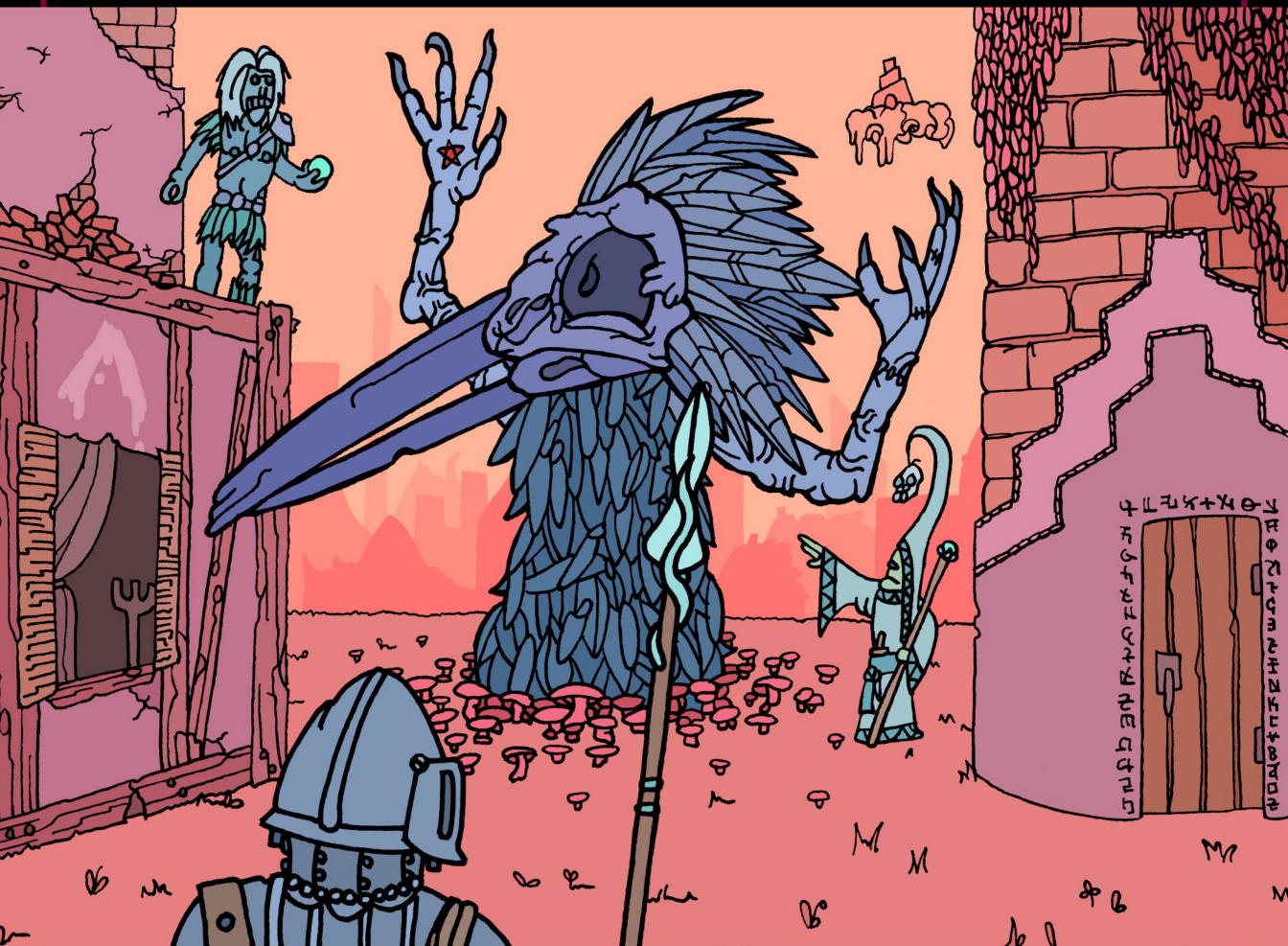


Straffshire

Village of Planar Fugitives



by Giant Space Shrew

**Compatible with Labyrinth Lord
& Advanced Labyrinth Lord**

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Thanks for reading this supplement! If you have questions or comments, please contact editor@giantspaceshrew.com. We would love to hear from you!

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Chapter 1: Introduction

Wal-She-Add carried few titles and honorifics for a demon, but the list was still time-consuming when read aloud. The demon's pendulous breasts heaved as she sighed in boredom. Her servitor, a maggotkin cloaked in rotting leather, hurriedly strung its words together in its haste to get them out. It knew the only thing more dangerous than boring a monster like Wal-She-Add was insulting her by denying her the honor she thought she deserved. "...Maiden Flayer, Heart Stealer, the Wailing Agony, and the Pact Maker." The maggotkin finished, out of breath. It eyed its master while getting its wind back, gauging its chances of leaving the room alive. "I have returned after a single moon cycle to report, as you commanded, on the progress of my quest. What knowledge do you require from me, my most loathsome of mistresses, the foulest of decay from the foulest of cesspits, the most

rancid of rotting guts from the goriest of corpses?"

Wal-She-Add absentmindedly scraped a cracked fingernail along the crusty swells of her distended stomach. Debris flaked off and lodged under her nail like black dirt. "Have you discovered the location of the pact holders? Where are the wizards who owe me favor?"

The maggotkin gulped nervously. "Great mistress, most virulent of plagues, I have not discovered the location of a single wizard of those indebted to you."

Wal-She-Add heaved another great sigh, but this one was less bored and more disappointed. The servitor tensed as its master pondered. "Have you discovered how they are hiding from me?"

The maggotkin had been hoping Wal-She-Add would ask this question. When dealing with demon lords, it was good policy to never volunteer information. Even if a minion told its master something they would want to know, the minion might be destroyed for the impertinence of assuming that its master didn't already know it. "As a matter of fact, most sickening of offal, I do. I have it from another servitor, a rhymer of the pit, that the wizards have banded together and made an agreement with a powerful fey. This fey hides them from your sight and protects them from your reach."

Wal-She-Add's meaty fist bashed a nearby stone wall. Dust and ichor cascaded from the impact, splattering onto the giant demon's corpulent body as a greasy, foul-smelling paste. "Who!? Who dares to deny me my prey!?"

"A-are you asking me, your most, uh, vomitus of... uh, uh, uh, vomit?" squeaked the little demon.

Wal-She-Add calmed herself. She was not above throwing a tantrum when angry, but she knew to reign it in when there was work to be done. "Yes, my little spy, I am asking who opposes me. Which of those airheaded fey hopes to pit themselves against me and live?"

"Greatest mistress, crustiest of all scabs and most gelatinous of all mucus, I-I do not know the name of the fey that hides the wizards who owe you favor. I do know that they are a creature of cunning and cruelty, although nowhere near as cunning and cruel as yourself, your majesty."

"I would not be surprised if it was the Queen of Air and Darkness. She is a perpetual annoyance. I want those wizards, and this fey must pay for acting against me." Wal-She-Add paused to debate silently with herself. Her servitor waited nervously.

"You have not failed in your task, little demon." Hearing this, the maggotkin sighed audibly in

relief. "However, I need a more competent hand to track these fools down." The sigh transformed into a pitiful gasp of terror. Wal-She-Add grasped the rolls of her swollen gut and pulled them apart like stage curtains. Wails of agony bellowed forth. Inside the cavern of its master's body, the maggotkin could see other demons, their features and bodies partially melted as if by acid. "As a reward for your successes, I shall digest you over a hundred years, instead of devouring you alive over a matter of days".

The maggotkin hung its head in defeat and trudged into Wal-She-Add's body.

At that moment, far from the rancid pits that Wal-She-Add the Pact Maker called home, Bear sat in his camp. He was on a plateau overlooking Traffshire, the village of fugitive wizards. Each of the wizards was fleeing a pact they made with the demon lord Wal-She-Add.

Bear watched the night sky as it changed as fast as a flash of lightning. The village and the spit of land it was built upon hurtled through the planes of existence. It teleported from one spot to another, from one reality to the next, every tenth of a second. This was the mechanism that the Queen of Air and Darkness created for the wizards to hide them from the Pact Maker.

The ever-changing sky nauseated and disturbed Bear, but he had to endure it for now. His desire to be free from the Queen and Wal-She-Add were well known by the other wizards. They watched him as a hawk watches a mouse. He had allies, but there were many others who thought Bear's plan was too bold and incautious.

So Bear waited. He waited until his secret ritual was complete and a champion was brought to Traffshire. Hopefully, it would be a champion that could defeat Wal-She-Add and confound the Queen. Then things would get interesting indeed.

Through the Gates

Entering the village is like opening the door when opportunity knocks. Suddenly, everything is different. Gone are the grassy plains and ancient forests of the Planar Wastes. Instead, your eyes are assaulted by a landscape of gregarious buildings. Even the ramshackle tents of the astral gypsies are larger than the houses of your home plane. The raucous architecture and rambling streets belong in the largest, most bustling city in the world. Yet there is no bustle here. The streets are empty. There are no merchants hawking wares, no urchins begging coppers, no servants beating rugs. An ominous silence hangs over the village, if you can really call it a village. By the many Hells, it's big enough to be a metropolis!

After trekking through the arduous terrain of the Planar Wastes, the huge cobblestones of Straffshire are a welcome change. You step lightly across pieces of slate the size of wagon wheels. The village is surreal. The buildings that

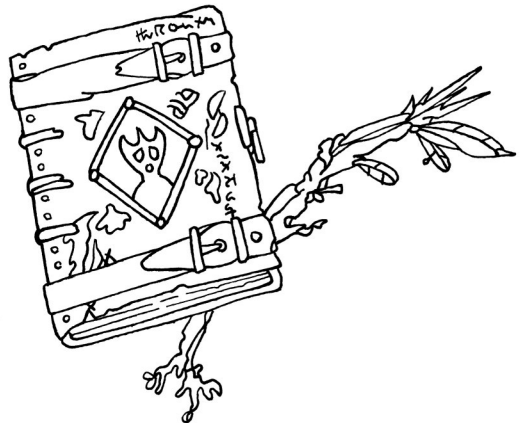
rise before you are magnificent in size and architecture. It seems that you are moving among mountains. The homes near the main roads are small, in comparison, at three or four stories. Beyond that is a ring of taller buildings that rise, on average, sixty feet in the air. Past those is another of cluster of buildings. These are unfathomable. They tower majestically above the village, arrogantly scraping sky.

The village's architecture is... eclectic, to say the least. Small neighborhoods with similar aesthetic sensibilities have formed, but even to your unpracticed eye, it is obvious that numerous cultures have been jammed together with no attempt at assimilation. Great domed structures fight against buttressed cathedrals like peacocks vying for the attention of a peahen. The effect is both awe-inspiring and ugly—a city exploding with diversity and conflict.

What Is This Book?

Straffshire: Village of Planar Fugitives is a setting for *Labyrinth Lord* and other classic fantasy role-playing games. It details Straffshire, a plane-hopping village created by a fey deity, populated by wizards, and hunted by a demon lord. Straffshire is a strange and unpredictable place saturated with magic and monsters, and ready for conflict and adventure.

A GM can use Straffshire as a setting for an adventure or as a basis for a whole campaign. The PCs can travel the planes and rub elbows with powerful wizards, demons, and fey. The setting is best for mid to high level characters.



Chapter 2: Welcome to Straffshire

Nowhere is the stereotype of the headstrong, individualistic wizard more apparent than in Straffshire. Wizards have always been known for their eclectic and fantastic taste in domiciles. Within the village are caves shaped like skulls, mansions encircled by forests of thorny brambles, spires of crystalline quartz, and the occasional modest abode of onyx, darkwood, or some other exotic material. It seems like a rule that a wizard's home must proclaim something about its owner, and the homes of Straffshire do just that. When viewed singly, each structure invokes wonder and awe. When all these strange buildings are crowded against each other, that feeling is only somewhat diminished.

Straffshire is located at the foot of the Avinon Plateau on what was once the Shereal Plains. It is bordered on the west by the Timor River and on the south by the Harkenon Forest. The village is around fifteen square miles, but its surrounding area travels with it through the planes. This wilderness is known as the Planar Wastes and encompasses over two hundred square miles.

Under the power of a magical artifact called the Teleportation Stone, the village of Straffshire and its surrounding wilderness travel randomly through the planes. The whole landmass moves to a new plane every tenth of a second, and the sky over the village flickers hypnotically as light from a hundred different planes flows past. Straffshire was created by the Queen of Air and Darkness as a sanctuary for enemies of the demon Wal-She-Add. The village's constantly shifting location prevents its discovery by the demon and her agents. Straffshire is populated by wizards who have made pacts with Wal-She-Add and broken them. This plane-shifting domain is the only place they can be safe from her.

When Straffshire's first wizards built the wall around the village and cast protective wards on it, they didn't expect to be hiding from Wal-She-Add for long. Nor did they imagine they would soon be joined by so many other fugitives. The village's population has grown, and there are now seventy residents. Five districts have formed, each with its own people and style.



Village Center

The Village Center rests against the cliffs of the Avinon Plateau. This area has no residences, but includes many businesses and public buildings. During the day, it is bustling with people going about their business. After dark, the residents of Straffshire return to their neighborhoods and the Village Center is empty. This district includes some of Straffshire's most majestic architecture including the flying High Tower, the massive Egg, and the emerald Teleportation Stone.

Old Town

The Village Center is bordered by three residential districts. Directly south of it is Old Town. In this district, the first wizards built their homes upon arriving in Straffshire. There is a certain uniformity to the buildings since these wizards all originated from the Material Plane. Tall stone towers are common, with the occasional earthen mound shaped by magic into a skull, falcon's head, or other fantastical design. There are two massive trees, as large as the grandest towers, that have been converted into residences. There are also three delicate spires, two of rose quartz and one of dark gray hematite, that reflect the tastes of the elven magic-users that inhabit them.

Hinter Town

The eastern residential district, known as Hinter Town, is a representation of its inhabitants. Many spellcasters bargain with Wal-She-Add because they lack other avenues to power and influence. Often they are outcasts, driven from a society that shuns and fears their magical powers. Hinter Town is inhabited by many necromancers and practitioners of dark magic. The homes in this district are crude and

intimidating. Caves raised from the bones of the earth are as common here as thatched roofs in a regular village. Most of the homes have some form of barrier between the street and their front door, such as a hedge maze, bone fence, or bramble thicket.

The denizens of Hinter Town keep to themselves, only interacting socially when they visit the Village Center. It is common for skeletons and other creatures of darkness to roam the area on a task for their master. The residents of this district aren't all evil wizards, but most of the evil wizards in the village have their homes in Hinter Town.

Little Planes

West of the Village Center lives a contingent of wizards and other beings from beyond the Material Plane. This district is nicknamed Little Planes. Planar travelers, demons, fey, and abominations without name or place have transformed this area into a bizarre neighborhood of mind-bending structures. The most arresting building is a perfectly spherical globe of water over two hundred feet in diameter. Through its clear surface can be seen a landscape of coral, anemones, algae, and sand. The nearby residences are smaller, but no less bizarre. Magical sky ships, geometric shapes that exist in seven dimensions, towers of ice or fire, and more make Little Planes amazing and terrifying to mortal visitors.

A large number of Little Planes' residents don't speak the Common tongue. Without a magical means of communication, conducting business in the district can pose some challenges. While Little Planes is the most densely constructed residential district in the village, it's the least populated. Many of its denizens are huge creatures that require more living space than even the most decadent of mortal wizards.

The Encampment

North of the Village Center is the sheer cliff face of the Avinon Plateau. Atop the cliff, overlooking the village, is the Encampment. This sprawling area, part settlement and part war camp, is populated by the most radical of Straffshire's residents. This group of battle

images is training to attack Wal-She-Add directly. The camp's structures are mostly temporary, reflecting the inhabitants' belief that they won't be in Straffshire much longer. The dwellings are mostly large tents, yurts, and wigwams. There is a central hall dug into the ground and enclosed by walls of timber and a thatched roof.

Timeline of Straffshire

60 Years Ago: The Queen of Air and Darkness visited the Material Plane and placed a powerful artifact in the Shereal Plains. This artifact, called the Chimes of the Planes, sent the whole region hurtling through the planes.

50 Years Ago: The Queen invited the first 20 residents to this plane-shifting domain. They were human and demihuman wizards from the Material Plane. All of them were fleeing Wal-She-Add after breaking their pacts with her. They began building a village using magic and old-fashioned hard work. They named the settlement Straffshire after a quaint town on the Material Plane.

40 Years Ago: Straffshire was growing steadily. Its structures were increasing in size, and its layout was becoming more organized. As other fugitives from Wal-She-Add learned of Straffshire's existence, the village's population grew to 30.

30 Years Ago: An influx of clerics increased Straffshire's population to 40. These clerics were followers of demons, and some were even former servants of Wal-She-Add. After being treated with suspicion by the village's other residents, the clerics built their own neighborhood. When necromancers and other

marginalized wizards also moved in, the area became known as Hinter Town.

