



# Mirrspire

The City of Walls

by  
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# Mirrspire, the City of Walls

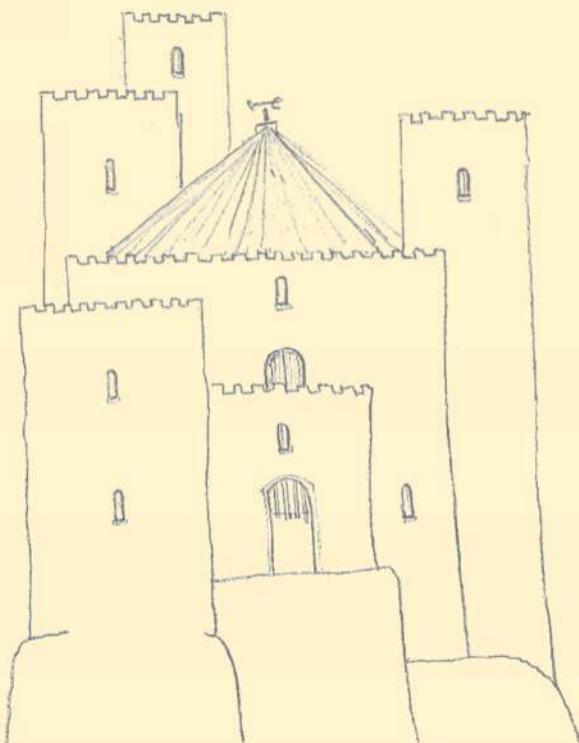
2nd Edition

## Introduction

Looking back, the Dungeons and Dragons “red box” was the best Christmas present I ever got. Before I knew it, I was a Dungeon Master with a stack of books, modules, notebooks, miniatures, and a cup full of dice that was heading off to get my Boy Scout troop hooked on D&D.

Now, there is an old metal filing cabinet in my garage with a drawer full of books, modules, notebooks, miniatures, and a cup full of dice. A well-worn red box with a tattered set of basic rules and a ragged copy of *Keep on the Border Lands* is still in there under a pile of old Dragon Magazines. I have cycled through other games over the years; table top war games, Magic the Gathering, World of Warcraft, raising children, but the realization that twenty years had slipped by since I last played D&D came as a surprise. But now, after all these years, the drawer was calling to me.

I had always wanted to make a “real” module when I was a dungeon master, but our campaigns always outran my time to prepare. The drawer is full of abbreviations; castles with only a single floor drawn, town maps cobbled together over photocopies of real medieval towns, characters sheets with extra names added for second lives in other campaigns, and



An original drawing for Mirrspire Castle, dating circa 1981?



Updated art for Mirrspire Castle, dating to 2018.

page after page of homemade magic items, monsters, and spells. So finally, I was called to go through the years of dungeon master bric-a-brac and build a real module, the drawer demanded it.

What you are about to read is not that module, instead, Mirrspire is the world that module fits into. The module will be called “Trouble in Lab #7” and will revolve around Ironrest’s Alchemist and Master of Weights and Measures Sebastian Essayer. With that story half-finished I realized that it was not an adventure for the lower levels characters, so I wanted a world that new characters could wade into first. It is a world that starts off in a bit of an industrial backwater (Ironrest) but provides endless opportunities for characters to strike out on their own before they are called back to save their home town. It is a world from my drawer.

A final note, let’s just say that I felt a lot of my early Dungeon Master work from the drawer needed to be updated. So, for reference I have included an example of a typical “vintage” drawing from the drawer with an updated version that hopefully stays true to the spirit of the original.

- Matthew J.

## Credits

Design, Maps, and Art: Matthew J.

Cartography: Special thanks to StarRaven who put out some awesome Photoshop cartography brushes that are better than anything I have the patience to do (see the map at the beginning of Chapter 4).

The following old school Advanced D&D products were used for reference:

- Player’s Handbook
- Dungeon Master’s Guide
- Unearthed Arcana
- Monster Manual I & II
- Fiend Folio
- Deities and Demigods (the 1st edition)
- Keep on the Borderlands



*Mirrspire*

The City of Walls

# Chapter 1

## Mirrspire – The City of Walls

Mirrspire was founded by **Jorin the Builder (Jorin Orenfeld)**, Holy Paladin and First King of the City nearly six hundred years ago. It is currently ruled by one of his few remaining direct descendants, his great (many times removed) grandson **Prince Devin the Young**. Prince Devin was nine years old when his father (King Humphrey the Wise) died in a heroic battle against demonic forces, that battle was over eighty years ago, and the Prince has not aged a day since. Also, to reiterate, Prince Devin has not physically aged a day past nine years old in the last eighty years. His mother, Queen Mother Primrose, had died in labor which meant the child prince was alone with a host of advisors, extended family, and his pet goat to rule the City after the passing of the king.



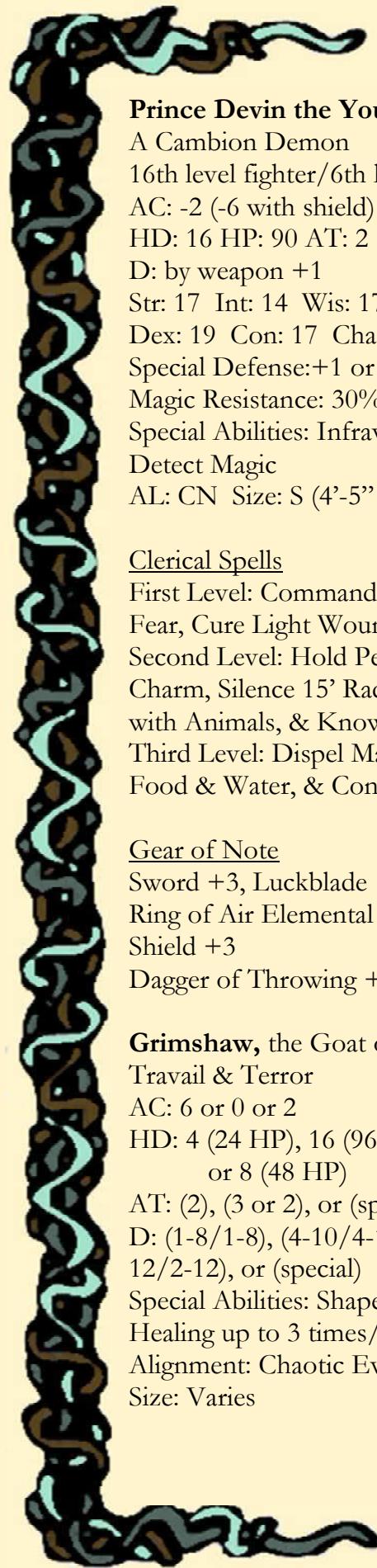
While many had originally assumed Prince Devin's eternal youth to be an evil trick of the appointed chancellor to extend his power, the chancellor's death over sixty years ago generally put those rumors to rest. Those who have spoken with the prince at length are well aware that he does not have the mind of an eighty-year-old trapped in a child's body, nor is his mind that of a child. The most common description of his personality is "mercurial." By City tradition, the Prince will not be dubbed King until his marriage.

The truth is that the Prince is a Cambion demon torn between his demonic spawning and the powerful bloodline of his heritage. Only his two tutors know his true nature, and both strive to influence him against the ways of the other as his power continues to grow.

The Prince's pet goat (and tutor) Grimshaw has been at his side since birth. Grimshaw is a chaotic evil demon of some sort, having a demon's advantages and disadvantages. He can take any of the forms of the Ivory Goats as per the Figurines of Wondrous Power, shape changing up to three times per day and healing nearly completely (including severed limbs and such with each change). Grimshaw is quite proud that the Wizard Wonderous modeled a set of figurines after him. The Prince will often ride a festooned Grimshaw for public functions and hunts in the Mirr Woods.

The Prince's second tutor is also his "imaginary" friend named Petria. She is lawful good Couatl capable of using both magic user and clerical spells. Petria is normally invisible as per the second level spell and is rarely far from the Prince, her existence is not common knowledge. When not invisible, she would normally be polymorphed into a pigeon or a similar nondescript creature. Should physical combat become necessary she uses her psionic Expansion ability to great effect.

To the dismay of both his tutors, the Prince has recently taken a great interest in poetry. This is worrisome because his mother



### **Prince Devin the Young,**

A Cambion Demon

16th level fighter/6th level cleric

AC: -2 (-6 with shield)

HD: 16 HP: 90 AT: 2

D: by weapon +1

Str: 17 Int: 14 Wis: 17

Dex: 19 Con: 17 Cha: 20

Special Defense:+1 or better to hit

Magic Resistance: 30%

Special Abilities: Infravision, & Detect Magic

AL: CN Size: S (4'-5" tall)

### Clerical Spells

First Level: Command x2, Cause Fear, Cure Light Wounds & Bless

Second Level: Hold Person, Detect Charm, Silence 15' Radius, Speak with Animals, & Know Alignment

Third Level: Dispel Magic, Create Food & Water, & Continual Light

### Gear of Note

Sword +3, Luckblade

Ring of Air Elemental Command

Shield +3

Dagger of Throwing +1

### **Grimshaw, the Goat of Travelling, Travail & Terror**

AC: 6 or 0 or 2

HD: 4 (24 HP), 16 (96HP), or 8 (48 HP)

AT: (2), (3 or 2), or (special)

D: (1-8/1-8), (4-10/4-10/2-8 or 2-12/2-12), or (special)

Special Abilities: Shape Change and Healing up to 3 times/day

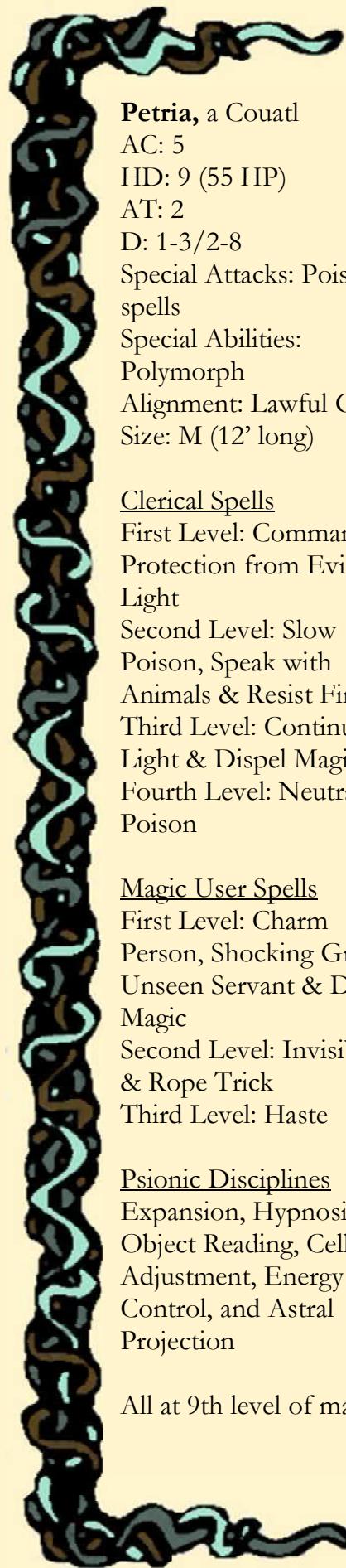
Alignment: Chaotic Evil

Size: Varies

was an adherent of Bridget, the goddess of fire and poetry. Both tutors have noticed that his poems often implore the deities to intervene in the affairs of man and that some of his poems are now being answered (functioning as clerical spells). This turn of events complicates the wildly dissimilar prophecies that both believe the Prince to be the center of. While the Prince's skills as a fighter are renown (treat as a 16<sup>th</sup> level fighter), his abilities as a cleric are rapidly gaining strength (treat as a 6<sup>th</sup> level cleric). The Prince can also Detect Magic at will.

Prince Devin only carries two magic items normally, one is a short sword, a Luckblade +3 (a gift from Grimshaw) to compliment his considerable fighting skills. The other is a gift from Petria, a Ring of Air Elemental Command. The Prince's crown is roughly carved from wood and covered with gold paint, the same crowns are very popular with the children at festival time for a few coppers. Every few decades, interest in finding the "original" lost crown of the City comes into fashion. The Prince's crown is currently enchanted with a Magic Mouth (as the 2nd level magic user spell) to blow a huge raspberry when placed on any head but his own.

Not all the Prince's advisors are supernatural. **Benedict the Lesser, Head Scribe and Arbiter of Duels** oversees much of the day to day running of the City. Even those that dislike his insistence on the rule of law would hesitate to cross him knowing that his formidable magical abilities are only a shadow of his master's skills, as it is an open secret that he is a simulacrum set in service to the Prince decades ago. It is known that his master, Benedict the Foremost, rarely dwells within the city but occasionally returns on the bequest of the Prince to deal with issues of



**Petria, a Couatl**

AC: 5

HD: 9 (55 HP)

AT: 2

D: 1-3/2-8

Special Attacks: Poison, spells

Special Abilities:

Polymorph

Alignment: Lawful Good

Size: M (12' long)

Clerical Spells

First Level: Command, Protection from Evil & Light

Second Level: Slow Poison, Speak with Animals & Resist Fire

Third Level: Continual Light & Dispel Magic

Fourth Level: Neutralize Poison

Magic User Spells

First Level: Charm Person, Shocking Grasp, Unseen Servant & Detect Magic

Second Level: Invisibility & Rope Trick

Third Level: Haste

Psionic Disciplines

Expansion, Hypnosis, Object Reading, Cell Adjustment, Energy Control, and Astral Projection

All at 9th level of mastery.

great importance. In reality, everything that was just written about Benedict is a fiction, Benedict is actually a fifteenth level illusionist who understands that to be known as an illusionist is to be reduced.

In his capacity of Arbiter of Duels Benedict assures that all duels are sanctioned by the City and performed in a public manner as per established law. For the few years, the Prince and the general public have been widely entertained by the Duel of Fates as dictated for intractable grievances. Combatants are dressed in nothing more than a ceremonial tunic and each armed with a Wand of Wonder. The popularity has risen so much so that a cattle pen inside the Farmer's Wall has been improved to include seating for several thousand. A duel is lost when one of the participants leaves the boundary of the ring, is rendered helpless, or dies. The survival rate is quite high as many participants end up being overwhelmed and fleeing the ring (to much ridicule). Rumors that a formal dueling arena will be constructed to mark the six hundredth anniversary of the city have begun to swirl.

The Prince's City is handsomely located on a rocky outcropping above the Drava River whose source flows from the glacial wastes of Pohjola far to the north. The City marks the spot where the river becomes navigable by barge and larger rivercraft. The valley to the south is fertile but its production was always hindered by

**Benedict the Lesser**, 16th level illusionist & Arbiter of Duels

AC: 3

HP: 90

AT: 1 D: by weapon or spell

Strength: 10

Intelligence: 18

Wisdom: 15

Dexterity: 13

Constitution: 13

Charisma: 12

Alignment: Lawful Neutral

Size: M (5'-10" tall)

#### Illusionist Spells

First Level: Change Self, Light, Detect Invisibility, Phantasmal Force, & Audible Glamor

Second Level: Detect Magic, Invisibility x2, Magic Mouth & Mirror Image

Third Level: Phantom Steed, Fear, Non-detection, Spectral Force & Paralyzation

Fourth Level: Phantasmal Killer, Confusion, Dispel Exhaustion & Dispel Magic

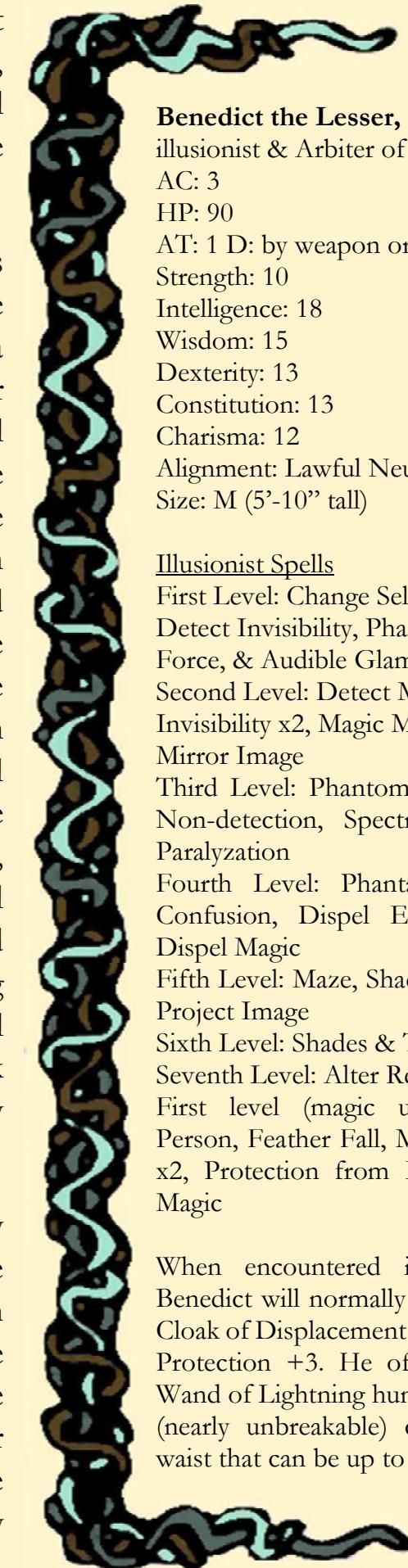
Fifth Level: Maze, Shadow Magic & Project Image

Sixth Level: Shades & True Sight

Seventh Level: Alter Reality

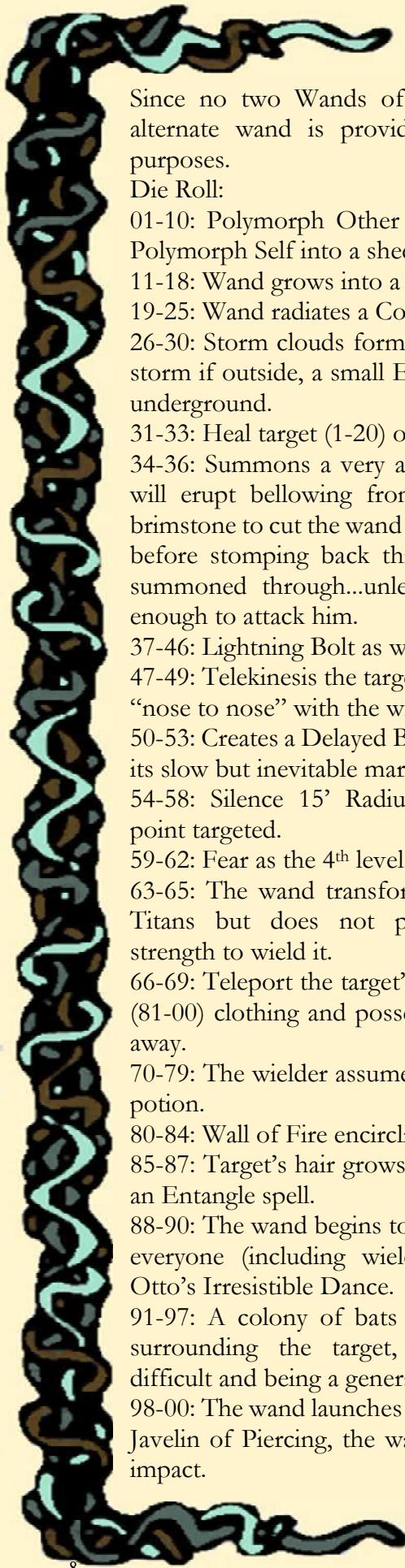
First level (magic user): Charm Person, Feather Fall, Magic Missiles x2, Protection from Evil & Read Magic

When encountered in the City, Benedict will normally be wearing a Cloak of Displacement and a Ring of Protection +3. He often carries a Wand of Lightning hung from a fine (nearly unbreakable) chain on his waist that can be up to 50 ft long.



the constant raids of humans, demi-humans, and beasts of all types. The vast **Mirr Woods** to the north has always been an indispensable source of resources and trouble. The history of the Mirrspire as a town is a long tale filled with the constant struggles of an outpost attempting to stand against the surrounding forces of chaos without much success.

Fortunately for the beleaguered town, Jorin the Builder's real genius was not his military bearing but his understanding of the oppressive tax codes in the neighboring feudal kingdoms to the east and south. Jorin realized that the town of Mirrspire did not have the resources for the defenses desperately needed, so he put in place laws that promised taxes relief in perpetuity for individuals that built and maintained their buildings to meet the City's requirements for the much-needed defensive walls. The plan worked astoundingly well as people flocked to the City as a tax haven, the City of Walls was born, and Jorin's reign began.



Since no two Wands of Wonder are alike, an alternate wand is provided below for dueling purposes.

Die Roll:

- 01-10: Polymorph Other into a sheep (1-80) or Polymorph Self into a sheep (81-00)
- 11-18: Wand grows into a Staff of Wonder
- 19-25: Wand radiates a Continual Light
- 26-30: Storm clouds form followed by an intense storm if outside, a small Earthquake if indoors or underground.
- 31-33: Heal target (1-20) or self (21-00).
- 34-36: Summons a very annoyed Baphomet who will erupt bellowing from a cloud of fire and brimstone to cut the wand in half with his bardiche before stomping back through the gate he was summoned through...unless someone is foolish enough to attack him.
- 37-46: Lightning Bolt as wand.
- 47-49: Telekinesis the target forward until they are "nose to nose" with the wielder.
- 50-53: Creates a Delayed Blast Turtle that will start its slow but inevitable march towards its target.
- 54-58: Silence 15' Radius emanating from the point targeted.
- 59-62: Fear as the 4<sup>th</sup> level magic user spell.
- 63-65: The wand transforms into a Maul of the Titans but does not provide any additional strength to wield it.
- 66-69: Teleport the target's (1-80) or the wielder's (81-00) clothing and possessions a short distance away.
- 70-79: The wielder assumes Gaseous Form as the potion.
- 80-84: Wall of Fire encircling target.
- 85-87: Target's hair grows uncontrollably, treat as an Entangle spell.
- 88-90: The wand begins to play a tune that affects everyone (including wielder) within 60' as an Otto's Irresistible Dance.
- 91-97: A colony of bats swarm a 30'x 30' area surrounding the target, making spell casting difficult and being a general nuisance.
- 98-00: The wand launches towards the target like a Javelin of Piercing, the wand is destroyed by the impact.



Mirrspire Keep

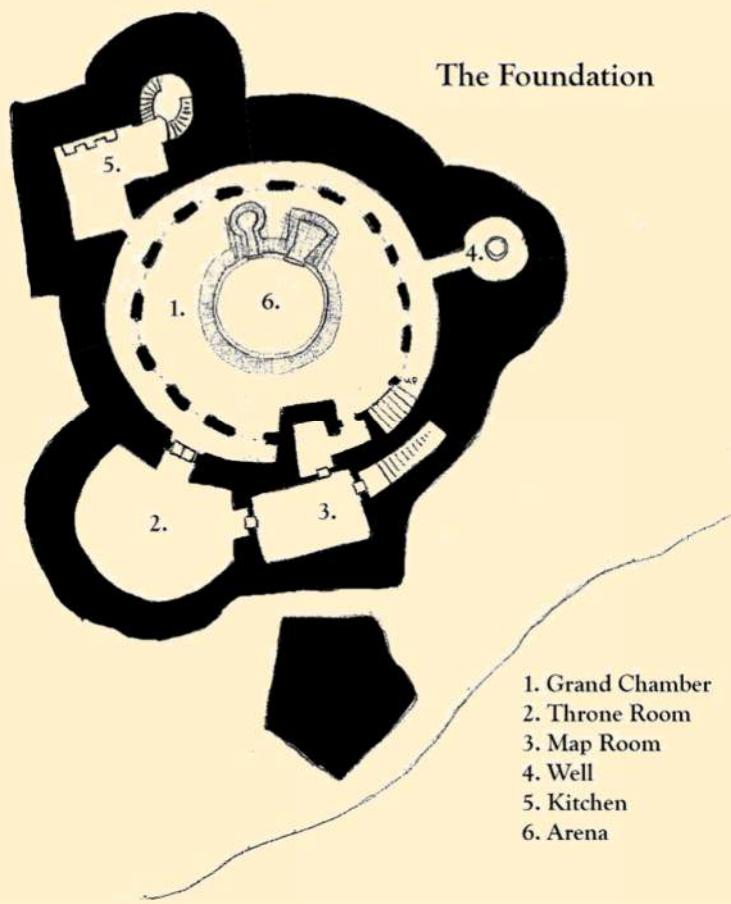
## Chapter 2:

### Mirrspire – The City Keep

At the pinnacle of the rock out cropping above Mirrspire stands the City Keep. The keep itself stands among the ruins of many failed strongholds built over the centuries. Several of the ancient walls, foundations, and towers have been reincorporated into the current fortress over time. The keep proper sits at the southwest edge of the upper bailey, protected by a sheer drop at its perimeter and a narrow drawbridge providing the only access for those not able to fly. Hardly a palace, most would agree that beyond the Grand Chamber, the keep proper reflects its history as a hastily carved out pile of rock built for defense more than a grand residence fit for nobility. That being said, the Prince loves the heap of rock and has resisted attempts to improve it.

#### In the City Keep proper:

**The Grand Chamber** – the central space is often festooned for events; the Grand Chamber is ringed by the spiral walkways that provide access to much of the keep. One of the chamber's unique features (often covered by a wall of stone that can be dispelled for access) is the city's oldest functional dueling pit. Jorin the Builder was a firm believer that if people were to kill each other it should be done in a fair, equitable, and public manner. As such, dueling has a long history with the city and has been long since codified into law. This pit has the distinction of being one of the two locations within the City where animals and beasts can legally fight under the watchful eye of officials to assure fairness. Along those lines, hanging far above from the heavy timbers are a pair of large, rarely used iron cages.



**The Throne Room** – More of a dining hall than a formal throne room. The original gilded wooden throne sits in the Prince's Game Room, as its size make the young prince look comically diminutive when he sits in it. The room is well apportioned with tapestries and continually lit decorative torches along the walls. It should be noted that none of the continually lit lighting in the keep is from the Lamp Lighter's Guild.

**The Map Room** – What would be the command room in a time of war, the room's walls are covered in maps, its shelves packed with military manuals and treatises. The large table in the center of the room is inscribed with a map of the valley and kingdoms beyond while a smaller table on the side of the room has incredibly detailed wood model of the City built atop it. The Prince built the model many years ago and occasionally updates it as the City changes and grows.

**Sergeant-at-Arms Quarters** – An inspiring figure to his men in his trademark Ring Mail Kilt +2, Sergeant McGee may not be the most technically gifted fighter (9<sup>th</sup> level, AC:1 or 0 with buckler, HP: 59 AT: 3/2 D: by weapon +1, Alignment: Neutral Good), but he is a good leader and is known to fight as dirty as he needs to be to win. Along those lines, the sword dagger combo he normally wields is a Sword +2 (with a continually lit blade as a symbol of his office) and a Dagger of Venom filled with a paralysis poison. His sword scabbard is a custom built (gnome craftsmanship) to function as a buckler and has a spring-loaded chamber that can be used to discharge a dose of Dust of Sneezing and Choking if hard pressed. His room is comfortable and covered with relics of various drinking expeditions. He rarely has more than a few dozen silver and gold on hand as gambling money. Under his leadership, the Honor Guard puts great pride in the occasional royal scrum. The scrum being a friendly ambush or straight forward attack on the prince for training purposes (participants use the flats of their swords or dull arrows). Sergeant McGee will often enlist the aid of Benedict or Grimshaw to make the assaults more challenging. He knows of Petria but would not speak of her existence in mixed company.

**The Prince's Play Room** - Years of colorful bric-a-brac have accumulated in the Prince's favorite room. Highlights of the rooms contents scattered across shelves and toy chests:

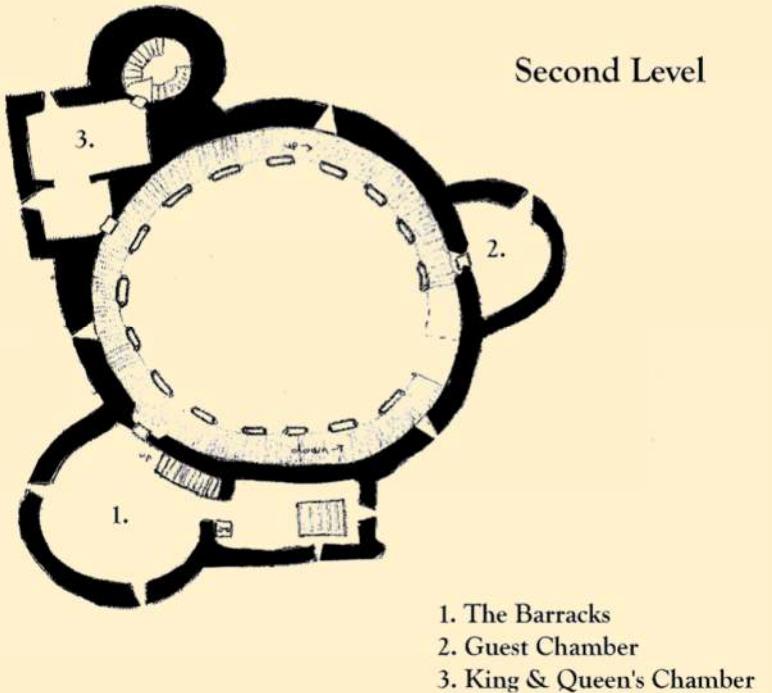
- A model of the City Keep complete with miniature figures of several of its occupants. The model even has a level concealed by a secret spring mechanism that shows the Shrine.

- A Shield +3 with the Prince's hand painted crest hung over a pair of crossed Swords +1 (with continually lit blades).
- A dozen puzzle boxes filled with magical and mechanical trickery, one includes an extra dimensional space holding 23,757 gp, another contains a collection of keys, and one has yet to ever be successfully opened.
- A Folding Boat
- A Folding Cart, similar to the Boat but with the choice of a child's wagon, a simple 4-person cart or a massive enclosed wagon complete with crenellations, arrows slits, and a comfortably furnished interior fit for six with room for two more on the exterior. Any beast of burden could pull the simple cart, but it would take a team or an extraordinary creature to pull the wagon solo, e.g. Grimshaw in his travail form.
- An ornate music box that can play five different songs depending on which key is used to wind it.
- A Dagger of Throwing +1 (the Prince's first sword) with a wood throwing target hanging on one wall.
- A partially complete model of a new City arena.
- A small library of story books that include three viable treasure maps and two that have been looted.
- A chess set of precious stones worth at least 3,200 gp even with two pieces missing.
- A wardrobe of ridiculous clothes that includes a Servant's Robe. The robe can conjure an Unseen Servant within its folds as per the 1st level magic user spell for up to eight hours per day. The ghostly robe can often be seen sweeping or delivering a delicious pie across the keep. The Prince also finds great humor in having Petria attach a Magic Mouth spell to the cloak for a special delivery of birthday greetings or a prank.
- The original throne of the City is covered in pillows and rugs to the point of being comfortable.



The doors to the Play Room are normally unlocked but Magic Mouth enchantments announce their opening with loudly recited and rude limericks.

**The Barracks** – A dozen of the Prince's Honor Guard (3rd – 5th level fighters) live in the keep proper. They wear matching plate mail with crested shields. Each carries a Sword +1 (with a continually lit blade) as a mark of their standing. Like McGee, they rarely have more than a few dozen silver on hand as gambling money. Interestingly, the honor guards' best archer (Davidson) grew up working at the Fletchery. He wears Bracers of Archery and carries a dozen Arrows +1.



1. The Barracks  
2. Guest Chamber  
3. King & Queen's Chamber

**The King and Queen's Chamber** - The chamber has been locked since the death of King Humphrey more than eighty years ago. The room still contains several items of interest beyond the fine (if dusty) furnishings, the largest of which is a massive four post bed that acts as a Phylactery of Long Years for those that sleep in it regularly.

The two great wardrobes are neatly packed with a variety of clothing fit for a King or Queen. The Queen's wardrobe includes a secret panel that reveals a niche perfectly sized for the magnificent Royal jewelry box. The collection includes many valuable baubles from past royalty, including the Queen's Crown. The value of the various jewelry alone could be over 75,000 gp with the crown adding another 50,000 gp in value to the collection. The least ornate thing in the box is a glowing Ring of Protection +2. The box is Wizard Locked in addition to its mechanical lock and any thief attempting to pick the lock without removing the magical protection first will need to save against magic at -2 or find themselves shrunk to six inches tall and locked inside the jewelry box naked, their gear and clothing in a pile outside the box. A failed attempt to pick the lock could result in the same fate. A remove curse or dispel magic would be needed to restore a person to their original size.

