or she died within one turn of the reading. The letter crumbles away in an hour.

Patron taint

When patron taint is indicated for the Gentle Lady, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue rolling any more.

Roll 1d6	Result
1	The Gentle Lady insists that the caster must single-handedly slay monsters in her name. The first time that this result occurs, the caster is penalized one to all casting rolls against enemies when others have engaged any of those enemies - this lasts until the first time that the caster slays an opponent in single combat with as many levels or hit dice as him- or herself. The second time this happens, that limitation becomes permanent. The third time it happens, casting rolls are penalized one when the target of a spell is either has fewer levels or hit dice than the caster or was previously damaged by another.
2	The caster must wear accoutrements for his patroness. The first time this result occurs, the caster will suffer a -1 to casting rolls when he or she is not equipped with a piece of jewelry worth 500 GP or more that is inscribed with a dedication to the Gentle Lady. The second time this occurs, the caster suffers -1 to casting rolls when not wearing a perfume, which penalizes stealth rolls in close quarters by at least -1. The third time this occurs, the caster must wear garments to please the Gentle Lady or suffer -1 to all casting rolls; such attire makes it impossible to wear any armor that

	wasn't custom made for 5x normal cost.
3	The Gentle Lady insists that the caster demonstrate his or her love in obsessive and obvious ways. The first time that this occurs, he or she is marked with a forehead tattoo of a heart. The second time that this result is rolled, the caster henceforth is constantly weeping a trickle of tears. The third occasion it happens, the caster bears permanent wounds on his or her throat or wrists that appear deadly and self-inflicted.
4	The Gentle Lady is saddened by the caster's fumble, and decides to "cutefy" him or her in order that their devotion should go to some use. The first time this is rolled, the caster's eyes become weirdly large and glistening. The second time that this result occurs, the caster's ears are replaced with those of a woodland critter. The third time that this result happens, the caster's body will be covered in a soft and plush fur.
5	The caster weakens as he or she desperately pines for the Gentle Lady. The first time that this occurs, the caster's Strength is permanently reduced by one. The second time that it happens, one Stamina is permanently lost. The third time that this result is rolled, the caster's Personality is forever reduced by one.
6	The caster's patroness fills his mind with verses of poetry, that he might entertain her better than his misadventures. The first time that this result occurs, then whatever spell casting was just fumbled henceforth takes one round longer to cast, since he or she must now speak extraneous verses while casting it. The second time this is rolled, the caster increases the DC of learning new spells by one due to the need to continually learn new poems. The third time that this happens, the caster must choose one spell to unlearn, to be replaced by an encyclopedic recall of poetic verse.

Patron spells

The graceful fae lady grants one unique spell: Create Magic Ring (Level 3)

Spellburn

The Gentle Lady is always touched by the suffering of her suitors, and is especially impressed by any visceral sign of the pledge's devotion. When a caster utilizes spellburn, roll 1d4 on the table below when a request is made. These ideas should hopefully give you room to expand in your own campaign.

Roll 1d4	Result
1	The caster is inspired by love of the Gentle Lady to cuts him- or herself while sobbing prayers of devotion. The injuries manifest as the stat loss.
2	The caster is energized by the tender affection of the Gentle Lady, but strangely drained afterwards by the burst of excitement - this manifests as reduction of stats. The caster must make a DC 15 Fortitude saving throw or one point is permanently lost (choice of player). If that happens, the caster gains a permanent +1 to cast that particular spell after this casting.
3	The caster is so awed by his or her patroness that despair sets in as he or she realizes that her love is ever out of reach. This black depression fuels powerful magic, increasing destructive spells by an additional +1. It also causes stat loss as the caster contorts his or her body painfully in the throes of despair.
4	The Gentle Lady will give the caster what he or she needs, but she will be a little disappointed. The caster must make a Willpower save with a DC of (10 + spellburn) to go through with it. If he or she does so, however, double the usual bonus is applied, and stat loss is solely due to the difficulty of controlling her divine energies.