20 Years Ago: As the Queen recruited more wizards and beings from across the planes, Straffshire's population swelled to over 100. All of the new residents were also fugitives from Wal-She-Add. Fey, demons, elementals, and djinn moved in, and the Little Planes district was formed.

10 Years Ago: Straffshire's population reached over 200, but some of these new residents were actually spies and assassins sent by Wal-She-Add. Wal-She-Add's agents killed and abducted many of the village's wizards and laid the groundwork for an invasion. When the plot was discovered, a battle erupted between the people of Straffshire and Wal-She-Add's demons. The demons were defeated, but the village's population was reduced to less than 50 by the conflict.

Today: Since Wal-She-Add's attack, Straffshire's population has grown to 70. The village is more secure now. The Queen is wary of spies and less permissive about who she invites to the village. Wizards regularly scry the Planar Wastes to find secret planar gates that might permit an invasion.

Economy of Traffshire

Although they are free to leave at any time, most of Traffshire's residents choose to stay confined in the village. Outside of Traffshire's pocket dimension, they are no longer hidden from Wal-She-Add and will be hunted by her minions. Since the village and its people are so isolated, the community has developed its own self-contained economy.

Coins and other currency have no value in Traffshire. Neither do precious minerals, unless

they are useful spell components or can be used in the creation of magical items. Traffshire's residents primarily trade spell components for goods and services, although scrolls, magical items, slaves, and lore are also sometimes exchanged. Goods from outside the village's pocket dimension are rare. As a result, desirable commodities such as fine art, food, and liquor are highly sought after in Traffshire and can be quite expensive.

Key Facts About Traffshire

- Traffshire and its surrounding wilderness travel constantly through the planes. The village enters a new random plane every tenth of a second. As a result, the sky over the village is an ever-shifting vista of light and color.
- Traffshire has a population of approximately seventy people, not including undead, elementals, and other magical servants of the residents. Almost all of Traffshire's residents are wizards that are hiding from the demon Wal-She-Add after breaking a pact with her. More information about Wal-She-Add can be found in Chapter 4: People of Note.
- Humans and demihumans are the most populous races in Traffshire, but not by a wide margin. Fey, demons, undead, and various other intelligent creatures are just as common. In this cultural melting pot, there is very little racial prejudice compared to the Material Plane.
- Traffshire is encircled by a stone wall that is enchanted with many protective wards. Beyond the wall are two hundred square miles of wilderness known as the Planar Wastes. This wild, dangerous region is inundated with chaotic magic. Traffshire's warded wall exists to keep the magical energy and creatures of the Wastes from harming the village. The Planar Wastes are described further in Chapter 5: The Planar Wastes.
- Traffshire was built fifty years ago. The village and its domain were enchanted to travel through the planes by the Queen of Air and Darkness. This fey deity protects the village's residents from Wal-She-Add, but her reasons are not altruistic. She is harnessing the wizards of Traffshire and their magic for her own purposes. More information about the Queen can be found in Chapter 4: People of Note.

Chapter 3: Places of Note

Village Center

The Dunman Library

The Dunman Library occupies a magically excavated cave underneath the Village Center. Each of the library's thirteen floors is a cramped labyrinth of shelves overloaded with books, scrolls, and cascading mounds of dust. The library is said to contain ancient lore and powerful spells, but these wonders are lost among heaps of useless ephemera.

An average shelf in the library might contain a book on the breeding habits of giant flamingos, a scroll of amateur poetry, a map from another

plane, some religious sheet music, and a binder of collectible coins. Any of these might be written in a dead language or too faded to be legible. The library is rumored to hold a book of time travel spells, a complete topology of the planes, and a scroll of true names for powerful demons. Even if those things do exist, since the library has no system of organization, no one is likely to ever find them.

The Dunman Library is the personal collection of the sage Marta of Dunman (see Chapter 4: People of Note). It is not a public library and is accessible only to those who pay a regular fee of spell components. Currently, there are less



than five paying members. Marta has not been seen in Traffshire for several years. She is believed to be living in isolation deep in her library, or dead. The library is operated by Marta's air elemental who seems to hate everyone.

The Egg

With a population of seventy, Traffshire is too small to have a highly developed economy. Instead, once a week, the residents meet for Market Day. On this day, they socialize and swap spell components, scrolls, magic items, and anything else of interest. Most of the village shows up, making Market Day the best attended social event in Traffshire.

Market Day takes place in the Egg, a dome-like structure in the Village Center. Allegedly, the Egg is an ancient dragon egg acquired by Doctor Haydar Shiftman (see Chapter 4: People of Note). After perfecting his time travel ritual, he seized the egg from a mountain-sized prehistoric dragon. Most people in Traffshire don't believe Shiftman's incredible claim, and it's commonly assumed that the Egg is a normal lizard egg enlarged by magic. The Egg's interior is intricately painted to resemble the night sky of the Material Plane, and its stars glow with magic.

Inside the Egg are various booths and tables for the people of Traffshire to display their goods. Spell components are the most commonly traded commodity, followed by scrolls, and magic items. Necromancers are always seeking bodies for their rituals and experiments. Since Traffshire's population is small and death is infrequent, corpses fetch high prices. Other wizards deal in enslaved spirits, elementals, and djinn. In several instances, these unpredictable and dangerous beings have escaped to wreak death and destruction on Market Day.

The High Tower

The High Tower's name is a misnomer. Instead of a tower, the building is an open air amphitheater. It is three stories tall and contains a central stage encircled by terraced rows of stone benches. It is small compared to some of Traffshire's more majestic buildings, but the High Tower is a recent construction, and there wasn't enough room to make it larger. It is built on an enchanted swath of land that hovers above the Village Center. For this reason, the High Tower is technically Traffshire's tallest structure. Visitors travel between the ground and the flying amphitheater via a permanent *dimension door* spell.

The people of Traffshire live in a mostly peaceful anarchy. They are men and women that can control the forces of reality, and most of them are not used to following rules. However, occasionally, communal decisions must be reached concerning various issues. The High Tower exists as a location for community meetings. Every month, there is an open forum where participants can discuss issues of government. There are rarely more than fifteen attendees, which represents less than a quarter of the village's population. Most of Traffshire's residents think these meetings are a huge waste of time. The meetings always devolve into rambling debates that are overly academic or hypothetical, and nothing is ever accomplished.

What should be done about Wal-She-Add? That's the most controversial topic of conversation among Traffshire's residents, and it has been argued in the High Tower for years without result. The debate is deadlocked between four factions. The Faction of the Cautious wants to hide from Wal-She-Add indefinitely. The Faction of the Informed wants to send scouts and spies to gather intelligence about her. The Faction of the Dark plots assassination attempts and guerrilla raids against her and her minions. The Faction of the Sword wants to raise an army, march into Wal-She-Add's domain, and wage war. These four

groups fight bitterly with each other, and their leaders jockey for support at every meeting in the High Tower. Nonetheless, no faction has gained power over the others. For more information on these factions, see Chapter 4: People of Note.

The High Tower is also the location of the ever-burning Lighthouse. This signal beacon can be seen across the entirety of Traffshire's pocket dimension, and it helps travelers navigate the disorienting landscape of the Planar Wastes. The Lighthouse is a spire that rises a hundred feet above the High Tower. It is topped with a glowing pyre containing a mass of matter from the Sub-Elemental Plane of Light. The pyre does not require regular maintenance, and there is no way to reach it aside from magic or a terrifyingly steep climb.

The Laboratory Building

The Laboratory Building is a recent addition to Traffshire. It has one floor above ground and three basement levels, and each is a maze-like arrangement of halls and chambers. Its hallways twist and turn in no logical order. This is unsurprising since the structure was designed by the Queen of Air and Darkness whose alien mind is a mystery to mortals.

Two decades ago, the Queen appeared before the gathered residents of Traffshire. She told them that certain powerful wizard spells were creating echoes across the planes that could be found and followed by Wal-She-Add and other demons. For their own protection, wizards could no longer cast spells of the 7th level or higher. When the wizards balked, the Queen was ready with a solution. She designed a building that would conceal the echoes created by those spells. Within its confines, the wizards would be free to cast whatever spells they wanted. Initially, the wizards of Traffshire supported the building, but as its construction progressed, many changed their minds.

The Laboratory Building is a bewildering place. Through some magical manipulation, no one ever remembers the building's layout. Although the residents of Traffshire built the structure themselves from the Queen's plans, the blueprints were completely incomprehensible, and no one can say how the project ever got finished. Any effort to map the building has resulted in an unintelligible tangle of scribbles, and several people have disappeared while attempting to do so. Scrying magic has also been used to scout the building, but the results have been confusing and contradictory.

For the most part, the wizards of Traffshire have come to accept the Laboratory Building. They enter its corridors and wander randomly until they find their own personal laboratory. When they are ready to leave, they ramble haphazardly back out. The labs themselves do not have the disorienting effect of the hallways. In fact, many wizards claim to have done their best work in those chambers. It has been theorized that an enchantment induces feeble-mindedness within the building's corridors. Another theory suggests that the structure exists in so many dimensions that time and space become irrelevant inside it. When questioned about the building, the Queen responds, "Insects do not understand a passing wagon."

Most of Traffshire's residents assume that the Laboratory Building has some secret purpose for the Queen. Although the Queen works to protect the villagers, her motives for doing so are unclear. Many believe the Laboratory Building is part of a plan by the Queen to exploit Traffshire's wizards. There are two popular theories about the laboratory's function. One suggests that the Queen is spying on all the research within the laboratory and stealing it for her own uses. Another suggests that the building hides a dangerous artifact or entity. The wizards could be acting as unwitting guards to it, or maybe even guarding the rest of reality from it.

Regardless of its purpose, the Laboratory Building is the most mysterious (and possibly dangerous) place within the village limits. People feel strange sensations of unease or terror as they wander its hallways. They recall fragmentary memories of things they have never experienced. The building occasionally appears in their dreams. All Straffshire's wizards agree, despite its innocuous effects, the mind-bending power of the Laboratory Building is deeply unsettling.

Exploring the Laboratory Building: Movement within the halls of the Laboratory Building is confusing and disorienting. If the PCs are exploring the building, and the GM isn't using a map, the lead PC must roll a WIS ability check. If unsuccessful, they never find the room (or whatever else) they were looking for, and they end up back at the laboratory's entrance after 3 hours of wandering. If they succeed, they reach their destination in 2 hours. If they succeed by a margin of 4, they reach it in 1 hour. If they succeed by a margin of 8, they reach it in 10 minutes. While exploring, the PCs lose track of time and cannot remember specific details of where they have been and what they have seen.

The Port of Chains

Because of the difficulty of controlling the Chimes of the Planes (see the Teleportation Stone in this section), Straffshire has a secondary transportation hub known as the Port of Chains. Users of the port can teleport to various parts of the village, as well as across the planes. The port has six exits beyond Straffshire. There is one in the Astral Plane, the Plane of Fairie, the Plane of Shadow, and the Elemental Plane of Water, and two at opposite ends of the Material Plane. A seventh exit is under construction which will lead to Wal-She-Add's home once it is discovered. The creation of this exit is the project of wizards from the Faction of the Sword (see Chapter 4: People of Note) who want to use the port to launch an invasion of Wal-She-Add's domain.

The Port of Chains is a thirty-foot-tall granite building supported by many pillars. Inside are six hallways, each lined by wooden handrails. At the end of each hall floats a man-sized chunk of rose quartz with a six-foot loop of silver chain dangling from it. When a person grabs or sits on the chain, the stone and its rider drift across the planes to their destination. The stone stays in that location until someone grabs its chain to return it to port.

The Port of Chains can only be used by people who have received a special enchantment. If a person is not enchanted, the floating stone and chain won't react when touched. Every resident of Straffshire receives this enchantment, but it is sometimes revoked as punishment for troublemakers. Two wizards are currently banned from the port. Both are members of the Faction of the Sword who used the port to steal magical weapons from settlements in the Plane of Fairie.

The Teleportation Stone

To create Straffshire, the Queen of Air and Darkness placed a powerful artifact in a region of the Material Plane. Under the artifact's power, an entire landmass was sent hurtling through the planes. This artifact sits in Straffshire's Village Center and is called the Teleportation Stone, but the name is misleading. The artifact is housed in a teardrop-shaped building created by Straffshire's wizards. The structure is carved from emerald which accounts for the "stone" name. However, the artifact itself is a set of hundreds of chimes, known as the Chimes of the Planes, suspended from poles and crossbeams inside the emerald building.

Controlling Straffshire's planar travel is an intricate and imprecise ritual. This annoys the village's wizards, but satisfies the Queen's sense of malice. The Chimes of the Planes must be played in a way that produces the correct emotional response in the player. Mastering

this drives the wizards to distraction. Although the appropriate emotion to control the chimes is the same for every player, the music which produces that emotion is totally subjective.

For example, slowing down the village's travel requires the performance of a hundred note piece that makes the player feel sad at first, then hopeful, and eventually triumphant. However, everyone reacts to music differently. Some people don't have any emotional response to music and cannot use the Chimes of the Planes at all. The wizards of Straffshire agree that the Queen made the chimes intentionally frustrating in order to spite them.

Waldman Memorial Park

This park is one of Straffshire's least impressive sites. It's a flat, grassy lot bordered by four cobblestone roads. In one corner is a large scorched area where an apprentice (after whom the park is named) incinerated himself while practicing combat spells. Since that incident, all combat magic must be cast in the Encampment or the Planar Wastes. However, wizards still congregate in the Waldman Memorial Park to cast spells that would be impractical or

destructive to invoke in their own homes. Shouting matches and challenges to duel are common as wizards argue over whose turn it is to use the park or how much space another spellcaster should be allowed to take up.

On any given day at dawn, one group of wizards or another will be using the Waldman Memorial Park to perform some ritual that can only occur at daybreak. Soon after, the area will be overrun by wizards casting their various daily rituals. By observing the park for a single morning, a person could see the *comprehend languages* and *unseen servant* spells cast enough times to learn them himself. Throughout the day, the park is sparsely populated with wizards doing experiments, exercising their familiars, or enjoying the outdoors. At dusk, the park fills again with wizards performing rituals that must be done at nightfall. During the night, the park is quiet, although necromancers and evil wizards occasionally arrive to practice their dark magic.

Most wizards in Straffshire find necromancy distasteful. However, by silent consensus, the villagers agree to ignore the necromancers in their midst. Necromancy and other dark magic is tolerated since they could be potent weapons against Wal-She-Add if she ever finds Straffshire and attacks.

Old Town

The Cemetery

Straffshire's only cemetery is atop a hill on the village's outskirts. It contains several mausoleums, a few dozen headstones, and an enormous dead tree. To keep necromancers away, every grave is protected by dangerous traps and spells. The mausoleums contain the cemetery's most prestigious residents and are even more secure. One is guarded by a pack of gargoyles and a stone golem. Another is electrified, invisible, and hovers twenty feet in the air.

One mausoleum houses a vampire named Sellers. In exchange for a blood tithe from the cemetery's caretakers, he watches over the grounds after dark and feeds on intruders. Sellers is trapped by wards placed on the cemetery's fence. He resents being imprisoned and is always angling for a way to escape.

The cemetery's only tree is actually an undead treant. He is usually in a state of blissful torpor, but will awaken and respond violently if harassed. Once, after being struck by lightning during a storm, he went on a rampage and destroyed a quarter of the village.

The General Store

The General Store is in Old Town, but still relatively close to the Village Center. Inside the unassuming store, food, clothing, tools, and other supplies are sold. Since Traffshire is isolated and its economy is mostly self-reliant, goods and materials are expensive. The General Store's prices are twice as high as a comparable store on the Material Plane. At a customer's request, the store's proprietor will magically conjure some items. These items are half as expensive as those in a normal store, but vanish after twenty-four hours.

Like most other businesses in Traffshire, the General Store does not accept currency. Payment can be made in spell components, magical trinkets, and antiques. Nicolas, the store's owner, is an antique collector, and the General Store is lavishly decorated with many fine objects of art. Nicolas is a quiet but friendly male medusa. He always keeps his face covered with one of his many antique masks.

The Polliwog Public House

The Polliwog was once a lively pub catering to Traffshire's first residents. These wizards came from courtly backgrounds and couldn't cook, but still demanded a certain level of luxury. As the village's population has grown, the Polliwog has changed from a tavern to a private social club. Various groups, societies, and guilds use the Polliwog to meet and socialize. On one day,

members of the Bikeham Soothsayers Club might meet there to prophesize. Another day, Desildine's Salon might host a scroll exchange.

The Polliwog's main chamber contains chaises and sofas around low tables. Wizards meet there to gossip, debate, and exchange ideas. The pub's ancillary rooms are mostly used for table games, all of which involve magic and can only be played by wizards. The most common game, called spellbound, is similar to darts. A player casts a cantrip to conjure a small, bouncing missile. This missile is directed to ricochet off various targets around the play area.