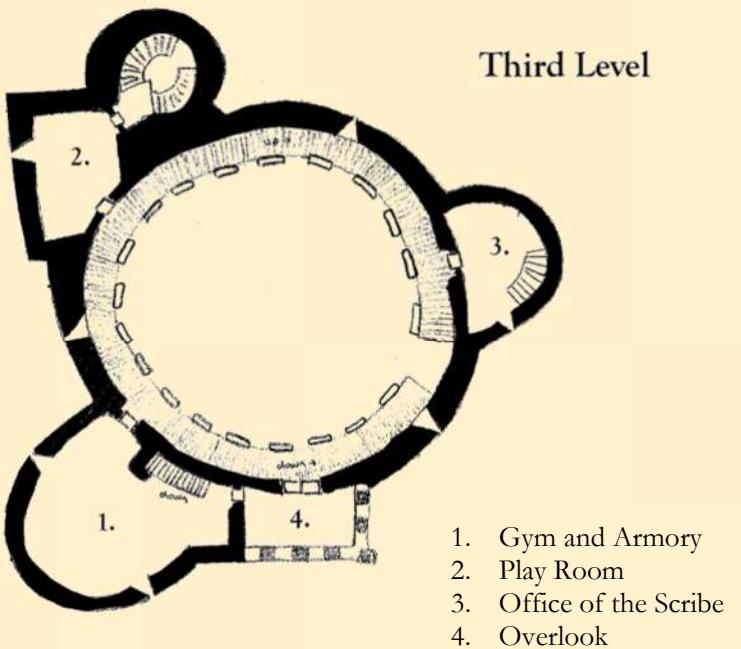
Lastly, beneath the extra bedding in the large chest at the foot of the bed is a massive Yeti Fur Coat that acts as a Ring of Warmth.

**The Guest Chambers and Bath –** These spacious chambers would be considered cramped and dingy if it weren't for Benedict's magic making them fabulous! A suspicious guest able to see through the illusions will most likely be disappointed in the accommodations as a result.

**Gym and Armory –** Gregory, the Keep's other recent orphan recruit, now a teenager (and a 2nd level fighter) has excelled in weapons' craft. When not training he can be found endlessly cleaning and sharpening the stock of weapons. He has made a small corner of the weapons locker his home. The armory has a huge variety of weapons for training plus hundreds of spears, javelins, arrows, bolts, and ballista shot. There is also a locked cabinet that holds 20 silver daggers, 100 silver tipped arrows, 18 Arrows +1, and 6 Arrows +3.

**The Office of the Scribe –** Clean and neatly organized, these rooms are typically where Benedict and 2-3 assistants can be found going about the business of running the City. There is a unique book that if filled with messages on pages that have been ripped in half. The pages of the Communiqué Ledger have a unique property that anything written on one side of a page appears on the other page instantly, from any distance. The book is an excellent tool for delivering messages in private, as the message does not need to be written until after the recipient has received the blank parchment. There is a strong box with around 9,000 gp worth of copper, silver, gold, and platinum coins for incidental expenses as well as 17,000 gp worth of Highborne Coins/Gems.

**Windows –** The Prince spent weeks casting a Glyph of Warding on every window in the Keep after he learned the spell. The small fiery explosion caused by anyone attempting to enter from the exterior is not that powerful, but more than loud and bright enough to raise an alarm.



Third Level

1. Gym and Armory
2. Play Room
3. Office of the Scribe
4. Overlook

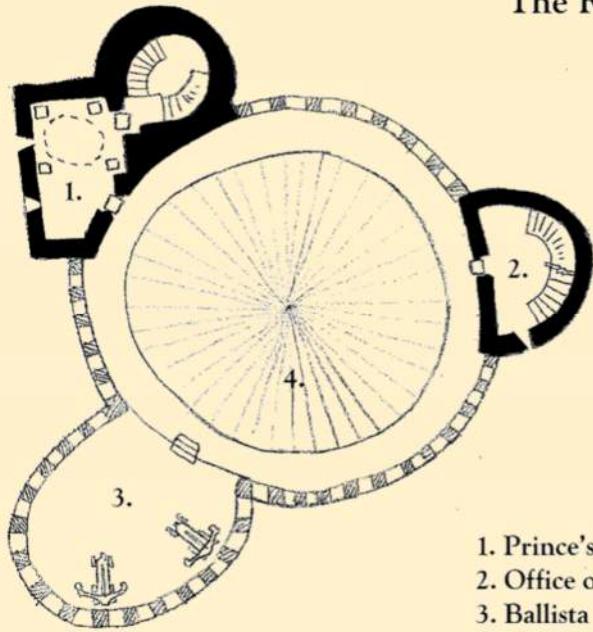
**Ballista** – While randomly walking through the City you might come upon a large wooden target on a cart, don't stand in front of it. The City's Artillery Core take great pride in their collection of ballista. The high ballista, elevated as they are from the top of the City Keep can accurately rain down ballista shot anywhere in the city and well beyond the outer walls. The ballista on the lower walls are larger and less accurate but fire a much heavier shot.

The artillery skills are put on full display with a yearly competition on King's Day. The skills are also put on display when the Prince decided to order a lunch sausage with a ballista shot instead of a messenger. Renaldo The Sausage King is quite proud of all the holes in his doors (although he would never admit it).

**The Prince's Chamber** – Except for the detailed gold leaf star constellations maps painted on the domed ceiling, the clutter and bric-a-brac of the play room are nowhere to be found here. Here we have an orderly, more stately room fit for a Prince...and a goat. There is smaller bed along the wall, fit for a goat.

The ceiling constellations are the key to some very important solar conjunctions that only a specialized sage might begin to explain. A large levitating hoop of iron acts as a chandelier in this room, continually producing a variety of lighting effects controlled by speaking a few of the many command words engraved around its perimeter. The light is much more than it seems, in theory, by looking through the disc and combining the commands in different ways at different times of celestial conjunctions the user can perform feats such as Contacting Other Planes, Scrying, opening Gates to other worlds, and even imprisoning creatures from other planes (spoiler alert, Nyarlathotep). More surprising still, the hoop can shrink down to the size of a finger and be worn with all the powers of a Ring of Shooting Stars. Yet even after years of experimenting, the only thing the Prince has managed beyond controlling the lights is being able to occasionally summon Shadows from the corners of his bedroom to put on shadow puppet shows

## The Roof



- 1. Prince's Chamber
- 2. Office of the Scribe
- 3. Ballista
- 4. Roof

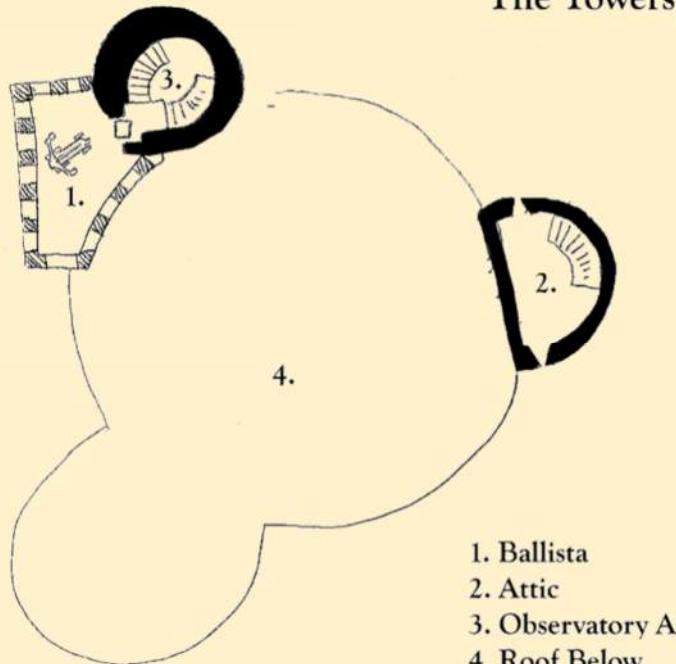
(the shadows have almost learned their parts well enough to perform in public). The Prince has toyed with the idea of hiring a sage to study the chandelier. Anyone that should fully understand the power of this relic would be shocked that it has been little more than a nightlight for so many years. The name of the Relic, should it ever be discovered is the **Monstorum Oculus**.

**Observatory** – The highest chamber in the Keep is the home of an impressive telescope by any standard. The second thing most people notice is that the room has no windows, nor does the heavy timbered conical roof seem to have a hatch of any sort. The Prince is very proud to point out the brass plaque on the wall with the word “REPPERTUM”, this is the command word that turns the roof of the tower invisible. The Prince himself is not much of an astronomer and is more likely to be found looking down at the City than up at the stars at night.

**Lower Kitchen Servant’s Quarters** – Very few servants live in the keep proper but Martha, High Baroness of Pies, Duchess of Stews (her official title per the Prince) has turned her small chamber into a cozy abode. The feel of the room is greatly enhanced by a gift from Benedict, a wood framed window that always displays the actual view of the pastoral farm where she grew up. One of Martha’s many unusual duties include the daily feeding of the Prince’s fire beetles in the deep caverns below the keep. Martha is a low-level fighter, having grown up with five brothers and no sisters.

**Larders** – As would any good keep, the storage rooms are packed with provisions of all sorts with the fancier foods and spirits being kept under lock and key. The storage room used for tapestries and bedding has been taken over by the Jack the kitchen boy. Jack is ten years old, an aspiring thief (or maybe a wizard), and is the latest servant to be taken in from the orphanage. With the proper tunic and a crown on his head, Jack could make a passable stand-in for the Prince at a distance, at least for the next year or two.

## The Towers



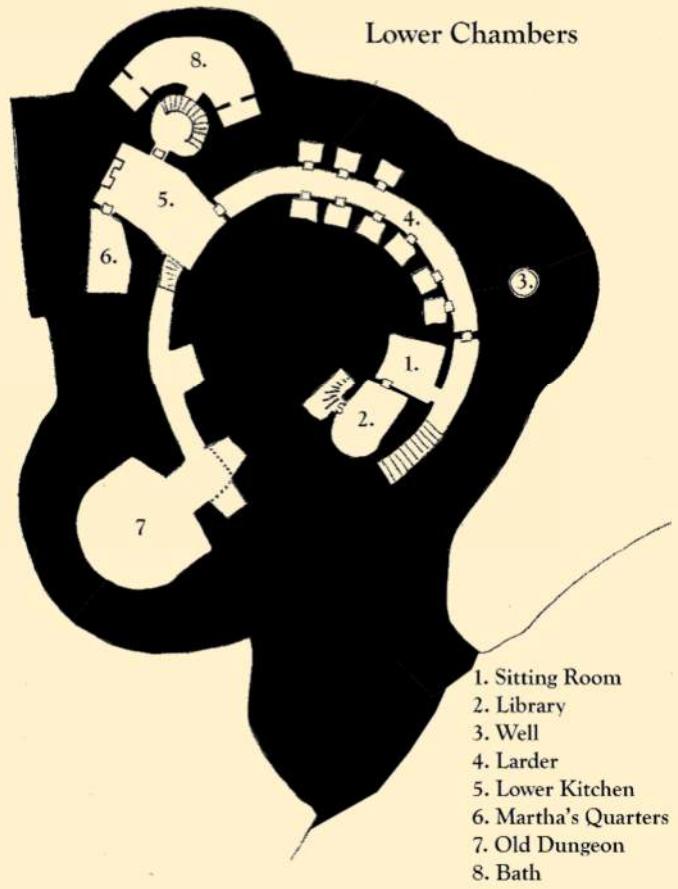
- 1. Ballista
- 2. Attic
- 3. Observatory Above
- 4. Roof Below

**Sitting Room & Library** – A comfortable couch and chair on a bear skin rug. A tall painting on the wall of a fireplace produces heat and the illusion of a real fire. All in all, a very cozy space. A pair of decorative silver candelabra (150 gp each) hold five candles each. Of the ten candles, three are magical; two acting as Incense of Meditation and one that simply provides Continual Light when lit. The door to the library has a basic lock without any unusual protections.

The Library bookshelves include a wide range of subjects, but a large portion are dedicated to the history and genealogy of the City, some dating back hundreds of years before the arrival of Jorin the Builder. The most valuable item in the collection is a

Tome of Clear Thought. As the Prince cannot personally benefit from the tome (he read one 30 years ago) he plans to use the tome for barter or a fine gift someday. The rest of the collection together might sell for over 30,000 gp. The secret door in the shelving is used daily and is not difficult to discover.

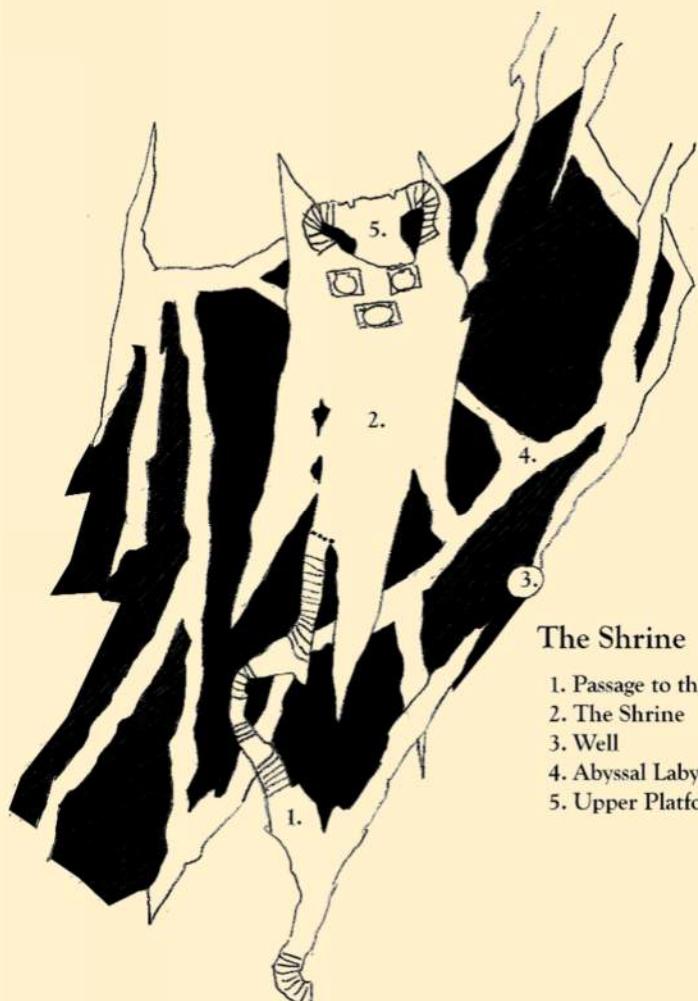
**The Old Dungeon Chamber** – This is more of a museum of torture implements than a working dungeon. While the torture implements themselves have never been utilized under the Prince's watch, there are tools that could immobilize almost anyone or anything regardless of strength. To this end, hanging high on a wall is an Anti-Magic Collar that creates an Anti-Magic Shell per the sixth level magic user spell. Also, approximately 8ft below the two cells is a small natural cavern (15'x20') filled with the remains of several skeletons and a curse. This space could only be reached by a Passwall spell cast downward in the floor of the cell (which would act like a trap door) or by other magical means. No one alive in the keep today is aware of the chamber, although this does not rule out some of the residents of the Ancestor's Wall.



**The Shrine** – Far below the keep's deepest chambers, in the center of a labyrinth of fissured tunnels, is a Shrine to the Demon Lord Baphomet that predates the City by hundreds of years. While the details are not known, this is the chamber where the Prince's mother became enamored with the beast and set the stage for a series of events that would eventually end with the death of her husband as he led a holy crusade into hell in a misplaced attempt to avenge her death from child birth. Now the Shrine is the place where the Prince will occasionally summon and spar with his biological father, both verbally and physically (no spitting per prior agreement). None of the Prince's tutors or advisors are allowed in the shrine, as he couldn't forbid Petria without banning

Grimshaw as well. The only other normal visitor to the shrine is Martha who comes to feed the fire beetles and tend to the bioluminescent fungus that light the chamber. Martha never travels beyond the shrine into the Lower Labyrinth. Despite having a key to the portcullis, she rarely opens the gate, preferring to feed the beetles through the bars.

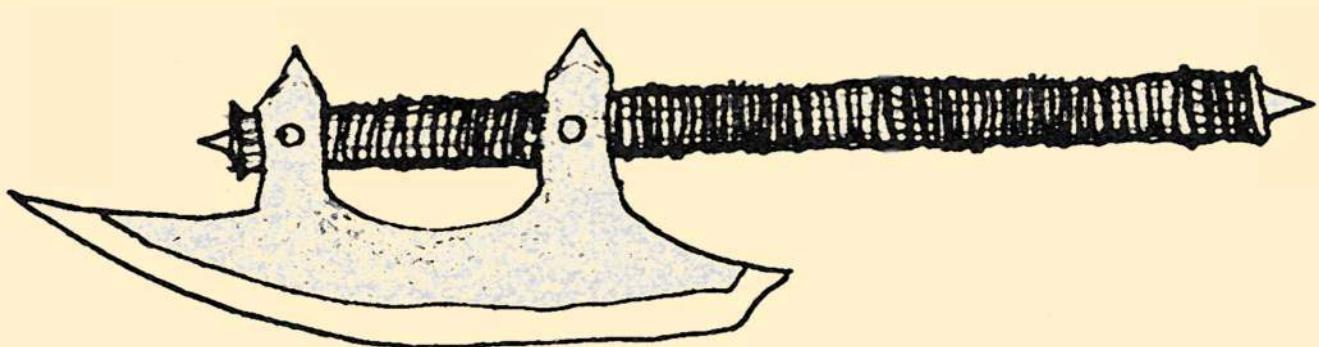
What would be considered treasure in the room is an exotic fur of unknown origin draped over the lower sacrificial alter valued at 5,000 gp and a large sealed clay vessel with three doses of unholy water from Baphomet himself. Also, the pair of bronze braziers could fetch a 600 gp each but would be bulky and difficult to move. The large hammered bronze medallion hung above the upper platform is inscribed with a complex maze pattern and runes written in minotaur. Tracing the proper path with blood or unholy water while chanting the ruins will attempt to open a gate for Baphomet. The chance for success is dependent on who sits (or is tied down to) the sacrificial alter. The



The Shrine

1. Passage to the Keep
2. The Shrine
3. Well
4. Abyssal Labyrinth
5. Upper Platform

medallion can be treated as a Shield +5 for any large or giant-sized creature and would be considered a holy relic among minotaur.



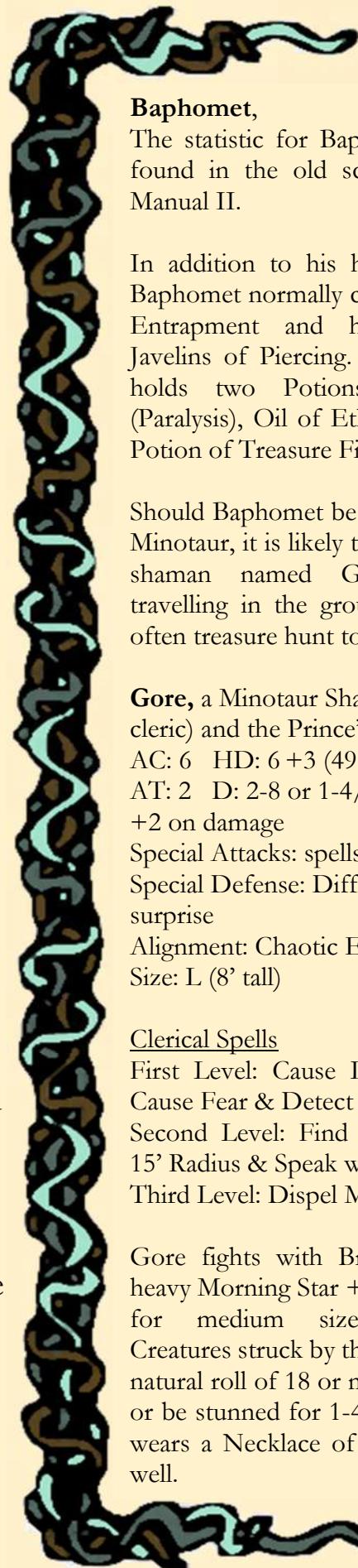
### Random Encounters for the Lower Labyrinth (d12)

1. A cluster of Piercers
2. A Minotaur youth, trying to sniff out a “heavenly” aroma, see the Shrine’s unholy water.
3. Finding the narrow crevice that leads to the keep’s well, any medium sized creature wearing more than leather armor would find it extremely difficult to manage the passage without magical assistance. The well eventually leads down to the submerged caverns of the Nymph, Nefrona (see Math’s Well) or up to the keep.
4. A collapsed section of one of the City sewer tunnels has opened a passage into the Lower Labyrinth. The section of tunnels is nearly submerged with human waste and an Otyugh.
5. The passage eventually finds its way into the crypts beneath the wall of Ancestors. A pack of Ghouls is hunting the passages, fortunately, the narrow width of the fissures prevents them from attacking in mass.
6. Similar to the Ghouls above, giant rats, but with no restriction regarding attacking in mass. They are fleeing something horrible and will only stop to fight if attacked.
7. A portion of the tunnels have been sealed off by a Wall of Iron per the 5th level magic user spell. Past the wall are a pair of petrified adventures (a third has been partially eaten and is mostly rubble) and a Basilisk. Despite its slow speed, the narrow passage allows the Basilisk to move across the ceiling of the passage. Farther down the passage is a pile of gold and silver coins used for nesting (of about a 1,300 gp value) and a pair of Basilisk eggs are nestled into the coins. The eggs could easily sell for 2,000 gp each to the right buyer.
8. A portion of the passage is overgrown with a patch of Yellow Mold, Violet Fungi, and Shriekers. Beneath the patch of fungus is the body of an adventurer. Only a skeleton wrapped in Chainmail +2 remains recognizable within the corruption.

9. Extremely lost in the depths of the Lower Labyrinth for 2-5 days unless magical assistance or bright idea is forth coming. If rolled again, the party has slipped into the planes of the Abyss without knowing it.
10. Hundreds of bats carpet the ceiling, if the bats are disturbed they could be followed to an exit above ground if the adventurers choose to follow them. The commotion is also likely to attract attention from denizens of the Lower Labyrinth.
11. A gaggle of Dretch are bringing a demonic Larva back to their lair. They could be followed into Abyss accidentally or intentionally.
12. Prince Devon playing "hide and seek" with his father Baphomet. The Prince has become quite adept at tracking his father by the sound of the thick iron shod shoes he wears. He suspects that despite his father being 12 feet tall, he wears them to appear taller.

## The Upper and Lower Bailey

The Keep's fortifications are arranged around an upper and lower bailey. The lower bailey includes the majority of the military functions, stables, aerial stables, smiths, food stores, and barracks organized around a central parade field. The upper bailey is more ceremonial in nature and organized around Math's Well. The towers that populate the upper bailey support the servants, kitchens, public meeting halls, courtroom, and apartments for the nobility and guests of the City.



### **Baphomet,**

The statistic for Baphomet can be found in the old school Monster Manual II.

In addition to his huge Bardiche, Baphomet normally carries a Net of Entrapment and half a dozen Javelins of Piercing. A leather bag holds two Potions of Poison (Paralysis), Oil of Ethereallness & a Potion of Treasure Finding.

Should Baphomet be travelling with Minotaur, it is likely that a Minotaur shaman named Gore will be travelling in the group as the two often treasure hunt together.

**Gore**, a Minotaur Shaman (5<sup>th</sup> level cleric) and the Prince's half-brother.

AC: 6 HD: 6 +3 (49 HP)

AT: 2 D: 2-8 or 1-4/by weapon  
+2 on damage

Special Attacks: spells

Special Defense: Difficult to surprise

Alignment: Chaotic Evil

Size: L (8' tall)

### Clerical Spells

First Level: Cause Light Wounds, Cause Fear & Detect Magic

Second Level: Find Traps, Silence 15' Radius & Speak with Animals

Third Level: Dispel Magic

Gore fights with Brain Basher, a heavy Morning Star +3 (two handed for medium sized creatures). Creatures struck by the weapon on a natural roll of 18 or more must save or be stunned for 1-4 rounds. Gore wears a Necklace of Adaptation as well.

A few of the more interesting features of the Upper Bailey:

**Math's Well** – is an impressive collection of statues forming a multi-tiered fountain that tells the stories of where the wizard Math was cast down by the gods for being obstinate, striking the ground so hard that a spring would forever flow from the spot. While it is true that a spring does flow from this spot, the considerable waterworks of the fountain are supplemented by a Decanter of Endless water that continually fills an underwater cavern deep below the fountain. Thanks to gnome engineering, the excess water is piped away to supply the keep with water as it heads towards the Mirr River. There is a common rumor that a Nymph lives in the flooded caverns below the fountain and will steal the husbands away from young brides unless they throw a few coppers in the fountain for luck.

**Family Tower** - the traditional home for the King's closest of family, in this case Prince's great-great-nephew, Oswald Orenfeld, his second wife, their five grown children (three boys and two girls), and numerous offspring. The Prince pays special attention to the youngest daughter Elisa who has taken the colors of the Antessorem and has struck out on her own as a Paladin, so pure is she that people have claimed to see her riding a Unicorn in the Mirr Woods.

**Aerial Stables** - stands as the tallest tower in the Lower Bailey. The structure is a hollow shell with a series of perches scattered across different levels of the interior. Currently eight trained hippogriff males and riders make up the aerial guard. Another half a dozen young are in training with a handful of eggs being tended by their mothers. Whereas the symbol of the Prince's Honor Guard is a glowing Sword +1, the City Aerial Guard each wear a Ring of Feather Falling, signature leather armor, and are masters of the javelin, being able to drop a cluster of 2-5 javelins on a ground target from an impressive height with surprising accuracy. Captain Aegis, the commander of the Aerial Guard (an 8th level fighter) most notably wears a Ring of Earth Elemental Control and has three Javelins of Lightning he will use if hard pressed.

It should be noted that Hippogriff nests are sprinkled with low quality gaudy gems, as the males collect them to impress the females with the sparkle. The riders are aware of this and will reward the males with flashy baubles for a job well done. "hippogriff jewelry" is a common name for costume jewelry and popular to wear at festival time.



## Chapter 3: The City of Walls

**The Ancestor's Wall** - Most of the City's shrines and temples to various deities are part of the Ancestor's Walls. Some of the more popular (many of the Celtic deities) are quite extensive while others are little more than a niche and a holy symbol.

While not a religion in the formal sense, most of the City's population practices a form of ancestor worship stewarded by the **Monks of the Antessorem**. One of the major tenants of the belief:

“Citizens of the City in good standing are laid to rest eternal in the endless crypts below the Ancestor's Wall. The duty of a Citizen to defend the City does not end with death, as the dead will heed the call to defend the City as they did proudly in life...”

Twice before have the citizens of Mirrspire implored its ancestors for protection from their enemies and twice before the ancestors answered the call. Those days are now marked by festivals, one reverent (Ancestor's Day) and the other, highly irreverent (King's Day). King's Day is focused on the rambling mythology of the founder of the City, Jorin the Builder, First King of the City.

The Monks of the Antessorem perform the day to day rituals and services for the citizens. The bulk of the gifts and donations given for their services actually go to the City coffers as they always have. It should be noted that the monks



do not support the practice of resurrecting the recently departed. However, the monks perform many less public duties such as protecting the inanimate dead from the carrion, ghouls, and ghosts that constantly threatened to overrun the crypts. In addition to the proper monks serving the brotherhood, several low-level clerics (up to 7th level) are also counted among their number. A handful of paladins also fly the Monk's banner and will serve when called.

The monks' duties also include being the keepers of the **King's Tome**, the massive metal bound book that was used to record the deeds of King Jorin and his companions while they were happening. Jorin would even carry the book into battle (treat as a Shield +3) and occasionally used the blood of his enemies as ink (a myth but he did use his own blood on one occasion). The tome is even displayed to the public on holidays.

Many homes in the City have an abridged children's version of the King's Tome on a shelf. The abridged versions that most are familiar with include the popular songs, limericks, and bawdy cartoons mostly done by Jorin's bard companion Oedrik, along with the King's list of accomplishments masquerading as an epic poem. Aerial the Enchantress' illustrations of rare beasts and oddities are also very popular with the children as is Braggar'd the thief's only entry; the detailed description of how to pick the lock on a chastity belt that was supposedly slipped into the tome as a joke without Jorin's knowledge.

What the common volumes leave out for the sake of brevity (and safety) include the magical traps that exist on both the interior and exterior of the tome. Also missing are a variety of maps, demonic names, incantations, rumors, myths (disproved and proved), agreements, treaties, not to mention recipes for potions, magic items, and the strangely addictive "Dungeon Meatloaf". One page in particular was enchanted by Aerial to act as a scroll with three spells for use in emergencies; Invisible Stalker, Teleport, and a modified version of Drawmij's Instant Summons. Use of the summons will call forth an ornate Ring of Protection +3 with its central gem acting as a Magic Jar for the long slumbering soul of Aerial herself.

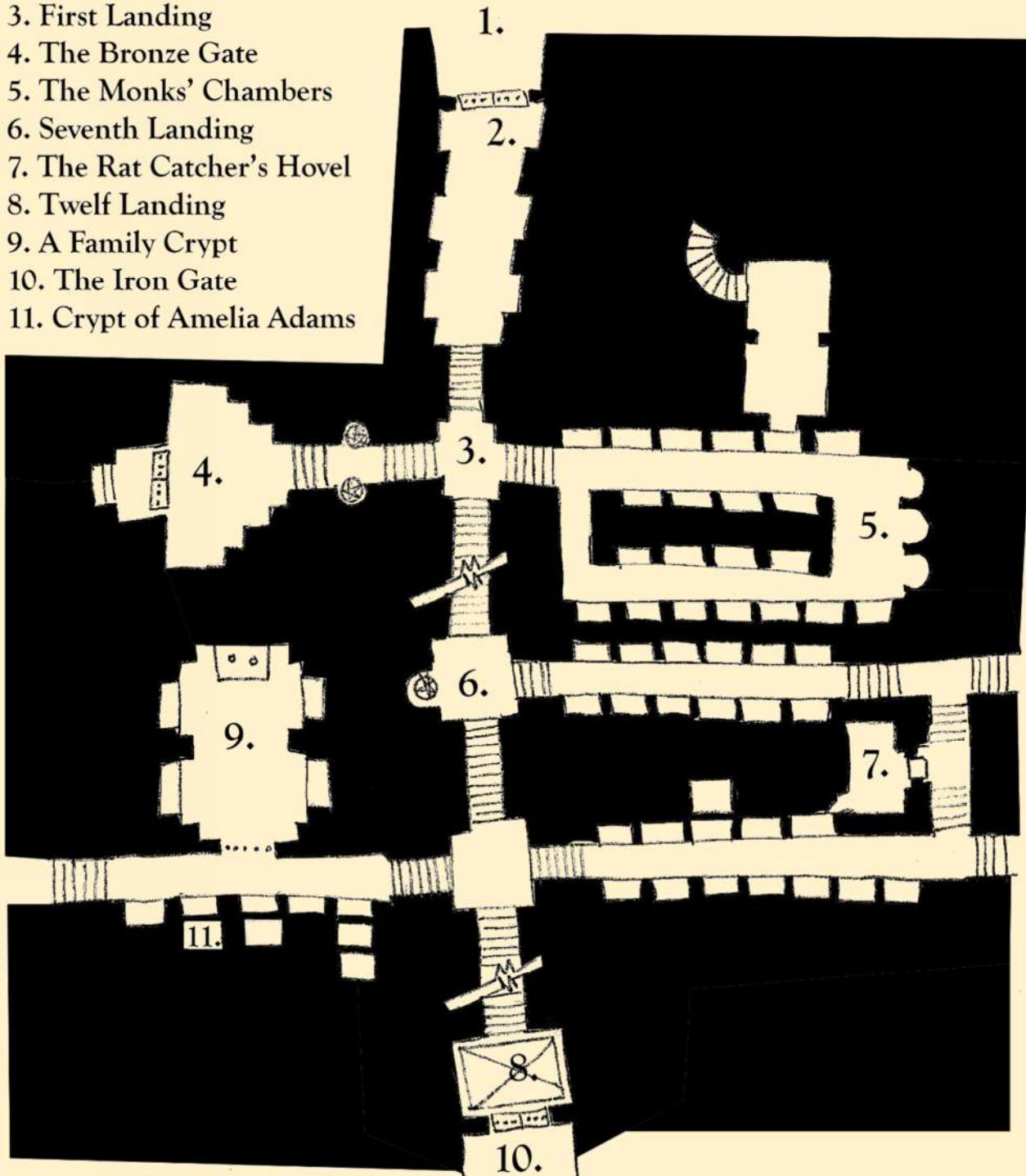
The Current Master of the Antessorem Monks is a 14<sup>th</sup> level Master that goes by the traditional name of his office, **Aaru**. Beyond a simple tunic, Aaru wears little more than ropes coiled around his arms to resemble bracers. One rope is a Rope of Entanglement while the other is called the Rope of Solace and gives access to a permanent extradimensional space (similar to the 2<sup>nd</sup> level magic user spell Rope Trick). Around his neck he wears the symbol of his office, the **Talisman of Antessorem** (treat

as an Amulet Versus Undead that allows the wearer to turn undead as a 6th level cleric). Should he be prepared for battle he will also carry a Spear +3.

