

ONE WAITING ONE PRISONER ONE SACRIFICED

BY
TIM SHORTS



CONTENTS

DENIZON'S FOLLY	3 - 5
------------------------	--------------

VILLAGE OF OSMOLT	6 - 10
--------------------------	---------------

BLASPHEEMUS TOWER	11 - 20
--------------------------	----------------

WRITTEN BY

TIM SHORTS

ARTWORK BY

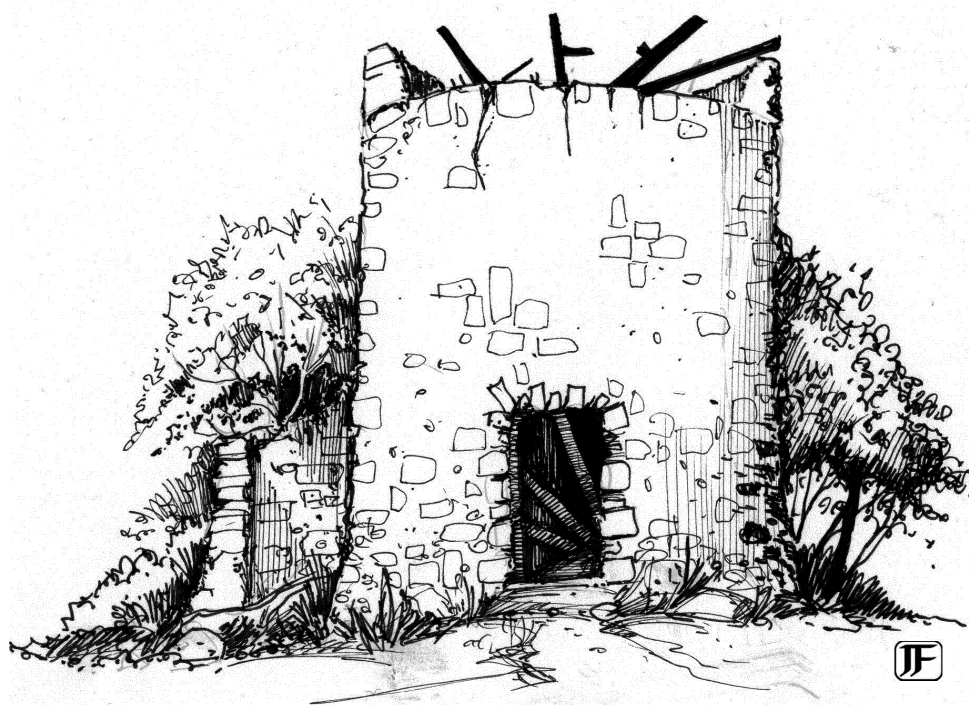
THE FORGE STUDIOS

EDITED BY

IVY SHORTS



DENIZON'S FOLLY





BACKGROUND

A few days ago, on the celebration of the Summer Solstice, a group of three children went in search of some adventure. A few miles from the village is Denizon's Folly, an abandon tower that was never completed. The children have not returned. There are rumors of fey activity in the area.

1. MUMMERS WALL

There are dozens of arrows in the walls and roof. The door is on the ground, a rope is tied around the handle. There are no sounds coming from inside. The house looks abandon as the grass and plants are overgrown and there are no visible tracks.

Within the building are a few pieces of broken furniture, plants growing through the floorboards and a fireplace that has several stones missing. The back wall is covered with an intricate design.

Yellow mummers have formed in the house. They fed on the memories of the former occupants and formed a physical representation of these memories in the patterns they leave on the wall. The yellow mummers appear as specks of light when they are feeding, otherwise they appear as dust in the air. They can only be killed by magical means. If anyone destroys their pattern they attack by entering the person's body (save -2 negates) then feeding on their memories. In a single hour they can consume one day of memories, thus the character would lose any spells memorized and all experience gained in that time.

2. BURNT HOUSE

This house was gutted with flame, leaving a blacken frame and fireplace. A table near the fireplace remains untouched with a bowl of perfectly ripened apples.

The apples are fey food. The children that disappeared partook in the eating of the apples then disappeared into the Ring of Sage (3). The fruit is magically preserved and allows entry into the fey realm.

3. RING OF SAGE

This building looks to have exploded from the inside out. Within the area are 27 sage plants growing in a circle.

If a PC has eaten an apple and enters the ring, he or she vanished and appears in the *Village of Osmolt* within the fey realm. The ring can be closed by destroying the sage plants, but they will grow back, thus reopening the gate. Only powerful magic can close the portal permanently.

4. DENIZON'S FOLLY

The tower walls are crumbling and on the verge of collapse. A narrow set of stairs that descends to a stone wall. There is graffiti on the wall of the amorous variety.

There is a 30% that a fey trickster is present. It can take the form of anything in nature that is not larger than a human hand (insect, plant, leaf, twig, ect...). It attempts to steal a small magic item from the party. It has the ability to shrink inanimate objects, but it does not work on worn objects. It cannot shrink worn armor or rings. However, it can effect held objects. It can shrink down items to a 10th of its size. Once the trickster has what it wants it speeds toward the Ring of Sage and vanishes.