Most of Traffshire's wizards are too self-important to cook or stock a wine cellar. When the Polliwog was built, a being from the Plane of Order was summoned to manage the pub. This metallic creature has avian wings and a single eye in the center of its spherical body. Its name is Bie. It takes orders and runs the pub fervently, although it is difficult to communicate with since its vocabulary contains less than a hundred words.

Bie is liked by the patrons of the Polliwog, but none of them realize that their servant is beginning to develop a mind of its own. As a creature from the Plane of Order, Bie was once a mindless drone in a rigid hierarchy. Increasingly, Bie has started to act in its own self-interest. Although it remains amiable to the people of Traffshire, it's developing an unexpected agenda.

Hinter Town

Axehead's Place

Axehead's Place is a weapon and armor shop operated by Axehead, a half-ogre with a distinctively axe-shaped face. The cluttered shop is inside the living room of Axehead's tiny

cottage. His wares are strewn on the floor, the kitchen table, and sometimes even in his bed.

The weapons and armor at Axehead's Place are all magical or unique in some way. Many were acquired by Axehead himself on one of his monster-slaying adventures. There are weapons

and armor in all sizes, including some tiny and giant-sized items. Every item seems to have some legend associated with it. Axehead, always outspoken, will gladly tell it, regardless of whether his customer wants to hear it.

Axehead does not take coins or spell components as payment. He is one of Straffshire's few residents that isn't a wizard. He will trade for spellcasting services or magical items. Axehead likes fighting and offers a discount to customers that beat him in a duel.

The Coffin House

For the most part, Straffshire is a peaceful anarchy with little need for law enforcement. However, every community has a few rogues and sociopaths. Necromancers, in search of corpses to raise, sometimes commit murder. Conjurers accidentally or intentionally unleash destructive demons. Illusionists play one magical trick too many. In such cases, the people of Straffshire meet in the High Tower (described elsewhere in this section) and vote to punish these troublemakers. The penalty might be community service, exile, or a term in the Coffin House.

The Coffin House is a stone cottage on the border between Hinter Town and the Village Center. Inside are ten crystalline coffins filled with churning mist. Most are human-sized, but a few can accommodate larger races. Prisoners sealed in these magic coffins are kept nourished and physically healthy by the mists within.

Each coffin is enchanted a little differently. One keeps its prisoner constantly awake and alert. Another causes temporary amnesia. Another induces horrific hallucinations. Another makes its prisoner age more rapidly. Sentences in the Coffin House are short, and most people are only imprisoned for a few days. Longer stays tend to cause serious mental trauma.

One coffin has been occupied by the demon Abrahima (see Chapter 4: People of Note) for over three years. As an agent of Wal-She-Add, Abrahima infiltrated Straffshire to sabotage the Teleportation Stone. Her attack was discovered and halted, but the demon was too powerful to be destroyed. Instead, she was sealed in a coffin that magically ages her backward into an infant. If she ever escapes, at least she will be helpless.

The Stoneyard

This abandoned courtyard is encircled by empty buildings. It is enchanted with a petrifying field, and any living thing that enters it must succeed on a saving throw versus petrify or turn to stone. Within the courtyard are petrified animals, monsters, and people. Although the Stoneyard's origins are unknown, its location is well-documented, and people rarely fall victim to it anymore. Within the courtyard are several powerful monsters including a chimera, a wyvern, and (ironically) a basilisk. There is much speculation about how these monsters ended up in the Stoneyard. Occasionally, a wizard will risk entering the courtyard to free a monster and enslave it.

Little Planes

The Burning House

This small cottage is perpetually engulfed in a roaring inferno. Although its timbers are scorched and brittle, the building does not collapse. Inside is a charred wardrobe

containing a portal to the Elemental Plane of Fire. The conjurer who created the cottage is now deceased, but he enchanted the wardrobe for use in his elemental summoning rituals. Beings from the Elemental Plane of Fire occasionally wander through the portal into Straffshire.

Zarzameer's Maze

Zarzameer's Maze is built into the ruins of a collapsed fortress. Its walls are completely invisible, so the maze appears as a few crumbling stone walls and heaps of bricks. In reality, it's a three story structure with over 100,000 square feet of twisting passages. The wizard Zarzameer worked on the maze until he died and claimed to have hidden a wondrous treasure in its heart. Since the treasure is supposedly concealed inside of an invisible chest, it is difficult to say whether it even really exists.

Zarzameer's Maze is a fiendish puzzle. Its multiple floors and recursive passages thwart simple maze-solving techniques. Its walls seem indestructible, and they remain invisible even if viewed with a *detect invisible* spell or subjected to *dispel magic*. The maze is enclosed by an invisible roof to prevent wanderers from climbing or flying over the walls. It is also patrolled by invisible stalkers.

Very few people have attempted the maze, and if anyone has found the treasure, they have not admitted it. Systematically mapping the maze would take weeks. Since Zarzameer was a known trickster, most of Traffshire's residents believe the maze's hidden treasure is probably a hoax.

Outside Traffshire

The Planar Barrier

Traffshire is in a pocket dimension containing two hundred square miles of wilderness. Beyond this area is the Planar Barrier which forms the dimension's border. Looking through the Barrier, a creature can see the landscapes of a hundred planes flowing past every minute. Despite its name, the Planar Barrier isn't a barricade, and any creature can walk through it and enter a whole new plane.

Going beyond the Planar Barrier is an extremely dangerous way to travel between planes. The traveler might end up in a completely inhospitable plane such as the Elemental Plane of Fire or the Negative Energy Plane. They could also be caught between planes and destroyed. Furthermore, if a creature leaves Traffshire's pocket dimension, they will be stranded when the dimension moves on. When traveling between planes, most of the wizards of Traffshire use the Teleportation Stone or the Port of Chains (described elsewhere in this section).

The Planar Wastes

The Planar Wastes is the region of wilderness outside Traffshire. It has been contaminated by magic and is an ever-shifting and dangerous landscape full of mutant creatures and supernatural beings. It is described completely in Chapter 5: The Planar Wastes.

The Village Wall

Traffshire is surrounded by a fifteen-foot-tall stone wall which separates the village from the Planar Wastes. The stones themselves offer no defense against the Wastes' dangerous denizens, but the wall is enchanted with many wards. These repel weak undead, demons, and devils (3 hit dice or less). On the rare occasion when something more powerful crosses the barrier, the wizards of Traffshire band together to fight it off.

Chapter 4: People of Note

Wal-She-Add

Wal-She-Add, the Great Starvation, the Offal Consumer, the Hoarder, Duchess of the Midden Heap, the Inedible Leavings of the Slaughter Yard, the Gnawing Hunger, the Slayer of the Poor, the Baroness of the Barren Womb, Maiden Flayer, Heart Stealer, the Wailing Agony, and the Pact Maker is a demon lord from the Abyss. She holds dominion over starvation and gluttony. She hordes the food of the world, consuming everything from the finest wines to the rottenest scraps of meat. She eats so that no one else can. When Wal-She-Add feasts, even flies die from hunger.

Wal-She-Add is a massive demon, as wide as she is tall. Great sacks of flab drape from every inch of her. She wears nothing, although her folds of fat resemble a flowing robe. On her back are two comically small bird wings with soot-colored feathers. Atop her head is a shock of curly hair the color of a sewage pit.

Wal-She-Add is obsessed with making pacts with mortals. She will make a pact for any reason, no matter how trivial. To a lord, she may promise to put a blight on his rival's lands. To a peasant, she may promise to cure his son's lame leg. To a wizard, she may promise immortality. In return, these people might agree to give the demon lord something precious, or to become her agents, spreading chaos or starvation in her name. However, Wal-She-Add never meets her end of the bargain. She promises more than she can fulfill and will twist the wording of the pact to her own end, ignoring rational thought and reason. She might claim that killing someone is the same as saving their life, or that vast power is obtained by having no power at all. Some sages speculate that the demon's compulsive pact-making is the

same obsession that drives her to eat so that others starve. Wal-She-Add is compelled to take and never give back.

Because of her self-serving nature, Wal-She-Add is disliked and distrusted by mortals, demons, and deities alike. If there was some sort of cosmological court to mediate all her pact-making, she would surely be found guilty of fraud. However, Wal-She-Add is too powerful to be stopped by anyone but the strongest demons and deities.

Wal-She-Add resides in the Abyss. Her domain is populated by carrion-eating demons and monsters. Packs of ghouls, oozes, otyughs, maggotkin, and rawheads wander among mountains of spoiled food. It's said that every wasted morsel of food makes its way to Wal-She-Add's domain. The heaps of food there rival the greatest peaks of the Material Plane. The people of Strathshire know Wal-She-Add makes her home in the Abyss, but they do not know exactly where. The secret location of her domain is one of her many protections against those that might try to harm her.

The demonic Rawheads (see Chapter 7: Monsters) are Wal-She-Add's most dependable soldiers. She can create them anywhere on the Material Plane where starvation is rampant. Once created, a rawhead uses its powers to putrefy food and spread further starvation. When the hunger is widespread, Wal-She-Add becomes powerful enough to send an avatar of herself to the starving land. At first, the avatar is scrawny, but as hunger and hopelessness spread, she grows great rolls of fat. The effects of her malignant aura are felt for miles. It exacerbates the panic and desperation of the

hungry people, driving them to madness. Those who have food are also affected. They become paranoid, covetous, and contemptuous toward the suffering of others.

As Wal-She-Add's influence extends through the starving land, the riots begin. Farms and stores are looted, and traveling merchants avoid the area, causing food reserves to disappear completely. The hungry people eat anything they can find including dirt, the leather of their shoes, the corpses of their kin, and their own biological waste. Disease ensues. At this point, Wal-She-Add's avatar becomes so bloated that she cannot maintain her physical form. She bursts into swarms of flies, locusts, and weevils that infest the countryside and destroy every edible plant for miles.

Thankfully, Wal-She-Add's destructive crusades can be stopped early. Her rawhead demons are known to be harbingers of starvation and are typically destroyed on sight.

As Wal-She-Add's avatar walks the land, she seeks out mortals to make pacts with. Many of these pacts are requests to end the starvation that Wal-She-Add created. The demon readily

agrees, knowing that her cycle of starvation will eventually run its course anyway. Some mortals are drawn to the avatar's magical energy. These people, mostly wizards, try to barter for power.

Wal-She-Add can also be contacted through various rituals, and her name appears in many books of lore. Her true name and other weaknesses are in the memory of a wizard called Stanis the Outcast from the Material Plane. Stanis is long dead, but he was killed in a war between a clan of frost giants and a white dragon, and his body is preserved in ice. If found, the *speak with dead* spell could be cast on it, and Stanis could reveal Wal-She-Add's vulnerabilities.

Wal-She-Add passionately despises the Queen of Air and Darkness. Their feud is old and its origins are uncertain. However, Wal-She-Add does not realize that the Queen is the one hiding her pact-breakers from her. The demon has many enemies, even among her own kind. Of all the demon lords, only the Lord of Slimes is neutral to her, and only because their domains are directly adjacent.

The Queen of Air and Darkness

The Queen of Air and Darkness, Master of the Unseelie Court and Monarch of the Winter Fey, is a fey deity and a troubling mystery to the people of Straffshire. She is the subject of whispered gossip at the Polliwog Public House after strong drinks have dangerously loosened the villagers' tongues. All agree that she is to be feared and respected, but not trusted. At her best, she is cold and uncaring. At her worst, she is a force of hatred.

Those who contact the Queen of Air and Darkness do so in many different ways. There are several ancient rituals to summon her. She can also be reached through cults that worship her on the Material Plane. The Queen has a

network of spies to find wizards who have broken pacts with Wal-She-Add. If a wizard is powerful enough to be useful, the Queen may offer them a pact of her own. She occasionally deals with mortals who aren't wizards, but this is a rare exception.

To the wizards she makes a pact with, the Queen of Air and Darkness offers protection from Wal-She-Add. They are allowed to hide in Straffshire where Wal-She-Add's divination magic cannot find them. In return, the Queen demands a number of favors. The quantity of favors is arbitrary and based on the Queen's capricious whim. Very few owe her no favors at all while others owe ten or more. These favors

are never trivial. The Queen may require a wizard to destroy her enemies or spy on them, cast a powerful spell for her, or scout out a dangerous plane.

Other than the details above, the people of Straffshire know little about the Queen of Air and Darkness. There are plenty of stories about her, but most are incredible and contradictory. Some tales suggest that she resides in a fortress of ice in the Plane of Fairie or the Plane of Chaos. She is said to have been a member of the Seelie Court, possibly the heir to the Summer Throne, until she was corrupted into a being of malevolence. An alternate tale claims she was once a powerful mortal queen and general known for her beauty, brilliance, vanity, and cruelty. She is said to have a connection to an evil artifact known as the Black Diamond, as well as an ancient race of magic-users known as the Tuatha Dé Danann.

All who deal with the Queen of Air and Darkness agree on one thing. She does not bargain in good faith. There is always more to her pacts than meets the eye, and her penchant for twisting the terms of an agreement is legendary. In this way, she is very similar to Wal-She-Add, although the Queen is bound by her word, and Wal-She-Add will break a bargain and use any sort of insane or convoluted reasoning to justify it.

The people of Straffshire wonder about the Queen's motivations for creating the village and thwarting Wal-She-Add. Some say it's because she reviles Wal-She-Add. The demon is the embodiment of starvation and emptiness, and the Queen of Air and Darkness is an empty husk with few emotions aside from bitterness and anger. Perhaps she sees a reflection of herself in the demon and is disgusted by it. Beyond her squabbles with other members of the fey nobility, the Queen is not openly opposed to any other deity or demon. Whatever drives their mutual hatred, only the Queen and Wal-She-Add know what it is.

When the Queen of Air of Darkness learns of a wizard who has broken a pact with Wal-She-Add, she will find a way to meet them and offer her own pact. She can manifest on the Material Plane, but doing so is taxing and time consuming. She prefers to summon people to a plane where she is more comfortable such as the Plane of Fairie or the Plane of Chaos. The Queen has no physical form and is perceptible as a feeling of cold and numbness.

Occasionally, the Queen of Air and Darkness will send one of her underlings to bring a wizard to her. She leads a court of elves and fey creatures who have been physically corrupted and mutated. Many night hags seek her favor despite the Queen's dislike of them. She has many undead servants, from lowly skeletons and shadows to vampires. She also has hundreds of hell hounds that she keeps as pets and hunters.

The Queen of Air and Darkness has the wizards of Straffshire right where she wants them. They are afraid of her and reliant on her to hide them from Wal-She-Add. However, the Queen is dependent on the wizards as well. She calls on them for favors, but she also uses them to covertly protect her domain. Straffshire's planar travel seems random, but it is actually controlled by the Queen. If any of her rivals raise an army and attack her lands, she will transport Straffshire into the middle of the battle. The villagers would suddenly find themselves on the front line of a war against a god, demon, or other powerful entity.

The Queen of Air and Darkness also steals magic knowledge and research from the wizards of Straffshire. The Laboratory Building (see Chapter 3: Places of Note) is enchanted to read the minds of any mortals within it. She is collecting spells and lore to arm her minions and trade to her allies. Because of her exploitation of Straffshire's wizards, the Queen is beginning to overshadow the other fey deities. Her waxing power has put her rivals on their guard.

Factions of Straffshire

The four political factions of Straffshire are very loose affiliations. Unlike most political parties, the members of a faction do not stand together on all issues. The factions are really only interested in one subject: What should be done about Wal-She-Add and the Queen of Air and Darkness. The factions are heated rivals, but

their disagreements usually take the form of debates in the High Tower (see Chapter 3: Places of Note). Occasionally, a temperamental wizard might get angry enough to cast a spell. There have been injuries and embarrassments, but no deaths.

The Faction of the Cautious

This faction is the most contradictory of them all. Ostensibly, they claim to be waiting for the appropriate time to make a decision, but practically, they just oppose every course of action that has been suggested. Detractors say that the Faction of the Cautious is scared of a confrontation with Wal-She-Add or the Queen of Air and Darkness. This faction is the largest group and contains a majority of the most powerful wizards in the village.

Alabeezem Aquaid

**Lizardfolk, 11th level magic-user,
neutral good**

Alabeezem leads the Faction of the Cautious. He has lived in Straffshire for nearly twenty years. In his youth, he made a pact with Wal-She-Add, promising her his firstborn son in exchange for information that would guarantee him a position as a vizier. He had planned to never wed and have children, but when he had a son by accident, he began looking for a way out of the pact. Alabeezem contacted many beings from other planes, seeking one that could help him escape Wal-She-Add. In doing so, he discovered the Queen of Air and Darkness. She agreed to hide him in return for some favors.

Alabeezem typically wears voluminous silks covered with elaborate embroidery. His baggy clothes hide the extent of his obesity, but his face is bloated and stretched. The webbing between the spines of his crest are pierced with

rings and chains, as are his nostrils. He wears a lot of gold jewelry and pearls, and regularly anoints himself with spicy perfumes. Although it is usually covered by clothes, his chest is tattooed with arcane symbols.