## The Five Gates of the Ancestors

### The Ancestor's Wall

1. Halls of Antessorem
2. The Silver Gate
3. First Landing
4. The Bronze Gate
5. The Monks' Chambers
6. Seventh Landing
7. The Rat Catcher's Hovel
8. Twelf Landing
9. A Family Crypt
10. The Iron Gate
11. Crypt of Amelia Adams



Most of the rituals performed by the Monks of the Antessorem are performed in the Grand Ancestor's Hall. The hall is covered in awe inspiring quasi magical frescoes that expound on the joys of the afterlife. The entrance to the first tiers of the crypt is closed off with the magnificent **Silver Gate**. Most members of the public will never pass through this gate while living. The above map shows several of the landings closest to the gates described here while skipping past the more typical landings for the sake of brevity.

The Silver Gate is primarily ceremonial, and all the Monks carry a ceremonial key. The first several tiers of the crypts are for the most recently dead, as well as the private crypts for the rich and powerful. The living quarters of the Monks are also within the first tiers, their simple sleeping niche being nearly identical to resting quarters of the dead.

The **Bronze Gate** is identical to the Silver Gate in appearance but permanently emanates a Protection from Evil 10' Radius. Only the three highest ranking monks, the Prince, and a few members of his extended family have keys. The Bronze Gate leads to a special tier of crypts reserved for the notables of the City and the royal family.

The **Iron Gate** marks the transition to the deeper, older tiers of the crypts. The gate has several magical and mechanical traps to prevent unauthorized passage in either direction. All the Monks possess a key, but three are required to open the door from either side.

The older crypts are plagued with outbreaks of carrion and undead which threaten the peaceful rest of the righteously interred citizens of the City. The monks often find themselves needing to augment their own numbers to properly discharge their duties. A recent attack on a group of monks performing their ritual cleaning of the crypts resulted in the loss of a key, Aaru fears that this is more than a random encounter with the restless dead as it is the second such key lost in a year.

The Deep Crypts are a dangerous place, possible encounters include:

- 1-75 Typical Burial Niche - The vast majority of citizens rest peacefully in their traditional burial robes. A variety of swords, shields, spears, and javelins are laid with them for a future day when they maybe called to protect their beloved City. Their only treasure are the gold coins that cover their eyes, stealing these coins has a cumulative 5% chance of casting a curse on the thief.

- 76-80 Unique burial chamber
- 81-83 A random low level undead wandering aimlessly
- 84-85 A procession by the Monks of the Antessorem
- 86-87 Giant Rats, Bats, Centipedes, or assorted carrion dwellers
- 88-89 A pack of Ghouls
- 90-91 One of the Spirits of the City - The spirits are spectral and harmless unless attacked or called forth to defend the City. They also provide a respectful and knowledgeable adventurer (they must be recognized for who they are) an opportunity to speak with the dead per the 3<sup>rd</sup> level clerical spell. The best chance for recognizing who they are would probably come from traveling with one of the Monks of Antessorem. Attacking a spirit will enrage it and allow it to attack as a half strength Specter. Destroying the spirit has a 50% chance of summoning 1-4 additional enraged spirits.
- 92-93 The **Rat Catcher** setting up a strangely complicated but nearly full proof non-lethal rat trap. He then separates out the females for breeding purposes before dispatching the males for their bounty.
- 94-95 Glabrezu, a Type 3 Demon, a servant of Baphomet is attempting to discern the intentions of the King of Ghouls. He will most likely be polymorphed into a rat (with an extra set of legs) in an attempt to go undetected.
- 96-97 Raiding party of Ghouls, Ghasts, and a Gnoll Shaman
- 98 The Vampire, **Amelia Adams**
- 99 The Gravetouched Herald of the King of Ghouls and handful of ghouls returning to the shrine with a charmed victim. See the Shrine to the King of Ghouls below.
- 00 The Prince and his tutors looking for the rumored King of Ghouls. The Prince plans to demand his fealty to the City if he is to remain in the crypts or dispatch him if he refuses.

## Unique Burial Chambers – Minor

Often little more than a typical burial niche with something slightly unusual. Perhaps a silver necklace is barely visible beneath the burial robes or perhaps the inscription over the niche bares the same family name as that of one of the adventures. Some of the niches are quite deep, having been carved for an entire family that died together in a fire or plague. Occasionally, the niches will be sized for demi humans, children, or even loyal pets. This category of burial chambers includes those that have been emptied or defiled by rats and ghouls (20%).

## Unique Burial Chambers – Major

**The Rat Catcher's Hovel** - Originally a crypt for a benevolent merchant, the vault door to the space is still stoutly sealed, however access to the space can be gained through a concealed brake in a neighboring niche by a small creature. The Rat Catcher himself is a foul specimen of humanity, possibly human/half orc/half gnome/half degenerative goblin? The diminutive creature stands just under three feet tall and earns 5 coppers from the monks for every tail he brings them. His combination of racial abilities (infravision and underground wayfinding skills), thieves' skills (as a 5<sup>th</sup> level thief), and knowledge of the City's underground world make him a valuable resource despite his disturbing appearance (a charisma score of four would be generous). Especially disturbing is that one of his rotten front teeth seems far out of proportion for his misshapen mouth and that he is more than happy to bite you with it.

The Rat Catcher carries a silver dagger with a blade covered in such filth that it has the same chance to cause disease as would being bitten by a giant rat, the same holds true for his oversized front tooth. Not fully understood by the Rat Catcher is that his tooth is actually one of the **Teeth of Dahlver-Nar** (Tooth #2, it allows an additional bite attack each round for 1-4 points of damage plus strength bonuses, the chance of disease (and smell) is now a permanent feature of the tooth unless a Cure disease is applied before the next recipient of the tooth takes ownership). He also carries a jug of Oil of Slipperiness (his own concoction) that he uses in several ingenious rat traps he has built himself. Anyone squeezing into his hovel will see that the merchant's stone coffin has been opened and piled full of thousands of copper pieces. The rest of the chamber holds the sad clutter of his life and the machinations of his secret plan, several breeding cages full of two-tailed giant rats that he has begun releasing into the general population of rats across the city.

**The Crypt of the Vampire, Amelia Adams** – Little more than a deep family niche that has been roughly divided with stone and mortar. The stonework leaves enough space along one edge for something the size of a bat to slip through. Anything larger than that would require considerable excavation or magic to pass. The corpse at the front of the niche that conceals the wall wears a Necklace of Strangulation. This is the deepest of Amelia's three places of rest. She is very young for a vampire, still having connections with living relatives intact. The only magic items she carries are a Cloak of Protection +1 clasped with a Scarab of Death. If hard pressed she might change into gaseous form and leave the cloak and scarab behind (this was a trick of her former master). Her only treasure in this place of refuge is a small box of costume jewelry with several items worth around 300 gp total, a handful of scented candles, a porcelain faced doll, and a Potion of Speed.

Conversation as scribed by Petria, loyal servant and tutor to Prince Devon the Young upon a chance encounter with Miss Amelia Adams, a vampire:

The Prince: "You seem quite young to be a vampire as my friend suggests."

Amelia: "Yes my Prince, I was only fourteen when I was taken, that was two years prior."

The Prince: "And where is your master now?"

Amelia: "Slain by my kinfolk, my Prince. I am my own master now."

The Prince: "Then your word is your own. Now tell me, does your loyalty lie with the City above all other oaths in death as it did in life? Will you rise to defend the City if called?"

Amelia: "Yes my Prince, it would be my greatest honor to serve the City."

The Prince: "Then we have no quarrel, go in what peace you may find."

Amelia" "Thank you my Prince."

The Prince: "And Amelia,"

Amelia: "Yes my Prince?"

The Prince: "I like your hair."

**The Stone Gate** is less a gate than a barrier. A portion of the older tiers of the crypts collapsed into a series of natural caverns several decades ago. The caverns exposed the crypts to a host of dark and foul creatures. The section of the breach itself was sealed with several Walls of Stone and magical wards, but occasionally something from the depths finds its way through.

**Shrine to the King of Ghouls** - In one of the lost crypts beyond the Stone Gate is the blood splattered Impaler's Spit hung between the columns of a crude alter. The spit is a

horrible barbed Lance +3 that will impale on an unmodified roll of 17 or higher doing triple damage, only a large creature could use it in unmounted combat. The victim must be able to make a bend bars/lift gates roll to be able to free themselves or otherwise be all but helpless, each attempt causing 4-11 points of additional damage. The impaled victim will be suspended across the alter as a feast for the dead and an offering to the King of Ghouls. Once the alter has been consecrated with enough victims it will function as a direct gate to the Abyss.

The Herald to the King of Ghouls is a Gravetouched Ogre Magi named Sado, as such, he has the added abilities of a ghoul as well of the stench of a ghast in addition to his own powers. Although he retains his ability to polymorph into human forms, he cannot hide his ghoulish nature. Sado has been sent to make way for his King and prepare for their capture of the Prince as an offering demanded by Yeenoghu, the Demon Lord of Gnolls.

The **Shadow Gate** is legendary, a gate that exist only with certain alignments of the stars, its location changes constantly, existing both within in the depth of the Ancestor's Wall and occasionally appearing across City. The gate is a doorway for spirits to complete unfinished business, sometimes atonement, sometimes retribution. It is said that Shadow Gates appeared all over the City when the dead rose to defend their home.

**The Shadow Gate Bazaar** – There is a large gate at the base of the western most Wall of Ancestor's that many people refer to as the Shadow Gate. Even though the gate is not a “Shadow Gate” in the true sense, it does lead into some of the oldest catacombs in the city and that is close enough for most people. The Shadow Gate Bazaar is the open area before it that has become a semi-permanent home to numerous exotic traders from around the world selling everything from spices and fine silks to less reputable items and services. Some of the more unique individuals and businesses in the bazaar:

### **Myrrha and the Wand of Nightmares**

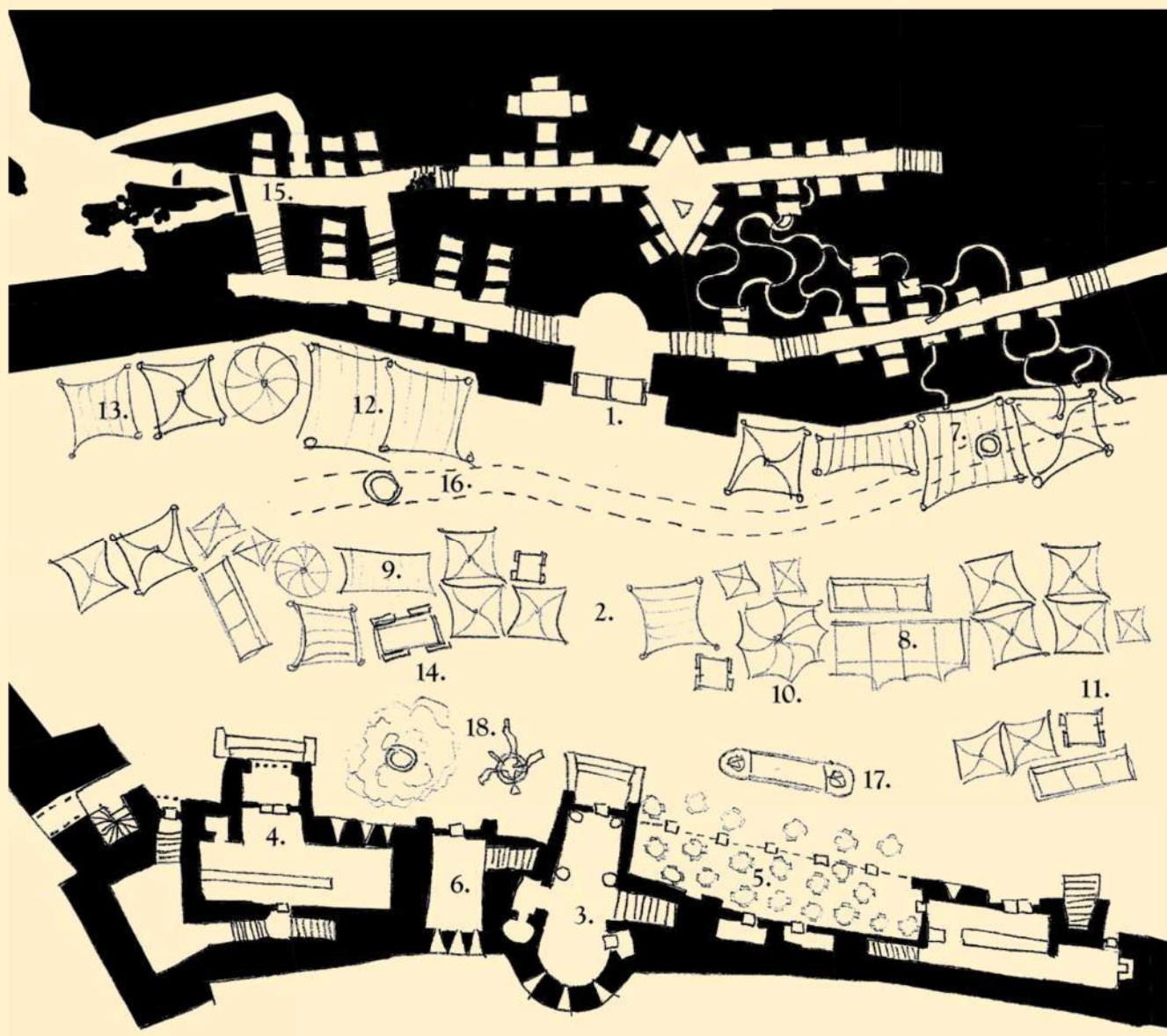
The Wand of Nightmares appears as nothing more than a Wand of Illusion until its new owner sleeps for the first time with it in their possession, the magic user or illusionist in question will be attacked by a Phantasmal Killer per the 4th level illusionist spell for three rounds. Should the owner of the wand survive the horror, they will understand the Wand's true nature. Should they be slain in their sleep, they will never be able to master the wand, even if resurrected. In addition to functioning as a Wand of Illusion,

with the expenditure of one charge the Wand may also cause Fear (as the wand of the same name but by touch). Should the caster expend five charges, a Phantasmal Killer maybe unleashed upon an opponent.

While the wand's use is not limited to evil characters, recharging the wand is an extremely unsavory process that is. One of only three known Wands of Nightmares is currently in procession of **Myrrha, the Queen of Teeth**. Myrrha is a shape shifting

### The Shadow Gate

1. The "Shadow" Gate	6. Beard & Mustache Emporium	10. The Iron Kettle	16. Sewer
2. The Shadow Bazaar	7. Ali's Wears	11. Cobbler's Cart	17. Carriage Fountain
3. Ruby Red's	8. Yassa's Tobbaco & Pipes	12. The Pottery Yard	18. Hangman's Tree
4. The Hero's Welcome	9. Fish Monger	13. The Grinding Wheel	
5. Eserin's Spirits		14. Myrrha's Wagon	
		15. The Stone Gate	



Night Hag (often appearing as a Sylph or a Gypsy) that leaves strange coins behind as her calling card as she follows her compulsion of collecting teeth. Occasionally, Myrrha is interrupted in her silent pursuit or takes an unusual and often unhealthy interest in a child, these encounters tend to end poorly for those involved.

Myrrah's Wagon rolled into the bazaar several months back and appears to be a traditional gypsy wagon from the exterior, but if it is quiet and you listen closely you can hear it breathing. Anyone that attempts to see through this illusion will wish they hadn't. A person (below 5<sup>th</sup> level) seeing the reanimated heap of flesh for what it is must save or flee in fear. The horror is an Abysal (see Chapter 8), AC:6 HD:10 HP:67 AT: 2 (trample) D:2-12/2-12 and can spit a wad of acidic phlegm at a single opponent up to 3 times/day for 4-16 pd plus wounding until it is washed off or until ten rounds have passed. The interior either looks like a traditional gypsy wagon with all the accoutrement or a rotting cage of flesh and bone.

In her guise as a gypsy she will occasionally sell Minor Charms as an excuse to make odd demands in exchange for her services.

**Minor Charms** can provide a +1 on saves against one very specific danger, such as spider venom, green dragon breath, a Harpy's song, or a ghouls' touch. Charms can cost from 100 gp - 500 gp and occasionally have ingredients that are difficult to obtain. The form the charm takes can vary greatly, some consist of several components bound together in a small pouch or locket that can be worn or carried while other charms are known to be permanently applied with a tattoo or scarring. An individual may own only one charm at a time.

Myrrha's reason for being in the City for an extended period is her constant search for more **Teeth of Dahlver-Nar** (the teeth ache to be reunited). Her desire for children's teeth is driven by one of the malevolent side effects of the teeth:

Tooth #10: Tongues.

Tooth #11: Ventriloquism up to 3 times/day.

Tooth #14: Nourishment comes only from ingesting bone, the fallen teeth of the innocent being profoundly delicious.

Tooth #15: Adds one point of dexterity.

Tooth #16: Flesh to Bone by kiss up to 1 time/day (this would reduce a victim into something equivalent to a horrific living skeleton, hit points would be reduced by half but most other abilities would remain).

Tooth #30: Speak with Dead up to 1 time/day.

The eventual target of her search is **Clay Brewmeister**, former grave robber and now respected (feared) member of the Brewer's Union and owner of several drinking establishments. It should be noted that while Clay is not a member of the Lamplighter's Guild (the City's premier thieves' guild) he has utilized their services on multiple occasions. He sensed Myrrha's arrival in the City much as she senses him and will most likely want to hire the means to have her head delivered to him on a platter (literally) if he can figure out who or what is searching for his teeth before it is too late. His teeth:

Tooth #12: Add one point of intelligence

Tooth #18: Knock up to 3 times/day

Of note, Clay is convinced that more teeth exist below the Ancestor's Wall deep in the endless City crypts but has been unable to find them despite multiple attempts over the years. His knowledge of where the teeth aren't being extensive and well documented in the maps he has painstakingly drawn on his various private expeditions.

**The Ali Mushar Family** – Many years ago an accomplished young thief (5<sup>th</sup> level) had his heart stolen by the girl of his dreams. The fact that she was a Wererat meant nothing to him and soon they were joined in holy lycanthropy. Now a great grandfather with a dozen grown children and scores of grandchildren, his family of Wererats is a thief's guild onto itself. He buys and sells all manner of illicit items as well as having tents full of junk to cover his more clandestine business operations (Ali's Wares). He has three centers of operations; first a series of tents in the Shadow Gate Bazaar area with rat tunnels into the adjacent crypts where he operates his



day to day business. Secondly, a carved-out area below the foundations of one of the Worker's Walls along the river where most of his extended family live. Lastly, Ali lives with his wife as tenants in a crowded wall of apartments that he secretly owns. Several of his children also live as tenants in the various apartments. The average person would never expect it, but Ali is extremely wealthy.

Ali has great pride but also great concerns over his oldest daughter Kasandra (5th level cleric), as she has developed into a devoted shaman for the Nehwon mythology's Rat God. While he fully supports her devotion, he fears that the human sacrifices may draw unwanted attention and hurt business. Kasandra is in the process of building a worthy temple for her god to hasten the day when she and her kind will sweep forth from the sewers to dine on the world. To that end she has been animating the skeletal remains of giant rats by the hundreds. Ali finds great irony in the fact that he supplies the rat corpses to her by purchasing them from the Ratcatcher.

Ali wears a Ring of Protection +2, a 1,000 gp gold and emerald ring, and a 500 gp gold and emerald earring. He carries a Scimitar +2 (a 300 gp scabbard) and will always have a set of thief's tools hidden in his turban. With his ring and his dexterity (despite his age) he is normally AC:2, HP:22.

A list of merchandise for sale:

- A collection of old books with sections of the pages cut away to hide small objects. **Sale Price:** 5 sp – 2 gp depending on the quality and size of the binding.
- Wood Elf Dictionary, similar to the books above but magical. If turned upside down, flipped over, and opened from the back the dictionary reveals an extra dimensional space that could hold approximately 10"x12"x3" of material. **Sale Price:** 1,000 gp.
- A variety of carved ivory, teeth, and bone decorative items ranging from six inches to six feet long. **Sale Price:** 10 gp – 800 gp.
- A variety of sword canes, all non-magical. **Sale Price:** 25 gp -200 gp.
- Several rugs and tapestries. **Sale Price:** 50 gp -300 gp.
- Many items of exotic clothing. **Sale Price:** 50 sp -10 gp.
- A variety of furniture, mostly used to display other items but all of it can be bought. **Sale Price:** 5 gp – 150 gp.
- Several decorative oil burning lamps for sale and use (Ali does not trust the Lamp Lighter Guild's products). **Sale Price:** 10 gp – 30 gp.

- Ali also sells a unique Gnome designed bullseye lantern that has an easily removable glass oil reservoir that can be quickly detached and thrown. **Sale Price:** 40 gp for the lantern and 1 gp each for the replacement reservoirs.
- A selection of jewelry, mostly stolen. Normally around 40 low value items will be kept at the shop with a value of around 5,000 gp total. Ali buys at 50% of value for this type of merchandise.
- Potions of Poison, causes a wasting disease that will start doing 1 hp of damage per round until cured. The disease will not take effect until 2-5 rounds after failing the saving throw. **Sale Price:** 400 gp.
- Love Potions, to work the user must kiss the target on the mouth in addition to the target getting a saving throw. Treat the effect as a short duration Charm Person spell with days as turns for duration. **Sale Price:** 250 gp
- Potions of Diminution, **Sale Price:** 500 gp
- Bowl of Scrying, when filled with water this jagged edged stone bowl allows a magic user gain second site as would the 4th level magic user spell Magic Mirror (from the Unearthed Arcana). What Ali might fail to mention is that there is a chance (5% cumulative per use) that the vision will be corrupted, forming a watery vortex that will pull the user and anyone within ten feet into a foul watery hellscape known as the Fetid Pond, the 233rd Level of the Abyss (see Chapter 6). Ali has managed to collect the bowl several times after such an event, but he is unsure why he seems to know when it happens. **Sale Price:** 10,000 gp.
- A chess set of carved semi-precious stones. The board is the top of the heavily carved box that holds the chess pieces. The box also conceals a spring-loaded dagger that can be triggered from the opponent's side. **Sale Price:** 600 gp.
- A large ornate Pole Arm +1. **Sale Price:** 4,000 gp.
- A stack of wood flutes and small drums, popular at festival time. **Sale Price:** 5 copper each

#### Merchandise Not Normally for Sale:

- 18 Highborne Gems of 50 gp value that have been careful re-stamped to read as 500 gp value. Ali is always looking for opportunities to unload these.
- Totem of Proof Against Thievery, this 7-foot-tall decorative carved wood totem of an angry tribal spirit will not stop a thief, but it will tell you the name of anyone that stole something in its presence. Ali would sell the name and draw a map of the location of the witch doctor who made the totem for him. Sale Price: 10 gp, tell him Ali sent you.
- There is a large decorative bird cage that has been converted into a home for his pet Giant Rat, Niknik. Niknik can do multiple tricks, and the children love to see him dance while Ali plays a wood flute.
- A wood chest with thirty animated giant rat skeletons waiting for Ali's command.

#### Other shops in the Shadow Gate Bazaar:

## The Hero's Welcome – see below.

**Ruby Red's** – Prostitution is technically illegal in Mirrspire, but if the practice is well run and kept quiet, the City Guard will often turn a blind eye for a few coins and a sample of the wares. Ruby and her late husband owned the section of wall as typical tenement housing, but once she realized the extent of the prostitution that was already taking place and the problems it was creating, she decided to take over and organize the business. As a magic user of some skill (8th level) Ruby uses her spells to broaden their offerings for a price (Diminish, Charm Person, Unseen Servant, Invisibility, Phantasmal Force, Fly, Hold Person, Slow, Polymorph Self, Monster Summoning, etc.). The price of a typical session (depending on how typical) will run 100-400 gp with spells services adding 100 gp per level of the spell. Ruby's familiar is a bright red cat name Fireball (a white cat dyed red) that helps her keep an eye on the place as well.

Ruby has a well decorated parlor where she entertains guests before shuffling them off to their appointments. Her “employees” are more like independent contractors utilizing their own apartments for business or taking advantage of the more unique spaces that are kept available to serve special client needs. Her house boy Raymond handles setting appointments (walk-ins are more expensive), errands, and security if needed. In reality, Raymond is a Cloud Giant (neutral evil) with a “thing” for little people. He wears a collar that allows him to stay shape changed into a human while its worn and allows him his strength bonus as well (+5/+11). He also wears a Ring of Regeneration and carries a Sword +1 that he uses as a dagger when a giant.

As part of Raymond's compensation, Ruby has agreed to teach the giant what she can of human magic. Raymond has managed 3rd level as a magic user, a rare accomplishment for his kind (Cloud Giants rarely have ten finger digits, with most having nine).

Raymond lives in an old tower just down the wall that floats a few inches above a section of dilapidated battlements that look like they are close to collapse. Several “problem” clients have ended up as captives in his tower, however most trouble makers simply get thrown out of Ruby's establishment (literally).

Features of note in Raymond's tower:

- The metal trap door to enter weighs almost 2,000 pounds and is 15 feet above the top of the wall's walkway.

- His weapon of choice resides here, a huge steel ball and chain with 60 feet of chain. He can use it in short range combat as a flail (6-36 pd) or fling the ball up to 60 feet (2-24 pd) but it takes a round to retrieve and attack again. He can also use the momentum of a throw to turn his levitation into limited flight. Raymond's favorite attack is to launch himself and the ball at the attacker, if he hits, he will be able to attack normally the next round without having to spend time retrieving his weapon.
- There is a "backup" club stored in the tower along with a handful of well proportion stones for throwing as well.
- Raymond has completed building a large magical distillery to create Essence of Air, the distillation used to make clouds solid or solid materials weightless or invisible. He has been hoarding sapphires (almost 30,000 gp worth) as one of the main ingredients.
- The tower does not have actual windows but there are sections of wall that are invisible. The windows are covered by tapestries on the interior. The roof is sheathed in iron shingles and is extremely stout and fire resistant despite its dilapidated appearance. There are two human sized cages that hang from the roof structure, one of which is extremely restrictive.

**Eserin's Spirits** – A fine beer garden located below Ruby Red's tenement. A basic kitchen serves pretzels, cheese, and meats to complement their excellent variety of beers. The foundation below this wall is said to store hundreds of kegs of beer among some very happy spirits that were laid to rest there several centuries ago. The establishment is said to have its own ghost, a famously drunken court jester named Tufool that occasionally makes an appearance (a Spirit of the City). Eserin's Spirits in one of several establishments owned by Clay Brewmeister.

**Beard and Mustache Emporium** - Mirrspire's only dwarven barber.

A few other points of interest in the tents: Yassa's Tobacco and Pipes, Fish Mongers (fish tacos), The Iron Kettle (soup), The Grinding Wheel (blade sharpening), Cobbler's Cart (travels the city but parks here at night), the Pottery Yard (also a supplier of the Imperial Chamber Pot), and Myrrha's Wagon.

**Merchants versus Traders** – “Trader” is used as a pejorative term by merchants to describe the travelling class of buyers and sellers that are not part of the merchants’ well established social class of Mirrspire. Generally, anyone selling anything out of anything not built into a wall or an established building (temporary markets, stalls, tents, carts,

blimps, clocks, boats, etc.) are considered one step above thieves. Needless to say, many individual entrepreneurs take considerable umbrage to this attitude.

**The Merchants' Wall** – some of the tallest and most imposing of the walls in the City. The most opulent residence and high-end business are found here.



## The Lamp Lighter's Guild

Jillian-Rene Lamplighter would be the Great Granddame of the Lamplighter's Guild. She was said to be a saintly lady that fed the poor and lamented that so many could not afford candles to light their nights or coal to warm their families. Although certainly not a mage worthy of the Orders, she had dabbled enough in magic to be able to throw a continual light spell on a copper piece. Eventually those copper pieces would be stamped with the Lamplighter crest and find their way into everything from the adventurer's sturdy bullseye lanterns, to the City's lampposts, to the elegant chandeliers of the rich and famous. And while Jillian was not the creator of the Lamplighter Ever-Burning Log (see the history of the City's **High Agister of the Forest**) she did support and fund their distribution to warm the homes of the poor.

Today, the Lamplighter's Guild is famous for all manner of lighting devices (including the City street lights), a collection of long burning wood products (*Ever-*

*Burning* is an exaggeration, a century is more accurate), having its own nighttime holiday festival (the Night of Masks), and being a front for the City's premier thieves' guild. The guild operates from two locations, its lighthouse-like showroom tower at the end of Harbor Wall and a series of workshops and a warehouse among the Workers Walls. Much of the Lamplighter family lives in a palatial tower just below the City Keep.

The guild's ability to scry through their various lamps (similar to a Wizard Eyes spell but tied to the magicked coins' locations) is one of their best kept secrets. Also, of note, the Lamp Lighter's Guild has come into possession of several artifacts that have been incorporated into their rituals over time.

Every year on the Night of Masks, the Grand Marshal of the parade is bedecked in ceremonial garb that includes **The Torch of the Ages**. The massive iron torch eternally burns with a dark flame that cast no shadows. The torch can be wielded as a Mace +1 of Wounding. What none in the guild realize is that the true name for the artifact is the **Light of Cthuga**. The artifact was stolen from a Cult of Cthuga far to the south in the Blasted Isles decades ago. The cult is still desperate for its return as its real power is only made plain when held by a true believer.

Another unique artifact, the **Lanterna Ignis Fatuus**, the **Lantern of the Foolish Fire**. Difficult and dangerous to use, the Lantern of the Foolish Fire is either the abode or the prison of a will-o-wisp, depending on whom you ask. The lantern will happily lead people to places or things in response to questions asked of it under the full moon. However, the survival of those that travel with the lantern is always tenuous as the answers sought may not be the answers or path hoped for. You never know, perhaps the lantern will one day lead a party of brave adventures deep in the eastern mountains below Castle Ravenloft to find the missing platinum hilt of the famed **Sunsword** that was unsuspectingly carried by one of the group this whole time. Interestingly, despite the success or failure of the quest, the lantern always seems to find its way home to the guild.

The **Lamp Lighter's Staff of Office**, the most recognized of the three items, as it (or a reasonable copy of it) is often carried on official Lamp Lighter business. Hardly an artifact, but simply a Gem of Brightness mounted to the top of a Staff + 1 with a silver filigree. Small, glowing wand sized copies of the staff are quite popular with the children at festival time.

**Highborne Jewelers** – What sets Highborne Jewelers apart from the competition was their invention of the Highborne Coins. These sturdy gem settings are a simple disc of steel with a gem set in the center of it. The steel is engraved with the value of the gem, the date it was appraised, the name of the appraiser, and a set of security runes and the Highborne crest. This has allowed the carrier of the gems to more easily treat them as currency for large denominations, especially helpful with the recent Bag of Holding shortage.

**Tallow House** – Purveyors of fine candles and exotic oils. Unless you are interested in scented candles and oils, the merchant of the Tallow House is better known for their purchase of exotic organic materials of all types from adventures that might have discovered something unique in their travels. They are often a purchaser and reseller for magical potions, incense, oils (having 2-8 related magic items for sale at any given time), and spell components as well. The head shopkeeper and matriarch of the family business is Ambrosia Adams, aunt to Amelia Adams. It should be understood that Ambrosia is dead set against some of her family's silly ideas about casting Continual Light spells on everything to compete with the Lamp Lighter's Guild, the last thing she wants is a turf war. It should also be noted that the Adam's Apothecary just down the wall is a related family enterprise as well.

**Amalgam Antiques** – Most notable for being owned by possibly one of the most skilled magic users in the City, Althar the Diviner. Of course, it is extremely unlikely that Althar would ever be found in his own shop. The day to day running of the enterprise is handled by his granddaughter and apprentice, Qwynlyn the Diviner (5th level magic user). Qwynlyn being the public face of the business (a good thing since most people consider Althar an insufferable old bastard) and spends most of her time researching appraisals and attempting to divine the secrets of magic items (consultations start at 50 gp and go up from there) while bothering her grandfather as little as possible.