Create Magic Ring

Level: 3 Range: Self Duration: Permanent Casting time: Variable (see below) Save: None

General The caster is able to form a contract with a faerie to create an enchanted ring. The power of the ring is unpredictable, and faerie can be difficult to contact. The caster may even have to visit faerie, which seems like days but can take years. In addition, they are strangely choosy about the design of the ring that they will accept for the spell, which can lead to a lot of trial-and-error.

When the spell is cast, the judge determines the precise effect based on the casting roll and the desired effect. The power of the ring dictates the time and expense of manufacture, so the caster can voluntarily accept a lower effective casting roll for correspondingly lowered costs. The judge may allow role-playing the negotiation to affect what must the faerie's demands cost.

Once an agreement is made, the ring is endowed with power. Each ring has three charges and a command word that the faerie tells the caster. This word must be spoken, and the ring's power takes effect as entailed by the wearer's gestures.

To recharge a ring, the caster must construct a special shrine for this purpose. This costs 5,000 GP to create, and entails about 100 GP per month to maintain. Any ring left within its creator's shrine regains one charge per day.

Manifestation The form of the ring is a complex negotiation of taste with a faerie lord.

	Example Powers	Contract Requirements
1		Lost, failure and patron taint.
2-11		Lost. Failure.
14-17		Failure, but spell is not lost.
18-19	<ul style="list-style-type: none">Equivalent to spell level one, casting roll 12-13	<ul style="list-style-type: none">(1d6 - Intelligence modifier) months of research into faerie name(1d6 - Personality modifier) months of negotiation1000 GP
20-23	<ul style="list-style-type: none">Equivalent to spell level two, casting roll 14-15	<ul style="list-style-type: none">(2d6 - Intelligence modifier) months of research into faerie name(2d6 - Personality modifier) months of negotiation2000 GPNon-lethal favor at some point in the future
24-27	<ul style="list-style-type: none">Equivalent to spell level two, casting roll 16-19	<ul style="list-style-type: none">(2d6 - Intelligence modifier) months of research into faerie name(2d6 - Personality modifier) months of negotiation4000 GPNon-lethal favor at some point in the future
28-29	<ul style="list-style-type: none">Equivalent to spell level three, casting roll 18-21	<ul style="list-style-type: none">(3d6 - Intelligence modifier) months of research into faerie nameTrip to faerie([1d6 x 1d6] - Personality modifier) months of

		<ul style="list-style-type: none"> negotiation 8000 GP Big favor at some point in the future
30-31	<ul style="list-style-type: none"> Spell level three, casting roll 22-23 	<ul style="list-style-type: none"> (4d8 - Intelligence modifier) months of research into faerie name Trip to faerie ([1d8 x 1d8] - Personality modifier) months of negotiation 16000 GP Major quest at some point in the future
32-33	<ul style="list-style-type: none"> Equivalent to spell level four, casting roll 24-25 	<ul style="list-style-type: none"> (4d8 - Intelligence modifier) months of research into faerie name Trip to faerie ([1d4 x 1d4] - Personality modifier) years of negotiation 64000 GP 3 major quests at some point in the future
34-35	<ul style="list-style-type: none"> Equivalent to spell level four, casting roll 26-28 	<ul style="list-style-type: none"> (5d10 - Intelligence modifier) months of research into faerie name Trip to dangerous and secret part of faerie ([1d8 x 1d8] - Personality modifier) years of negotiation 128000 GP Any one thing the faerie asks
36+	<ul style="list-style-type: none"> Equivalent to spell level five, casting roll 29-33 	<ul style="list-style-type: none"> (6d12 - Intelligence modifier) months of research into faerie name Trip beyond faerie ([1d16 x 1d16] - Personality modifier) years of negotiation 250000 GP Any three things the faerie asks