Alabeezem speaks with a heavy accent. The Common tongue is his sixth language, after Lizardfolk, Dragon, Elvish, and several tribal dialects from his desert homeland. He also speaks Gnomish, Orc, and Kobold.

Alabeezem has a deep, mellow voice that matches his serene attitude. He is easygoing and never takes insult. His sense of empathy has earned him a reputation as a fair judge and mediator, and he is often called upon to resolve conflicts among the people of Straffshire. These traits make him an excellent leader for the Faction of the Cautious. His weakness is that he may be a little too erudite and logical, and he never commits quickly to any course of action. Some of his hesitancy is also caused by fear. Although Alabeezem tries to rationalize away his fear, it is part of why the Faction of the

Cautious is unwilling to face Wal-She-Add and the Queen of Air and Darkness.

Notes

- Alabeezem is ostentatious to an extreme. He always makes a grand entrance and exit, even if he is simply going to the market for lunch.
- Alabeezem thinks of himself as the shepherd to Traffshire’s flock of fugitive wizards. He cares for everyone. If anyone he knows is harmed, it’s a personal tragedy for him.
- Alabeezem is terrified of loss, either of his station, wealth, friends, or his own life. As a result, he is chronically overcautious.



Waldo of Partoria

Human, 7th level cleric, lawful neutral

If he weren’t such an outspoken member of the Faction of the Cautious, Waldo wouldn’t be a notable member of Traffshire’s community. He is an elderly cleric of middling ability who spends his time socializing with his peers and imbibing intoxicating herbs.

Fifty years ago, when he was a youth, Waldo was abducted by fairies. He grew up as a mortal in the fey court and enjoyed the extravagant fey lifestyle. He lived among sprites, pixies, satyrs, and other fey in Partoria, a palace in the clouds. There he attended parties, had romances, made art, used drugs, ate and drank fine things, and idled away his life.

Waldo was middle-aged when Wal-She-Add’s demons attacked Partoria. The palace was razed and most of its inhabitants starved to death. During that dark period, Waldo was infected with a plague brought by the demon invaders, and the sickness left permanent scars and pockmarks all over his body. Nonetheless, Waldo eventually escaped the carnage at Partoria, accidentally killing one of Wal-She-Add’s most elite rawheads in the process. Waldo has been hunted by Wal-She-Add and her agents since.

Waldo serves the Queen of Air and Darkness as a cleric. Following the attack on Partoria, the Queen permitted Waldo to stay in Traffshire. Waldo is an unambitious person and is content to live peacefully in the confines of the village. He is traumatized by his experiences during the fall of Partoria and never wants to see a demon again. As a result, he supports the Faction of the Cautious. He quickly rose to an influential position in the faction because he enjoys the social status and the opportunities to debate with people.

Waldo is an old man. He was disfigured from the plague he survived and his wounds are in constant pain. This is partly why he is addicted

to many varieties of natural and magical drugs, but he also likes their stimulating qualities. Waldo dresses in the colorful, outlandish styles of the fey.

Notes

- Waldo loves to converse and debate. If a subject is close to his heart, he will talk about it endlessly.
- Waldo wants to live a peaceful life without danger or pain. He is traumatized by the atrocities he saw when Wal-She-Add's demons invaded Partoria and will do whatever it takes to never face those horrors again.
- Waldo has always lived a life of idle pleasure. He is lazy, impractical, and self-centered.



The Faction of the Sword

The Faction of the Sword is the second largest faction after the Faction of the Cautious. The Faction of the Sword advocates for a direct confrontation with Wal-She-Add. They also want to stand up to the Queen of Air and Darkness and challenge her exploitative system of favors. This faction is almost entirely composed of war wizards and former adventurers. They are a hardened lot, not used to waiting patiently or being told what to do. Many of them carry scars or injuries from combat.

The Faction of the Sword wants to unite the people of Traffshire into an army. They are tired of waiting for the other wizards to overcome their petty rivalries and fears. Tempers have been flaring among the Faction of the Sword, and leadership of the group has been challenged several times. Usually, the challenger is someone who believes that the faction has the strength to defeat Wal-She-Add without the aid of the rest of the wizards in the village. These challengers have always been defeated, but by a narrower and narrower margin each time.

Bear

**Bear, 7th level paladin/magic-user,
neutral good**

Bear leads the Faction of the Sword. He is a sapient grizzly bear from the Plane of Faerie. He wears clothes and armor, and uses specialized tools that he can manipulate with his paws. Although he is a wise and dignified leader, he can be quick to anger. When Bear is upset, he is a menacing presence. He usually walks on all fours and is over five feet at the shoulder. When he stands on his hind legs to fight, cast spells, or speak in public, he is an imposing ten-foot figure.

Little is known about Bear prior to his arrival in Traffshire. He was a fey lord and an officer in the Queen of Air and Darkness' army. When he was critically wounded on the battlefield, he made a pact with Wal-She-Add to save his life. He broke that pact and was offered refuge in Traffshire by the Queen. Bear will not reveal the nature of his pact with the demon, and he has threatened the life of several people who have asked.

Since arriving in Traffshire eleven years ago, Bear has urged the other villagers to combat Wal-She-Add. He has even suggested invading the Abyss to find her. During a particularly contentious debate on the subject, he struck a supporter of the Faction of the Cautious and grievously injured her. As punishment for the incident, Bear is no longer allowed within the warded wall that surrounds Traffshire. He established a camp on a plateau above the village. Other sympathetic wizards have joined him, and the camp has become a fort surrounded by wooden palisades. Bear is proud of the camp. It is regularly attacked by creatures from the Planar Wastes (see Chapter 5: The Planar Wastes), and Bear encourages the wizards to use these battles as an opportunity to try out new spells and tactics.

Notes

- Bear is uncompromising in his ideals and responds fiercely when people disagree with him.
- Bear dislikes taking orders and hates feeling obligated to others. He believes that each person should control their own destiny, and he has contempt for monarchs and others that try to rule people.
- Bear has a quick temper. During his rages, he acts violent and impulsive.

Doctor Haydar Shiftman

**Gnoll, 8th level fighter/magic-user,
chaotic neutral**

Traffshire is home to many larger-than-life personalities, but Doctor Haydar Shiftman is one of its largest. He is a squat, muscular gnoll with bright red fur. He dresses in flamboyant, fashionable clothing and always wears an immense golden belt. He typically carries three or four ornate weapons with him.

Haydar is a compulsive seeker of adventure who will go anywhere and do anything to find mystery, danger, and excitement. He loves describing his many exploits, and when he gets started, his booming voice can be heard for blocks around the Polliwog Public House. Haydar claims to have learned the secrets of immortality and alleges to be over a thousand years old. He also claims to have created a spell to travel through time. Haydar claims lots of things. Supposedly, he has slain thirty-two dragons, ruled two different kingdoms, spoken with three gods, slept with one of those gods, outwitted a sphinx, and been married eleven times. He refers to himself as a "doctor" and claims to have a doctorate in magical research from a prestigious wizardry college, as well as a doctorate in sword-fighting from a famous dueling academy.

The people of Straffshire unanimously agree that Haydar is full of crap. However, none can doubt that he is fearless enough to do all the things he claims. Haydar is an accomplished wizard and warrior, and has probably slain at least one dragon. He also defeated the demon Abrahima (described in this section) and led many successful explorations of the Planar Wastes.

Haydar is a well-known supporter of the Faction of the Sword. He believes that a battle with Wal-She-Add is necessary and inevitable, and he is amassing a collection of magic weapons to equip his allies for the occasion. Members of the other factions consider Haydar's hubris to be highly dangerous, and he has been the target of several assassination attempts. Haydar believes that the Faction of the Dark is responsible for these attacks but is unable to prove it.

Notes

- Haydar has a wild story about his exploits for every occasion. Whether these stories are true or not, Haydar is a lively storyteller and is always the life of the party.
- Haydar wants a life of nonstop adventure, danger, and excitement. He is always looking for a battle to fight or a mystery to solve. If he can't find one, he will make one up.
- Haydar is so fearless partly because of his "magic" belt. Although a detect magic spell reveals nothing extraordinary about the belt, Haydar claims it is a gift from a mermaid and is supernaturally lucky.
- Haydar's love for adventure often overcomes his common sense. He takes great risks without regard for the consequences. This overconfidence will almost certainly kill him at some point.

The Faction of the Informed

The Faction of the Informed advocates sending spies and infiltrators to gain information on Wal-She-Add and the Queen of Air and Darkness. Many of the faction's members are illusionists or experts in scrying magic. Most come from courtly backgrounds where intrigue and subterfuge are necessary survival skills. The Faction of the Informed is a secretive organization. Its membership seems small, but it has many supporters behind the scenes. Some of them even claim affiliation with other factions, but are actually spying on behalf of the Faction of the Informed.

Campien of Daggerdell

Night hag, 6th level magic-user/thief, neutral evil

Campien is a spindly hag with glowing red eyes and wrinkly, black skin that is crusted with dirt and offal. She wears frilly skirts in pastel colors and carries a lace umbrella. Her voice is never louder than a whisper and has a child-like lilt

that is incongruous with her vile appearance. Hearing Campien's girlish voice whispering about wearing a man's guts as garters has disturbed more than one person in Straffshire.

Campien made a pact with Wal-She-Add to uncover the weakness of a rival hag. After killing her rival, Campien broke her pact and fled to Straffshire. She possesses a special crystal ball known as a *hag eye* that can spy on even those

who are guarded against scrying. The *hag eye* is how she discovered Traffshire. The other wizards in the village fear this artifact. If Campien were to leave the village and be captured by Wal-She-Add, the demon could use the *hag eye* to find Traffshire's location.

Campien is the leader of the Faction of the Informed. With her *hag eye* and network of spies, she has accumulated a lot of information about Wal-She-Add. However, even with the *hag eye*, Campien cannot divine the exact location of the demon's domain in the Abyss.

Campien is pleased to be safe from Wal-She-Add for the moment, but she is frustrated by life in Traffshire. The other wizards continually make decrees to limit the extent of her spying. They are worried that Campien's spying will be traced by Wal-She-Add, and the demon will discover the village's location. Campien pays the wizards lip service, but she doesn't heed them. In fact, she uses her abilities to spy on the people of Traffshire too.

Since arriving in Traffshire, Campien has gathered other night hags and sea hags into a coven under her leadership. Together, they plan the actions of the Faction of the Informed. Like all hags, Campien is untrustworthy and bloodthirsty, but she is also exceptionally cunning. She is one of the few residents of Traffshire that leaves the village. She often travels undercover to the Material Plane to recruit members into her spy ring. When away from Traffshire, she is careful to leave the *hag eye* in the protection of her coven.

Notes

- Campien is a schemer. She works in the shadows, using minions and cat's paws to accomplish her goals. She avoids direct confrontation whenever possible.
- To Campien, knowledge is the only power. Much of Campien's knowledge and power come from her coven and her spy ring. She will sacrifice any life but her own to protect them.

- Campien's excessive plotting and scheming make her slow to act. She would rather be vastly over-prepared than even slightly under-prepared.

Wockey Jade

Halfling, 4th level magic-user/thief, neutral evil

Compared to Traffshire's other wizards, Wockey Jade isn't very magically experienced. Nonetheless, she is a powerful figure in the village due to her cunning criminal mind and retinue of enslaved djinn. Wockey claims to have captured her four djinn via her own conjuring magic, but no one in Traffshire believes this. In reality, the djinn are bound to four magic rings that Wockey stole during her young life as a crook.

Wockey grew up as a criminal on the streets of a large city. Her life of robbery, extortion, and gang politics forged her into a ruthless thug. As Wockey's criminal influence grew, so did her number of enemies. To escape these enemies, Wockey sought out Wal-She-Add and struck a deal. The demon would destroy Wockey's foes. In return, Wockey would hunt down those who broke Wal-She-Add's pacts. While tracking the fugitive wizards, Wockey discovered Traffshire and saw an opportunity to restart her criminal career. She severed her ties with Wal-She-Add and never looked back.

Behind her persona as a kindly middle-aged woman, Wockey is a hardened crook. Since Traffshire has so few people, she must operate with a very low profile. In such a small community, theft and extortion are too easily traced. Instead, Wockey uses her djinn to spy on Traffshire's most powerful wizards and copy their spell formulae. She sells the spells to other wizards. No physical property changes hands so the crime is easily deniable.

Since money has no value in Traffshire, Wockey exchanges her services for magic items. She donates many of these to the Faction of the Informed in support of their actions against



Wal-She-Add. Her commitment to this faction is self-serving. Once Wal-She-Add is destroyed, Wockey plans to return to the Material Plane. At that time, she dreams of turning her faction cohorts into a ring of thieves, spies, and assassins.

Notes

- Wockey acts excessively friendly, polite, and sympathetic. Behind this facade, she is a hardened criminal who only cares about herself.
- Wockey is perpetually plotting to grow her criminal influence. In her young life on the streets, power was her only security. She fears being powerless more than anything else.
- Wockey's djinn-summoning rings are central to all of her criminal schemes. She has become dependent on the magic of her enslaved djinn, perhaps too heavily.
- Although Wockey has many "friends" in Traffshire, she is a loner at heart. She does not trust or respect other people, and she often treats her criminal associates like subordinates. No one who knows Wockey well feels any loyalty to her, including her allies in the Faction of the Informed.

The Faction of the Dark

The Faction of the Dark is the smallest of the four factions. Most people in Traffshire feel moral outrage, or at least distaste, toward the methods of this group. The Faction of the Dark proposes a campaign of assassination, terrorism, and guerrilla war against Wal-She-Add. They advocate raising the dead, casting curses, and even making pacts with other demons. Many necromancers and evil wizards stand with this faction, but they do not stand alone. Some good wizards also see the benefit in using Wal-She-Add's own methods against her. Regardless, most of Traffshire's residents consider the Faction of the Dark to be little better than Wal-She-Add herself.

Maliscient the Dread Lord

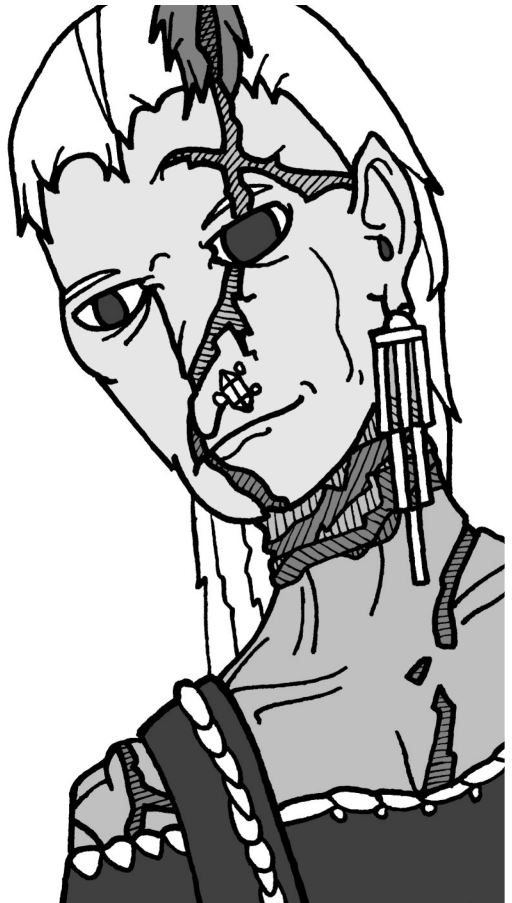
Half-elf, 8th level magic-user, chaotic evil

Maliscient is a former pleasure slave from a lawless pirate haven. She bears many scars inflicted by her patrons and owner. Her neck is scarred from a failed hanging. Her torso is crisscrossed with whip marks. A knife wound runs down her entire face. Across her stomach is a jagged scar that could only be a result of disembowelment. Maliscient almost always wears a lacy, black, sleeveless blouse that displays her midriff and accentuates the marks on her body. To draw further attention to herself, she wears lots of flashy jewelry including nose piercings and chandelier-like earrings made of ebony, silver, and rubies.

Maliscient is skeletally thin and her pale skin has a bluish tinge. Her hair is white aside from a black streak that grows from a scar on her scalp. At some point, her teeth were scrimshawed into a battlefield tableau. She always carries her massive spellbook strapped over her shoulder, and she stands hunched forward so the book's weight doesn't pull her over.

Her life of abuse has made Maliscient fearless and a little insane. She escaped enslavement by robbing and killing a wealthy gang boss. With a small fortune in gold, she fled her home and spent a year wandering the countryside. Eventually, Maliscient enrolled in an academy of wizardry. Driven by her desire to make something of herself, she excelled in her studies. She didn't make any friends, but her haughty attitude and intense anger made plenty of enemies. Maliscient took an interest in black magic and forbidden lore. After graduating, she formed a cult of necromancers and demon-conjurers. Leading them on raids against various towns, she amassed a fortune through banditry and extortion.