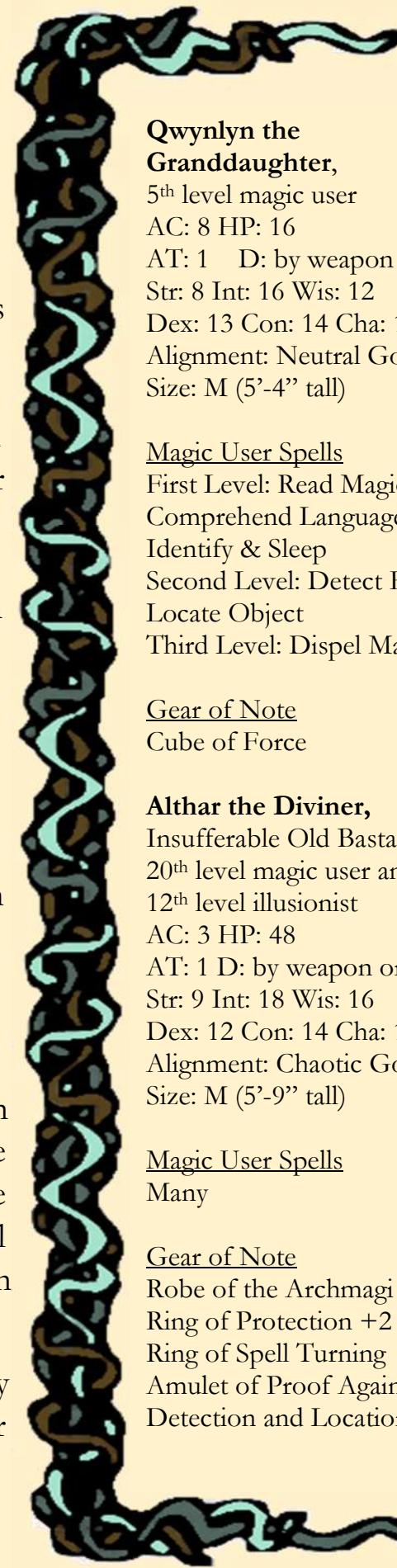
The shop's transaction table has a permanent aura of detect magic about it. There is also a collection of glassteel bottles, mirrors, and vials for sale at 50 gp each. Custom glassteel work is available upon request. There is a Potion of Healing behind the counter as well as a Scroll (Invisible Stalker, Teleport, and Limited Wish). Qwynlyn wears a Cube of Force on a chain and her Grandfather will know if it is activated and Project Image into the shop to see what the problem is (there is a one-way mirror in the shop with a gnome-built periscope of mirrors that leads down to the sub-basement). The backroom includes a small library with several tomes that would be quite valuable to a mage,

perhaps 20,000 gp for the lot to the right buyer. The shop has a variety of magical and mechanical traps, as well as a series of secret doors and trap doors that lead down through a wine cellar and an old cistern to the sub-basement where Althar lives.

The sub-basement is a natural cavern that Althar discovered decades ago. It is now houses his small cottage and the grave site of both his wife and parents. The cavern is usually lost in the illusion of some far away land depending on Althar's mood. Unless given time to prepare for battle he will be wearing a neutral Robe of the Archmagi, a Ring of Protection +2, a Ring of Spell Turning, and Amulet of Proof Against Detection and Location. He has a pair of Blink Dogs to keep him company.

**The Winter Carnival** – Many years ago a group of youths threw snowballs at an old man strolling through the park, to teach them a lesson Althar corralled the vile brats in with a Wall of Ice a dozen feet high and left them to learn their lesson. Some time later an opening was chipped through the ice, the youth were freed, and the children found themselves with the start of a great ice fort! To Althar's dismay, the Winter carnival has been growing in size and popularity ever since. The highlight of the last few year's carnival were the dragon rides, given by what appeared to be an actual white dragon with a penchant for the hot cinnamon donuts popular with the carnival patrons.

When asked about his role in accidentally creating the beloved winter event, Althar responded, "I should've cast a Fireball."



**Qwynlyn the Granddaughter,**

5<sup>th</sup> level magic user

AC: 8 HP: 16

AT: 1 D: by weapon or spell

Str: 8 Int: 16 Wis: 12

Dex: 13 Con: 14 Cha: 14

Alignment: Neutral Good

Size: M (5'-4" tall)

Magic User Spells

First Level: Read Magic,

Comprehend Language,

Identify & Sleep

Second Level: Detect Evil &

Locate Object

Third Level: Dispel Magic

Gear of Note

Cube of Force

**Althar the Diviner,**

Insufferable Old Bastard,

20<sup>th</sup> level magic user and

12<sup>th</sup> level illusionist

AC: 3 HP: 48

AT: 1 D: by weapon or spell

Str: 9 Int: 18 Wis: 16

Dex: 12 Con: 14 Cha: 12

Alignment: Chaotic Good

Size: M (5'-9" tall)

Magic User Spells

Many

Gear of Note

Robe of the Archmagi

Ring of Protection +2

Ring of Spell Turning

Amulet of Proof Against

Detection and Location

**Traveler's Guild** – An enterprise run by Fatima DeBlanc, entrepreneur extraordinaire, upstanding member of the Explorer's League, and housed in the tallest free-standing tower in the merchant's quarter, Fatima expedites people's travel needs. Whether it be by gnome dirigible, galleon, teleportation, hippogriff, trade caravan, or something more exotic the guild will work to facilitate all your travel needs. Fatima has seen the future and even coined a term for it, she calls it "tourism". Fatima provides a valuable service and has been well rewarded for it, rarely being seen around town without a small entourage of entertaining characters and a body guard or two. Very few people are aware that the original funding for her enterprise came from the Lamp Lighter's Guild and that she is a 5<sup>th</sup> level thief.

**The Hero's Welcome** - Importer of Fine Weaponry and Armors. The Welcome is the place to buy and sell arms of all types, buying at list book price and selling at 50% over cost. There is an 80% chance that any +1 "uncommon" weapon or armor will be available in a given week (20% chance for +2 "fine", 5% for +3 "rare"). More powerful or "exotic" equipment is a rarity that is only made available to return customers.

Most patrons would never guess that the grim but dapper store clerk, Moran Seemly is a Rakshasa, as his dealings seem completely mundane. His evil nature only becomes apparent when an exotic item that a character wants or needs desperately is not for sale, but a "possible trade of services might be arranged." These services will not be for him of course, but for the shop's investors that need a variety of unique and often distasteful services rendered. The first exotic item that might interest adventurers is the Whip of Ix (see Chapter 6).

The assistant clerk and weapons tester is a small goblin (AC 5, HP 4) named Squee that simply never stops regenerating at 1 hp/round. Burn him to ash and he will rise like a Phoenix, freeze him and he will thaw, eat him and be prepared for a very uncomfortable bowel movement. Squee will spar with a potential weapon's buyer, for a healthy tip, he will promise not to win. His experience has made him quite capable in combat, fighting as an 8<sup>th</sup> level fighter, duel wielding a Short Sword+2 and a Dagger+1.

Beyond Squee, the security of the shop is entrusted to a lawful evil Guardian Familiar and a host of good locks. Moran is never seen armed with more than an antique silver dagger (worth about 300gp) with a Nystul's Magic Aura, preferring people to guess him a powerful wizard. He also wears a Ring of Spell Storing to that end, its spells are Wall of Iron, Fire Shield, Polymorph Other, and Teleport. Moran lives in a spacious apartment above the shop while Squee lives in the rat-infested warren of the basement vault, both consider their surroundings quite fashionable. Moran's apartment has a few unique amenities that include a "private" bedroom where he will often have a secured human slave or two (charmed) that will become a meal once he has tired of them. He is under strict orders not to eat customers from the

shop's proprietor, Glasya, a Princess of Hell (see *Chapter 11- Grimoire*, in the *Mirrspire Series, Trouble in Lab #7* module).

In addition to its normal inventory, the establishment always has its signature swords available, a Sword +2, Black Blade. The swords are purely a +2 blade until they slay one hundred souls. At that point, the sword and its wielder are transported to the 3rd Plane of Hell to stand before Glasya and be offered the opportunity to join the Order of the Black Blade. This could have serious ramifications including a possible alignment change, death, or enslavement.

**The Sisterhood of Quora** - aka the Librarians, the Traders of Knowledge. The most northern wall of the City contains a library and learning institution of great renown. Built around the teachings of an all-female monastery, the Sisterhood of Quora care for a public and private library as well as provide educational services. Few realize that the humble Sister Superior is a monk of great repute, the Mistress of Summer (15th level), and has played a major role in events of great significance over time. Men are allowed to work with the Sisterhood as students, tutors, and educators, but are simply not recognized as formal members of the monastery. The relationship between the Sister Superior and Aaru of the Monks of the Antessorem is complicated, as they have traded their rank as monks between themselves on several occasions.

**The Workers' Wall** – often more building than wall, the Worker's Walls are some of the most chaotic and heavily modified walls in the City. Many walls dead-end with little military value. Housing is often cramped, and unlike the Merchant Walls, many consider the spaces and buildings between the walls as preferable to the taller surrounds.

**The Fletchery** -A much better kept secret than the Lamp Lighter's Guild is the Fletchery. The Fletchery employs more than twenty people and produces the vast majority of bows, arrows, quarrels, and ballista shot for the city and the lands beyond, it is also a cover for the city's Assassin's Guild. Almost nothing is known about the owner of the company. The day to day management of the operation is led by a man known as Cyrus. In reality, Cyrus is a doppelganger, and as everyone knows, where there is one doppelganger there are always more. One of the few pieces of evidence from an assassination that might ever have pointed an accusing finger back toward the Fletchery was the recovery of a poisoned arrow enchanted with a permanent Silence 15' Radius (as the 2nd level clerical spell), but those suspicions were proved to be baseless.

The Fletchery sells +1 arrows and bolts for 200gp each with a ten-arrow minimum order. There is generally a week wait for an order of up to 20 arrows. An extra 100gp fee can expedite an order by a few days or more. Strategically speaking, the Fletchery is currently

working to position itself to compete more directly with the Gnomish crossbows that currently dominate that market sector.

**The City Orphanage** - What makes this orphanage unusual is the Prince's patronage. Beyond financial support, he will often collect a score of orphans and take them on adventures around the City and countryside. Several trusted servants and guards within the Keep were raised at the orphanage.

**Center Street Clockworks** – Unexpected to find a gnome clan making their home in a clock tower among a human city, but there you have it. The clock tower and the extensive network of tunnels and workshops below make up the home of the Gearbalm Clan. The Clan does sell clocks but are more valued for their custom work. Known for their specialty locks, secret door mechanism, unique adventuring equipment, custom weapons, and even one of a kind toys, the clan has built a solid reputation for innovation and quality. Across the road is Bonnie's Buns, the City's only Gnome bakery and teashop.



## The Farmers' Wall

Despite Mirrspire being driven by agriculture, the Farmers Wall is little more than a low wall strung between a series of windmills, granaries, and stables along the south side of the City. The central area of the Farmer's Quarter resembles a village surrounded by fields, paddocks, cottages, and barns. Much of the buying and exchange of commodities happens with these walls.

**Wefan House** - Hellen, her niece and nephew dwell within a free-standing cottage among the sheep pens within the Farmer's Wall.

To see Helen Wefan (12th level magic user), James (5th level fighter), and Elizabeth (5th level magic user) together is a bit of a shock. Helen seems the personification of all things maternal, sweet, and grandmotherly (she is the great, great aunt to the youth). James and Elizabeth stand

in contrast as the apex of youth, beauty, and virility. Elizabeth is learning the family trade, the weaving of enchantable fabrics while her brother spends most of his days shepherding the family's flock of sheep in the mountain pastures.

Their fabric is much sought after by mages and commands top price. The secret to the wool is that the sheep themselves are enchanted to begin with. All have been polymorphed from something or someone else and wear special collars to keep them that way. The flock includes a variety of adventurers, a wealthy philanderer, a tailor that once tried to cheat Helen, an ogre chieftain, several ne'er-do-wells, a rust monster, a lion, a local gossip, a blue whale with a distaste for krill, a frost giant, a tyrannosaurus rex, an ex-husband, and an unusual gentleman that not only wanted to spend his days as a sheep, he paid for the privilege. As a sorcerous, Helen has always specialized in shape changing magics. Over the years she has developed several cloaks and collars that force or allow the user to shape change to a predetermined form or keep the user transformed into a form until the collar is removed or a command word is spoken. Even her house cat, Mr. Whiskers, is a tiger.

Helen carries a pair of magic shears that they say can cut anything and should be treated as a Dagger +3. She also wears her **Robe of Sanctuary**. The robe allows her to take the form of a creature that she has recently touched and will fully gain the abilities of that person or creature (for up to an hour) but the two will not be able to harm each other (directly) while she remains in the matching form. The two will also learn a great deal about each other from the experience. The robe can be used up to 3 times per year, the fourth time is permanent. Hellen (and Elizabeth) both know the secret recipe to create a Potion of Shape Changing. The potion allows for a single shape change (as the 9<sup>th</sup> level magic user spell) that lasts 5-20 rounds.

### Helen Wefan,

12<sup>th</sup> level magic user

AC: 7

HP: 21

AT: 1

D: by weapon or spell

Strength: 8

Intelligence: 17

Wisdom: 14

Dexterity: 9

Constitution: 10

Charisma: 10

Alignment: Lawful Neutral

Size: M (5'-6" tall)

#### Magic User Spells

1st Level: Mending, Detect Magic, Unseen Servant, Sleep & Protection from Evil

2nd Level: Locate Object, Invisibility, Detect Invisibility, Knock & Continual Light

3rd Level: Fly, Dispel Magic, Hold Person & Fireball

4th Level: Polymorph Self, Polymorph Other & Minor Globe of Invulnerability

5th Level: Teleport & Animal Growth

6th Level: Enchant Item

#### Typical Gear of Note

Robe of Sanctuary

Shears +3

Ring of Protection +2

Portable Hole

Necklace of Adaptation

Shawl of Protection +1

Cane – Rod of Cancellation

Potion of Shape Changing

As an example of some of Helen's other work, James's trusty sheep dog Shemp is a common wild dog wearing a Wolf Collar that can transform him into a massive Worg Wolf should James speak the command word. James also carries four magical sling stones, glass Stones of Polymorphing along with a dozen silver sling bullets, a Potion of Extra Healing, and a silver dagger (werewolves have been thick this season). He has a Sling+1 that was made by his sister. Elizabeth often travels with a Cloak of the Owl. Treat the cloak as a Cloak of Protection +1 that can change the user to a normal size owl twice per day or a Giant Owl once per week for up to one hour.

**The Vermillion Minotaur** – Notable as the first place you could possibly get a drink after entering the City through the Farmer's Wall. Demi-humans welcome, solid cooking, generous drinks, and they don't mind if you look like you just came in off the road (weapons and gear are not checked at the door). Maddy's Public House and Stables are the next establishment down the wall and owned by the same family. They have decent secure storage available, but they would send travelers to one of the banks (the Farmer's Bank of Mirrspire is just down the road) if they have real valuables to secure. One more set of doors down and you will find the Blue Moon Bath House, complete with public and private facilities and will be able attend to most any grooming needs. The last establishment on the wall before the first windmill is City Apparel and Tailors. Within one conveniently located section of wall you have almost everything you need to make yourself presentable to the City.

As for City fashion, walking around in blood soaked, dented armor, backpacks, and bristling with weapons simply will not do. The typical look for most classes are suits of stylish (but functional) leather armor with coordinated clothing. Shields are never carried but your best-looking weapon (and possibly a dagger) are socially acceptable. Most people that carry weapons will have a variety scabbards made to accessorize with their clothing. For those that prefer not to wear armor, tunics and low boots are in this season, capes are out but full-length cloaks look like they will be big this winter. Men of means will generally wear one item of jewelry prominently (it keeps you from having to pay for your drinks up front) while women will wear several according to their station. A few regulars at the "VM":

- Angelica, the Innkeeper's Daughter. In her youth Angelica was so wild that her father sent her to live in a nunnery. Although she decided that the lifestyle wasn't for her, the discipline and meditation practices she learned went a long way towards helping curb (some of) her youthful exuberance. Angelica is a 5th level monk (AC:3 HP:18 AL: LN) and wears a Ring of Protection +1 that is an engagement ring. Her beloved has promised to settle down and marry here when his trade caravan returns from the east.
- Momar Mushar, the local fence, one of the many sons of Ali Mushar, and a wererat (AC:6 HD:3+1 HP:17 AT:1 D:1-4 or by weapon SA: Surprise SD: Silver/magic to hit AL: LE).

- The Messenger (Horton), a 7th level ranger (AC:-2 HP:42 AL: NG) that specializes in delivering messages as you might guess. He rides a Destrier Stone Horse (per the Unearthed Arcana) that is occasionally seen petrified around town and wears Chainmail +3 and a Shield +3 of Gaze Reflection that he keeps a fabric cover over. He carries a stout stone pitcher that can pour forth a Seer's Draft once per day (treat as the 5th level illusionist spell Magic Mirror). Horton also carries a Heavy Crossbow of Speed and has a Bottomless Quiver (normal bolts) to back it up. He has a second quiver with a dozen Quarrels +1 that have all been Blessed. His melee weapon of choice is an Axe +2 and he is an excellent tipper.
- Davey Dillweed (double D to his friends) is the boot shiner in the corner and a 2nd level thief (AC:6 HP:5 AL:CN). In addition to a good shine he has a variety of hand rolled cigarettes and cigars he peddles. He is always on the lookout for “exotics” to buy and sell.
- Jon of Nornguard is one of the bartenders and the “world’s largest dwarf.” Jon’s beard, bearing, and build make him look surprising like a 6’-2” tall dwarf to the point where real dwarves have visited the inn just to order a beer from him. Someone even hung a war hammer behind the bar as a joke. Of course, as a 4th level fighter with a 18/11 strength he could impress a dwarf with its swing if he needed to (AC:3 HP: 21 AL: NG). He wears Bracers of Defense (AC: 3) while he works. Sadly, Jon doesn’t speak much dwarf.
- Althar the Diviner incognito is a huge fan of the VM’s cheese curds and sausage cakes on Tuesdays when they have open bard night.

**Farmers First Bank of Mirrspire** - A free-standing grey stone building detailed to look and function like a small castle. The building is notable that all the windows and doors disappear at sunset and reappear at dawn. Adventurers have two basic options for storing wealth here; a Ledger Account or a Deposit Vault. A Ledger Account is free to open for any monetary denomination of funds but a fee of 1% or 100 gp (whichever is less) is assessed on all withdraws. Deposit Vaults come in a variety of sizes ranging from the size of a breadbox to a 10'x10' room. Similarly, fees range from 20-1,000 gp per year. Loans are available at a 10% interest rate with a security deposit.

Despite being located within the Farmer's Wall, the bank is actually one of the most secure banks in Mirrspire by virtue of not actually being in Mirrspire. The bank building is really just a solid stone facade, the entry doors (when they exist) are actually a magical gate to a much larger banking complex utilized by several affiliated financial institutions around the world.

“Would you like someone to escort you home?” The bank realizes keeping their patrons safe when they leave the bank can be as important as protecting their valuables inside the bank. Mr. Flatbrush is a dapper young man that looks anything but threatening. As a duelist (7th level fighter) he would never make brash claims but his ability to defend, delay, and generally stymie would be attackers and thieves have been demonstrated on several notable occasions. Mr.

Flatbush's sword is useful in this regard, emanating a permanent Anti-Magic Shell 10' R when drawn from its scabbard. He also keeps a tube of blinding powder (nonmagical) up his sleeve as well as a Dagger +3 dosed with an all-natural plant-based paralysis poison on its blade that will slow a victim for 2-5 rounds even if the save against paralysis is made. He wears a stylish suit of custom Leather Armor +2 of Free Action and has been known to provide protection on the side for a select clientele.

**Clayfoot Potters** – With the nearest shire a month's pony ride to the east, it is likely that on any given day, Dotes Clayfoot, his wife Margie, and their three sons are the only halflings in Mirrspire. Their decorative housewares are greatly in demand by the City's middle-class. Margie is also greatly in demand as a midwife, her druidic skills (6th level) compliment her years of experience. Dotes was a bit of a vagabond in his day, but his thief skills (7th level) aren't put too much use these days. With his two oldest sons of the marrying age, Dotes is busy attempting to arrange two marriages. He hopes to send one son out east and have a daughter-in-law come to live in Mirrspire.

The Clayfoots live and work in a thin slice of land between the Farmer's Wall and the river where they can easily dredge up silt for use in their clay with baskets that are left in the river overnight. Their neighbors are vegetable farmers and a few fishermen that are quite supportive of the "wee folk".

**City Watch** – Many of the lampposts at major intersections around the city incorporate "Watch Bells", as do some business and residences. While the response time varies greatly, ringing a bell will summon a City Patrol of ten guards and a lieutenant. The Patrols use specific rings of the bells to send basic messages across the City (Location, Reinforcements, Various Disasters, etc.). The size and composition of additional patrols will increase and often include clerics to heal the wounded or city scribes (magic users) to assist as well. The Prince himself is well versed in the bell code (as are many citizens) and will often personally investigate an interesting call even if he does not make his presence known. Ringing the bells in jest is only allowed once per year, to announce the start of the Night of Masks. Ringing in jest other times can land you in community service or even jail for repeated ringing.

**Gate Tax** – A tax is charged upon entry to Mirrspire at all gates. Fees range from a copper for a laborer on foot or a sheep, to a silver for a mounted rider or an ox drawn cart. Merchants with goods or a treasure laden adventurer are charged considerably more per a complicated schedule of fees kept by the gate watch, but no fee is allowed to exceed 100 gp per person. Fees are dropped on festival days. Children, dogs, and anyone leaving the city are free. Flying over or otherwise circumventing the wall is a misdemeanor offense that can result in community service and fines.



## Chapter 4: The State of Mirrspire – Beyond the City Walls

### Religious Influence\*

In the ancient Mirr Woods and the surrounding lands, the influence of Dagda and the Celtic mythos holds sway hand in hand with the likes of Skerrit the Forester and Rillifane the Leaflord.

To the south past the gnomes and their stories of Garl Glittergold, past the shifting sands of the Walking Desert, the mighty city of Babylon is ruled by King Gilgamesh and watched over by their patron Marduk.

Far to the north, the evil Louhi and her son rule the dark lands of Pohjola plotting against the heroes of the Finnish mythos that foolishly conspire against them.

To the east far beyond the feudal states, the seemingly endless plains are tended by the halfling wee folk and their loving Yondalla, shared with all manner of nomadic tribes that worship the animal gods they see all around them, the Raven, the Coyote, and the Snake gods of the American Indian mythos and others.

To the west, past the endless drum beat of picks and hammers that are a hymn to Moradin and his dwarven kind, the distant Melnibonean Kingdoms, always in turmoil, endlessly compete to please their deities and rule the last outposts of civilization at the edge of the Western Wastes beyond.

And all the while across the land something sinister stirs while the world goes about its business, for “that is not dead which may eternal lie, and with strange aeons even death may die.” Soon, Nyarlathotep the herald of the old ones will walk among us.

\*Keep in mind that the author is so “old school” that he grew up playing with the original edition of Deities and Demigods that include the Cthulhu Mythos along with the Melnibonean Mythos and a few others that were struck from the later editions. I believe the original edition might be available on line these days.

A few of the more well-known towns of Mirrspire:

**Nimblespire** – By far the most well-known of the gnome clanholds, and also the only group of the gnome clans with a formal oath of fealty to Mirrspire. While the oath has never been put to the test in war, it does encourage bustling trade between the humans and gnomes in general.

Several gnome clans live in the arid steppes south of Mirrspire in lands that the humans always considered too dry for agriculture. The gnomes populate the lands (though sparsely) with a variety of wind driven contraptions that bring up water from their tunnels and wells deep underground. The gnome dwellings are easily spotted across the landscape, fortified hilltop villages topped with windmills surrounded by rings of olive trees and goat paddocks. Their love for engineering and gadgetry is evident in the wind driven construction (defense, industry, and all the modern conveniences of home) that support their settlements. Often, huge counterweights are set in place over deep wells to drive their machinery for the rare occasions when the wind can stop blowing for days.

As lumber is scarce in the steppes, the gnomes cultivate a thorny desert bramble bush into fences and walls. Every several years, if the winter is wet, the bramble bushes bloom and bear fruit. This is cause for great celebration among the gnomes as it is the start of a brief wine making season.

The **Flying Circus** is the largest group of gnome dirigibles, airships, and balloons that the gnomes use for trade. The ships usually travel as part of a colorful flying caravan with different ships representing all the clans. The troops' planned arrival at fairs, tournaments, and festivals is much anticipated as it brings a variety of entertainers, circus attractions, gnome goods, and even the beloved "Little Lady's Bakery," (the bakery's ovens keep the largest ship aloft). Captain Howdy is the stage name for the informal leader of the circus troop (not to be confused with the formal leader, Sky Admiral Roberts). Captain Howdy is always a hit with the children, using his stilts and his skills as a magician to entertain crowds of young and old alike. It might also be worth noting that Captain Howdy is an orphaned young adult silver dragon raised by the kindness of the gnomes from an egg (strangely coming out of the egg looking like a baby gnome).

**Highmill** – The largest town in Mirrspire, Highmill sits on the Drava River and marks the location where much of the grain heading south is ground into flour. A series of tiered aqueducts (an engineering marvel) provide the water power needed for several mills. Highmill also marks the point where many agricultural products are transferred

from smaller river craft and barges to larger seagoing vessels. Highmill has begun the construction of a proper wall funded by several prominent citizens and fees being levied on the use of their docks.

## **Wortnob** (formally Northhelm)

“If you believe that, I have a castle to sell you in Wortnob” is an old saying that still hold true to this day.

Two generations ago the populace of the bustling walled city was plagued (or cursed) with an outbreak of painful warts and fever that would mark the onset of an often-fatal disease. The town was shunned as no healer or mage seemed capable of curing the affliction. Even more curious, those using magic to heal the inflicted were themselves infected. The town’s population never recovered and to this day Wortnob is more of a ruin than a living town. Geographically it is the start of the northern trade route and the few hearty souls that still make it their home are quick to point out the parts of the town that should be avoided. The Wortnob city council is very sensitive to “looters” that occasionally come to town and manage to stir up trouble in the “closed” quarters of the town. Anyone wishing entry into the closed quarters of the city must demonstrate a legitimate need (such as a family inheritance claim) and be properly licensed and escorted.

**Wortnob Zombie** – A horrible wasting disease is responsible for the creation of these loathsome monsters from unlucky citizens of Wortnob (formally Northhelm). Treated as zombies except for hit points (they keep the victim’s hit points or 2 HD, whichever is greater) and for the infection they spread. A person physically struck by, casting a spell at, or attempting to turn a Wortnob Zombie must save against disease or be infected by the contagion. A person infected will lose 1-4 points of charisma plus 1 hit point per day for 4-16 days, at the end of which (or at death if it occurs earlier) they must save or become a member of the inflicted dead. Worse yet, anyone touching or spell casting towards an infected person must also save against disease or be infected as well. The loss of charisma and hit points can be recovered in 1-4 months of natural healing if the infection is survived. The nature of the infection’s ability to travel though magic has stumped sages since its discovery.

The Wizard Karnak was a prominent mage in Mirrspire that was sent to save the city at the height of the disaster. He attempted to end the plague by casting a Wish spell worked but Karnak was never seen again. Few know that the power of the spell opened

a massive conduit of infection that consumed his body leaving behind a diseased husk of a thing similar to a Liche. The Liche Karnak is one of the many horrors that still lurk in the fallen city.

**Humble** – The State of Mirrspire is a breadbasket that has continued to become more productive as the forces of civilization and magic have brought prosperity to farm communities across the land. A major factor in this success is Mirrspire’s Arbiter of Agriculture, James Goodfellow (Goodfellow to his friends). James, a semi-retired Arch-Mage is charged with mitigating the worst of the weather conditions that may threaten the agricultural production of the entire City State. Longfellow has a loose network of a dozen wizards across the land that assist in his duties and form an informal magic user’s guild known as the Sky Seers (good and neutral casters only).

Longfellow was born in Humble and maintains a squat three story tower as a residence. Even in his old age he managed to single handedly bring down a rouge red dragon that threatened the town a few years back. He is terribly embarrassed that the town put up a monument to memorialize the event, when asked about it he is quick to point out that “it was not a very large dragon”.

Beyond the deeds of its most famous citizen, Humble resembles dozens of farming communities across Mirrspire. While not technically walled, the perimeter buildings are arranged to support defense with the addition of wood palisades to fill gaps and protect livestock. With most towns of this size the largest structures in town are usually grain silos or a religious structure, however, in Humble the most impressive building is the highly regarded Highbarrel Brewery. To Longfellow’s chagrin, their most popular brew is the Dragon Slayer Ale.

## Mirr Woods

When the City was founded some nine hundred years ago, the vast Mirr Woods to north bore the brunt of the impact. It was said “that every straight and proud tree was cut leaving only twisted brambles suitable for hiding brigands and goblins.” Jorin knew he must act and did. However, it was rumored that Jorin the Builder’s great concern that the City’s impact was destroying the forest was driven not by the love of the forest, but by the love of a Dryad that had enchanted Jorin on a hunting trip.

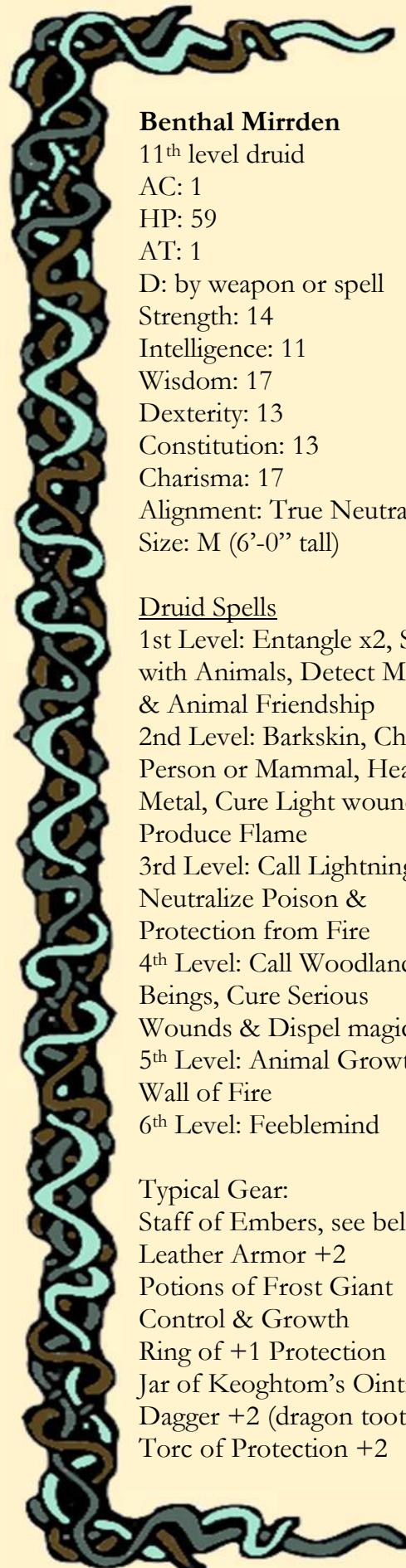
Whether or not the rumor was true, the position of High Agister of the Forest was created to manage all forests to the north. Currently Benthal Mirrden is the twentieth High Agister of the Forest and Druid of the Mirr Wood. Ben’s formal City duties such

as awarding timber and hunting licenses are generally managed by the City Agister (a more recent position), currently a very chill bard named Timothy Wonderthrall, as Ben rarely ventures deeply within the City walls. The City Agister is also in charge of city park lands, monuments, and the management of exotic beasts within the City. Timothy has an excellent relationship with Ben as they both share a love of exotic herbs. Timothy can usually be found most evenings in his office (the City Park) meditating over a brazier with an incandescent blue Ioun Stone floating around his head strumming his Instrument of the Bards, a Faochlucan Badore while surrounded by friends and admirers. He hates physical combat but has been known to cast a Shillelagh on his bandore and bash someone if needed.

Timothy is also the keeper of the City's Lyre of Building and is heavily involved in the planning for the new arena. He has a crazy idea of getting exotic beasts and naked warriors maidens to volunteer to be petrified while in heroic battle to adorn the structure...the plan still has a few kinks to work out.

Outside the City, Ben Mirrden is not alone in his protection of the woods as his three children have made names for themselves within the woods as well. The eldest and most respected is his daughter Orda, the child of Ben and a great Cave Bear. His daughter is renown as a healer (treat as a 7th level cleric with the ability to make Keoghtom's Ointment) and should be treated as a werebear who's shape changing abilities come from the circumstances of her birth, not a disease.

His middle son is less appreciated by travelers of the eastern woods, as Titus leads a pack of dire wolves along the edge of the mountains. Similar to his sister, Titus should be treated as a werewolf and is the



### Benthal Mirrden

11<sup>th</sup> level druid

AC: 1

HP: 59

AT: 1

D: by weapon or spell

Strength: 14

Intelligence: 11

Wisdom: 17

Dexterity: 13

Constitution: 13

Charisma: 17

Alignment: True Neutral

Size: M (6'-0" tall)

### Druid Spells

1st Level: Entangle x2, Speak with Animals, Detect Magic & Animal Friendship

2nd Level: Barkskin, Charm Person or Mammal, Heat Metal, Cure Light wounds & Produce Flame

3rd Level: Call Lightning, Neutralize Poison & Protection from Fire

4<sup>th</sup> Level: Call Woodland Beings, Cure Serious Wounds & Dispel magic

5<sup>th</sup> Level: Animal Growth, & Wall of Fire

6<sup>th</sup> Level: Feeblemind

### Typical Gear:

Staff of Embers, see below

Leather Armor +2

Potions of Frost Giant Control & Growth

Ring of +1 Protection

Jar of Keoghtom's Ointment

Dagger +2 (dragon tooth)

Torc of Protection +2

most likely of his siblings to travel beyond the boundary of the woods as a ranger (treat as a 10th level ranger).

The youngest of the three is Scurius, son of Ben and a lovely red squirrel. As his siblings, Scurius should be treated as a weresquirrel (similar to the more common wererat). Scurius is known as a prankster, with his thief like skills (treat as an 8th level) serving him well in a variety of ridiculous endeavors.

Of Ben's many duties within the forest, one of his most unique is tending to a secret grove of trees that produce the wood used for the Lamp Lighter Guild's Ever-Burning Logs. He carries a staff grown from one such tree, the **Staff of Embers**. Should the Staff +2 be driven into the open ground it can grow into a full sized Treant once per month for up to a day. The druid wielder or the Treant may also Heat Metal, Fire Trap, Protection from Fire, or Produce Flame up to seven times per month total. More impressive still, the Treant can use the Produce Flame ability to ignite itself and fight as a Treant +1 Flametongue (preferably after using the Protection from Fire ability as it will take 3 points of damage per round otherwise). If the Treant is slain in combat the staff will revert to a normal staff until the next full moon.

Other notable denizens and encounters of Mirr Woods include (d20):

1. The Mad Hermit – (Yes, this is the Hermit with his pet mountain lion made famous in Keep on the Borderlands). Darren understands that the Hermit has been “touched by the Spirit of the Woods” and



### **Timothy Wonderhall**

9<sup>th</sup> level bard, formally a 5<sup>th</sup> level fighter & 6<sup>th</sup> level thief  
AC: 2  
HP: 67  
AT: 1  
D: by weapon or spell  
Strength: 15  
Intelligence: 12  
Wisdom: 15  
Dexterity: 15  
Constitution: 11  
Charisma: 15  
Alignment: Chaotic Neutral  
Size: M (5'-10" tall)

### Druid Spells

1st Level: Predict Weather, Animal Friendship & Detect Magic  
2nd Level: Feign Death, Obscurement & Heat Metal  
3rd Level: Call Lightning, Cure Disease & Protection from Fire  
4th Level: Speak With Plants

### Typical Gear of Note:

Cloak of Protection +2  
Leather Armor +1  
Faohlucan Badore  
Jar of Keoghtom's Ointment  
Lyre of Building  
Ring of Spell Storing (Call Woodland Beings, Tree & Water Breathing)  
Ioun Stones: Incandescent Blue, Dusty Rose & an Incandescent Red Teardrop

councils for the compassion and understanding of any that meet him. In fact, he would recommend that anyone meeting the Hermit should loudly declare defeat and flee any confrontation...as he has done on several occasions. A party knowing the Hermit's mental condition but slaying him anyway could trigger a terrible retribution, possibly even the Wild Hunt! If the hunt were to come, Titus and his pack would most surely be a part of it.

2. Gnoll Scouting Party - A band of Gnolls have been using the Woods as cover to scout isolated human villages along the base of the mountain for raiding.
3. Wood Elf Hunting Part - At this moment, tracking Gnolls. They would rather deal with the problem than have the humans charge in to deal with it in their clumsy manner.
4. A pack of wild boars. Benthal has taken a shine to a spirited young sow recently and has been spending a lot of time as a boar roaming the woods.
5. A Mother Black Bear and her two cubs. Harming the mother or cubs would be a sure way to draw the ire of Orda. **Winter Alternate:** Despite a light dusting of snow, this pond should not be frozen over this early in the year, but then the Ice Toad erupts from the pond.
6. Have a random item stolen from the party by Scurious while they were camped out at night.
7. As they travel only at night, you come across the shallow cave being used as a day camp by a motley group of non-human adventures as they cook up a few skewers of stirges over Sharron's club (see below).
  - a. Grimbald, the leader (while above ground, as per the agreement), a 5th level goblin shaman and his mount, Rend, a Worg Wolf.
  - b. Krumb, the cook, a 3rd level goblin fighter and his mount, Mange, a Worg Wolf.
  - c. Shane and Karen, a teenage Ettin, a 7HD shemale. Sharren (for short) fights with a club ripped from an ever-burning tree in one hand and War Hammer +1 in the other. The club must be manually lit if not already burning, but after that, treat it as a War Club +1 Flametongue.
  - d. Sha-ba' Rez, a doppelganger, a 5th level assassin, a Bowman, and part time employee of the Fletchery. Sha-ba' Rez prefers to fight at distance with a Short Bow +2, a quiver with a dozen Arrows +1 and a dexterity of 17 if unable to infiltrate an enemy undetected.
  - e. Hallow of the House of Temptus, a 5th level Drow fighter/magic user and leader (while below ground, as per the agreement). The group is on its way to sell a thousand pounds of Dark Iron Ingots that he carries in a Bag of Holding to an alchemist in Ironrest and make a small fortune. Hallow wears a Cloak of Arachnidia and has a Large Spider as a familiar. He is suffering through non-Drow chainmail (and a full helmet to disguise

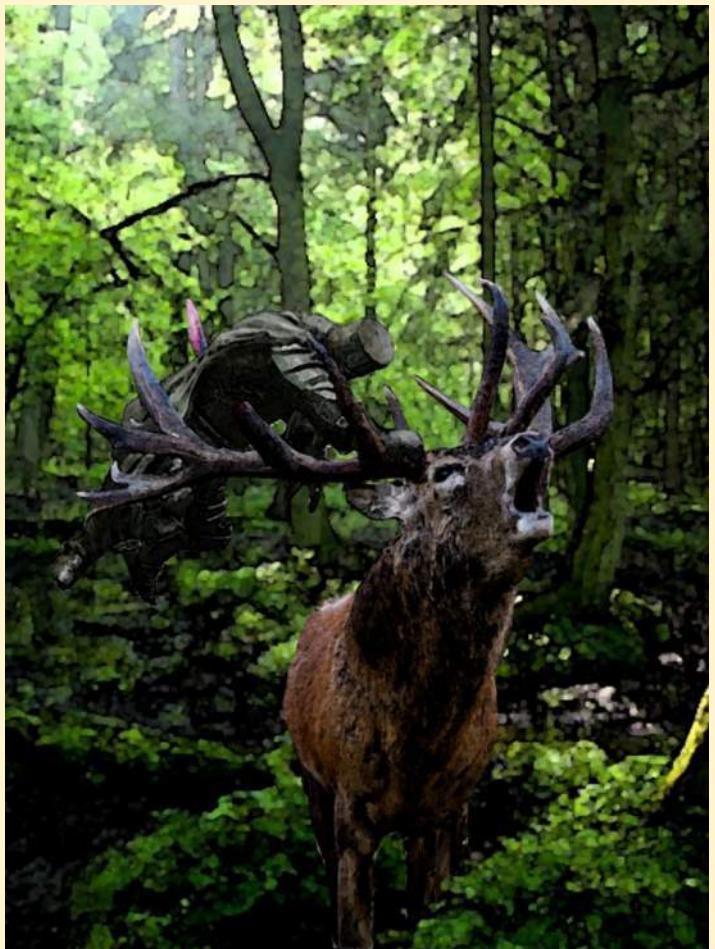
his initial appearance) and weapons as he travels in the upper world. They are travelling southwest from a sinkhole.

8. The overgrowth has been cleared from a stone alter recently. The alter has a dozen strange discs of what looks like mother of pearl (worth 500 gp each) set in a pattern that few would recognize as stars, fewer still would recognize that the pattern is repeated on the ceiling of Prince Devon's bed chamber. Eleven of the discs act as stoppers for an insanity causing gas while one is the prison for an enraged Wind Walker. It will take a successful remove traps from a competent thief to remove each of the gas stopping discs, while magic would be the only means to contain the Wind Walker. Nowhere on the alter does it indicate its dedication to Ithaqua. The desecration of the alter has a 25% cumulative chance of summoning a Byakhee each night at midnight to retrieve any stolen discs. The Byakhee will be heard in the darkness searching overhead even if it does not find the transgressors on the first night.
9. A sizable sinkhole drops over one hundred feet into an underground lake. The underground river that feeds the lake leads to an expansive series of caverns beyond. This is the path Hallow and his menagerie travelled from the Vault of the Drow. A passage comes up from below the lake into a lair of Giant Water Spiders.
10. Roll a random creature from the Dungeon Master Guides Faerie and Sylvan Forest Creatures list.
11. The title "Beast of the Woods" belongs to a green Faerie Dragon named Mosswing. A friend and occasional partner in the ridiculous with Scurius, Mosswing takes great pride in his ability to "help" interlopers find the quickest way out of the woods. Casting an Otto's Irresistible dance on someone trying to relieve themselves in the woods seems to be his favorite pastime.
12. The Woodcutters' party usually consists of eight men and two mules on the way out and four men and six mules on the way back. The leader, Bjorn Woodcutter is a mountain of a man and a fighter of renown in his younger days (8th level). Bjorn leads his group through the deep woods to fell special trees that Benthal has previously marked for harvest. Bjorn has a few magic items that facilitate their work: a Saw of Mighty Cutting, a Two Handed Axe +3, and four Mule Collars (treat as a Shape Change while worn, but the wearer will need assistance in the removal of the collar). The men usually cast lots to see who gets loaded up and heads home as a mule. **Winter Alternate:** A beautiful Mirrfox, stark white in its winter coat. Its pelt is highly valued (2,000 to 5,000 gp) as it continues to change colors with the seasons even after death. The rare prize requires a hunting license to hunt legally in Mirr Woods.
13. Berry Pickers fill the edges of the woods for a few weeks in late spring and then again in early fall. It is also a great excuse to picnic and make merry. Groups are

usually from 6-12 people and may include a dog or two. More well-to-do groups can include servants, tents, horses, and men-at-arms.

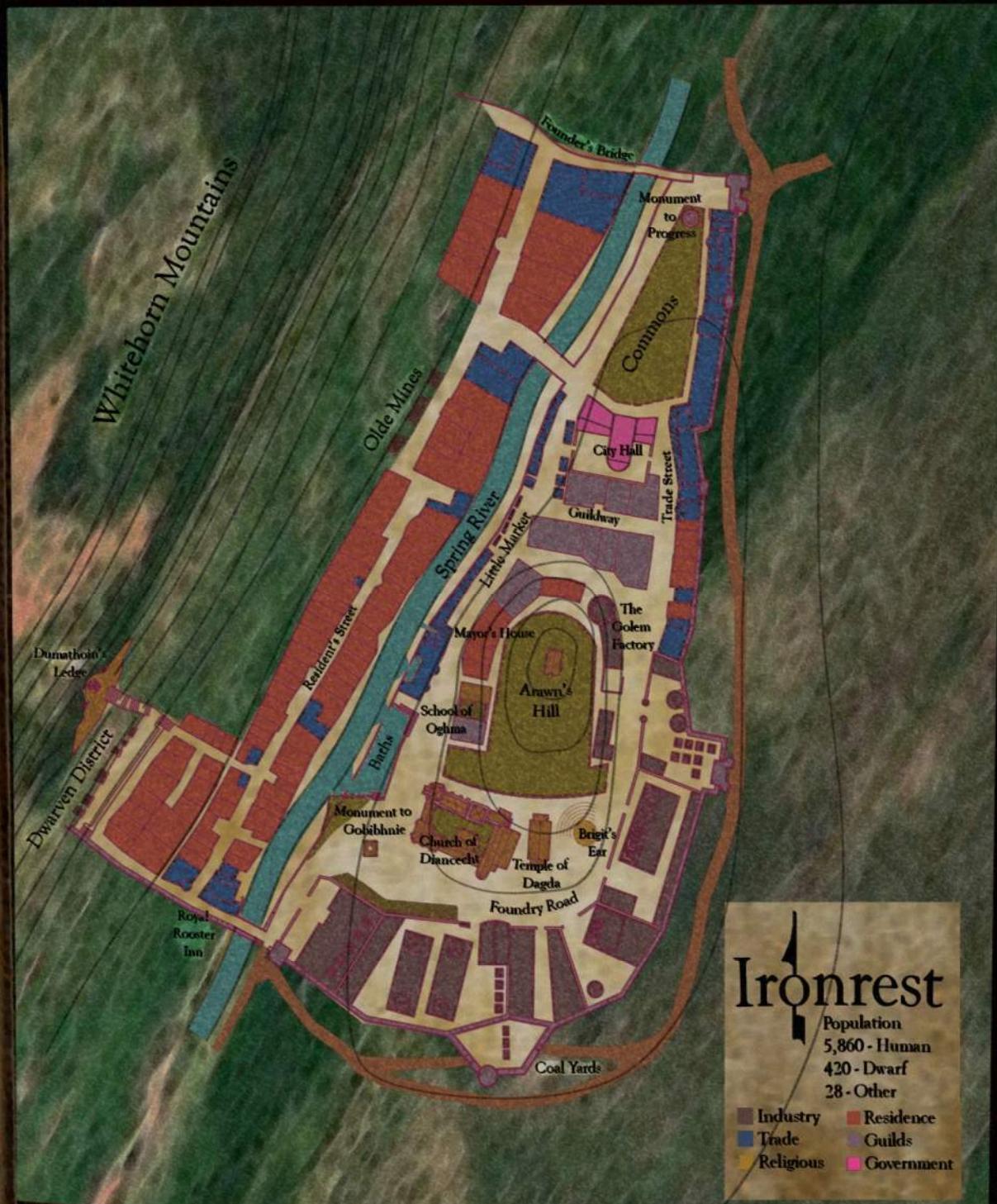
**Winter Alternate:** The group is out collecting mistletoe with their horse drawn sleighs.

14. Pixies have been secretly leading a lost maiden across the woods for almost two days. On the other side of the woods a Brownie leads a confused young lad to his future love. The Pixies will work diligently to prevent a chance encounter from foiling their plans. Anyone watching the consummation of the endeavor would need to make a save against magic or be “touched by the Spirit of the Woods.”
15. Three brothers sit high in a tree drinking and hoping to spot a prize elk crossing the meadow towards the stream. Their fourth member (the youngest brother) sits with the horses downwind, lamenting his boredom. The hunters have a valid hunting license issued by the High Agister of the Forest. The brothers use the traditional method of tying hollow woodnut shells on an arrow to send whistling messages in case of trouble.
16. The Stag (80%) found in the woods are prized by hunters for their taste but the rarer Giant Stag (18%) are also prized for their antlers. Many have heard tales, but few expect to ever see (2%) the Great Forest Stag. The beast is massive (AC:5 HD:12 HP:75 At:1 or 2 SA: Impale SD: +3 weapon or better to hit and spells MR:30%), and they say it brushes arrows from the air with its horns, spears snap against its pelt and that it can knock down trees with ease. It can strike with its antlers for 5-30 points of damage or hooves for 1-8/1-8 and will impale an opponent on an unmodified roll of 17 or better. A creature impaled will be helpless unless they can make a bend bars/lift gates roll. Any creature helpless in the antlers will need to make a save or be “touched by the Spirit of the Woods”. The Great Stag will not continue to attack anyone that has been touch this way, instead, laying them down and healing them, the Great Stag is able to cast clerical healing spells as if it were a 12th level cleric. The value of the



antlers and pelt of the animal for the creation of magic items can only be speculated at. It is said that the Great Stag's intentions change with the seasons.

- 17. Pit traps are favorite tools of poachers (most blame the Gnolls) that hunt the woods without permit, their traps can be dangerous to any unsuspecting denizen of the woods (4-16 pd for the spikes and a 12' fall).
- 18. A group of a dozen Gnoll Poachers are watching as their four chained human slaves dig them a pit in the dark of the night. Bangnor, the Gnoll tribe's token troll is just off in the woods with a fifth slave. **Winter Alternate:** Late on the eve of the Winter Carnival, a White Dragon is digging something out of a shallow cave at the edge of a clearing that he'd covered the entrance to last year. In the cave is a pair of wood benches decorated with roughly carved snowflakes and a few bells attached to a large leather harness. . The dragon's sweet tooth cannot be sated with gold, only the fresh carnival donuts can satisfy him, for he is the mighty Geimhreadh, Dragon of the Carnival...and it looks like he could use some help with the buckles on the harness. The dragon speaks white dragon and a smidgeon of common but cannot cast spells.
- 19. At the south eastern edge of the woods a decade ago, a spring went sour and the village that had grown up around it was abandoned. Now the ruins of a dozen or so buildings are home to a Gnoll tribe. With slaves digging tunnels between the existing basements and forced to make all manner of other improvements, it is only a matter of time before the tribe feels secure enough to act more aggressively against the human trade caravans that travel up and down the eastern edge of the Mirr Woods. It should be known that this tribe is influenced by a potent Gnoll Shaman named Yee'Nord (7th level cleric) and that many of the captured slaves are becoming animated skeletons in his service after their bones have been picked clean by the tribe.
- 20. The nature of the Spirit of the Woods is something Benthal spends considerable time musing about among friend over libations in the City Park. At first Ben believed the occurrences to be a manifestation of Silvanus but that theory only seems to make sense for a portion of the stories. Regardless of its cause, the Spirit seems to manifest in a variety of ways and can cause effects ranging from insanity to alignment changes. People have become druids and clerics after an encounter with the spirit. Some have gained second sight, some have lost their desire to eat meat. Diseases, injuries, and curses have been soothed but strange desires have arisen. The Spirit may pass through something as pure as drinking from a woodland stream or as horrific as plunging a spear into the heart of a unicorn.



## Chapter 5: Ironrest

A month's travel by horse west of the Mirrspire where the Mirr Woods meet the southern plains at the feet of the Whitehorn Mountains, stands Ironrest. As it was known that the dwarven clans disliked leaving the mountains and traveling across southern plains, Ironrest became a place of trade where the dwarven mule teams would unload their iron, coal, and more precious goods. Known for its stout stone buildings and metal roofs (it is said dwarves don't trust people living in rickety buildings), Ironrest sits at the end of Spring Valley, one of the many narrow valleys that snake through the Whitehorn Mountains.



At first glance, Ironrest seems to be a town populated with nothing but forges and foundries. However, its unique location and the constant supply of traders and goods passing through it have given it a long history of producing notable adventures, wanderers, and unique characters...a great place to start for a group of young adventures. A few possible character ideas:

**Muss** – the half elf. Anything besides Wood Elves are very rare in this part of the world, and Muss does not look like a Wood Elf.

Despite Ironrest's tolerant stance towards demi-humans, a half elf baby abandoned at the doorstep of an inn (the Royal Rooster) is destined for a life of hardship. At seven years old, the bullying Muss was subjected to become so bad that he decided to cut off the tips of his ears to look more human. After one ear, he decided that he had made a painful mistake. To explain the bloody mess, he concocted a story about having single handedly fought off an owlbear in the valley. As luck would have it, before disbelief and derision could even be laid upon him, word reached the town of a farmer being killed by an Owlbear just outside of town. He was handed a bow and his arrows joined the dozens of others that helped fell an owlbear that day. People saw him with a new respect

after that and he still carries that old bow (treat as a non-magical short bow +1 due to familiarity).

**Matorio of the Antessorem**, knew that joining the brotherhood could mean years of menial labor but he never expected to end up in Ironrest doing blessings on funerary weapons. He has become an acquaintance with Muss, thinking that Muss might be able to provide a valuable service to the Brotherhood in its tedious work dealing with the Ghouls beneath Mirrspire (after all, the immunity to paralysis is said to pass from the mother's side and no one knows his lineage). It might also give him the chance to get out of Ironrest and back to the Mirrspire where he feels his calling is.

**Ida Essayer**, the Alchemist's Niece, "Ida, I just need you to pick up a few things..."

Even in his younger years, Ida's uncle, Sebastian Essayer, Ironrest's Alchemist and Keeper of Weights and Measures was never one for adventuring. That being said, anyone speaking with Sebastian for any length of time will find him shockingly well-travelled, educated, and well informed (treat as a sage for abilities and stats). Sebastian's home and workshop are noticeably removed from the town due to an incident several years back that caused considerable property damage. In addition to his official duties Sebastian has several items that he typically has available for purchase, these include:

- Golden Nectar Mead, made with fermented killer bee honey to create a moderately alcoholic Potion of Healing with a subtle nose of high mountain flowers endowed with an expansive and sumptuous texture and a beautiful finish that seems to vary with the seasons (400 gp).
- Pickled Fire Beetle Glands that manage to hold their light giving properties nearly indefinitely...and taste delicious in a pinch (jar of four, 200 gp).
- Oil of Slipperiness, Sebastian seems to have a lifetime supply and is practically giving the stuff away (200 gp per vial).
- Potion of the Imperium Exhortium, for use with the Imperium Chamber Pot (reduces and renders organic materials odorless)

With a little time to get ingredients together, Sebastian can make almost any potion valued less than 500 gold pieces with a day's notice. More complicated jobs will simply take time, but Sebastian also has a few more unique recipes he can concoct that may or may not be for sale:

- Potion of Fire Breath (per the Unearthed Arcana).
- Potion of Stink Breath (per the 2nd level magic user spell).

- Dust of Animation (similar to the 6th level clerical spell, need a Rope of Entanglement or a Dancing Sword for 3-12 rounds?)
- Rust Dust (treat as an attack by a Rust Monster).
- Dust of Excavation (similar to a short duration Dust of Animation but only works on earth and stone)
- Recipe for Horgilor's Brine (a vile method of creating zombies from recently deceased creatures). For those with weak moral leanings, it should be noted that the method can be used on the living in attempts to make some of the more exotic types of undead. For the record, Horgilor is a Shoggoth alchemist that Sebastian had the misfortune to meet once along the mountains of the Southern Coast.

Ida rarely travels for her uncle without a handful of potions, a fire beetle lantern, and a Communication Disc. The disc can act with a combination of limited Clairvoyance and Clairaudience between anyone carrying one of the discs. The device uses a unique technology that Ida implies is simply magic. Clarity with communications below ground is a challenge as is battery life but range is seemingly limitless.

Sebastian has a constant laundry list of items he needs (from Fire Beetle Glands to royal jelly from Giant Killer Bees) that will provide a group of young adventurers a variety of opportunities to hone their skills. For a great deal of addition information on Sebastian Essayer, see Module MJ-2, Trouble in Lab #7.

The brothers **Jacob and Emil Forger** would never be suspected of being siblings.

Jacob's physical appearance does justice to the family name, as he was the size of a full-grown man by age twelve. Emil is a wisp of a thing, seeming to live in the shadows of the family forge rather than dancing in it gaping jaws as would his older brother. Despite being opposites is almost every way, the two are loyal to each other beyond question.

Emil's prize possession is an heirloom passed down from his mother's side of the family, a well-worn but perfectly serviceable Bag of Holding. When travelling Jacob wears a full set of plate mail that he forged with his father (Emil's inspired design) and as many weapons as he or his horse can carry...or that he can sneak into Emil's bag. Jacob's prize procession is a Shield +1 that can act as a Tenser's Floating Disc once per day (as the 1st level spell cast by an 8th level magic user). Weapons and armor costs for the brothers are measured for silver instead of gold. It should be noted that Forger family are big supporters of the Mayor's new foundry project.

## The Mayor's son **Victor Montgomery**.

The new foundry being built along the eastern side of the town is the culmination of two of the Mayor's election promises, "increasing security and bringing prosperity". The foundry is being purpose built to aid in the creation of Iron Golems. The Mayor has promised that with a new secret process (being developed by Sebastian Essayer), the foundry will be able to create iron golems for defense and export quickly and cheaply, "Ironrest will become a real center of commerce instead of a mere weigh station for other people's profits!"

What does this have to do with Victor? Not much beyond the fact that Victor is tired of living under the thumb of his megalomaniacal father and would jump at any chance to find fame and fortune outside of working for his dad like the rest of his family. Of course, these feelings have never gotten in the way of Victor using his father's money to buy the finest horses, gear, or weapons (easily having a thousand gold to spend without question).

**Artemis Hammerhands**, a young dwarf looking to get out of the ground for a while.

A peculiar form of wanderlust strikes a few unfortunate dwarves when they are young, they are overcome with an inescapable desire to see the world above ground. Many become traders for a time before finding their way back to the comforts of their clan's halls. Of special interest is the long loop of chain worn like a girdle around Artemis' waist, the chain was forged in the great foundries of old and inscribed with ancient runes written by the elder dwarf kings. The runes are the words to a heroic ballad. With the chain spread into a circle, a Protection from Evil 10' Radius is cast while the singer continues with the song. Generally, the song cannot be sung any longer than a round per point of constitution of the singer (a constitution check for each round beyond that). Anyone that speaks Dwarven may use the enchantment once per day.

**Renwick Gearbalm** is traveling with a gnome trade caravan (a zeppelin and a dozen balloons tethered together for travel) dropping in on Ironrest. His clan sent him to place a large order of Oil of Slipperiness from Sebastian Essayer or to negotiate the purchase of the recipe itself. Sebastian might be willing to barter the recipe for several hard to get items he needs in his research. Renwick has been entrusted with his grandfather's Dagger +2, Longtooth and a Potion of Levitation to keep him safe on the journey.

## Notes of Interest In, Of, and Around Ironrest

The **Defense of Ironrest** falls to three groups:

The **Highland Rangers** patrol the high mountain passes and the rough terrain that do not lend themselves well to horses. A single patrol normally consists of 20 footmen and 10 bowmen (1st or 2nd level fighters), a 4th level lieutenant, a 5th level sergeant, and a 6th or 7th level captain. The patrol will often include a 4th level cleric and/or a 5<sup>th</sup> level ranger. The force is organized into three patrols with two of them typically outside the town at any given time, often escorting trade caravans. Depending on their destination, a patrol might include 2-5 mules and additional support personnel.

The **Valley Rangers** patrol the valley and lowlands by horse. The Valley Rangers consist of 20 mounted lancers (mostly 2nd level fighters), a 4th level lieutenant, a 5th level sergeant, and a 7th level captain. A 5th level cleric and a 4th level magic user normally travels with the troop as well. The valley rangers spend approximately five days a week patrolling the valley and they have agreements with several farmers that support them when they bivouac around the valley for a night.

The **Town Guard** does not have a reputation as a stellar fighting force. Numbering anywhere between 40-60 individuals (wearing chainmail, mostly armed with crossbows and swords), many see the group as little more than a jobs program. They are led by the elderly Constable Dory, a 5th level fight that is more politician than warrior these days. Fortunately, Dory has a capable Captain of the Guard in Captain Edgar Rodriguez (7th level fighter) to keep some semblance of discipline with the troops.

Ironrest's wall ranges from ten to fifteen feet high depending on the topography. The exception is the north portion of the wall known as the Founder's Bridge. In the summer and winter months, where the wall acts as a bridge the defenses are only eight feet above the riverbed in spots. Several attempts have been made to dredge the river in this area but the added depth only lasted until the next spring thaw.

### **Olde Mine** and the **Lazarus Mine** (formerly the Griffin & Grimes Mine)

Long before Ironrest was Ironrest, there were a pair of silver mines that were dug and eventually exhausted sitting where modern day Ironrest sits today. The last ounce of silver to come out of the Olde Mine was found nearly three hundred years ago. After the founding of Ironrest some of the upper tunnels were expanded to use as larders for food storage and fermenting wines while the deeper tunnels were simply sealed off and forgotten.

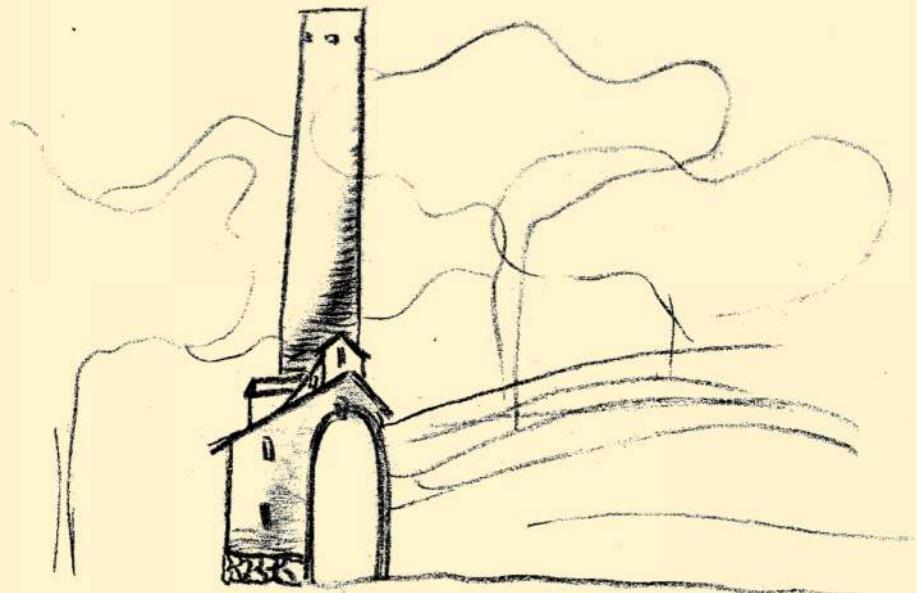
More recently, about two hundred years back, a dwarven trader named Bjorn Thunderbells was visiting the fledgling Ironrest and started poking around the old Griffin & Grimes Mine after trading a bag of magic beans (literally) for its title. The dwarf found a silver vein that had been missed and renamed his holdings the Lazarus Mine. The mine was a profitable operation for the next fifty years and as dwarves tend to do, the mine was expanded into not just a place of work but into a home. Today the Lazarus Mine is both the home of the southern Thunderbells Clan and the heart of the dwarven quarter of the town.

While some humans grumbled that the mine had been swindled for an unfair price, a spring would eventually bubble up from the spot where one of the beans was planted and became the source of the healing waters for what is now the Church of Diancecht (see Chapter 9 – Characters). Now, nearly two hundred years later, both the dwarves and the spring are considered integral to the success of Ironrest.

On a religious note, the Thunderbells Clan considers Dumathoin (keeper of the mountains' secrets) as the patron of their clan and see the statue of him overlooking the town as a monument to their gratitude.

## Golem Factory

Officially known as the Ironrest Founder's Collective, the foundry is more commonly known as the Golem Factory. The most recently built foundry in Ironrest is partially carved into the base of Arawn's Hill and is a model of cutting edge human, gnome, and dwarven technologies. Unfortunately, the Mayor's joint venture to build golems for export from Ironrest has been plagued by production delays and the town is still eagerly waiting to see the first golem stride out of the factory. It is a bit of a sore spot for Mayor Montgomery that the **Monument to Industry** (basically a decorative base to display an iron golem) was completed over six months ago and still stands empty.



## Arawn's Hill

The town of Ironrest was built around a wooded hill that was known to have long been a place venerated by the followers of Arawn (god of the dead). As such it has remained a hallowed place for the dead to be buried and honored. There is a small chapel at the top of the hill dedicated to Arawn used for funerary rights.



The chapel itself is a macabre space where the dead were macerated leaving the bones behind to be inscribed with names and glyphs before being displayed as part of the architecture of the chapel surrounding a dozen different depictions of death. The chapel is a place of great, if unpredictable power. Surrounding the chapel, the more recent dead are buried with a variety of tombstones, mausoleums, and grave markers. It is a point of common knowledge that hill takes much longer to cross at night than it is does during the day.

The trees of the hill are of an ancient variety of Black Oak that have not been seen in these parts for hundreds of years. One of the largest is actually a massive Treant that is extremely hard to rouse. The caretaker of the Hill is Old Cyrus (a 4th level cleric of Arawn) and his seven-year-old granddaughter Polydora (a third level druid). Cyrus keeps three massive dogs (Irish wolf hounds) that all answer to Brutus. The dogs should be treated as (playful) war dogs normally, but as Hellhounds under dire circumstances, such as a threat to Poly or the chapel.

Poly is extremely difficult to coral indoors for things like “school”. As such, Head Mistress Roanna from the Temple of Oghma has begun bringing her students to the hill for lunch and afternoon readings when the weather allows.

## **Brigit's Ear**

An open-air amphitheater is consecrated to Brigit (goddess of fire and poetry) with performances being dedicated to her on a regular basis. The flames that burn in the braziers to light the shows seem imbued with the spirit of the performers. The leader of the local Performer's Guild is Nicole Deva, a 7<sup>th</sup> level illusionist and 3<sup>rd</sup> level cleric.