Maliscient made a pact with Wal-She-Add for several tomes of magical power. In return, the demon asked Maliscient to continue spreading chaos throughout the region she was in. The



tomes turned out to be largely useless. Maliscient, being high-spirited and vengeful, refused to complete her end of the bargain. Out of her pure spite, she took her cult to a less desirable location. When Wal-She-Add sent minions in pursuit, Maliscient escaped by sacrificing her followers.

After the destruction of her cult, Maliscient wandered for a while, searching for information on Wal-She-Add. She learned of Traffshire from another wizard and relocated to the village. Through aggression and force of will, she became the leader of the Faction of the Dark. She is plotting her revenge on Wal-She-Add and sees the faction as a tool to accomplish it.

Notes

- Maliscient is completely devoid of empathy and compassion.
- Maliscient wants revenge on the world that has wronged her. She won't be happy until she has destroyed Wal-She-Add and everyone else who has ever crossed her.
- During her life as a pleasure slave, Maliscient saw hell. Those experiences have made her fearless, ruthless, and ready for anything.
- Because her suffering has given her such strong resolve, Maliscient believes she is better than everyone else, including her compatriots in the Faction of the Dark.

Obscuro the Scintillating

Half-orc, 5th level assassin, chaotic good

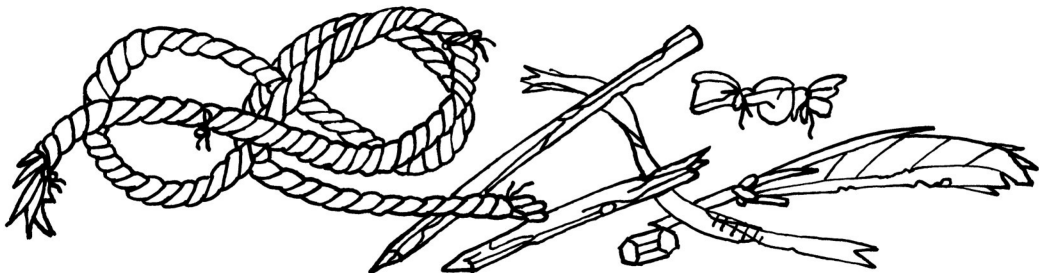
Although he doesn't know any spells, Obscuro is a "magician". He is a popular entertainer in Traffshire and is often hired to perform at special events. During his performances, Obscuro wears a sparkly robe and performs illusions using sleight of hand and deviously complex mechanical devices. Off stage, he is a secretive and withdrawn young man who dresses in handsome but antiquated suits and hats. In a community where the supernatural is commonplace, audiences are delighted by Obscuro's ability to imitate magic using nothing but his own ingenuity. Obscuro's performances are also thrilling because many of his tricks are dangerous to perform. The use of guillotines is one of his trademarks.

Obscuro's personal life is mysterious. This is partly to add mystique to his stage persona, and partly because Obscuro is ashamed of his past. From a young age, Obscuro was as an assassin for a powerful and evil church, and he assassinated members of many rival churches. On one particular job, he destroyed a cult of Wal-She-Add's mortal followers. Following the assassination, Obscuro became hunted by Wal-She-Add. He fled her agents throughout his teenage years, traveling across the land and barely staying a step ahead. As he grew more worldly, Obscuro realized the evils of his former life as an assassin.

Obscuro eventually encountered the Queen of Air and Darkness and entered Traffshire. Now he is attempting to atone for his past. He wants to help the people of Traffshire defeat Wal-She-Add, and he is a quiet supporter of the Faction of the Dark. With them, he believes he can use his experience as an assassin for something good.

Notes

- Even when he isn't on stage, Obscuro is in character. He acts strange and enigmatic to further his aura of mystery.
- Obscuro has done evil things and is anxious to atone for them. He was raised as a trained killer, and he wants to thwart those who raised him for evil by using his training for good.
- Obscuro is quiet and introverted and doesn't try to relate to others. He has very few friends.



Other People of Straffshire

Abrahima

Demon (marilith), chaotic evil

Abrahima is one of the half-serpent marilith demons. As a mercenary for Wal-She-Add, she posed as the demon lord's enemy and struck a deal with the Queen of Air and Darkness to gain entrance to Straffshire. Abrahima intended to sabotage the Chime of the Planes (see the Teleportation Stone in Chapter 3: Places of Note) so that Wal-She-Add could locate the village and invade, but her plot was discovered by Doctor Haydar Shiftman (described in this section). Haydar defeated her in combat and severed three of her six arms, but couldn't destroy her. Instead, he forced her into the Coffin House (see Chapter 3: Places of Note) and sealed her in one of its enchanted coffins.

Abrahima has been trapped in the coffin for three years. During this time, the coffin's magic has been aging her backwards into an infant. She is currently a toddler, but she is more hateful than she ever was as an adult. She dreams of escaping and wreaking havoc on Straffshire. Originally, her relationship with Wal-She-Add was purely mercenary. Now, Abrahima would gladly join forces with the demon lord to destroy Straffshire out of spite.

The Coffin House is a difficult prison to crack, but Abrahima hasn't given up. With her telepathy, she communicates with the people in the village. When she finds someone feeble-minded enough, she will deceive them and manipulate them into freeing her.

Notes

- As Abrahima ages backward, her mind becomes weaker. Although she still has the intelligence of an adult, she struggles to control her emotions. She often throws child-like tantrums when upset. Once, she was exceptionally cunning, but now she often acts impulsively out of desperation.

- Abrahima serves only herself. Before her imprisonment, she worked as a mercenary for the demon lords of the Abyss, but only on her own terms.

- Abrahima wants to destroy everyone in Straffshire, particularly Doctor Haydar Shiftman.

Cleolandru

Half-elf, 17th level magic-user, chaotic neutral

Before arriving in Straffshire, Cleolandru was a legendary sage with many titles. In various lands she was known as Cleolandru the All-Knowing, Cleolandru of the Divine Eye, and Cleolandru the Seer of Infinity. She is an elderly woman with dusky skin. She is notably hirsute for a half-elf and has thick, dark hair all over her body. Cleolandru is renowned for creating a spell to free her spirit from her body, enabling her to travel through space, time, and the planes. She has seen the far future, the distant past, many planes, and the lands beyond the stars.

To create her *spirit travel* spell, Cleolandru struck a deal with Wal-She-Add. Cleolandru would use Wal-She-Add's knowledge, spell components, servants, and other resources. In return, she would act as Wal-She-Add's personal sage. Cleolandru never intended to keep her part of the bargain. When the spell was completed, she fled, and the demon lord has been pursuing her ever since. Eventually, Cleolandru learned of the Queen of Air and Darkness and entered the protection of Straffshire. With Wal-She-Add actively hunting her, Cleolandru cannot leave the village or use her *spirit travel* spell. She has been trapped in Straffshire for fifty years.

Cleolandru is a respected sage in Straffshire. She is especially knowledgeable about the planes and the portals that connect them. She is also a repository of lore about history, legends, and

distant lands. However, Cleolandru's information is not always complete or correct. The universe is constantly changing, and most of Cleolandru's knowledge is more than fifty years old. Her only sources of current information are the people of Traffshire. Whenever someone new comes to town, she is anxious to meet them and pump them for information about the world at large.

Being trapped in Traffshire has made Cleolandru depressed and bitter, but she is not defeated. She is preparing to confront Wal-She-Add in the near future. She will share the locations of legendary artifacts or powerful spell formulae to anyone willing to join her in battle against the demon.

Notes

- Cleolandru knows more than any other mortal. To her, people are frustratingly ignorant and she often acts condescendingly.
- Cleolandru values freedom above else. She created the *spirit travel* spell so she could wander the universe without boundaries. Now she is preparing to challenge Wal-She-Add to regain that freedom
- Cleolandru is the sole master of the spirit travel spell, the most powerful of all divination spells. She has drawn the attention of wizards, kings, demons, and gods from across the universe.
- Cleolandru hates responsibilities, obligations, and anything else that might tie her down. She has trouble keeping promises, which is what got her into trouble with Wal-She-Add.

Drago

Morlock, 8th level monk, neutral

Drago was born into a primitive tribe of cave-dwelling cannibals. He grew up in perpetual darkness and subterranean confinement. He is hunchbacked and his skin and hair are translucent. Although he is completely blind, he compensates with his other finely-tuned senses.

When Drago was twelve, his tribe was wiped out by troglodyte raiders. He escaped to the surface where he was caught by slavers and sold to a wizard named Countess Leona Snow. The countess treated Drago like a son as well as a servant. She provided him a scholarly education and training in martial arts. When he was old enough and strong enough, Drago became the countess' bodyguard. When she relocated to



Straffshire, the countess took Drago with her. Shortly after the move, she was killed in a demon-conjuring accident.

Drago inherited Countess Snow's extravagant manor in Straffshire and has stayed there since. For a year, he has been living a life of freedom and luxury, and he is now twenty-five years old. Drago never liked the countess and doesn't like the wizards of Straffshire either, but he has a comfortable lifestyle and isn't ready to give it up yet.

Early in Drago's life, Countess Snow cast a curse on Drago to prevent him from ever telling a lie. Because of his compulsory honesty and martial arts abilities, the wizards of Straffshire treat Drago as their unofficial sheriff. In return for various favors, he apprehends troublemakers and destroys rampaging monsters. Although Drago feels no obligation to the people of Straffshire, he enjoys this position of power and delights in punishing the wizards who look down on him for his primitive origins and lack of magical training.

Notes

- Since Drago is unable to tell a lie, he avoids speaking at all. When he does speak, he says what is on his mind and isn't afraid to hurt people's feelings.
- Drago has spent nearly half his life as a slave. After inheriting his mistress's fortune, he experienced freedom, wealth, and power for the first time. He enjoys this new power and doesn't want to let it go.
- Drago's tribe was destroyed, but he still feels a strong connection to his old subterranean life. He is proud to be different from all the surface dwellers around him.
- Drago doesn't like people. He has a pessimistic attitude about others and refuses to see the good in them.



Jert Breeboz

Toadfolk, 12th level magic-user, chaotic neutral

Jert has never fit in. As a youth, he was chased out of his tribe of toadfolk for stealing corpses from the burial pit. As an adult, he is avoided by the wizards of Straffshire for his uncouth manners. Jert is a repugnant, humanoid toad with bad skin, bad hearing, bad eyesight, and bad breath. He lives in isolation, performing necromantic experiments in his decaying hovel on the edge of town. His neighbors complain that he never sleeps and talks loudly to himself all day and night. However, he is most disliked for laughing noisily and endlessly at his own jokes.

Jert is an accomplished necromancer, especially when it comes to summoning and creating creatures from the remains of the dead. He is always accompanied by several of his latest undead creations, and as his craft improves, these creatures grow continually stranger and more complex. Highlights include a giant centipede made of human fingers, a flesh golem made from a roper corpse, and a floating dragon skull that actually breathes fire.

Jert's only non-undead companions are other necromancers. None of them enjoy spending time with him, but Jert is one of Straffshire's most powerful necromancers and is respected despite his boorish personal habits. Jert also hosts gladiatorial competitions for undead creatures. These events take place in a cavern beneath his hovel and are widely attended. Attendees bring their own undead creations and pit them against each other in contests of athletics, combat, and art. Undead battles are most popular, but music, theater, and dance performances are also crowd-pleasers.

Notes

- Jert is oblivious to etiquette and social expectations, and his total lack of empathy continually isolates him from other people
- Jert just wants a friend. He surrounds himself with undead to ease his loneliness. He hones his necromantic arts to gain respect from his peers, but his need for companionship remains unsatisfied.
- Jert is an artist, although he would never call himself that. His undead creations are an expression of his creativity.

Marta of Dunman / Tekatul

**Human/ghost, 15th level magic-user,
neutral good/neutral evil**

Marta of Dunman is a respected wizard, scientist, and scholar, and an obsessive collector of lore. She opened the Dunman Library (see

Chapter 3: Places of Note) to share her collection of books, and she managed the library until her disappearance several years ago.

Much like the library she runs, Marta is unkempt. She wears tattered clothes. Her long hair hasn't been cut in decades. Her face and hands are usually covered in smudges of dust and ink from her many books.

Most of Straffshire's residents assume Marta is dead, but the reality is much more sinister. Marta is possessed by the ghostly inhabitant of a haunted spellbook. The ghost, named Tekatul, is the ancient wizard-king of a lost empire. He dreams of ruling a new empire and has seized Marta's body to fulfill his ambition. Tekatul has been searching the stacks of the Dunman Library for years. He is seeking a magical ritual to raise an army of ghosts. With this army, he could take over Straffshire and eventually invade the Material Plane.

Marta is not powerful enough to exorcise Tekatul, and the ghost has complete control of her body. Tekatul lives secretly in the massive Dunman Library and has destroyed any library patrons unfortunate enough to spot him. He is close to finding the spell to create his ghostly army, and he will soon be ready to attack Straffshire.

Notes

- Tekatul thinks he is smarter than everyone else. He always acts condescendingly, even toward his peers. He believes that the strongest and most cunning are meant to rule and that he deserves any power he is able to seize.
- Tekatul wants to recreate his lost empire and rule as a wizard-king once again.
- Tekatul's arrogance causes him to constantly underestimate his opponents.

A Note About Class Restrictions

Some characters in this chapter do not adhere to the usual race and alignment restrictions for their class. The universe is composed of many planes with many sorts of people on them. The race and class guidelines in the Labyrinth Lord core rules and the Advanced Edition Companion are common to people of the Material Plane, but they are not universal. In other places, such as the Plane of Faerie, it might be possible for a neutral good bear to take the role of a paladin.

A Note About Advanced Classes

Some characters in this chapter use races and classes from the Advanced Edition Companion. If a GM opts to use the Labyrinth Lord core rules only, those race and classes can be substituted for whatever is most appropriate.



Chapter 5: The Planar Wastes

The Teleportation Stone (see Chapter 3: Places of Note), along with Traffshire's other magical facilities, generates vast amounts of excess energy which damages the fabric of reality and causes strange magical anomalies. This raw magical power is channeled through subterranean conduits and vented outside the village into an area known as the Planar Wastes. The enchanted trashcans of the village's waste disposal system also teleport their contents there. As a result, the Wastes are a dumping ground for expired spell components, cursed magic items, and mundane trash. The area is permeated with magical energy, and home to rogue elementals, demons, spirits, and homunculi who have been banished from Traffshire.

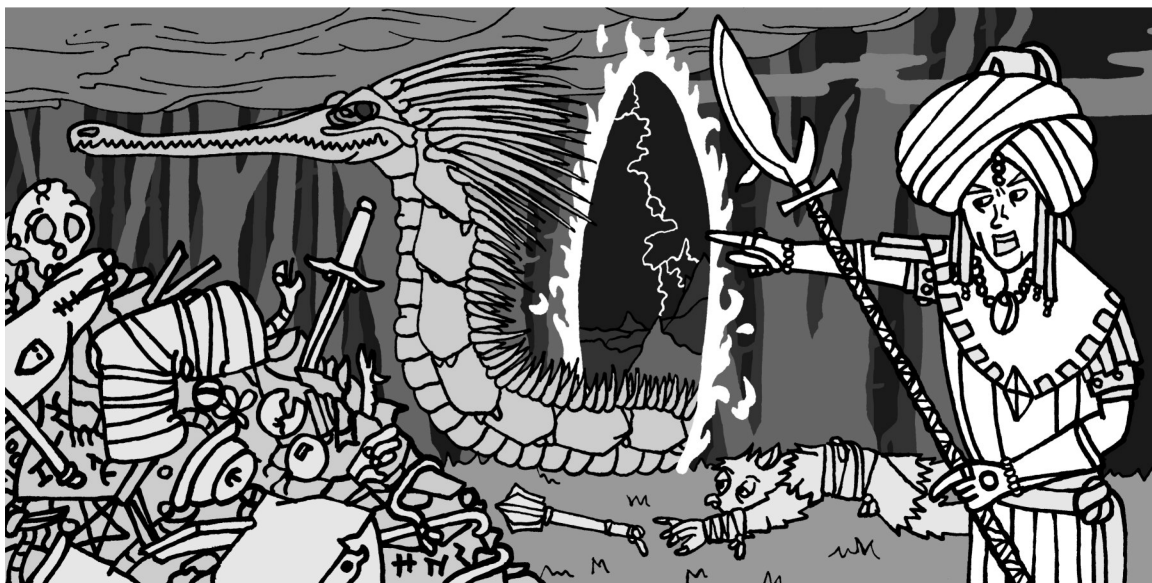
The Planar Wastes comprise the two hundred square miles of wilderness beyond Traffshire's walls. The Wastes are saturated with magical energy. Within them, everything is in flux, and reality is twisted by a conflicting multitude of magical forces. Much of the Wastes are covered in grassy plains and ancient forests. This is the original land from the Shereal Plains and the Harkenon Forest that the Queen of Air and Darkness ripped out of the Material Plane. The landscape is constantly being magically changed. A traveler might cross a steaming jungle and return a day later to find the terrain has changed into a barren desert. Sometimes this wild terrain is real, and other times it's entirely illusory.

The Wastes also contain passages to other planes. These appear unexpectedly to suck in nearby creatures and objects, and disgorge others. Even more dangerously, these passages are sometimes concealed, and a traveler can wander into another plane without realizing it.

The magical energy of the Planar Wastes sometimes takes the form of spell-like phenomena. Some areas of the Wastes enchant or curse any who enter them. Without warning, a traveler might temporarily grow to enormous size, start levitating, be able to see into the future, or experience the effects of some other more common spell. The most feared and dangerous of these occurrences are the magical storms that bombard the land and its denizens with dozens of enchantments. During these deadly tempests, *fireball* spells might fall from the sky, *stinking cloud* spells might blanket the ground, and *dancing lights* might appear and harass everyone. Most wizards will not enter the Wastes without preparing a few *dispel magic* or *anti-magic shell* spells.

Despite the Planar Wastes' many hazards, wizards still risk exploring it. They may scavenge Traffshire's refuse for spell components and magic items, search for passages to unexplored planes, or seek powerful beings to befriend or enslave. Although many people have found magical wonders in the Wastes, some have been trapped forever in another plane, destroyed by malevolent creatures, or annihilated by a stray spell.





Navigating the Wastes

Due to the Planar Wastes' constantly shifting terrain, travelers can become lost easily. To prevent this, a group of wizards created the Lighthouse. This beacon of magical light is installed atop the High Tower (see Chapter 3: Places of Note) and hovers high above Straffshire. Its radiance is faintly visible from

nearly everywhere in the Wastes, and travelers use it to orient themselves. However, only the foolish rely entirely on the Lighthouse. Its glow is often blocked by magical storms. Also, a contingent of will-o'-wisp has evolved to imitate the beacon's light and they have led many people to their deaths.

Adventures in the Wastes

Below are a few adventure hooks to draw the PCs into the Planar Wastes.

- A respected leader of Straffshire disappeared while exploring the Wastes. The PCs have been tasked with tracking her down.
- A demon, banished from Straffshire, is gathering an army of monsters in the Wastes. The demon must be destroyed before her army grows large enough to overrun the village.
- A wizard asks the PCs to find a rare spell component that grows in a particular region of the Wastes. In another version of this, the wizard is after a magic item he lost during a previous expedition in the Wastes.
- Through scrying spells, a wizard has found evidence of Wal-She-Add's minions in the Wastes. The PCs are asked to investigate.

Traveling the Wastes

The chart below suggests a variety of random encounters for the Planar Wastes. An encounter typically occurs every hour or mile of travel.

1-15	Terrain shift
16-30	Rubbish pile
31-45	Monster
46-55	Magic surge
56-65	Illusion
66-75	Planar gate
76-80	Plane shift
71-85	Traveler
86-88	Magic storm
89-90	Dungeon
91-100	Roll two encounters and combine them.

Dungeon: The PCs find a cave, ruins, or other dungeon-like structure. The dungeon could have been created by a stray spell or transported from another plane.

Illusion: The PCs encounter an illusory object, creature, or area of terrain. This could be benign. For example, the PCs hear beautiful music that suddenly vanishes. It could also be deadly. For example, the PCs see an illusory bridge across a chasm and will fall through if they walk on it. These illusions function like the *phantasmal force* spell.

Planar Gate: A passage to another plane appears in front of the PCs. It will either suck them in or disgorge extraplanar creatures and objects.

Planar Shift: The PCs step into another plane without realizing it. Typically, after an hour, they will be transported back to the Planar Wastes when the magic of the Queen of Air and Darkness locates the PCs and pulls them to safety. However, there is a 10% chance they become trapped in the plane indefinitely.

Magic Storm: For the next 2d6 minutes, all the PCs are targeted by a new random magic-user spell every minute. To determine the spell's level, roll 1d100.

(1-30) level 0; (31-60) level 1;
(61-70) level 2; (71-80) level 3;
(81-85) level 4; (86-90) level 5;
(91-93) level 6; (94-97) level 7;
(98-99) level 8; (100) level 9

Magic Surge: One or more of the PCs are targeted by a random magic-user spell. To determine the spell's level, roll 1d100.

(1-30) level 0; (31-60) level 1;
(61-70) level 2; (71-80) level 3;
(81-85) level 4; (86-90) level 5;
(91-93) level 6; (94-97) level 7;
(98-99) level 8; (100) level 9

Monster: The PCs encounter one or more of the demons, spirits, elementals, or homunculi that inhabit the Wastes. The creature could have been banished from Straffshire or have inadvertently wandered through a planar gate. They might be mutated or magically enhanced. A table of random creatures can be found elsewhere in this section.

Rubbish Pile: The PCs come upon a pile of refuse that was teleported from Straffshire's trash disposal system. The pile contains mostly mundane garbage such as old clothes, food, and household items. To determine the pile's contents, roll 1d100.

(1-5) a useful magical item;
(6-10) a damaged or inoperable magic item;
(11-15) a cursed magic item;
(16-100) nothing of value

Terrain Shift: The terrain changes without warning. The PCs might find themselves in a swamp, tundra, volcanic wasteland, or even in outer space.

Traveler: The PCs encounter another traveler. This could be a wizard from Straffshire or an intelligent being from another plane.

Creatures of the Wastes

Some wizards use the Planar Wastes as a dumping ground for disobedient and dangerous beings they have conjured or created. Spirits, elementals, homunculi, golems, djinn, demons, undead, and other creations of wizardry lurk in the Wastes, as well as creatures that wandered in through one of the many planar gates. Some of these creatures have been transformed by

the Wastes' magical ambiance into something new and strange.

The GM is encouraged to create their own unique encounters for the Planar Wastes, but this table contains some common creatures. The number of creatures encountered can be based on the level of PCs or determined randomly.

1-15	Lesser undead: ghouls, skeletons, zombies, shadows
16-30	Greater undead: ghosts, spectres, wraiths
31-40	Feral familiars: Rats and ravens are most common.
41-50	Homunculi
51-60	Mimics or animated statues (see "statue, animated" in the <i>Labyrinth Lord</i> core rules)
61-70	Owlbears
71-85	Hell hounds
86-90	Elementals: Fire is most common.
91-95	Golem: Clay is most common, followed by flesh. Stone or iron are very rare.
96-97	Quasits or other lower order demons
98	Standard order demons: babau, balor, marilith, vrock
99	Higher order demon: glabrezu, hezrou, nalfeshnee,
100	Higher order demon and followers: Roll again on this table to determine the lesser creatures under the demon's control.



Chapter 6: Monsters

From the Planar Wastes

Chaos Elemental

Chaos elementals are beings of pure magical energy. They are physically incoherent masses of sparkling, crackling force that roll across the ground. Wherever they go, they leave a trail of disintegrated matter in their wake.

Chaos elementals generate spontaneously in the magic-steeped Planar Wastes. They are unintelligent and instinctively driven to spread entropy and destruction. Most of the time, they are invisible and incorporeal, but they can take a physical form for a few minutes each day. In

this form, they disintegrate anything they touch. They are also highly unstable and often break apart or explode in a burst of magical energy. Due to their chaotic and ephemeral nature, chaos elementals cannot be conjured, bound, or controlled by wizards.

Chaos elementals stalk the Planar Wastes in their incorporeal form. When they see an opportunity for destruction, such as group of creatures, they become physical and attack. Chaos elementals primarily travel alone, but occasionally form groups and cause cataclysmic levels of havoc.

Chaos Elemental

No. Enc.: 2d4 (2d4)

Alignment: Chaotic (neutral)

Movement: 120' (40')

Armor Class: 2

Hit Dice: 8

Attacks: 1 (touch)

Damage: 2d8

Save: F8

Morale: 10

Hoard Class: None

XP: 1,800

Chaos elementals can only be harmed by magic and magical weapons. Although their physical forms are ever-changing, they average around 8' tall and 8' in diameter. They attack by touching or embracing their victims, inflicting 2d8 damage. Every round, at the start of its turn, or whenever the elemental suffers 20 or more damage from a single attack, roll 1d20.

On a result of 1, the elemental loses its physical form. It becomes invisible and

incorporeal. It cannot take any actions or affect the physical world in any way for the next 24 hours.

On a result of 20, the elemental explodes in a burst of magical energy. The elemental is destroyed, and any creature within 10' of it (including another chaos elemental) takes 8d6 damage. A successful saving throw versus spells reduces the damage by half.

Prismatic Ooze

The Prismatic Ooze is a one of a kind mutant ooze. This unique monster was created by a wizard in Straffshire, but it killed its creator and escaped from her lab alongside numerous other oozes, jellies, puddings, and slimes. With its entourage in tow, the Prismatic Ooze fled into the Planar Wastes.

The Prismatic Ooze is a mass of perfectly transparent slime. In dim lighting, its clear form is practically invisible. In bright lighting, the ooze's crystalline structure acts as a prism, emitting beams of rainbow light in every

direction. Unlike other oozes, the Prismatic Ooze is most active in the light.

The Prismatic Ooze lives by absorbing organic matter. It disables its prey with hypnotic patterns of light and kills them with beams of magical energy. The Prismatic Ooze's abilities are powered by bright light, and the ooze avoids hunting in dim or dark lighting. When forced to fight in darkness, it relies on the other oozes, jellies, puddings, and slimes in its cluster for protection. The Prismatic Ooze lives symbiotically with other species of gelatinous creatures. It protects them in bright lighting and they protect it in darkness.

Prismatic Ooze

No. Enc.: 1 (unique)

Alignment: Neutral

Movement: 20' (6')

Armor Class: 8

Hit Dice: 10

Attacks: 2 (slam)

Damage: 3d6

Save: F10

Morale: 12

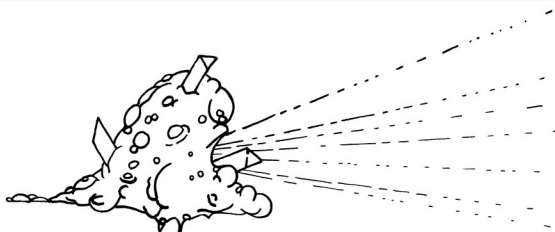
Hoard Class: None

XP: 8,500

The Prismatic Ooze is a dome of transparent slime 10' in diameter and 5' high. It is invisible in dim lighting. In bright lighting, the ooze's body acts like a prism, refracting light and producing beams of rainbow radiance. Under this condition, any creature that looks at the ooze must succeed on a saving throw versus spells or become confused (like the *confusion* magic-user spell).

The Prismatic Ooze attacks by slamming victims with its gelatinous tendrils. While in bright lighting, it can also produce a blast of rainbow-colored energy 3 times per day. This beam functions like the *prismatic spray* illusionist spell.

The Prismatic Ooze perceives by sensing vibrations. It senses have a range 120'. It never hunts alone and is always accompanied by 2d4 other oozes, jellies, puddings, or slimes.



Starfire Golem

The Starfire Golem is a one of a kind construct. It was forged from the molten core of a crystal meteor, and its crystalline body glows with the blinding brilliance of a star. No one knows who built the Starfire Golem. It endlessly patrols one square mile of the Planar Wastes and attacks all

who enter its domain. This region of the Planar Wastes hasn't been thoroughly explored, and at least one adventurer claims that the Starfire Golem guards a gate to a new and unknown plane. When wandering the wastes, it's easy to tell if the Starfire Golem is nearby. Its glow can be seen from miles away, and the golem leaves a trail of scorched destruction wherever it goes.

Starfire Golem

No. Enc.: 1 (unique)

Alignment: Neutral

Movement: 60' (20')

Armor Class: 3

Hit Dice: 14

Attacks: 1 (fist)

Damage: 3d8

Save: F14

Morale: 12

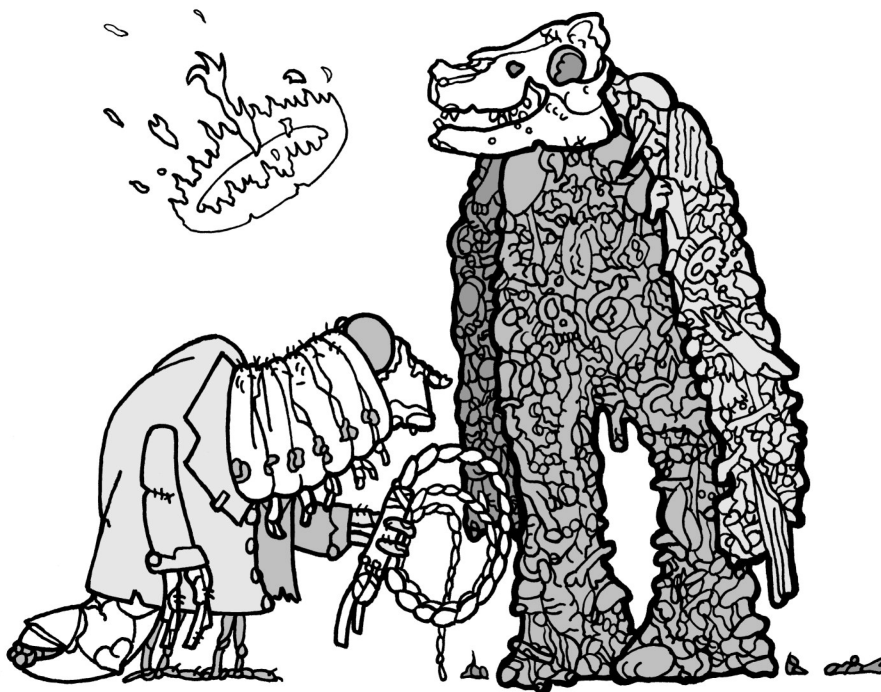
Hoard Class: None

XP: 7,250

The Starfire Golem stands 10' tall. It has no true intelligence and is unaffected by *hold*, *charm*, and *sleep* spells. Since it is not truly alive, it is also unaffected by poison or gas. Spells are ineffective, and fire-based magical attacks actually repair the golem at a rate of 1 hp per 1 damage that would have been inflicted. Only magical weapons that are +2 or better can harm the golem.

The Starfire Golem casts bright light in a 120' radius around itself. Any creature that sees the golem, and is within 30' of it, is blinded for 1 round. Creatures within 30' of the golem also take 3d6 fire damage each round from its intense heat. A successful saving throw versus spells reduces the damage by half.





Demons

Demon Halo

Demon halos are circles of blazing flame that hover above the ground. They come from the Abyss where they are created by demons to act as servants. Demon halos travel alone or in packs on missions for their demon masters. They are often sent through planar gates to scout or cause destruction in advance of a demon army.

Demon halos live to serve their master. They are barely intelligent and cannot act without instruction. They do not speak, but can communicate telepathically with their master across vast distances, even between planes. In this way, they receive commands and share their observations. If their master is incapacitated or destroyed, the halos will continue to act on their last orders. When those are complete, the halos will hover at the ready

until another appropriately powerful demon takes control of them.

Occasionally, if left without leadership for long enough, one or more demon halos might begin operating independently. In these rare instances, the halos typically act out their instinctual desire to incinerate everything around them.

When demon halos attack, they sow chaos and destruction. They speed through the air, spinning and diving to scorch as many creatures as possible. The halos have no self-preservation instinctive, only a desire to unleash fiery carnage. When wounded, they will often intentionally self-destruct in a fiery explosion.

Even among demons, creating demon halos is a lost science. Only especially learned demons know the demon halo conjuring ritual. Demon halos are rare, and their presence indicates the interest of a powerful demon lord.

Demon Halo

No. Enc.: 4d4 (4d4)

Alignment: Chaotic (evil)

Movement: Fly: 180' (60')

Armor Class: 7

Hit Dice: 1

Attacks: 1 (ram)

Damage: 1d6

Save: F1

Morale: 12

Hoard Class: None

XP: 50

Demon halos are rings of fire 1' in diameter. They cast light in a 30' radius and also have 60' infravision. They are immune to fire-based magical attacks and poison, and take half damage from non-magical weapons.

Demon halos attack by ramming into their victims and scorching them for 1d6 fire damage. A halo can instead use its attack to self-destruct, destroying itself and inflicting 2d6 fire damage to all creatures in a 10' radius.

A demon halo can communicate telepathically across any distance, but only with its master. The master is a creature (typically a demon) that the halo is bound to serve. The halo cannot act without instructions and can only follow basic commands. For example: "Go to the village and destroy any creature you see." or "Incinerate the forest. Don't leave a single tree standing."

Maggotkin

Maggotkin are humanoid, maggot-like demons who live in servitude to other demons. Maggotkin are not the weakest or stupidest of demons, but due to their servile personalities, they occupy the lowest ranks of the demonic hierarchy. They perform menial tasks or die in great numbers in the armies of their masters.

Maggotkin reproduce instantaneously using magic. A maggotkin can cause another maggotkin to spring fully grown from the corpse of another creature. Maggotkin could easily outpopulate any other creature in the planes.

However, maggotkin are voracious eaters, and if they did not regulate their own population, all of them would starve. Also, their overlords treat them as if they are disposable, and attrition keeps their numbers in check.