## **Monument to Goibhnie**

An ancient foundry once stood on this spot but now all that remains is a massive chimney that was consecrated to Goibhnie. The chimney's hearth is five feet high and about two feet wide, allowing a single person to enter and stand inside the chimney space and attempt to commune with Goibhnie should they choose. The followers of Goibhnie have carved the mallet and sword symbols of their deity above the hearth and lite a ceremonial fire several times per year. Water boiled over these fires by the clerics becomes holy. While many metal workers pay homage to Goibhnie in Ironrest, there are perhaps only half a dozen actual clerics that follow the rituals, the most well known of which is the master forger Aaron Feldspar, a 6th level cleric. He wears one of Goibhnie's Amulets (protection from fire) that has been passed down through his family for generations. With the proper time and materials, Aaron can forge weapons and armor of up to +2 value.

## **Temple of Oghma**

The Temple of Oghma (god of knowledge) exists hand-in-hand with Ironrest's only formal school. The head Mistress, The Matriarch Roanna (8th level cleric) leads a disciplined school of learning for boys and girls of all ages. The school also includes Ironrest's only formal library and music program run by the Troubadour Paulson Malik (6th level bard). Roanna has deep ties with The Sisterhood of Quora in Mirrspire.

## **Spring River**

As its name implies, the Spring River is little more than creek in the summer and fall but rages throughout the spring. The citizens of Ironrest will build a small temporary dam in late fall to prepare the river for ice skating throughout the winter. The course of the river through town has been walled-in to a height of over eight feet to control spring flood waters. Several public and private baths provide a variety of services for patrons ranging from the most basic hygienic needs to serving the desires of a more

discerning clientele. The proprietor of the largest of these establishments is the venerable Cicero Tributine (16<sup>th</sup> level thief). Cicero takes great offense in Ironrest's reputation as a "dirty little town."

## **Guilds**

The guilds of Ironrest are not the rigid bases of power found in Mirrspire, but they carry plenty of influence nevertheless. The major guilds in Ironrest include:

- Miner's Guild
- Furnace Hand's Union
- The Beard Tender's Guild (dwarven)
- Jewelers and Gem Fitters
- Merchant and Soft Goodsmen
- Funerary Society
- Mason's Guild
- Smithy's Union
- The Performer's Guild

## **Residences**

The majority of residents in Ironrest live in three or four-story tall rowhouses with one or two levels of basements. Most are stoutly built stone walls, iron fire shutters, and iron shingled roofs. Middle class families will often dwell on the first and second floors with renters above and below them. Many residences will include a small shop on the first floor.

## **Surrounds**

Ironrest sits on the upper end of Spring Valley. The valley is lightly forested and heavily farmed. A stoutly built farmhouse and barn sits within view from almost anywhere you stand in the entire valley. The "deep valleys" generally refer to anything farther north or west into the Whitehorn Mountains. Most people consider the eastern end of Spring Valley to be the start of the Mirr Woods.

## **Ash Farms**

An area approximately 20 miles downwind of Ironrest to the southwest is known as the Ash Farms. Long ago these farms were like so many others that dot the countryside but since the expansion of industry in Ironrest this area has been nicknamed Ash Farms as it has become the depository of the soot and ash from Ironrest's

smokestacks. Nothing wholesome grows here any longer, the water has gone sour, farms have been abandoned, and the land is all but deserted except for the town dump and ne'er-do-wells.

## Random Encounters in the Ironrest Area

### Encounters in the Eastern Whitehorn Mountains and Valleys (d10)

1. Torq Firebeard, a young 5th level dwarf fighter riding in a makeshift backpack as he delivers the “test” Iron Golem built by Sebastian Essayer back to his clan. If forced into combat, Torq has a heavy and a light crossbow with him but honestly, he is not a great shot. Riding in the backpack also limits the swing on his War Hammer +2. He wears Plate +1, a Ring of Fire Resistance, carries two bottles of Golden Nectar Wine and a Potion of Fire Breath. Otherwise he has typical traveling gear and around 50 gp worth of copper, silver, and gold coins. Fortunately, in case of combat, he is riding in an Iron Golem.
2. Gnoll Scouting Party - A band of Gnolls has come out of the woods to scout human villages along the base of the mountain for raiding. They are in the process of attacking an isolated farmhouse and barn for supplies and have managed to set the house on fire to force out the occupants.
3. Hypogryphs can be seen circling over the valley looking for deer or a stray sheep. They will not bother the humanoids unless they are attacked.
4. Groups of shepherds and their flocks stay to the pastures and the well-worn trails for the safety of their flocks.
5. The **Highland Rangers or Valley Rangers** patrolling out from Ironrest.
6. Dwarf Patrols – like the Ironrest Patrols, but the dwarves will always be accompanying a trade caravan. The dwarves will be using pack mules and carts but will not generally be mounted otherwise, preferring to keep their feet on the ground.
7. A Stone Giant named Jasper (Jasper of the Whitehorns) is heading home with a dead mountain goat over his shoulder and Fuzzybutt, his favorite Cave Bear cub by his



side, the cub is only the equivalent of a Black Bear at this age (AC:7 HD: 3+3 HP:20 AT:3 D:1-3/1-3/1-6 SA: Hug for 2-8 pd). Among his gear is a tub of Keoghtom's Ointment with 5 applications and his lucky stone, a sixteen-pound swirlly colored orange and red bowling ball. His stone club is inlaid with gold coins, a handful of small gems, shells, and hundreds of teeth and bones. The club might be worth 500 gp as a curio to a collector. His lair has coins worth nearly 5,000 gp in a variety of leather sacks. If the characters know or have met Orda Mirrden or James (Jim) Wefan they would have a mutual acquaintance.

8. Hot and Cold Springs – there are several springs scattered across the mountains and valley and they tend to attract a wide variety of wildlife. One cold spring is mostly frozen over even in the heat of summer. Locals know to avoid it as it is a hunting spot for a handful of Ice Toads that use it thru the warm seasons. Similarly, one of the well-known hot springs is likely to have Wyvern using it as their own personal birdbath throughout the winter. Harlo Springs is the “safe” spring favored by the local farmers fond of hygiene.
9. Rambling Wizard - A disheveled old wizard (10th level magic user, AC: 8, HP: 21) named Radagar, walking invisibly but singing and muttering to himself as he goes. He has left most of his possessions behind over his travels but walks with a Staff+1, a ragged ash colored Cloak of Protection +1, a silver dagger, and a Crystal Hypnosis Ball (the cause of his ramblings). His tattered pack includes rations, a bedroll, 64 cp, 42 sp, 83 gp, and a few odds and ends. If pressed, Radagar will admit he is looking for a deep hole in a wall that looks like “lady parts”, he doesn't know where it is, but he is sure he will know it when he sees it. His collection of spells is almost as crazy as he is: Shield, Shocking Grasp, Sleep, Spider Climb, Invisibility x4, Infravision, Invisibility 10' Radius, Leomund's Tiny Hut, Fumble, Wizard Eye, Airy Water, and Monster Summoning III. His spell book is in tatters.
10. A pack of a dozen wolves led by a Wolfwere is likely to be attracted by the sounds of combat. They are eager to pick off the weak, wounded, or foolish.
11. Wild game of all types presents an opportunity to hone ones hunting skills and have some fresh meat on the spit for dinner.
12. A lost sheep is wandering down the path. Its collar clearly states that it is the property of the Wefan Family (see Chapter 3). The leather collar is much higher quality than what you would normally find on a sheep and glows brightly if detected for magic. Jim Wefan is a well-known shepherd in these parts that spends the spring and the summer in the valley. His shack is only a few miles away. Should they remove the collar from the sheep, the party will find themselves dealing with a very angry Frost Giant, Maagor of the Stormhills (AC:4 HD:12 HP:70 AT:1 D:4-24 (weapon) or 2-20 (throwing stone) S:L (15' tall) AL: Chaotic Evil). Maagor is unarmed but will quickly rip a tree from the ground to use as club. The only thing that Maagor wears that passes for treasure is a pair of large silver armbands worth

600 gp each. Jim Wefan lost track of the “sheep” while dealing with a pack of wolves and is now out looking for his charge. The command word on the collar will need to be deciphered by magical means.

## Random Encounters in the Western Whitehorn Mountains and deep valleys (d12)

1. Crimson, a Winter Wolf that knows that where there are adventurers there will be carnage. He will shadow the group for days if necessary waiting for bloodshed and a chance to strike.
2. A group of Bugbears have prepared an ambush for travelers and can start a small avalanche (4-40 pd, save for half) with the pull of a rope.
3. The sound of a chopping wood echoes across the mountain. A group of three Hill Giants (two males, and their mother) are laying logs on a sledge to get ready for winter. They could be stealthily followed back to their lair, but their pet dire wolves would make approaching the cave without detection difficult. The father is in the cave sleeping one off.
4. Generally nocturnal, the gentle hoots carried on the night air can turn to terror when a mother Owlbear and her two nearly grown cubs rush out of the underbrush.
5. Generally nocturnal, the gentle hoots carried on the night air can make for a curious encounter when a Giant Owl lands in the tree high above the adventurers. The owl is intelligent and can be spoken with if someone is versed in owl. It will leave if it feels threatened. He would warn of a pending Owlbear attack if treated well.
6. The silhouette of the Great Mountain Stag can be seen on the crest of the hill, a swarm of fireflies seem to dance through his horns as he turns to walk away (AC:5 HD:12 HP:67 At:1 or 2 D: 4-24 or 1-8/1-8 SD: +1 weapons or better to hit). If followed he will lead the adventurers to the Forgotten Graveyard. If attacked, he will battle to the death, the flickering lights in his antlers are three Will-o-wisps that will attack anyone struck by the antlers until a death occurs, disappearing after that. The ever-beating heart of the Stag, should an effort be made to remove it, could be eaten (the whispered suggestion of a Will-o-wisp), transferring its powers to the heart of the character. The effect combines the powers of a Periapt of Health and a Periapt of Wound Closure. Slaying the stag is a bad idea, eating the still living heart takes the bad idea to a new level, possibly even bring down the Wild Hunt on the characters responsible. Perhaps they can take refuge in the nearby Bugbear Cave if the Bugbear will open the door?
7. A Forgotten Graveyard is shrouded in the cold mist of the night. The sounds of claws frantically scraping on stone shatter the silence. In the center of the graveyard a tiny stone coffin, perhaps 3ft long has been unearthed and a pack of

Ghouls have worked themselves into a frenzy trying to open it. The muffled wail of a crying infant can be heard from the stone coffin. Strangely the vessel has no seams, it has been created with a Wall of Stone, pointing to several options for opening the tiny tomb. Inside is a perfectly healthy baby Sylph girl.

8. Refugees from theocratic State of Hakkodesh are led by Pilgrims of Donbas the Justice Maker. This far north, few have heard of the mountain kingdoms of the Melnibonean States, but a great upheaval is underway there. The ruling temples of Hakkodesh (and many others) were thrown down into rubble and the power of the ruling clerics has collapsed. Although hard pressed to admit it, the cleric themselves have seen their own power reflect this (all lost at least two levels of experience) and a great fear is in them. They say that evil armies have been raised up against their kingdom but Dunblas seems to answer their prayers with only silence. They head for the Mirrspire to seek safety and pray at the tiny shrine that may still hold power there.
9. The Frozen Oracle. Across an ice bridge and carved into the face of a glacier is a shrine to Cryonax with a solitary resident, Borra, the Frozen Oracle. Borra is a Frost Man (per the old Fiend Folio) and a 4th level shaman. He should be treated as a sage for his knowledge of the frozen realms. Unfortunately, good or neutral parties will have trouble bartering to meet the evil demands he'll require to share his knowledge. The pearl in his embroidered eye patch is a Pearl of Wisdom and he has a Potion that will attract and enrage Yeti if splashed on a living creature. He will speak



### **Borra, the Frozen Oracle**

Frost Man and 4<sup>th</sup> level cleric  
AC: 5 (furs)  
HP: 25  
AT: 1  
D: by weapon, spell, or special  
SA: Frost cone for 3-18 pd  
SD: Immune to cold  
Strength: 11  
Intelligence: 15  
Wisdom: 16  
Dexterity: 10  
Constitution: 14  
Charisma: 113  
Alignment: Lawful Evil  
Size: M (5'-5" tall)

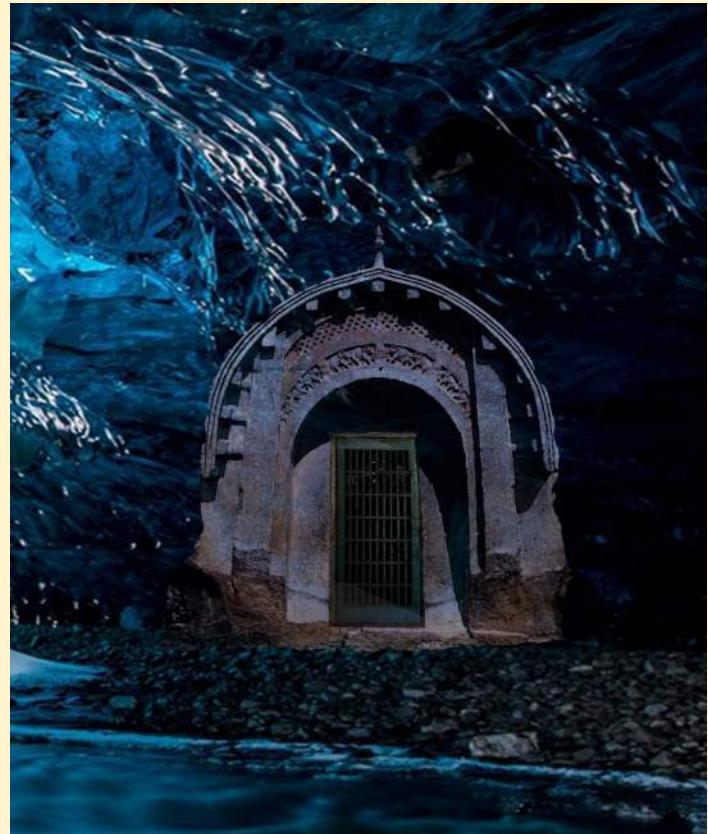
#### Clerical Spells

First Level: Resist Cold, Cause Fear, Protection from Good, Light & Create Water  
Second Level: Hold Person, Resist Fire, Spiritual Hammer & Augury

Typical Gear:  
Pearl of Wisdom  
Iron Staff +2  
Potions of Yeti Scent & Invisibility  
Censer of Controlling Air Elementals

Monetary Treasure: Borra has a dozen clear diamonds (6,000 gp value) frozen several inches deep into the ice above his sleeping nook. They are nearly impossible to find without magical means. There is an urn made of ice casually filled with 1,200 gp worth of mixed coins.

to the party through the shrine's massive iron portcullis (sized to accommodate Frost Giants) but would need a very good reason to ever open it. He fights with an Iron Staff +2 if hard pressed. Borra's library is carved into the smooth ice walls of the shrine's inner sanctuary. The knowledge secreted away here includes the method of creating Icesteel (as is the construction of the shrine) and the power of Elemental Weather - Cold (a limited type of weather control that can only bring winter weather). A particularly ancient slab of Icesteel is a grimoire dealing with the summoning and control of Ice Devils, per the Monster Manual.



10. A mounted Berserker hoard led by fanatics of Arioach head south to take advantage of the upheaval that is sweeping the Melnibonean Kingdoms. The forces of chaos are ascendant.
11. High Dragon Pass is one of the few mountain passes open throughout the winter for those travelling to the Melnibonean Kingdoms. Carved in an ice arch at its entrance is a demand for tribute from travelers written in both common, dwarf, and dragon. A mated pair of white dragons rule over the area. Ground combat in the pass can be almost as dangerous from avalanches as the dragons, a fact they fully exploit (treat an avalanche as an Ice Storm with 2-5 rounds of warning).
12. The Tree of Woe - Some consider this ancient tree the marker for just how extensive the Mirr Woods once was. This gnarled behemoth is an executioner's tree used by the various barbarian hordes to the west. It is more likely to have a crucified body hanging from it than leaves. Should an evil creature be executed here it is likely (add up all ability scores as a percentage) that they will rise as some form of undead to wander the wastes. Should a good or neutral creature be executed, the same chance stands for possible Reincarnation. Many legends surround the power of the tree's dark fruit on the rare occasions when it blooms it can be treated as something akin to a Bag of Beans. The fruit would spoil after 3-12 days if not eaten but there is always the possibility of fermenting its juice into some sort of elixir.

## Chapter 6: Grimoire

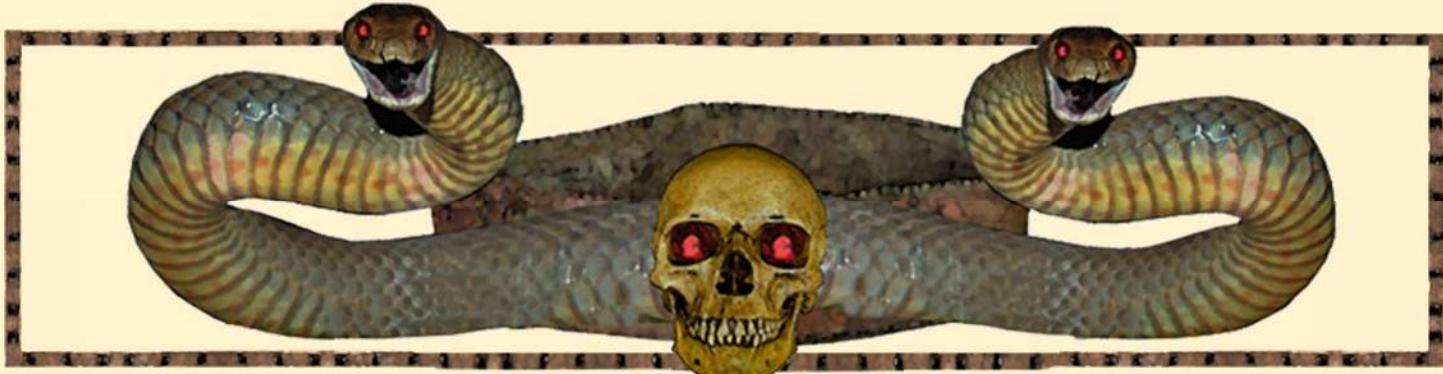
Several items of magic and a treasure map.

**Ring of Rings** - Placed on a hand alone this finely crafted platinum ring (perhaps 800 gp in value) seemingly has no magical abilities nor does it radiate magic, although it does seem to be excessively heavy. However, the ring is extremely valuable as it allows up to four other magical rings to be worn on the same hand with the magics of all still functioning at full effect.

**Nimblefell's Pack** - This small but well-crafted pack carries cooking supplies, plates, teapot, cups, silverware, and all the accoutrements a good field cook would need. Better still, the cast iron skillet can Heat Metal up to three times per day allowing for cooking without a fire. Somehow the pack still has room for a bedroll and a weeks' worth of rations. Is it magic or just good halfling craftsmanship?

**Minor Charms** – These unique trinkets can provide a +1 on saves against one very specific danger, such as spider venom, green dragon breath, a harpy's song, or a ghouls' touch, etc. Charms can cost from 50 gp - 500 gp and occasionally have ingredients that are difficult to obtain. The form the charm takes can vary greatly, some consist of several components bound together in a small pouch or locket that can be worn or carried, while other charms are known to be permanently applied with a tattoo or scarring. An individual may possess only one charm at a time.

**Girdle of the Amphisbaena** - This evil clerical relic functions like a two headed Staff of the Adder. The snakes attack independently of the cleric after being summoned but cannot strike out more than five feet as the serpent remain entwined around the user's waist. The death of either head changes both back into the form of the stylized serpent wrapped girdle. Both heads would need to be killed in unison to destroy the girdle.



**Sylvan Crown** - Said to be the crown of an ancient elvish king, the crown can only be worn with effect by those with elven blood. The delicate gold crown acts as a mounting for Ion Stones, capable of holding up to eight. When worn by an elf or half elf, the crown will float and slowly rotate a few inches above the head, effectively doubling the power of any Ion Stone mounted within it. The Crown will be found with 2-5 stones or none at all.

A few unique Ion Stones:

**Mirrored Cube** - Provides protection against detection and location.

**Translucent Shard** – Gives Infravision with a 60' range.

**Black Disc** – Provides Protection from Normal Missiles for the user only, darting out to knock down projectiles before they strike. Roll separately to determine if the missile does damage to the stone.

**Incandescent Red Teardrop** – This stone will only function in conjunction with at least two other stones, causing all the stones to glow with a veil of beautiful shifting colors. The effect is the equivalent of a Fire Charm spell that will last a dozen rounds once per day.

**Book of the Summons** – A slim spell book bound in a scaled green leather, all six of the initial incantations must be memorized and cast by a magic user in order to bring on the seventh incantation. Protection from Evil (*a false sense of protection*), Audible Glamour (*these spells will not be cast with a whisper*), Stinking Cloud (*there must be an enemy to sicken*), Tongues (*for all must understand their fate*), Polymorph Other (*a pig must be made of an enemy for sacrifice*), Hold Monster (*that your sacrifice may not flee*), Repulsion (*that the unworthy will not be blessed by his vision*), Grogoleph (*speak his name that he be called forth to destroy thy enemies or transport you to the Holy Pond*).

At a glance, Grogoleph resembles a huge (12' tall) Type II demon with an arcane tattoo on his prodigious gut. Indeed, he is a marshal of the type, being able to gate 1-3 Type II demons with an 80% chance of success. His strength corresponds to his size (AC: -3, HD:13 HP:83 AT:3 D:1-6/1-6/4-24 + swallow SD: per demon MR: 60%. Grogoleph will swallow a human sized creature on a natural roll of 18 or more (or automatically for a helpless or willing opponents). The creature will be immediately and unpleasantly gated to the 233rd Layer of the Abyss, exiting from his demonic twin Morgoleph in the worst way imaginable. Either of the brother demons will heal 4-24 pd

upon swallowing a victim. Both should be treated as a Type II demon for all other abilities.

Grogoleph is one of the few entry points into the 233 Layer of the Abyss, the Fetid Pond. He is more likely summoned as a gate than for combat.

### **The Fetid Pond, the 233 Layer of the Abyss:**

Imagine a world as a jagged edged bowl, filled with the foulest parts of every lake, ocean, and swamp. The sides of the bowl reach upwards like mountains to impossible heights and seethe with life and corruption. The sky above spins with a dozen small suns, no night ever arrives to provide relief from the sweltering heat. Many inhabitants of the 233 Layer of the Abyss have a fanatical belief that the Holy (Fetid) Pond is the source for all life in the universe, the theory may or may not have merit. What is known is that a portion of the endless Shub-Niggurath lies at the bottom of the fetid pond and like Grogoleph and Morgoleph, Shub-Niggurath is one of the few living gateways that can be used to enter or leave this foul world.

Also of note, magic items are extremely rare on the 233 Layer of the Abyss and the ones that do exist function more like artifacts, being unique and having both positive and negative effects. A side effect of this, any magic item that the characters carry with them (especially if it is obviously magic such as a Flying Carpet or a glowing sword) will be extremely coveted by the local inhabitants.

When a magic items is brought to the Fetid Pond they must make a save upon its arrival to see if its magical abilities survived. For those that successfully save there is a chance that their magic will be enhanced.

#### **Die Roll**

01-66 – No change

67-88 – Minor Enhancement

88-99 – Major Enhancement

00 – Transformative Enhancement

For a minor enhancement a Sword +1 might become a Sword +1, +3 vs. Reptiles, or a wand might become fully charged. For a Major Enhancement a Rope of Climbing could become sentient and be able to function as a Rope of Entanglement as well. A

transformative enhancement will create something more like an artifact or relic with powerful abilities but negative side effects as well.

**Golden String** – A gleaming Bowstring +1, woven from the main of a Ki-Rin. The string will adjust up or down to fit any size bow or crossbow all the way up to a full size ballista and is nearly indestructible.

**Witch's Broom** – It is said that every Witch's Broom is unique but all share a few basic characteristics. All allow the user to fly at 36" speed with an added passenger cutting that speed in half. All the brooms can be used to fight on the ground or in the air, generally as a Staff+1. Most brooms will have 1-3 other abilities depending on the power of the witch. A few possible options are given below with each ability usable once per day as an 8th level caster where applicable.

1. Stinking Cloud, can be left behind the broom in single thick cloud or can be drawn out in thin stream behind the flyer, possibly used for sky writing.
2. Produce Fire, the straw of the broom will ignite without causing permanent damage to the broom as the straw will quickly grow back. The broom can stay lit for up to an hour and act as a torch if needed.
3. Summon an Invisible Servant for up to an hour per day.
4. Offers Improved Invisibility when flown naked.
5. Can be used to literally Knock on a door as the spell.
6. The voice of the rider is augmented with the volume of an Audible Glamor, their voice booming out with the volume of a dozen men if desired.
7. Gust of Wind can be created by flying directly at the targeted area and pulling up at the last possible moment.
8. Protection from Normal Missiles, only usable while in flight.
9. The broom grows in strength and can dance as a Sword of Dancing after four consecutive rounds of being used in melee combat.
10. The broom can be propped up against a door to be used as a Hold Portal.

**Fireshod Horseshoes** - Once per day, for up to an hour, these horseshoes can glow red with heat and erupt in flames. During that time the horse may fly and strike with its hooves as would a Nightmare (4-10/4-10). The steed and its rider is also protected as a Ring of Fire Resistance for that time.

**Ring of Gehenna** - This large sentient black onyx ring will encourage a fool of any alignment to use it. The ring provides the protection of a Ring of Fire Resistance normally, but the ring will provide much greater power. Once per week the ring can gate

in 1-20 Manes that will serve the summoner relentlessly for up to a day. However, should more Manes be summoned than the user has points of intelligence, they will turn on their master and try and drag them straight to Gehenna.

The ring's real power is its vast knowledge of demonology. Should the wearer prove to be at least powerful enough to avoid being overcome by Manes, the ring will begin to share its knowledge.

Perhaps the ring will "introduce" the wearer to a beautiful Succubus that would love to wear the ring as a wedding ring. Fortunately, the ring can create copies of itself by permanently stealing an ability point from its wearer and creating a Lesser Ring of Gehenna that will imbue the wearer with an extra point of the ability while worn. The ring will use these "gifts" to win favor and create alliances. A Lesser Ring of Gehenna is capable of leading its wearer to the Greater Ring should that be its desire. The ring is also aware that reducing its owner's abilities by more than six points will have an cumulative chance to change them into a liche over time.

Or perhaps the ring knows the location of an Iron Flask holding an Xorn that could supply the gems and jewels needed to fund the hiring of an architect (a Derro Savant) to build a "cottage" for the newlyweds, a perfect place for their very important future daughter (an Alu-Demon) to grow.

Or perhaps the ring feels its owner's weapon of choice is embarrassing, it knows the location of a very powerful spear that is just laying around (being used to bind a Nabassu Demon in the High Canyon of the Lammasu).

**Spear of Binding** - This unique +3 spear will impale (causing triple damage) on any natural roll of 18 or more. The opponent must make a save against paralysis or be held fast (pinned to the floor, a wall, a tree, etc.) and unable to free themselves without assistance from another creature. While this may greatly hinder their ability to attack, it does not necessarily completely prevent it. Impaled victims might be able to free themselves by shapeshifting to something insubstantial or summoning a creature to assist them. It should be noted that teleportation will not be effective, as the creature is bound to something very substantial.

**Faerie Goblet** - This large thimble could easily be worn on the thumb for sewing. Beyond being a convenient sowing aid, it also has unique properties when filled with liquids. A full potion can be carefully emptied into the thimble, the thimble can then be

passed around for 2-5 individuals to imbibe to full effect. The process takes a round to pour, and then a round for each participant to drink. The thimble works well on non-magical drinks of all types but a magical elixer can be utilized but once per week.

**Whip of Ix** - This horribly barbed whip is the magically preserved tail of a vampiric Ixitxachital. Treated as a +2 weapon to hit, the whip strikes for 3-12 points of damage and will drain an energy level on a natural roll of 20 (as per a Sword of Life Stealing). The whips' wielder must use dexterity for the determination of hit and damage bonuses rather than strength.

**Ornry's Big Stick** - This thick oak rod is bound in iron straps and reinforced with chains that act as grips and guards, it can be used in combat by a character with a strength of at least 17 as a Rod +3. With the utterance of a command word the rod grows to an 8' long timber large enough that requires four man sized individuals (or two larger sized creatures) to use it as a nearly indestructible battering ram. It will make quick work of non-magical barriers (1-4 structural points of damage per round), but a charge can be expended to remove a Hold Portal or Wizard Lock without demolishing the door. Two charges or more can be expended to destroy a Wall of Force or more exotic barriers. The rod can be recharged but Ornry may have taken the secret of how to do it to his grave...literally, you might want to go speak with him in his grave.

**Folio of Karn T'neb** - More of a sheath of vellum pages rolled up and tightly wrapped in leather for protection than a traditional book. It could take 1-4 weeks of study to fully decipher the rambling contents of the High Priest's research, but several interesting things will be discovered during the process; First and foremost, there is considerable research on the holy relics of Al' Akbar. Second, a unique spell, Secret Page (3rd level magic user spell from the Unearthed Arcana) has been ripped from an unknown source and included with the documents. This should be a hint that some of the pages in the folio are not what they seem; specifically, an unrolled Scroll of Protection from Traps and a treasure map disguised as a mundane page of notes. The map locates the burial tomb of the ancient Tyrant King of the Western Wastes and describes a safe path to the King's sarcophagus through a trap filled labyrinth (the most critical map page for the tomb is included as part of *Chapter 6: Treasure Map*). The Folio also includes a Teleportation Glyph (see below) to a small cave overlooking the desolate wastes of the valley. The notes include a comment that attempts to teleport closer to or from the tomb were thwarted by "distortions".

Karn T'neb was obsessed with reuniting the Cup and Talisman of Al' Akbar as a force of good, his writings imply that he knew the location of the Cup of Al' Akbar but he provides no specifics beyond that in his texts. Karn's research led him to search out the Tyrant King who had become a shade late in his life to cheat death. Instead of eternal life the king was imprisoned by his people as he was tricked into wearing the Talisman of Al' Akbar (the talisman will contain any evil creature in a Temporal Stasis while worn). Karn had full faith in his own abilities to vanquish the shade and retrieve the talisman but was thwarted in his quest by the sarcophagus's magical guards and wards.

Karn believed that the key to opening the sarcophagus is an enchanted Unicorn horn but refused to entertain the idea of slaying a unicorn for opening the sarcophagus, instead researching and making plans to search out the Thorn of the Forest to accomplish the task. The last entries in the folio discuss the preparation for an expedition to Mirr Woods to seek out the artifact.



**The Thorn of the Forest** - This mighty relic is said to be a living branch from the Great Tree topped with the horn of a Unicorn. The spear has a +2 to hit and strikes for 1-12 pd. The wielder can sense the approach of enemies and is immune to poison, charms, hold type spells, and death magic. Once per day the wielder can dimension door as could a Unicorn. The weapon can only be used by the purest of maidens. The Thorn of the Forest is currently under the stewardship of Elisa Orenfeld.

**Teleportation Glyph** - A unique glyph drawn at a location targeted for teleportation then recorded in exacting detail such that a mage provided with a copy of the glyph for study could teleport to the location with great accuracy. The glyphs generally fall within a 5' radius circle, the inks used to create the glyph cost at least 500 gp and can be mixed with a Potion of Invisibility to permanently hide the glyph.

## Chapter 7

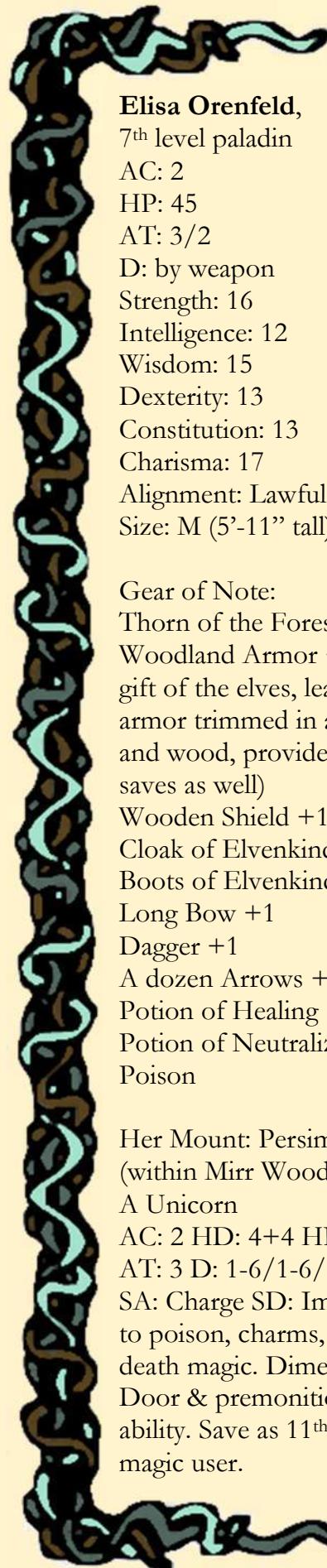
### Tomb of the Tyrant King

**The Entry Hall, Area 1** – The stone that had sealed this vast chamber was no match for the magic that split asunder. The hall itself appears to be part of a much older temple but the remnants of the ancient art hieroglyphics have been all but worn away. At first glance the floor seems covered with several inches of loose white rock but with closer inspection the rocks found to be bits of bone ground smooth, some of it still red with dried blood. The throne like alter at the end of the chamber shows signs of combat, the broken remnants of massive skeleton bare out that a violent battle was hard fought here.

Yet real danger still lurks and will strike as soon a living creature passes the fifth set of columns, an invisible force, equal to a Bigby's Crushing Hand (100hp) will attack a random character. It will attack only one character but will not stop until it is destroyed, an hour has passed, or the victim has been ground into bone shards. The force can never reform more than once per hour.

The two secret passages marked on the map are easy enough to find but there is a third secret passage that was never located behind the seventh set of columns and is not marked on the map. This small 12"x12" loose flagstone opens to a small tunnel (barely large enough for a gnome) that leads to an exit in a crevice at the edge of the valley.

**Burial Pots, Area 2** – Five large (6-foot-tall) clay burial urns are stoppered with inscribed tablets and sealed with wax. Karn T'neb's party only opened the first urn before making a hasty retreat from the seemingly



#### Elisa Orenfeld,

7<sup>th</sup> level paladin

AC: 2

HP: 45

AT: 3/2

D: by weapon

Strength: 16

Intelligence: 12

Wisdom: 15

Dexterity: 13

Constitution: 13

Charisma: 17

Alignment: Lawful Good

Size: M (5'-11" tall)

#### Gear of Note:

Thorn of the Forest

Woodland Armor +2 (a gift of the elves, leather armor trimmed in antler and wood, provides +2 on saves as well)

Wooden Shield +1

Cloak of Elvenkind

Boots of Elvenkind

Long Bow +1

Dagger +1

A dozen Arrows +1

Potion of Healing

Potion of Neutralize

Poison

Her Mount: Persimmon (within Mirr Woods)

A Unicorn

AC: 2 HD: 4+4 HP: 25

AT: 3 D: 1-6/1-6/1-12

SA: Charge SD: Immunity to poison, charms, hold & death magic. Dimension Door & premonition ability. Save as 11<sup>th</sup> level magic user.

endless insect plague they unleashed. They sealed the room with a wall of stone and vowed only to return if the other possible routes to their true goal proved elusive. However, since that time the Wall of Stone has been mostly beaten down to rubble. The contents of the five urns:

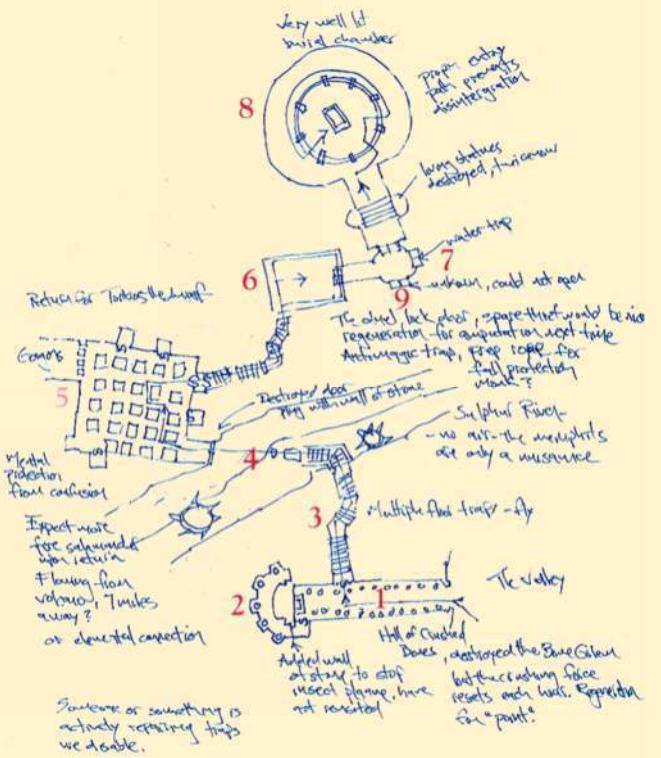
Urn #1: Thousands of dead bugs.

Urn #2: A golden skeleton (AC:2 HD: 6 HP: 30 AT: 1 D: by weapon SD: Half damage from sharp and edged weapons, immunity to sleep, hold, charm, and cold based attacks, turns as “special” S:M). The skeleton appears to have been dipped in gold and is wielding the Golden Sword of Minos. Anyone cut by the Sword +1

must save versus death magic or have their bones turned to gold as their flesh quickly rots away and they become a similar undead under the control of the sword wielder. When slain, the golden bones will crumble into sand. Only an evil character would consider using the sword, but it could easily fetch 20,000 gp from the right buyer should a neutral character want to turn a profit. Good characters would receive an experience bonus for destroying it.

Urn #3: Is empty, the urn is acting as a magical seal for a hole in the floor. The hole is high in the ceiling of a vast cavern below. The cavern can be the start of an unexplored area of the tomb or simply a nearly bottomless pit that is the domain of a pair of Wind Walkers (AC: 7 HD: 6+3 HP: 40 & 45 AT: 1 D: 3-18 SD: ethereal, unique spell interactions S:L) At the bottom of the pit is a beautiful Sapphire of Levitation (5,000 gp value) that was used to lure the walkers to the pit ages ago. The sapphire always floats a few feet above the ground and would allow anyone holding it to Levitate as the spell up to three times per day (as an 8<sup>th</sup> level caster).

Urn #4: A thick black fog will pour out of the urn causing all those that breath it to save against poison at -2 or be affected as a confusion spell. The fog will continue filling the room until the urn has been stoppered and resealed with something like the wax that was previously doing the job. Destroying the urn will release a Black Pudding that mostly fills the urn but is unable to climb its sides (AC:6 HD:10 HP:60 AT:1 D: 3-24 SD: Blows,



cold & lightning do not harm SA: Dissolve and confusion S: L). Anyone coming with 20' of the pudding will need to save against confusion unless they can find a way to avoid breathing the gas it constantly exudes.

**Urn #5:** The urn itself is an intelligent Mimic (AC:7 HD:8 HP:42 AT:1 D: 3-12 SA: Adhesive S: L). The mimic name is Mort, and it spends its days eating the soft bits left behind by the “grinder” when things wander into the temple drawn by the smell of carnage. It has no interest in fighting the party but a great interest in food. Mort will try and talk the party out of disturbing the Tyrant. He knows the stories and the legends of how the Tyrant always overcame his enemies or would escape their clutches only to return and visit ruin upon them and their families. In life, those that expected to defeat him died from their hubris. If even a tenth of the stories that have faded from these walls were true, then the party should leave before they are left with only regrets. To wake him is to unleash a plague upon the world. Leave now, you have less than an hour before the grinder returns to guard the hall.

**The First Stairs, Area 3** – These stairs are so filled with mechanical traps that they border on being ridiculous. The spaces to walk down the stairs without triggering a trap could only be managed by a small and nimble creature. The walls and ceilings are not much better. For someone of medium size or larger able to see the traps, tripwires, magical triggers, and pressure plates it would still require a dexterity check at every stair and landing (and there are 37 steps and three landings on the way down). Even flying will require at least three dexterity checks to avoid the tangle of trip wires. The traps themselves are quite random:

Roll D12:

1. Spring loaded dart, 1-4 pd and save versus poison or die.
2. A stream of acid pours from the ceiling, 2-24 pd, save for half damage
3. Massive cleaver like blade, 3-16 pd.
4. A Magical Ward, save or be polymorphed into a Giant Poisonous Snake (AC:5 HD:4+2 HP:18 AT:1 D:1-3 SA: Poison S: L).
5. A heavy stone falls from the ceiling for 2-20 pd.
6. A volley of 5-8 arrows are launch down the stair, roll for individual hits.
7. The heaviest metallic item within ten feet of the trap will begin to warm as a Heat Metal Spell.
8. Stone walls crash down to isolate a 5' wide section of the stair, that area fills with poison gas. Dexterity check to avoid being crushed by a wall for 4-40 pd.
9. The entire stair fills with smoke like that from an Ever-Smoking Bottle.

10. A teleport trap that takes the character just outside the Entry Hall.
11. An electrical charge travels down the metal tripwire for 3-18 pd, save for half.
12. An Anti-Magic Shell 10' Radius is triggered.

Setting off one trap will require another dexterity check to prevent setting off another trap. At the bottom of the steps there is a well concealed keyhole, the locking mechanism that will shut down all the traps for maintenance.

**The Sulphur River, Area 4** - A toxic river of acid winds through a series of bubbling geysers. Despite this cavern being a home for Smoke Memphits, Dank (AC: 4 HD: 3 HP: 15 AT: 2 D:1-2/1-2 SA: Breath weapon SD: Invisibility, S:M ) and a Fire Salamander, Torrent (AC: 5/3 HD: 7+7 HP: 41 AT: 2 D: By weapon (a Spear +2)/2-12 SA: Heat SD: +1 or better to hit AL: Chaotic Evil S: L) the real danger is a lack of breathable air. Any creature failing to make a +2 save against poison each round will passout. Death will follow 3-12 rounds later. A Neautralize Poison would revive a character but not provide additional protection. Characters with a portion of their body exposed to the river will take 1 pd per round from acid. Those entering a geyser will take 2-7 pd from heat per round.

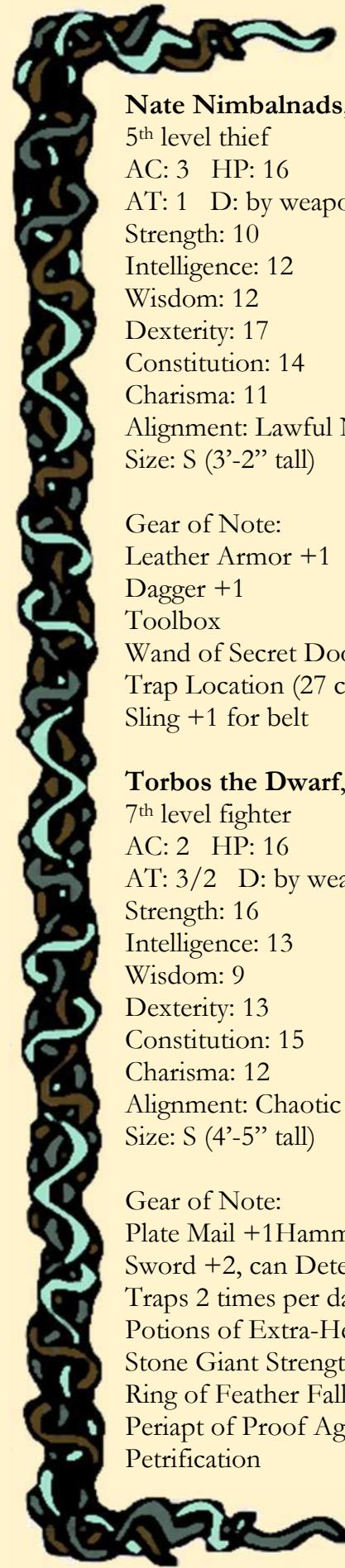
The Fire Salamander's treasure sits on a ledge 10' below the surface of the largest geyser; a rough stone bowl filled with two dozen precious stones of many different types and sizes worth more than 20,000 gp. Torrent will not attack immeadiately, instead demanding a toll to cross the river, a gem of at least 1,000 gp value will do nicely. His desire to attack after that will depend on the apparent strenght of the party. The Smoke Memphit Dank will stay high up in the stalagtites of the ceiling to see how things go. Perhaps someone will passout and become an easy target for thievery. It should be noted that Dank wears a very fine set of leather boots, a fancy vest complete with a gold chain (300 gp value) that match his necklace (500 gp value), and a broad brimmed leather hat in need of a feather (that won't burn up from the heat). Dank has been cultivating "fire root" in this cavern and is willing to barter for something that strikes his fancy. He could not care less about the corpse of some old king unless there is something in it for him. There is a high niche downriver with bushels of his prescious fire root hung up to cure.

Fire root is a rather painful smoking experience, causing 1-4pd per use and giving you smoking flatulence for several hours afterwards. But, with 2-5 weeks of use a character will actually gain fire resistance as the ring of the same name, unfortunately they will also permanently lose 1 point of wisdom. The fire resistance will require weekly use of the root to maintain the ability.

The original exit door to the cavern has been destroyed and replaced with a Wall of Stone. The entry door has dozens of rocks carefully stacked up against it that will tumble and make considerable noise if the door is simply pushed open.

**The Labryth, Area 5** - This low chamber is supported by a rows of squat square columns that stretch off into the darkness. The size and layout of this area is confused by a permanent Distance Distortion and Guards and Wards over the the chamber and the stair beyond. A variety of trap triggers scattered across the labryth all have one of two results, raising a set of massive stone columns that currently separate the labryth from a cavern containing four Gorgons (AC:2 HD:8 HP: 30, 36, 48, 55, AT:1 D:2-12 SA: Breath turns to stone AL: Neautral S:L) or opening one of the smaller secret chambers that contain guards. The Gorgons' caverns beyond include piles of stone dung that are littered with 7,800 gp worth of undigested coins with gems and jewelry worth another 3,000 gp.

The labryth contains a handful of shattered and partially digested statues but two are still intact; one being Torbos the dwarf, the other being a gnome standing just a few feet away from his toolbox still sitting on the floor. Torbos was employed by Karn T'neb and has been petrified for almost fifteen years now. Fortunately for him, the the Periapt of Proof Against Petrification he wears may not have saved him but it has prevented the Gorgon's from finding his aroma appealing enough to shatter and eat. The periapt is the only thing on his body not petrified. The gnome Nate Nimbahnads on the other hand was just caught off guard by the adventurers while doing some scheduled trap maintenance and used his Broach of Statuesque Beauty to conceal himself in plain sight.



**Nate Nimbahnads,**  
5<sup>th</sup> level thief  
AC: 3 HP: 16  
AT: 1 D: by weapon  
Strength: 10  
Intelligence: 12  
Wisdom: 12  
Dexterity: 17  
Constitution: 14  
Charisma: 11  
Alignment: Lawful Neutral  
Size: S (3'-2" tall)

Gear of Note:  
Leather Armor +1  
Dagger +1  
Toolbox  
Wand of Secret Door & Trap Location (27 charges)  
Sling +1 for belt

**Torbos the Dwarf,**  
7<sup>th</sup> level fighter  
AC: 2 HP: 16  
AT: 3/2 D: by weapon  
Strength: 16  
Intelligence: 13  
Wisdom: 9  
Dexterity: 13  
Constitution: 15  
Charisma: 12  
Alignment: Chaotic Good  
Size: S (4'-5" tall)

Gear of Note:  
Plate Mail +1 Hammer +3  
Sword +2, can Detect Traps 2 times per day  
Potions of Extra-Healing & Stone Giant Strength  
Ring of Feather Falling  
Periapt of Proof Against Petrification

The Nimbahnads clan has been under contract to perform maintenance in the Tyrant's Tomb for over one hundred years now. The Broach of Statuesque Beauty Nate wears is excellent defence against gorgons, allowing the user to cast a Statue spell as the 7<sup>th</sup> level magic user spell once per day. Nate's toolbox is full of top notch tools that would give any thief a 10% bonus on picking locks or finding and removing traps. Also of interest is a gently glowing and oddly shaped glass vial with a few marbles floating in the clear liquid. If shaken, the vial will produce light as the spell for an hour up to 3 times per day. If smashed, everyone within a 10' radius would need to save or be blinded for 2-8 rounds. The odd shape of the vial allows you to set it down in different positions and focus the light with the lens and stand that are also stored in the toolbox.

The occupants of the five secret chambers:

1. Eight Zombies that will spill out into the labrynth to search for food, triggering traps as they go (AC:8 HD:2 HP: 8ish AT:1 D:1-8 SD: Immune to mind effecting spells S:M).
2. An Invisible Stalker (AC:3 HD:8 HP:51 AT:1 D:4-16 SA: Surprise SD: Invisibility MR: 30% S:L)
3. A Skeletal Minotaur (AC:7 HD:5 HP:34 AT:2 D: 2-8 or 1-4/ by weapon, a two handed axe with a +2 strength bonus SD: Half damage from sharp and edged weapons, immunity to sleep, hold, charm, and cold based attacks, turns as a wraith S: L).
4. Six Ghouls (AC:6 HD:2 HP:9ish AT: 3 D: 1-3/1-3/1-6 SA: Paralyzation SD: Immune to mind effecting spells S:M).
5. The secret chamber at the exit of the labrynth contains a Necrophidius (Death Worm from the Fiend Folio). This secret door will not be opened by a trap trigger, it must be opened at the location itself. The Death Worm will be performing its hypnotic dance when the door is opened (AC:2 HD:2 HP:15 AT: 1 D: 1-8+paralysis SA: Surprise on 1-3 & hypnotism SD: Immune to poison S: L).

The first order of business for a party entering the labrynth will likely be sealing the entry from the Sulphur River to prevent this area from filling with the same noxious fumes. The last order of business will be defeating the Death Worm and exiting down the web filled stairs that are suspiciously not filled with traps.

**The Receiving Room, Area 6** - The walls of this room are covered in horrific murals describing the life of the Tyrant King, starting from the murder of his older sibling at age seven through the decimation of the western tribes, and ending with his unholy

ascension to immortality as a shadow after a eighty year reign of terror. The room is quite brite with continually lit torch sconces between sections of the artwork.

Any dwarf worth their salt will immediately notice that the floor is a seamless wall of stone. They are also likely to notice that there are several holes in the walls that look like the remnants of climbing spikes previously used to secure ropes. The massive pair of doors at the end of the room are carved from a stone that defies easy classification. Each of the doors have a large ornate lock carved at its center with a keyhole large enough for a person's hand. Indeed, both locks must be unlocked at the same time by a thief or by magical means. Failure to pick both locks in unison by a thief will end in 8-48 pd and a double amputation for the victim as well as triggering the floor trap. Magically, the equivalent of two Wizard Locks (from an 18<sup>th</sup> level caster) would need to be overcome in unison to prevent the triggering of the floor trap (have the two casters make a save against paralysis to get the timing exactly right).

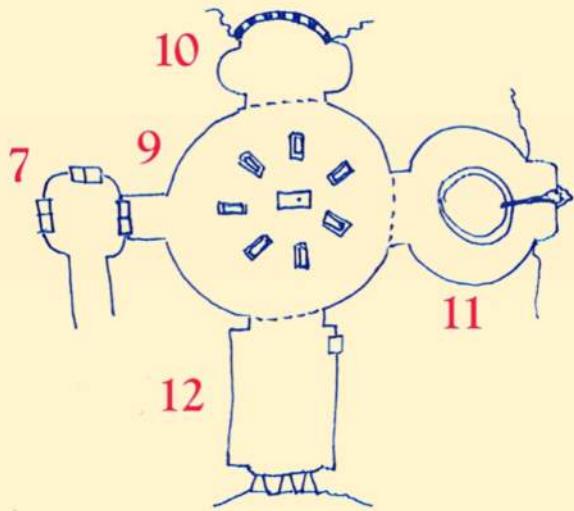
The floor trap is sprung by the receiving room being fully enveloped by anti-magic. The lights will go out and the floor will dissapear over the one hundred foot deep spiked pit below (10-60 pd with a save for half plus 4-16 pd from spikes). A minute after charcaters impact the bottom of the pit, the door above will swing open and a torrent of water will pour down filling the pit to a depth of 20 feet before they swing back shut. The pit will remain like this until Ophidris or Coronus arrives to reset the trap in 1-4 days.

## **The Antechamber, Area 7 -**

At a glance, all three stone doors appear identical, but upon closer inspection the center door has a rivlet of water seeping from it while the door on the right is not a door at all but a carving of a door. The door on the left appears to show repairs from where it has been opened with considerable destructive force in the past. The center door and door to the left are merely wizard locked (as cast by an 18<sup>th</sup> level caster). Opening the center door would activate the Receiving Room's anti-magic field and flush the characters toward their doom with the torrent of water (save against paralysis or be carried away by the flood).

**The (False) Tomb, Area 8** – The remains of two shattered statues flank the entrance to a brightly lit domed room. A circle of columns surround a massive stone sarcophagus, its top carved to resemble a muscular man bound like a prisoner with a hole in the stone where his heart would be.

As suspected by Karn T'neb, a unicorn horn is the key to unlocking the sarcophagus. Unfortunately for the adventurers this is indeed a false tomb, as the sarcophagus contains only an enraged mummy (AC:3 HD: 6+3 HP: 43 AT:1 D:1-12 + disease SA: Fear, SD: +1 or better to hit, half damage from weapons, immune to sleep, charm, hold, paralysis, poison, and cold S: L) not the Tyrant King. Beneath the mummy's wrappings, the body is adorned with golden ceremonial rings, arm bands, necklaces, and bracelets worth 6,000 gp. Combat with the mummy will be complicated by the fact that any living thing passing through the columns without retracing the proper steps will need to save against disintergration or be destroyed in a flash (save for gear seperately).



Upon attempting to leave the party will be confronted by Ophidris the Guardian Naga (AC: 3 HD:12 HP: 75 AT: 2 D: 1-6 + poison / 2-8 + constriction S: L) who will have reanimated one of the shattered statues (casting a Mud to Rock) before sealing the chamber with a Wall of Stone while he seeks out Coronus. Ophidris's spells include: Detect Magic, Command, Know Alignment, Hold Person, Dispel Magic & Sticks to Snakes (100% chance of being poisonous, Ophidris always looks for a quiver of arrows as a good target). On the tip of his tail Ophidris wears a Ring of Spell Storing (Mud to Rock, Passwall, Teleport, & Wall of Stone) The statue should each be treated as a Stone Golem (AC: 5 HD: 12 HP: 60 AT: 1 D: 3-24 SA: Slow SD: +2 or better to hit S: L, 9'-6" tall).

**The True Tomb, Area 9** – With the entrance to the ajoining spaces covered in illusions, this brightly lit chamber appears to be identical to the sarcophagus chamber in the False Tomb. Ophidris will be here with a newly summoned Air Elemental from his Brazier of Controlling Air Elementals (AC:2 HD:12 HP:78 AT:1 D:2-20 SA:whirlwind SD: +2 or better weapon to hit S: L) and surrounded with a Protection from Evil 10' Radius. Coronus will arrive shortly.

**Coronus, a Ki-Rin** will appear to stop the battle (polymorphed) as a tall man with a large head of blond hair and pointed goatee wearing a shimmering golden robe and flanked by a pair of loyal Invisible Stalkers (AC: 3 HD:16 HP:75 & 85 AT: 1 D:8-32

SA: surprise SD: Invisibility S: L 12' tall). He will normally remain in this form unless he is forced to fight and reveal his true form. At some point the party will probably figure out that the true sarcophagus is not opened by a unicorn horn but by that of a ki-rin.

Coronus is torn in his duties to protect the tomb. Three nights ago he had a dream where he stood over the shattered body of a beautiful paladin wearing the Talisman around her neck and revived her with water poured between her lips from the Cup of Al' Akbar. He now sees the same paladin, Elisa Orenfeld, before him and wonders at the destiny of the Cup and the Talisman.

Should Coronus and Ophidris agree to help end the long imprisonment of the Tyrant King, there is real danger that success or failure will come down to an initiative roll. Should the Talisman be removed from his neck and he can see an overwhelming threat or a bright light, why would he not immediately probability travel away? But, if the adventures can come up with a clever way to distract or delay him they could quickly overpower him even in a dimly lit space. To make things even more difficult, Coronus must surrender his horn to unlock the sarcophagus and with the horn go most of his magical and psionic abilities. The horn will require the power of a wish to rejoin the two.

The Tyrant King, a Shade, a 20<sup>th</sup> level fighter, and a powerful mentalist.

	Twilight	Average Light	Bright Light	Shadows	Night	Darkness
AC:	-1*	0*	0*	-3*	-2*	-1*
HP:	90	60	40	130	90	90
AT:	2	2	2	2	2	2
STR:	18/91	18	17	19	18/00	18/91
INT:	17	16	15	19	18	17
WIS:	16	15	14	18	17	16
DEX:	15	14	13	17	16	15
CON:	15	14	13	17	16	15
CHA:	17	16	15	19	18	17
MR:	60%	60%	-4 on saves	60%	60%	Standard
SD:	Shadow Walk	-	-	Shadow Walk/	Shadow Walk	
SA:	Psionic			Shadow Image		

Psionic Ability: 300

Attack/Defense Modes: All/All

Psionic Disciplines: Cell Adjustment, Body Weaponry\*, Domination, Mind Bar, Probability Travel & Shape Alteration (in shadows only)

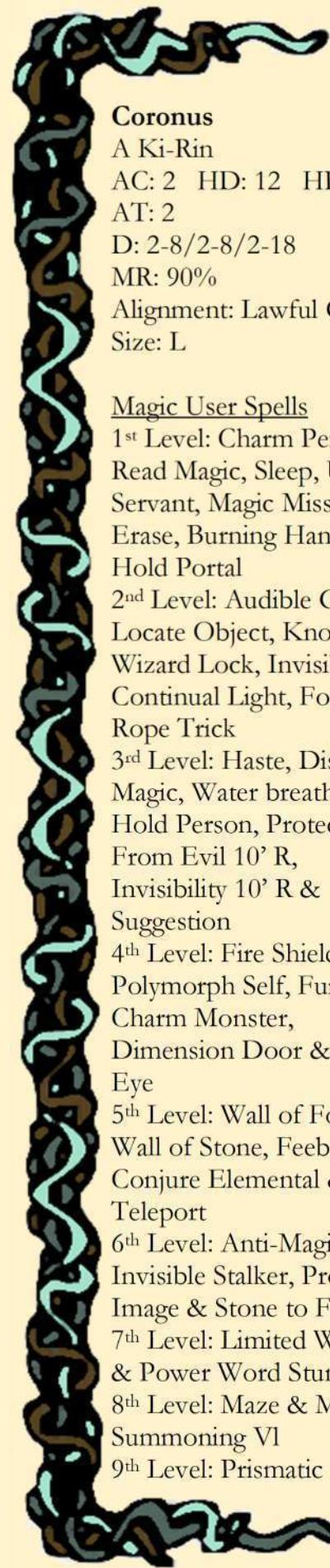
The exact details of the Talisman and Cup of Al' Akbar can be found in the old school Dungeon Master's Guide. However, the unique abilities selected for the artifacts

have been listed here. The Cup can perform the following abilities: Bless (by sprinkling holy water from the cup) 3 times/day, Create Food and water 1 time/day, Water Walking by command, and Raising the possessor's wisdom 1 point as long as they drink holy water from the cup at least once per day. A neutral or evil character possessing the cup will find that they pollute any holy water that comes within 10' of the cup. The Talisman provides the following abilities: True Seeing 1 time/day and Protection+2 as a Ring of Protection. An evil creature attempting to wear the Talisman will be trapped in a Temporal Stasis (no save).

If an individual possessing both the Talisman and Cup of Al'Akbar, in addition to being able to create a variety of healing balms, potions, and salves once per week, will be able to summon powerful creatures of good alignment to aid them (treat as a special Monster Summoning once per day). Anyone possessing the Talisman and Cup for more than a week will begin to detest their own wealth, seeing it better used elsewhere as a paladin does.

**The Chamber of Coronus, Area 10** - A massive basket nearly eight feet across woven of dark wooden slats sits at the edge of a balcony carved into a high cliff overlooking a dense island jungle far below, the balcony is concealed by an illusion from the exterior. The basket's lid is set to the side and the basket itself is half filled with a mound of fine silks. The silks could easily be sold to a vendor for 3,000 gp. Hidden in the silks is a small Bag of Holding that contains 20,000 gp worth of coins and extensive collection of candles.

There are also several niches carved into the stone that hold dozens of candles, the majority of which are lit. Of interest in the niches: a dozen sticks of scented incense, 5 pieces of Incense of Meditation, two Ever



### Coronus

A Ki-Rin

AC: 2 HD: 12 HP: 60

AT: 2

D: 2-8/2-8/2-18

MR: 90%

Alignment: Lawful Good

Size: L

### Magic User Spells

1<sup>st</sup> Level: Charm Person, Read Magic, Sleep, Unseen Servant, Magic Missile x2, Erase, Burning Hands & Hold Portal

2<sup>nd</sup> Level: Audible Glamor, Locate Object, Knock, Wizard Lock, Invisibility, Continual Light, Forget & Rope Trick

3<sup>rd</sup> Level: Haste, Dispel Magic, Water breathing, Hold Person, Protection From Evil 10' R, Invisibility 10' R & Suggestion

4<sup>th</sup> Level: Fire Shield, Polymorph Self, Fumble, Charm Monster, Dimension Door & Wizard Eye

5<sup>th</sup> Level: Wall of Force, Wall of Stone, Feeblemind, Conjure Elemental & Teleport

6<sup>th</sup> Level: Anti-Magic Shell, Invisible Stalker, Project Image & Stone to Flesh

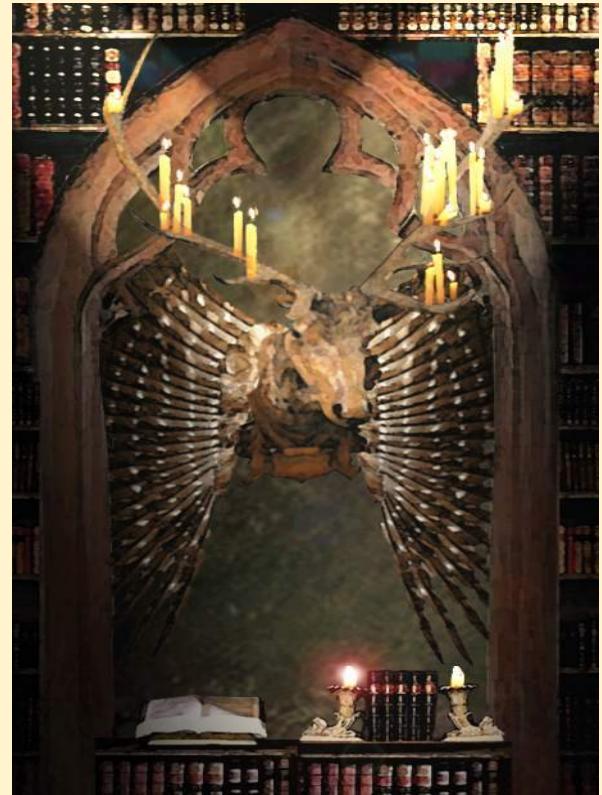
7<sup>th</sup> Level: Limited Wish x2 & Power Word Stun &

8<sup>th</sup> Level: Maze & Monster Summoning VI

9<sup>th</sup> Level: Prismatic Sphere

Burning Candles, a Potion of Sweet Water, a Censor of Controlling Air Elementals, and a Crystal Ball. The censor also has a Glyph of Warding cast upon it that will cause paralysis to the first person failing a save that touches it without speaking the safe word. The balcony his hidden from.

**The Bath, Area 11** - The view across this chamber is stunning as it looks out from a cloud onto towering pillars of clouds and the never ending sunset of the Ariees Tableau of the Plane of Elemental Air. The pool contains a hot spring that constantly bubbles over its rim and sends a stream of water tumbling down into the infinite sky beyond. At this moment, Coronus' true home is in a gust of wind a thousand leagues east from this point.



**The Wizard's Parlor, Area 12** – In every respect a wizard's parlor in its level of bric-a-brac and arcane clutter, this is where Coronus undertakes his dealings with humans and the like. The space has three points of entry; the windows looking out upon an impossibly beautiful starry night (the Notorum Skies in the Elemental Plane of Air), a battered wood door with a chalk board hanging on it (writing on the board controls where it opens to), and the arched entry to the tomb. The view of the tomb is hidden by a heavy curtain from the interior of the room (the curtain is actually wizard locked, preventing it from being opened casually). There is a small locked box in a drawer that contains some chalk and a Cursed Ring of Protection -3. It should also be noted that one of handful of chairs in the room is an illusion, which makes for a great tool to point out the power of magic or just an excellent practical joke once someone has been sitting on it for a bit.