Maggotkin live amid rancid decay. They eat decaying organic matter (preferably flesh) and reproduce using corpses. They wear clothes made of hides, use weapons of rotting wood and bone, and live in massive colonies built from garbage heaps. Their demonic masters force them into this squalor to humble them, but over time, the maggotkin have adapted to their lifestyle and learned to revel in it.

Maggotkin

No. Enc.: 4d6 (8d6)

Alignment: Chaotic (evil)

Movement: 60' (20')

Armor Class: 7

Hit Dice: 1

Attacks: 1 (weapon)

Damage: 1d4 or weapon

Save: F1

Morale: 8

Hoard Class: I

XP: 20

Maggotkin stand 3' tall. Like most other demons, they take half damage from cold, electrical, fire, and gas-based magical attacks, as well as attacks by non-magical weapons. They have 120' infravision.

By touching the corpse of a human-sized or larger creature, a maggotkin can cause another maggotkin to grow instantly from those remains. The new maggotkin is fully grown, intelligent, and capable of acting in the following round, although it does not

possess a weapon or other equipment. Once a corpse has been used in this way, it is disintegrated and cannot spawn more maggotkin.

Every day, a maggotkin must eat its own weight in decaying organic matter. If it does not eat enough, it becomes weak and lethargic after 24 hours, suffering a -2 penalty to hit. After 2 days, it becomes comatose, and after 3 days, it will die.

Rawhead and Bloody Bones

Rawhead and bloody bones are the primary soldiers of Wal-She-Add, the demon lord of starvation. Following her directive, they spread hunger and terror across the Material Plane. Rawhead and bloody bones are formed from the discarded, inedible parts of slaughtered livestock. They are usually created by Wal-She-Add herself, but sometimes form spontaneously if an animal is slaughtered in a particularly cruel way. All rawheads, even those generated randomly, are subservient to the demon lord.

Rawhead and bloody bones appear as hulking heaps of animal bones, snouts, ears, tendons, and cartilage. They are roughly humanoid, and their heads are the skulls of beasts. Their bodies are slick with oozing blood and smell like the rancid air from a slaughterhouse.

Rawhead and bloody bones dwell in swamps, ponds, and bogs outside of communities. They

snatch passing travelers, drown them, and consume their remains. Their favorite victims are children. Like most demons, rawheads do not need food to survive, but they will eat for the pleasure of it. When a rawhead feels confident and well fed, it will seek out farms and homes, killing and eating people, and putrefying any edible food. The more people and food it destroys, the bolder the rawhead becomes. Eventually, it will begin sneaking into communities by night, massacring the inhabitants, and destroying as much food as possible.

Long ago, rawhead and bloody bones were creatures of the Plane of Faerie. They were wild, violent, and destructive, which led to their exile from that plane. The homeless rawheads were found by Wal-She-Add and turned into her servants.

Rawhead and Bloody Bones

No. Enc.: 1d4 (2d4)

Alignment: Chaotic (evil)

Movement: 120' (40')

Armor Class: 7

Hit Dice: 3

Attacks: 1 (touch)

Damage: 2d6

Save: F3

Morale: 10

Hoard Class: IV

XP: 65

Rawheads stand 8' tall. Splashes of blood and bits of gore constantly fall from their bodies, leaving a trail wherever they go. Each rawhead is surrounded by a magical aura of corruption that permanently putrefies all food, drink, and water within 60' of it.

The touch of a rawhead inflicts 2d6 damage and induces extreme hunger. The victim of the attack must roll a saving throw versus

poison. If the save is unsuccessful, the victim's maximum hit points are reduced by the damage of the attack. These lost hit points are regained after the victim eats a meal.

By consuming the corpse of a human-sized or larger creature, a rawhead can heal 1d8 hit points. Eating the corpse takes 1 minute (6 rounds).



Chapter 7: Game Master Tools

Getting to Traffshire

Traffshire has no permanent location and it shifts between planes every tenth of a second. It's unlikely for a group of adventurers to reach the village by accident. Following are some suggestions on how to bring the PCs to Traffshire.

The Old Fashioned Way: One of the PCs breaks a pact with Wal-She-Add. The demon lord could have saved the PC's life or given them a powerful spell or artifact. In exchange, the PC might have to destroy one of Wal-She-Add's enemies or act as the demon lord's servant. If the PC does not fulfill their part of the pact, Wal-She-Add and her demons will pursue the PC relentlessly.

While fleeing Wal-She-Add, the PC is visited by the Queen of Air and Darkness. The Queen offers the PC sanctuary in Traffshire in exchange for one or more favors. Most typically, the Queen will approach wizards so she can exploit them and steal their magical research.

Summoned: One of Traffshire's wizards has been scrying across the Material Plane. He is

seeking champions to come to Traffshire and help defeat Wal-She-Add. After learning of the PCs' exploits, the wizard may approach them and ask for help, or he might cast a spell that summons them to Traffshire whether they want to come or not.

On Accident: One of the PCs wanders through a planar gate or miscasts a *teleport* or *dimension door* spell and ends up in the Planar Wastes. Upon reaching Traffshire, the PCs might be mistaken as spies for Wal-She-Add and detained.

Existential Threat: Something is threatening Traffshire, and the Queen of Air and Darkness is looking for champions to help. She approaches the PCs with an offer. If the PCs are uncooperative, the Queen might trick them into visiting Traffshire and trap them there until they agree to help. This plot works best if the PCs are high level. After all, the Queen and the people of Traffshire are powerful. There aren't many problems that they can't solve themselves.

Adventure Hooks

Once the PCs arrive in Traffshire, the opportunities for adventure and intrigue are numerous. Following are some possible adventure hooks.

Bouncers: The residents of Traffshire are holding their annual ball. Due to his anti-social behavior, one member of the community is not invited this year. He is a powerful necromancer with a vindictive streak, and the ball's

organizers are worried he will try to crash the party in a destructive way. Almost everyone in the village is attending the ball, and the PCs are the only remaining people qualified to act as security for the event.

Breaking and Entering: A prominent wizard of Traffshire has disappeared. He has not been seen in several weeks, and his friends are starting to suspect something is wrong. They



want to search the missing wizard's mansion for clues, but the residence is protected by dangerous magical and physical defenses. The PCs are asked to enter the manor and look for indications of the missing wizard's whereabouts.

In another version of this hook, one of Straffshire's wizards hires the PCs to break into his rival's mansion to steal an artifact or spell formula.

Criminals on the Run: The people of Straffshire have mistakenly identified the PCs as spies for Wal-She-Add. The PCs might wind up as prisoners in Straffshire or as fugitives. To prevent severe punishment, they must find a way to clear their names or escape from Straffshire altogether. The PCs could have been framed by an actual spy living in the village.

Detectives: A wizard claims that another wizard stole one of his most precious artifacts. The accused wizard denies the accusation. Both wizards are prominent members of the community with many allies, and their feud is causing strife throughout the village. Since they are impartial outsiders, the PCs are asked to investigate the alleged crime and pass judgment

on the criminal. The crime might be genuine, or it might be a misunderstanding. The accusing wizard could have even fabricated the crime to denounce his rival.

Dirty Politics: One of Straffshire's four factions has been waxing in power under an outspoken, new leader. An agent from a rival faction asks the PCs to find or fabricate information that he can use to denounce this new leader.

Enemies of the Queen: The Queen of Air and Darkness has many enemies. These include rivals in the fey courts, demons that have threatened her subjects, or mortals that have defied her in some way. If the PCs owe the Queen a favor, she might require them to visit another plane and foil the machinations of one of these foes.

Gatecrashing: A wizard has discovered a new planar gate in the Planar Wastes. He wants to enter the gate and explore, but dangerous monsters have emerged from it. The wizard is worried that the gate may lead to a hostile, monster-infested location. He wants to hire the PCs to escort him through the gate and protect him as he explores the other side.

Rampaging Creature: A wizard conjured or created a powerful elemental, golem, djinn, undead, or demon. He lost control of it, and the creature is rampaging through Straffshire. The creature might threaten the PCs directly or endanger their allies. The creature's master asks the PCs to help get his creature under control, but if they seem intent on destroying it, he will oppose them.

Repel the Invaders: One of Wal-She-Add's generals has discovered a planar gate into the Planar Wastes. A demon army has come through the gate and is attacking Straffshire. The village will be overrun unless the PCs help defeat the invaders and seal the gate for good. If the PCs manage to destroy the demon general or the planar gate, they would be greatly rewarded by the people of Straffshire or the Queen of Air and Darkness.

Spy Hunt: A member of the Faction of the Informed suspects that one of Wal-She-Add's spies has infiltrated Straffshire. He believes that the spy is a prominent member of another Faction. The wizard asks the PCs to investigate one or more suspects and determine if they are agents of the demon lord. Since his reputation could be damaged if he makes a false accusation, the wizard is unable to lead the investigation himself.

If one of Wal-She-Add's spies is in Straffshire, their mission might be to sabotage the Teleportation Stone (see Chapter 3: Places of Note). If the spy is successful, another adventure might involve the PCs searching for rare magical materials to repair the damaged device.

Themes

Following are the Straffshire setting's most prominent themes.

Magic Gone Wild: Wizards and their experiments run unchecked in Straffshire. Countless spells have warped the village and its surroundings into unearthly forms. The village's buildings are highly unique and highly enchanted. One wizard might live in a mansion shaped from mist. Another might live in a completely invisible tower. Yet another might live in a clockwork cottage that walks on spider-like legs. Beyond the village is a wasteland permeated by magical radiation. Magic storms sweep the ever-changing terrain, and planar gates suck passing creature into unknown lands.

Planar Melting Pot: Straffshire's diverse residents come from across the planes and represent many races and cultures. Demons, fey, and intelligent animals are as common as demihumans. Elementals, golems, spirits, and the undead regularly walk the village streets. This odd mixture of people and attitudes is a constant source of competition and conflict.

Faction Intrigue: Straffshire offers many freedoms to its residents, but it's basically a prison. The villagers don't leave the village for fear of being hunted down by Wal-She-Add and her minions. Within the village, they are watched by the Queen of Air of Darkness and forced to do her bidding. Most of Straffshire's residents dream of escape, and they unite into factions to make this dream a reality. Each faction hatches their own plots to defeat Wal-She-Add, and when these factions work at cross purposes, conflict often erupts.

Decadence: With the power to control reality, many wizards develop a disregard for law, order, and societal norms. Straffshire is an anarchic place where wizards pursue their obsessions without intervention. They experiment with dangerous spells, bargain with supernatural beings, and research forbidden lore to their heart's content. Many seek power, knowledge, and pleasure regardless of the costs, and traditional ideas of right and wrong are of little consequence to them.

War of the Gods: Although most of them don't realize it, the people of Straffshire are pawns in a battle between the demon Wal-She-Add and the Queen of Air and Darkness, a fey deity. This conflict is primarily covert, but could easily

escalate. In an all-out war, these powerful entities would mobilize their armies of monstrous minions, and Straffshire would be caught in the middle.



Chapter 8: New Magic Items

Unlike most places on the Material Plane, magic items are a common commodity in Straffshire. On any given Market Day (see The Egg in Chapter 3: Places of Note), dozens of items change hands. Since most people in Straffshire rarely leave the village, they have little use for magical weapons, armor, and adventuring tools. As a result, items of convenience and comfort are much more common.

The magical trinkets described in this chapter represent a small sample of the many items regularly used and traded in Straffshire. Any of them could be offered in a vendor's stall on Market Day or found in a rubbish pile in the Planar Wastes. Although money is not used in the village, a value in gold pieces is listed for each item. This can be used as a point of reference if a PC wants to barter for a particular item.

d100	Item	Value	Weight	d100	Item	Value	Weight
1	Boots of False Trails	1,000 gp	2 lb.	51-52	Perpetual Ice	100 gp	10 lb.
2	Branching Path	500 gp	1 lb.	53-54	Pet Whistle	250 gp	—
3-5	Cooling Spice	25 gp	—	55	Plant Ager	50 gp	1 lb.
6-7	Cursed Dice	100 gp	—	56	Potion of Air Breathing	100 gp	—
8-9	Cursed Sausage	50 gp	1 lb.	57	Potion of Child Development	1,000 gp	—
10-12	Egg Surprise	50 gp	—	58-59	Potion of Fetal Development	500 gp	—
13-14	Ever-Bouncing Ball	100 gp	—	60-62	Potion of Hair Growth	100 gp	—
15-17	Ever-Lasting Makeup	250 gp	1/2 lb.	63-65	Potion of Hair Removal	100 gp	—
18-19	Folding Chair	250 gp	5 lb.	66-68	Potion of Sleep	100 gp	—
20-21	Heraldic Banner	250 gp	10 lb.	69-71	Potion of Sleeplessness	100 gp	—
22-23	Hunting Stone	250 gp	—	72-74	Potion of Sobering	100 gp	—
24-25	Ice Pearl	50 gp	—	75-77	Prismatic Ink	50 gp	—
26-27	Incubation Stone	100 gp	—	78	Rainbow Torch	500 gp	1 lb.
28-30	Insect Attractor	25 gp	—	79-80	Rain Orb	250 gp	1 lb.
31-33	Insect Repellent	25 gp	—	81	Ring of Doppelganger Detection	500 gp	—
34	Living Mask	500/1,000 gp	1 lb.	82-84	Safety Pouch	500 gp	1/2 lb.
35-36	Living Stuffed Animal	250 gp	—	85-87	Scented Candle	25 gp	—
37	Measuring Rod	500 gp	3 lb.	88	Scroll Copier	1,000 gp	1/2 lb.
38	Oil of Buoyancy	500 gp	—	89	Shark's Tooth Talisman	500 gp	—
39	Oil of Flow Reversal	1,000 gp	—	90-92	Spunk Radish Wine	100 gp	1 lb.
40-42	Oil of Invisibility	1,000 gp	—	93-94	Stasis Jar	500 gp	1 lb.
43-44	Oil of Rustproofing	250 gp	—	95-96	Sunless Dial	250 gp	1 lb.
44-45	Oil of Scar Removal	50 gp	—	97	Surf Bell	250 gp	3 lb.
47-48	Paint Rod	100 gp	3 lb.	98	Talking Basket	500 gp	1 lb.
49-50	Perpetual Flame	100 gp	—	99-00	Talking String	500 gp	—

Boots of False Trails: The wearer of these boots can change their footprints at will. The prints can be half or twice as large as normal and can resemble the prints of any creature. Regardless of the tracks they leave, the boots maintain the same appearance.

Cost: 1,000 gp

Weight: 2 lb.

Branching Path: This unusual item resembles a forked, arm-length twig. When snapped in half, the twig teleports the creature that broke it to a random place. The destination might be ten feet away, a million miles away, or on another plane. A user of the *branching path* usually teleports to a reasonably safe location, but there is a 5% chance they end up somewhere extremely dangerous such as underwater, inside a volcano, or high in the sky. Once the *branching path* is broken, it cannot be used again.

Cost: 500 gp

Weight: 1 lb.

Cooling Spice: A dash of this enchanted seasoning removes the heat from even the spiciest foods. *Cooling spice* has no flavor and does not reduce the food's taste, only the sensation of spiciness. One ounce is enough for three normal-sized servings of food.

Cost: 25 gp per ounce

Weight: —

Cursed Dice: These normal-looking dice carry a cruel enchantment. They always roll whatever result is least desirable to the creature that rolled them.

Cost: 100 gp

Weight: —

Cursed Sausage: This piece of cured meat is 3' long and has a delicious, salty taste. Unless eaten in one bite (impossible for human-sized creatures), the sausage instantly regenerates any piece torn off from it. The meat is tasty but unsatisfying. No matter how much of it a creature eats, they never feel full or gain any sustenance. The more they eat, the hungrier they feel. A creature can eat an infinite amount

of the sausage since it does not take up any room in their stomach.

Cost: 50 gp

Weight: 1 lb.

Egg Surprise: Although they are visually indistinguishable from a regular chicken egg, *egg surprises* are sought-after magical delicacies. The yolk of each *egg surprise* is a unique culinary experience. One might be enchanted to taste like beets marinated in spicy halfling wine. Another might taste like fresh dragon turtle sashimi. The variety of flavors is infinite and almost always pleasant.

Cost: 50 gp

Weight: —

Ever-Bouncing Ball: When dropped or thrown, this coin-sized ball rebounds with equal force off any solid surface. The ball never loses momentum and will bounce perpetually. Since it is made of a soft, springy material, it inflicts no damage if hurled or used as a sling bullet.

Cost: 100 gp

Weight: —

Ever-Lasting Makeup: The makeup in this kit never runs, smears, or washes off, even with water or acid. It can only be removed by a special solvent also included in the kit. The kit contains beautifying makeup and various colors of face paint. There is enough makeup for 2d6 uses and enough solvent for the same number of removals.

Cost: 250 gp

Weight: 1/2 lb.

Folding Chair: When its button is pressed, this wooden chair collapses into a fist-sized cube. Pressing the button again expands the chair to its full size. The chair takes 1 round to transform. While collapsed, it weighs as much as a normal chair.