Even with its clutter, the parlor is a well equiped workroom with a small library's worth of refernce books packed into the shelves that extend thirty feet up to the ceiling (there is no ladder). A decent collection of scrolls sit high on one shelf: Scroll of Protection Against Demons, Scroll of Protection Against Undead, Scroll (Invisible Stalker, Project Image and Tenser's Transformation) and final a Scroll (Fire Shield, Wall of Fire & Fire Charm). The walls also display several impressive pieces of taxidermy;

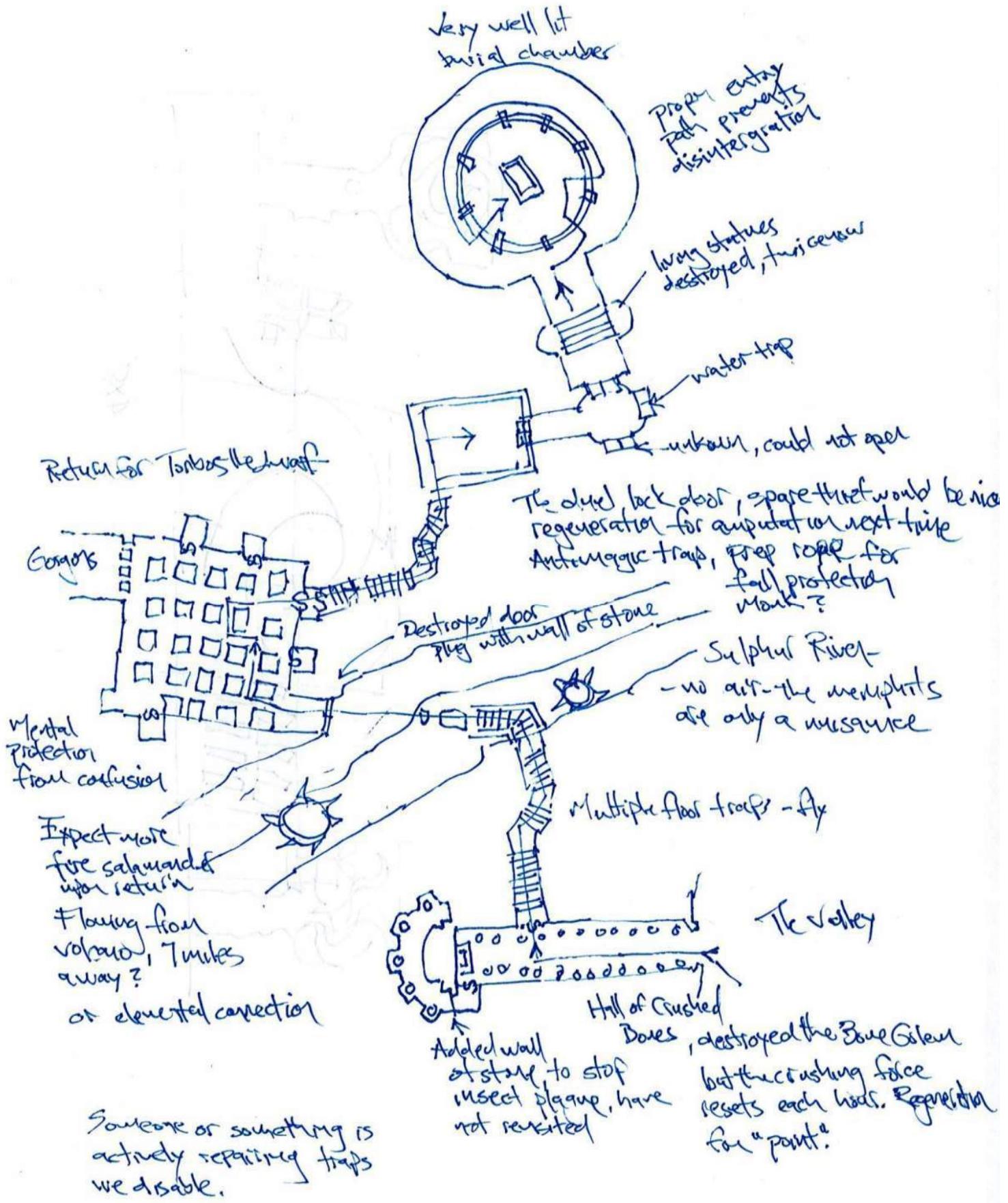
what appears to be a normal rabbit actually being the protruberance from a rare Wolf-In-Sheep's Clothing, a huge rabbit with a unicorn horn sticking out of its forehead is a Al-Mi'Raj, and a large humanoid skull with a single horn protruding from it forehead an Ogre Magi. An Owl Bear holding a candleabra and a Peryton that has been repurposed as a candelabra with a dozen Everburning Candles set in its horns round out the collection.

Coronus' lab assistant is an Ember Wisp named Tempest (AC: -8 HD:9 HP: 42 AD: 1 D:2-16 SD: Partial spell immunity and invisibility AL: Chaotic Good S:S), see *Chapter 7 - the Bestiary* for additional information on Ember Wisps. Tempest has a small lair of its own hidden behind the Peryton's head (its mouth acts as the entrance) and within this wall cavity is an impressive collections of scores of gems and items of jewelry worth at least 30,000 gp.

**The Grounds Keeper** - A final creature of note guarding the tomb, this massive Earth Elemental (AC: 2 HD: 16 HP: 122 AT: 1 D: 4-32 SD: +2 or better to hit S: L) will attack anyone tunneling or attempting to pass through the earth magically within easy reach of the tomb. The elemental needs to kill or drive the trespassers above ground to earn its freedom from servitude.

*Note to Dungeon Masters:*

*The sketched map on the following page should be provided to the party before the adventure, so they have time to prepare and possibly gear up for the adventure. A few well-chosen spells or recently hired retainers might make all the difference between success or crushing defeat.*



## Chapter 8: Bestiary

### Abysal Golem

FREQUENCY: Rare  
NO. APPEARING: 1  
ARMOR CLASS: 6  
MOVE: Varies  
HIT DICE: 2-16  
% IN LAIR: 0% (100%)  
TREASURE TYPE: nil  
NO. OF ATTACKS: Varies  
DAMAGE/ATTACK: Varies  
SPECIAL ATTACKS: See below  
SPECIAL DEFENSES: See below  
MAGIC RESISTANCE: See below  
INTELLIGENCE: Semi  
ALIGNMENT: Neutral Evil  
SIZE: Varies  
PSIONIC ABILITY: nil  
X.P. VALUE: varies

**Abysal Golem** - These horrific creations are made from the mounds of living soulless flesh that can be found on some layers of the Abyss. The creations are fashioned to resemble some useful inanimate object before given a semblance of life. The size of the golems can vary wildly (HD: between 2 and 16) but the armor class is always that of dead flesh, AC: 6. Upon their animation they are also imbued with a permanent illusion to reinforce their resemblance to the object they mimic. The illusion is all but undetectable unless the golem openly moves or attacks, thus allowing a save. Breaking the illusion and seeing the golem for the first time will cause creatures below 5th level to save against fear or flee for 2-5 rounds. As the constructs vary so greatly in size and appearance, three examples are given:

**Shield** – Without the aid of illusions, this shield resembles a horrid toothy maw dripping saliva. The fleshy shield acts as a Shield +1 for the wielder, and when an opponent closes

for melee, the coat of arms painted on its face to resemble a stylized set of jaws will yawn wide and bite at the opponent in addition to the wielder's normal attacks (AC: 6, HD: 4 AT:1 D: 2-8 Size: Small). Once an opponent has seen through the illusion, attacks could be targeted directly at the Golem if desired.

**Four Post Bed** - Without the aid of the illusion, this “bed” resembles a slab of flesh with four tentacles protruding skyward. The tentacles may drag the bed about slowly or attack with similar effect as a Giant Octopus (AC: 6 HD: 8 AT: 4 D: 1-4 + constrict Size: Large). If ordered to restrain a victim without killing them the bed can cast a Sleep spell (as the 1<sup>st</sup> level magic user spell) up to 2 times per day and constrict without doing damage.

**Longboat** - This maiden headed longboat with four oars on each side resembles a many limbed insect that seems to scuttle across the water if its protective illusion is pierced. Its oars are razor sharp talons and it can strike with the front pair as well as bite with its insectile head. AC:6 HD:16 AT: 3 D: 2-12/2-12/3-18 Size: Large. The boat can surround itself with Airy Water 3 times/day and travel underwater carrying up to twenty passengers.

The Golems are each bound to a single master and this control can only be willingly transferred by a special blood ritual. They are immune to mind effecting spells such as sleep, charm, hold, and fear type attacks but a Raise Dead or similar spell will destroy them if they fail to save as would a Flesh to Stone.

## Blasphemy

FREQUENCY: Rare

NO. APPEARING: 1

ARMOR CLASS: 1

MOVE: 12"/18"

HIT DICE: 8+3

% IN LAIR: 25%

TREASURE TYPE: F

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 5-10

SPECIAL ATTACKS: Energy drain

SPECIAL DEFENSES: +1 or better to hit

MAGIC RESISTANCE: As vampire

INTELLIGENCE: Exceptional

ALIGNMENT: Chaotic Evil

SIZE: S

PSIONIC ABILITY: nil

X.P. VALUE: 3800 +12/hp



**Blasphemy** - A truly foul creature. To call forth a Blasphemy is to summon the corrupted soul of a vampire into the body of an unborn child as a familiar. Appearing as a fleshy red skinned new born with hideously oversized fangs and bat wings, this floating abomination must suckle on the living to grow in power if it is to serve its master.

The Blasphemy arrives with only 3 hit points and its first feeding must be given by its master. The foul beast will drain two energy levels from its master (in addition to doing 5-10 pd). Half of the hit points lost to the Blasphemy from the energy drain will be gained by the undead horror as permanent growth. The life gain of the first feeding should be recorded as it is also the amount of life that will be lost by the master if familiar is ever destroyed. Energy levels and hit points can be regained in the standard ways.

From that point forward the Blasphemy can grow by feeding on the willing or the unwilling. While its physical size will never change, its unholy strength and abilities will eventually conform to that of a true vampire, a formidable familiar indeed. While the master does not gain hit points from the Blasphemy, they will regenerate 1 hit point per round if the Blasphemy is in direct contact. The master's control over the Blasphemy is not as absolute as a typical familiar, the Blasphemy will exert their free will more readily as they grow in power. It is not beyond reason that a Blasphemy might even try and subsume their master's position if given reason, slaying them to create a new vampire under their control.

The few sheets of incantations needed to perform the foul summoning of a Blasphemy are pressed between wooden planks and sealed with coffin nails, the title **Gloriae Cruoris** (Glory of Blood) has been clawed into the worn wood cover of the vile tome.

## Ember Wisp

FREQUENCY: Rare

NO. APPEARING: 1

ARMOR CLASS: -8

MOVE: 18"

HIT DICE: 9

% IN LAIR: 0% (100%)

TREASURE TYPE: Z

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-16

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: See below

INTELLIGENCE: Exceptional

ALIGNMENT: Chaotic Good

(Similar to host)

SIZE: S, varies

PSIONIC ABILITY: nil

X.P. VALUE: 1200+ 12/hp

**Ember Wisps** - Are nearly identical to a Will-o-wisp except for it chaotic good alignment and its need to feed off psionic energy, draining 2-20 psionic strength points per day from any psionic individual that spends considerable time with them. They cannot drain strength points from any creature that is actively hostile to them. While this feeding is a drain to the host, it is nothing that can't be regained through a good night's sleep. The Ember Wisp will often become quite attached to its host, acting much like a familiar or an exceptionally intelligent pet. Ember Wisps are often found masquerading as a candle flame in a library, fitting since they are voracious readers and libraries are great locations for them to find a "host" companion. While able to comprehend almost any language they must return the communication with its own theatrical skills or writing (burning) words into a suitable surface.

They are immune to all forms of mental and psionic attacks as well as the same unique spell immunities and vulnerabilities that their more common bretherin enjoy. If hard pressed an ember whisp will reveal its lair and give over its treasure to save its life or the life of its host.

**Neverwhere,**  
Tristis, sister of Garamond

FREQUENCY: Rare

NO. APPEARING: 1

ARMOR CLASS: 5

MOVE: 18"

HIT DICE: currently 13 HP: 78

% IN LAIR: 0%

TREASURE TYPE: nil

NO. OF ATTACKS: 1 or 2-5

DAMAGE/ATTACK: 4-16 or 1-4

SPECIAL ATTACKS: Constriction & poison

SPECIAL DEFENSES: +1 or silver to hit

MAGIC RESISTANCE: Immune to sleep

& charm spells

INTELLIGENCE: Animal

ALIGNMENT: Chaotic Evil

SIZE: L, 1,500 lbs.

PSIONIC ABILITY: nil

X.P. VALUE:

A Neverwere, a form of lycanthrope that palgues doppelganger seems laughable to humans, but a disease that takes away their ability to control their own shape changing powers terrifies their kind. Every full moon, they will change into a mockery of reality and every full moon the horror will grow larger and become more savage as it feeds. Eventually the madness the disease brings will be all consuming and the infected becomes a mindless beast unable to return to its own form, set on visiting destruction on anything they meet, especially their own kind.

The neverwere will grow by a hit dice every full moon, usually losing the ability to return to their true form somewhere between twelve and sixteen hit dice. The form they take will be twisted by the fevered madness of their sickness. Stories tell of a neverwere that wandered the Western Wastes as a giant scorpion with a poisonous manticore tail and another being a hundred eyed beholder that could float and charm victims with its eyes before swallowing them whole with its massive maw.

*The man sits down across from you and offers you one of the drinks he carries, he pulls back his hood and you are looking at yourself...wondering if you drank too much. "You have nothing to fear*

*from me, I have never killed a human that I was not paid to kill by another human. So, it seems fitting that now it is time for my kind to pay you to kill a doppelganger...to kill Tristis, my sister. She fled our home nearly a week ago when she could no longer hide her sickness. I believe I know where she will be when the full moon rises in three days, Mirror Falls." The doppelganger Garamond will offer 2,500 gp to put his sister to rest.*

Mirror Falls sit below a tiny spring that sends water trickling across a smooth reflective rock. To look at the rock in the moonlight presents an otherworldly reflection of oneself and has a small chance to Contact Higher Plane if an hour is spent gazing at one's reflection (1% chance per intelligence point). The stream then crosses a small clearing before meandering into the woods.

The horses, if the party arrived here on horseback, will need to be hitched well away from the falls (at least 300 yards) if not to be spooked by the Neverwere's call. There is a 2 in 6 chance that the neverwere will smell and attack the horses before continuing to the falls. If the characters left no protection for the horses, they will hear the spooked panic in the distance only to find one horse gutted and the others scattered upon their return.

Tristis resembles a great stag with antlers seething like snakes that bite and constrict. Those that fail a save upon hearing her mournful cry will be confused for 1-6 rounds. She can cry out only once per full moon. Tristis will charge the party after crying out, if she strikes a victim, she will carry them away as her snakes constrict and bite repeatedly. There are five snake-like horns intertwined with her more typical antlers and 2-5 of them can attack an individual that was successfully struck with her charge. At first the snakes will attempt to constrict and disable a victim (a successful bend bars roll is needed to break free). Once a snake has successfully begun constricting (roll randomly to determine which part of the body is immobilized) the others will begin to strike with its poisonous bites for 1-4 pd and a save vs. poison to avoid death in 2-5 rounds.

This battle will happen at a full run, characters will need to make a dexterity check each round to run through the woods at night while attacking the stag. Anyone greatly injured (over 50% damage but not killed) by the stag will be infected with a random type of lycanthrope unless quickly cured with belladonna or the aid of a high-level cleric.

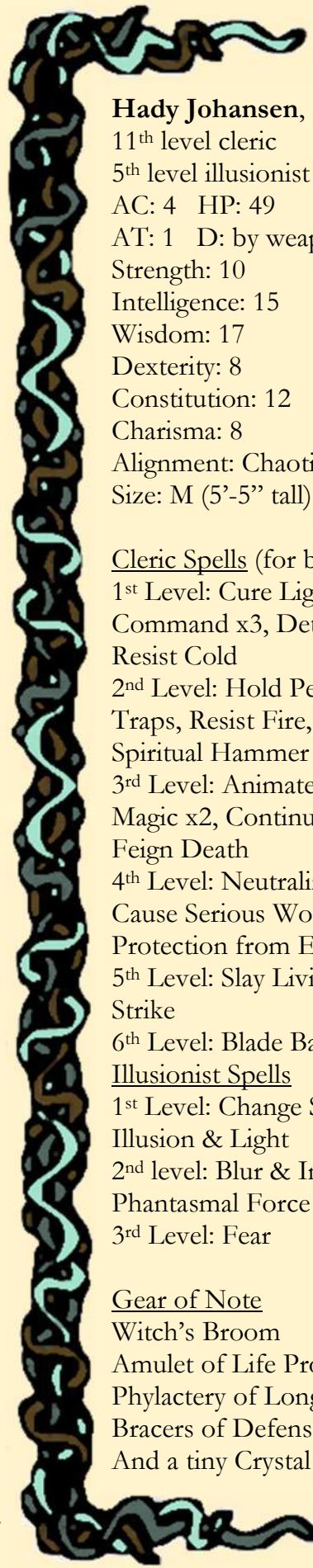
## Chapter 9: Characters

**Hady Johansen** was scorn by a man (or woman depending on who is telling the story) in her middle years and went from being the town's healer to being the "Mountain Witch Hady" that lives on the dark side of the crags north of Ironrest. She is an 11<sup>th</sup> level cleric of Arawn, god of the dead, not because she is extremely evil but because "we're all going to die anyway". She also dabbles in illusions, picking up the abilities of a 5<sup>th</sup> level illusionist in her time. She is a fierce protector of Ironrest but has a serious vindictive streak (some might call evil) if you are on her bad side. She has been known to raise the dead for some very inappropriate compensation. To get the proper feel for Hady, listen to the Jim Stafford song "Swamp Witch".

Anyone heading north out of town that evening might meet Hady on the road below the mountain. Hady will be flying above a wagon full of shovels, swords, and spears being pulled by a dozen Gnoll Zombies (treat as slightly larger zombies with 2+2 for hit dice).

In true witch fashion she will fly over the adventurers on her broom that evening and announce loudly, "touch a single dead hair on their dead heads and you will take their place...don't test me on this."

Hady is on her way to call the dead from the Ironrest cemetery, arm them, and use them to intercept a berserker raiding party moving down the valley towards Ironrest. Everybody knows that berserkers only have one good fight in them per month and her aim is to make sure that fight happens down the road from Ironrest, not in it.



### Hady Johansen,

11<sup>th</sup> level cleric

5<sup>th</sup> level illusionist

AC: 4 HP: 49

AT: 1 D: by weapon or spell

Strength: 10

Intelligence: 15

Wisdom: 17

Dexterity: 8

Constitution: 12

Charisma: 8

Alignment: Chaotic Neutral

Size: M (5'-5" tall)

### Cleric Spells (for battle)

1<sup>st</sup> Level: Cure Light Wounds x2, Command x3, Detect Magic & Resist Cold

2<sup>nd</sup> Level: Hold Person x2, Find Traps, Resist Fire, Silence 15' R & Spiritual Hammer

3<sup>rd</sup> Level: Animate Dead, Dispel Magic x2, Continual Light & Feign Death

4<sup>th</sup> Level: Neutralize Poison, Cause Serious Wounds & Protection from Evil 10' R

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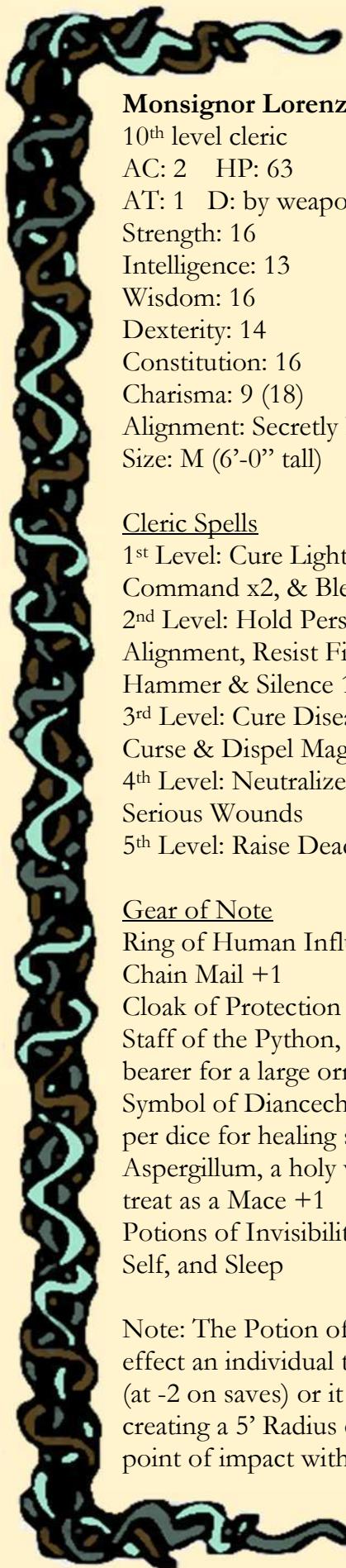
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10<sup>th</sup> level cleric

AC: 2 HP: 63

AT: 1 D: by weapon or spell

Strength: 16

Intelligence: 13

Wisdom: 16

Dexterity: 14

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Charisma: 9 (18)

Alignment: Secretly Neutral Evil

Size: M (6'-0" tall)

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1<sup>st</sup> Level: Cure Light Wounds x2, Command x2, & Bless

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Staff of the Python, a standard bearer for a large ornate Holy

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Note: The Potion of Sleep will effect an individual that imbibes it (at -2 on saves) or it can be thrown, creating a 5' Radius cloud from the point of impact with a normal save.

## The Church of Diancecht

While much of the church construction is complete, Lorenz anxiously awaits the final touches, hoping to have a grand celebration at the winter solstice.

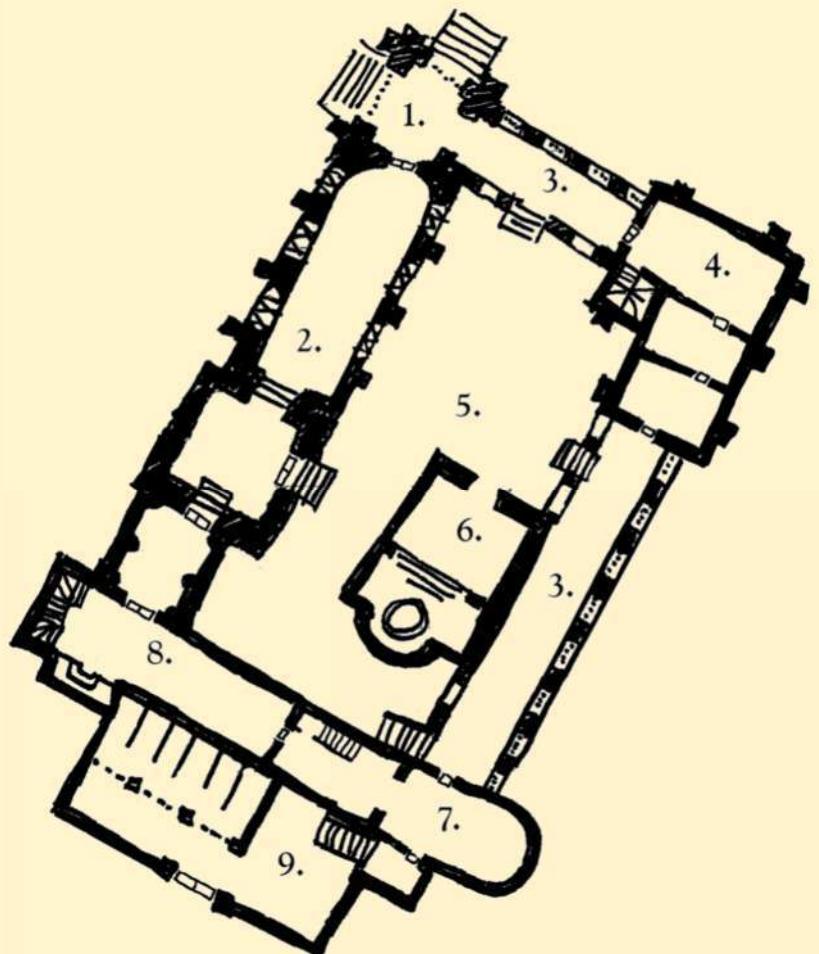
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5. Courtyard – Unfortunately, the plantings and garden will need to wait until spring, leaving this a rather desolate space.



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9. Stable – The stable area is surround by an nine foot tall wall with stout gate.

## Ornery

“Ornery was a legend, the most well know adventurer to have come out of these parts in years, and that's saying alot. It wasn't just that he could crack skulls with the best of them, it was that knew how to crack’em just right. It was like Ornery had a sixth sense for that sort of thing. Remember when that fancy knight came busting through the door an Ornery jumped out the second story window buck naked but was so drunk he missed his horse? Yeah, a drunk, naked Ornery was a sight to see, that knight never had a chance. The wife was out there begging for her husband's life and Ornery just took one look at’em and made them reaffirm their wedding vows right there in the mud. I'll be damned if Ornery didn't save their marriage. That guy was a hero...just wish he'd had a chance to close his bar tab before the end.”

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If anything, Ornery is held in much higher regard after being dead a few years. Seems like every few months someone shows up at his grave trying to commune with his spirit and ask him about his stick (see Chapter 6: Grimoire). As a side quest, Ornery’s debts still need to be paid off, but by all rights, the gold should come from those Behir that ate him.

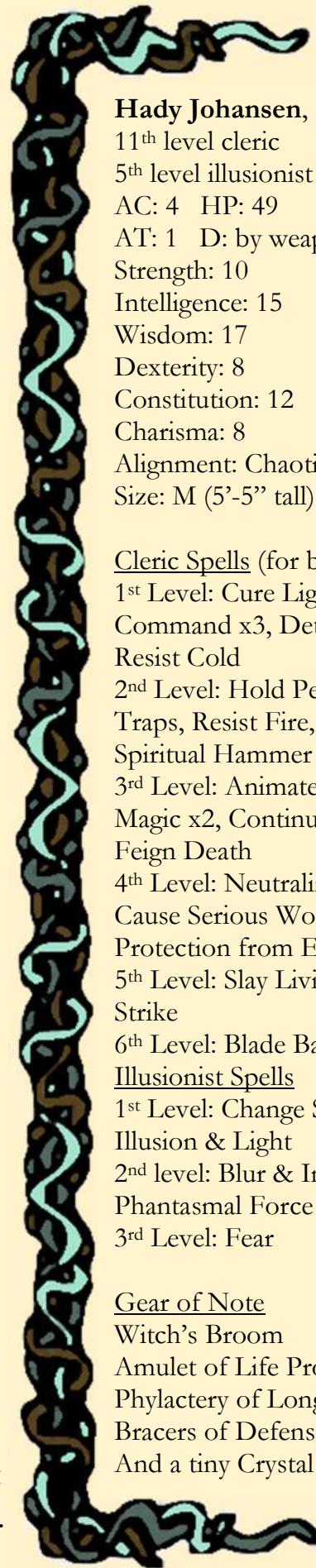
## Chapter 9: Characters

**Hady Johansen** was scorn by a man (or woman depending on who is telling the story) in her middle years and went from being the town's healer to being the "Mountain Witch Hady" that lives on the dark side of the crags north of Ironrest. She is an 11<sup>th</sup> level cleric of Arawn, god of the dead, not because she is extremely evil but because "we're all going to die anyway". She also dabbles in illusions, picking up the abilities of a 5<sup>th</sup> level illusionist in her time. She is a fierce protector of Ironrest but has a serious vindictive streak (some might call evil) if you are on her bad side. She has been known to raise the dead for some very inappropriate compensation. To get the proper feel for Hady, listen to the Jim Stafford song "Swamp Witch".

Anyone heading north out of town that evening might meet Hady on the road below the mountain. Hady will be flying above a wagon full of shovels, swords, and spears being pulled by a dozen Gnoll Zombies (treat as slightly larger zombies with 2+2 for hit dice).

In true witch fashion she will fly over the adventurers on her broom that evening and announce loudly, "touch a single dead hair on their dead heads and you will take their place...don't test me on this."

Hady is on her way to call the dead from the Ironrest cemetery, arm them, and use them to intercept a berserker raiding party moving down the valley towards Ironrest. Everybody knows that berserkers only have one good fight in them per month and her aim is to make sure that fight happens down the road from Ironrest, not in it.



### **Hady Johansen,**

11<sup>th</sup> level cleric

5<sup>th</sup> level illusionist

AC: 4 HP: 49

AT: 1 D: by weapon or spell

Strength: 10

Intelligence: 15

Wisdom: 17

Dexterity: 8

Constitution: 12

Charisma: 8

Alignment: Chaotic Neutral

Size: M (5'-5" tall)

### Cleric Spells (for battle)

1<sup>st</sup> Level: Cure Light Wounds x2, Command x3, Detect Magic & Resist Cold

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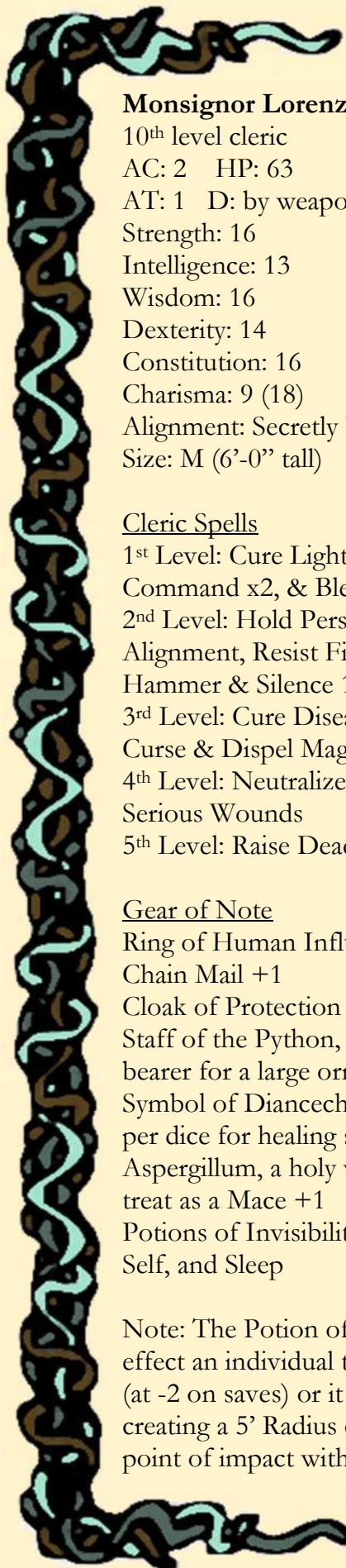
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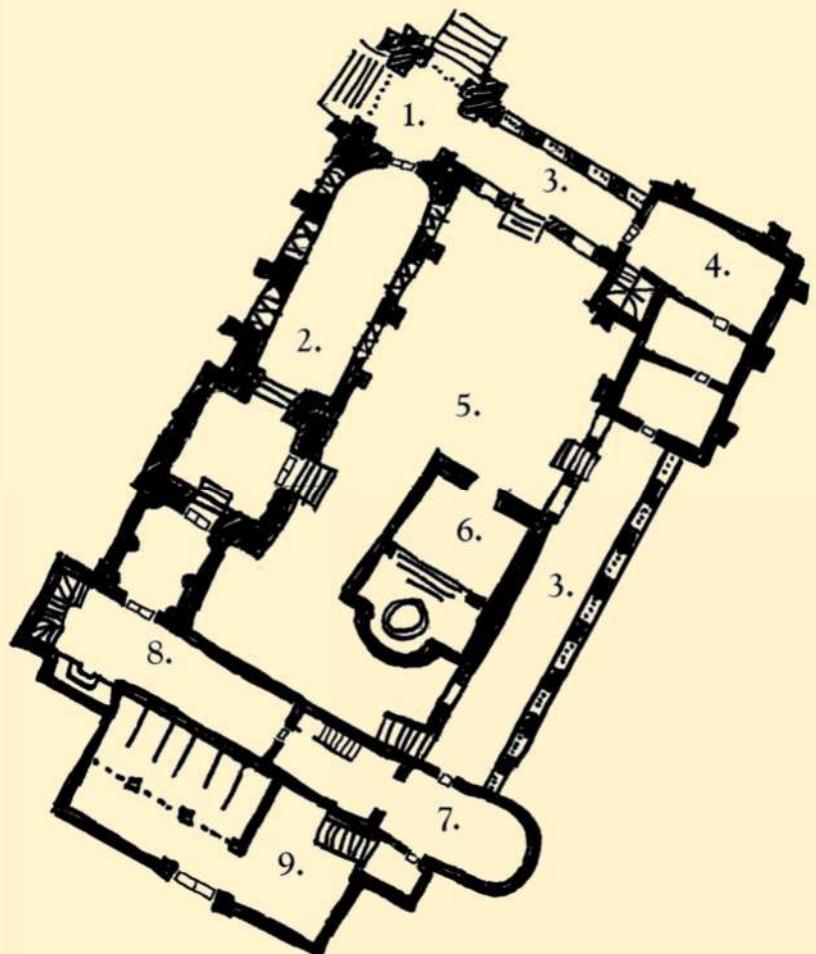
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