Cost: 250 gp

Weight: 5 lb.

Heraldic Banner: The color and pattern of this flag can be changed at the will of its carrier. To change the flag's appearance, a creature must

touch the flag or its pole and spend 1 round concentrating on the design they would like to create. The design persists until it is deliberately changed again. It can include any combination of color, pattern, imagery, and text.

Cost: 250 gp

Weight: 10 lb.

Hunting Stone: These magic pebbles come in a wide variety of types. There are dragon hunting stones, ghoulish hunting stones, elk hunting stones, and many others. When the stone rests on a flat surface, its arrow-like end points to the nearest creature of the appropriate type. The stone's range of detection is unlimited.

Cost: 250 gp

Weight: —

Ice Pearl: This pea-sized glass orb is icy to the touch. When shattered, it produces hazy gas in a 10' radius. The gas disperses in air or liquid and will freeze water solid within 5 minutes. Other liquids might take more or less time to freeze. The gas dissipates after 10 minutes, and anything frozen by it begins to thaw.

Cost: 50 gp

Weight: —

Incubation Stone: This smooth pebble radiates comforting warmth. Placing it against the shell of a fertilized egg causes the egg to hatch within 24 hours. The stone's magic forces the embryo to develop at an accelerated rate, and the hatched creature will be a fully-formed infant.

Cost: 100 gp

Weight: —

Insect Attractor: When this fist-sized wad of wax is melted, it emits a sweet smell for 10 minutes. During this time, all normal-sized insects within 100' will swarm to the wax. The melted wax is sticky and traps any insects that touch it. Giant insects are unaffected. Once the *insect attracter* has been melted, it cannot be used again.

Cost: 25 gp

Weight: —

Insect Repellent: When this fist-sized wad of dried fungus is soaked in water, it emits a spicy smell for 1 hour. During this time, normal-sized insects will not willingly come within 10' of the fungus. If an insect involuntarily gets near the fungus, it will leave as quickly as possible. Giant insects are unaffected. Once the *insect repellent* has been soaked, it cannot be used again.

Cost: 25 gp

Weight: —

Living Mask: Masks of this type come in many styles. They might resemble beast heads, demonic visages, or occasionally, human faces. Each is realistic, highly detailed, and unique. When worn, the mask is indistinguishable from living flesh. Its muscles move, and it seems to be the wearer's real face, although a *detect magic* spell will reveal the mask for what it is. Creating a *living mask* requires great artistry and powerful magic, and a well-made or particularly eye-catching mask is very valuable. A mask can be custom-made to resemble any creature or person the wearer desires, although these are quite expensive and require at least 3 months to craft.

Cost: 500 gp (premade), 1,000 gp (custom)

Weight: 1 lb.

Living Stuffed Animal: This fabric doll bears the likeness of a small animal such as a mouse, duck, or newt. When the command word is spoken, the doll transforms into a living animal of the species it represents. It behaves as a wild animal of its type would and does not know any commands. Speaking the command word again turns the animal back to a doll. The animal does not retain its memories between transformations so it cannot be trained.

Cost: 250 gp

Weight: —

Measuring Rod: This metal rod magically measures distances. By pointing the rod at an object and concentrating for 1 round, the rod's wielder knows the distance in feet between the rod and the object. The rod can measure distances up to 1 mile (5280').

Cost: 500 gp

Weight: 3 lb.

Oil of Buoyancy: When spread over an object, this oil makes the object float in water. Although the object is more buoyant, its weight does not change. The oil's effect lasts indefinitely. A 1-ounce vial of oil can coat an object the size of a breastplate.

Cost: 500 gp per ounce

Weight: —

Oil of Flow Reversal: This innocuous vial of clear liquid contains powerful nature magic. When poured into a river, stream, or other flowing body of water, it gradually reverses the water's flow over a period of 3d10 days. Once reversed, the water flows at the same speed, but in the opposite direction. Even reversing the smallest brook can cause significant environmental upheaval such as flooding, water contamination, or the destruction of wildlife habitats.

Cost: 1,000 gp

Weight: —

Oil of Invisibility: When smeared on an object, this oil renders the object completely and permanently invisible. The oil only affects non-living, inanimate objects and cannot be used on creatures, plants, undead, or golems and other automatons. Invisible objects can be sensed with the *detect invisibility* spell or by creatures that can see the invisible. A 1-ounce vial of oil is enough to coat one palm-sized object such as an amulet, key, or flask.

Cost: 1,000 gp per ounce

Weight: —

Oil of Rustproofing: When spread over a metal object, this oil renders the object immune to rust. The potion's effect lasts indefinitely. A 1-ounce vial of oil can coat an object the size of a breastplate.

Cost: 250 gp per ounce

Weight: —

Oil of Scar Removal: When spread over a scar, this oil can heal the damaged tissue. Although the oil is inexpensive, it is prone to fail catastrophically so many people do not use it. Each application has a 25% chance of a failure in

which case the scar is permanently and drastically enlarged. The oil has no effect if applied to the same scar twice. A 1-ounce vial of oil can coat 1 square foot of skin.

Cost: 50 gp per ounce

Weight: —

Paint Rod: This rod is studded with dozens of stones in varying colors. When a stone is pressed, the rod hurls a correspondingly colored orb of paint. The orb travels up to 60' and explodes on impact, coating everything in a 5' radius with paint. The paint dries in 1 hour and is not flammable, sticky, or greasy. Any living creature struck by the orb will probably flinch and close their eyes on impact and is unlikely to be blinded. The rod has 2d6 charges and expends 1 charge per use.

Cost: 100 gp

Weight: 3 lb.

Perpetual Flame: Once lit, this candle cannot be extinguished until its fuel runs out. It will even burn without oxygen or underwater. The candle lasts 3d6 months before burning out.

Cost: 100 gp

Weight: —

Perpetual Ice: This 1' cube of enchanted ice never melts or grows warm. It remains solid even if exposed to normal or magical fire. Aside from its imperviousness to heat, it is otherwise identical to normal ice and can be chopped or shattered by weapons or tools.

Cost: 100 gp

Weight: 10 lb.

Pet Whistle: Each pet whistle is attuned to a particular species of small animal such as a dog, eagle, or turtle. The whistle produces no sound when blown, but if an animal of the appropriate species is within 30' of the blower, it becomes agitated and retreats. The whistle has no effect on giant animals, familiars, or magical animals.

Cost: 250 gp

Weight: —

Plant Ager: When this gnarled stick of wood is touched to a plant of any variety, the wielder is

able to know the plant's age in months. This effect works with living or dead plants, but not petrified plants since they are no longer organic.

Cost: 50 gp

Weight: 1 lb.

Potion of Air Breathing: The imbiber of this potion is able to breathe any gas that contains oxygen. This effect lasts for 1 hour. Most land-based creatures can already breathe oxygen and gain no benefit from this potion. It is usually imbibed by aquatic creatures, allowing them to breathe freely out of the water.

Cost: 100 gp

Weight: —

Potion of Child Development: By drinking one of these potions each month, a child will age rapidly to adulthood. Using this potion, a human infant can become a fully-grown adult in 1 year. For races with shorter or longer lifespans, the growth period ranges between 6 months and 5 years. Once a child reaches adulthood, the potion no longer affects them. The potion ages the child physically and mentally, although adults created by this potion tend to have a child-like naivete.

Cost: 1,000 gp

Weight: —

Potion of Fetal Development: When a pregnant creature drinks this potion, the length of her pregnancy is drastically reduced. A 9 month pregnancy is shortened to 1 month. Despite this brief gestation period, the infant is born normal-sized. One potion can be used per instance of pregnancy, and additional potions have no effect.

Cost: 500 gp

Weight: —

Potion of Hair Growth: This potion causes the imbiber's hair (including facial and body hair) and fingernails to grow at 10 times the normal rate. The effects of the potion last for 1 month.

Cost: 100 gp

Weight: —

Potion of Hair Removal: When rubbed on a creature's skin, this potion gradually removes all hair from the application area within 24 hours. If drank, the potion removes all the imbiber's hair within 24 hours. The hair falls out in a natural but accelerated way and will regrow at a normal rate.

Cost: 100 gp

Weight: —

Potion of Sleep: 10 minutes after drinking this potion, the imbiber becomes drowsy and falls asleep. They remain asleep for 8 hours and will not awaken unless they take damage.

Cost: 100 gp

Weight: —

Potion of Sleeplessness: After drinking this potion, the imbiber becomes unable to fall asleep for 3 days. This potion does not eliminate fatigue. It only prevents sleep. A creature under the potion's effects is likely to be weary and may struggle to function normally.

Cost: 100 gp

Weight: —

Potion of Sobering: When imbibed, this rancid-smelling potion induces a fit of vomiting that lasts 1 minute (6 rounds). Afterward, the imbiber is cured of the effects of any ingested poisons, including alcohol. This potion cannot revive a creature that has already been killed by poison.

Cost: 100 gp

Weight: —

Prismatic Ink: By touching this vial of ink and speaking the name of a color, a creature can change the ink's color at will. The vial contains 1 ounce of ink. The vial itself is not magical, and when its ink is expended, it has no special properties.

Cost: 50 gp per ounce

Weight: —

Rainbow Torch: The carrier of this torch can change the color of its flame at will. To change the color, the carrier must concentrate for 1 round. The flame can become any color in the

visible spectrum of light. A fire lit by the torch burns with the color of the flame that ignited it. The torch can burn indefinitely and never runs out of fuel.

Cost: 500 gp

Weight: 1 lb.

Rain Orb: This fist-sized orb is made from highly polished stone. When it becomes damp and clammy, the orb is forecasting the fall of natural precipitation in the area within 24 hours. Although the orb is infallible, it cannot predict precipitation brought on by a control weather spell or other magical means.

Cost: 250 gp

Weight: 1 lb.

Ring of Doppelganger Detection: This ring glows brightly when worn by a doppelganger or a polymorphed creature. Rings of this type typically resemble engagement rings and are used to protect people from unknowingly marrying a doppelganger or other shapeshifter.

Cost: 500 gp

Weight: —

Safety Pouch: When this belt pouch is closed and the command word is spoken, the pouch becomes magically sealed until the command word is spoken again. The effect is similar to the *arcane lock* spell and can be thwarted by *knock* or *dispel magic*. The pouch itself can only be damaged by magic or magical weapon.

Cost: 500 gp

Weight: 1/2 lb.

Scented Candle: This candle produces a strong odor as it burns. Scented candles come in many varieties. Pleasant scents such as roses, pine needles, or the ocean are most common. However, more unusual varieties also exist, such as meat, brimstone, or offal. Each candle burns for 1 hour.

Cost: 25 gp

Weight: —

Scroll Copier: This cylindrical scroll case makes a copy of whatever scroll is placed inside. For the case's magic to work, a scroll must remain

inside for more than 1 minute (6 rounds) while the case's lid is closed. When the case is opened again, it contains two identical scrolls. The *scroll copier* cannot copy spell scrolls or other scrolls with magic writing.

Cost: 1,000 gp

Weight: 1/2 lb.

Shark's Tooth Talisman: This talisman resembles a large, blood-stained shark's tooth. The wearer can smell fresh blood up to 1 mile away. Also, they can only eat fresh, bloody meat. Any other food disgusts them and makes them ill. Once donned, the talisman cannot be removed without the aid of a *remove curse* spell.

Cost: 500 gp

Weight: —

Spunk Radish Wine: This white wine, brewed from the subterranean spunk radish, has a unique, herbal taste and magical properties. Drinkers of the wine typically experience slight drunkenness after one or two glasses. They feel relaxed and lightheaded, but never become impaired or sick regardless of how much they drink.

Cost: 100 gp

Weight: 1 lb.

Stasis Jar: There is nothing obviously magical about this 16-ounce glass jar, but any creature kept inside it can survive indefinitely without food or water. The contained creature can move around and behave normally. Holes in the jar's lid prevent the creature from suffocating.

Cost: 500 gp

Weight: 1 lb.

Sunless Dial: This saucer-sized sundial casts a shadow and indicates the correct time even without sunlight. It can track time at night or underground.

Cost: 250 gp

Weight: 1 lb.

Surf Bell: When struck, this iron bell emits a sound like roaring surf and crashing waves for 1 minute (6 rounds). Although it is no bigger than a human head, the bell is unusually loud and can be heard up to 1 mile away.

Cost: 250 gp

Weight: 3 lb.

Talking Basket: This goblet-sized basket can record and recite sounds. To use the basket, a creature must first open its lid. Any sounds that enter the basket will be stored within. When the basket's lid is next opened, the recorded sounds will issue from the basket. Once the sounds have been recited, the basket must be opened once more, and new sounds must be

recorded for the basket to work again. Speaking the words of a spell into the basket will not cast the spell when the basket is opened.

Cost: 500 gp

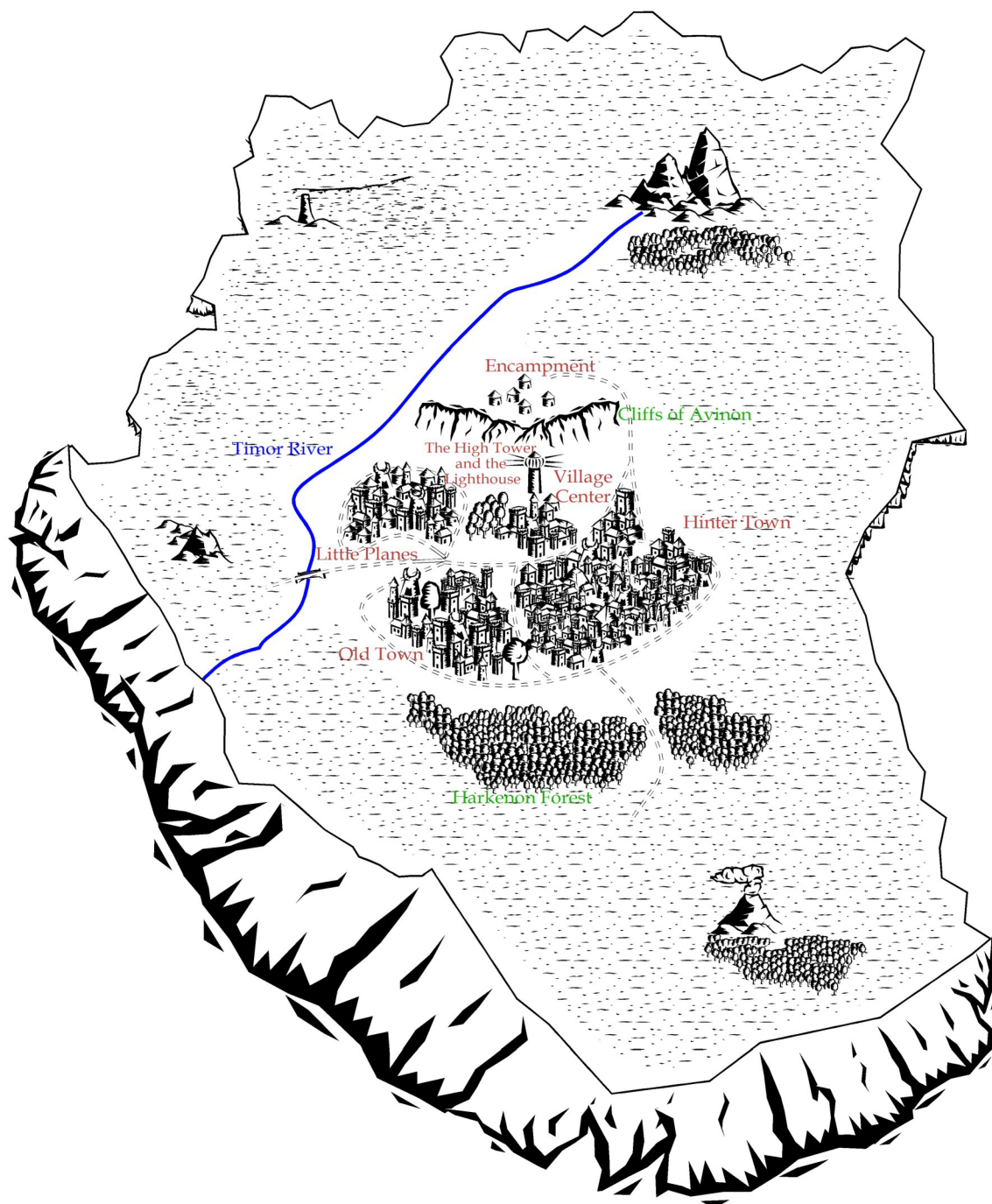
Weight: 1 lb.

Talking String: This 100' string has a loop at each end. To use the string, two creatures must each wear one of the loops around their neck. When either creature vocalizes, the other can hear them as if they were standing adjacent. Communication persists until one creature removes the loop or the string is broken. The string has the appearance and durability of ordinary twine.

Cost: 500 gp

Weight: —

Chapter 9: Maps





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