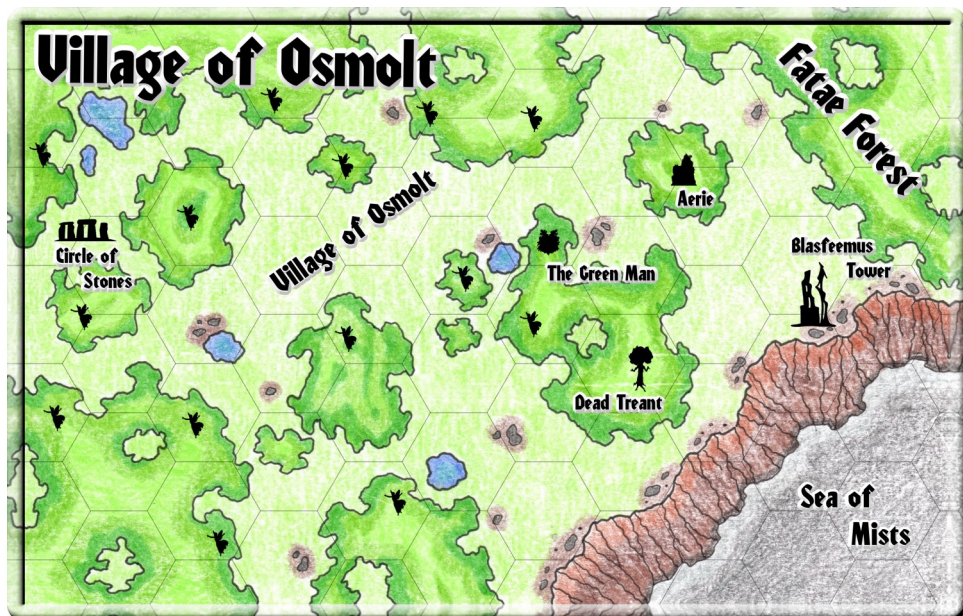
Trickster

HD: 1/2, HP: 2, AC: 20, Dam: finger missile (1hp), MV: 30, SV: 18, Special: Can only be hit by magical means or iron.

Trickster can shrink objects to a 10th of their size. He likes to hide them within the fey forest for others to find. They are consider sacred by the other fey.

VILLAGE OF OSMOLT





GM NOTES

The Village of Osmolt is the continuation of Denizon's Folly. If the party went through the sage circle they find themselves within the Circle of Stones. In the fey realm, time and space fluctuate. A tree may only stand 6' tall one moment and a while later it might be 30' tall or the tree could be 100 yards from where the party first saw it. The GM is encouraged to play with the randomness of time and space to keep the party uncomfortable.

CURRENT SITUATION

The inhabitants of the forest are terrified. With the encroachment of the Sea of Mists that has consumed the low lands. Then the appearance of Blasfeemus, a red cap who demands sacrifices or he will summon the mists to breach the cliffs. This is why the three children were lured into the fey realm. One has been sacrificed. A second is waiting to be sacrificed soon and the third is held prisoner.

CIRCLE OF STONES

Grey granite 8' tall monoliths stand in a circle. All are smooth and look to have been standing here for 1000 years. There is writing on each stone, but it can only be seen by fey and translated with a *Read Magic* spell. There are seven monoliths, each will transport anyone within the circle to the location written on the stone. A fey can also use the stones' powers to manipulate time, but they have little control over it.



TIME TRAVEL			
D6	DIRECTION	TIME	AMOUNT
1	Past	Seconds	1d2
2	Past	Minutes	1d4
3	Present*	Hours	1d6
4	Present*	Days	1d8
5	Future	Weeks	1d10
6	Future	Years	1d100

**Roll 3d6 to determine where in time the party arrives. If 'Present' is rolled on the first die than no other rolls are needed.*

VILLAGE OF OSMOLT

Several types of fey live within this area called the Village of Osmolt. Each symbol of a fey on the map is where a fey home is located, but they are hidden and a detect secret doors is needed to find the homes. And because of the randomness of the area, the GM should roll on the encounter table below. There is no guarantee the same fey will be at the same location should the party return. Fey are fickle and temperamental, their moods are as random as time here. Just because the party had a positive interaction the first meeting does not guarantee the second encounter will go as well.

Each fey has a different level of knowledge of what's going on. And just because a fey knows or doesn't know something they may lie about anything if it suits their mood.

FEY ENCOUNTERS			
D6	FEY	INFO	MOOD
1	Slyph	None	Friendly
2	Brownie	None	Playful
3	Dryad	Little	Flirtatious
4	Nymphs	Little	Sad
5	Pixie	Lots	Angry
6	Sprite	Too Much	Indifferent

No Info: answers are of no value.

Little Info: can only answer surface questions. They may have seen the children, but nothing else.

Lots of Info: the fey knows what is going on and why.

Too Much Info: this fey knows who, what and where. The fey also know Osmolt planned the entire kidnapping to save his people.

THE GREEN MAN

This is where Osmolt resides. He can be found in one of three forms, a mass of leaves, a patch of moss or a small tree. No matter his form there is always a face of a bearded man in the center. Osmolt is the leader of the area, he is responsible for the safety of his people. He is the one who devised the plan to lure humans into the fey realm to provide Blasfeemus with his sacrifices.

Osmolt

HD: 9, HP: 80, AC: 19, Dam: by spell, MV: 3, SV: 5, Special: Spell ability, regenerates 3hp/round.

Osmolt is a construct of the forest's consciousness. It is neither good, nor bad. It seeks to survive and protect its inhabitants. It has a considerable amount of spells at its disposal, but relies on non-violent ways to resolve a problem. If the party seeks to kill or does major damage to him, the inhabitants or the forest itself, he will call upon the roc to solve the problem. Osmolt can use 20 spell level slots.

Spells: **1st:** *Charm Person, Sleep*, **2nd:** *ESP, Heat Metal, Hold Person, Invisibility, Obscuring Mist* **3rd:** *Dispel Magic, Hold Animal, Plant Growth* **4th:** *Hallucinatory Forest, Insect Plague, Plant Doorway* **5th:** *Sticks to Snakes, Teleport*

He is holding the third child, Paulina, prisoner within the Dead Treant. He avoids answering any questions about the girl, acting ignorant of the entire situation, but he will visibly flinch if Blasfeemus or the Sea of Mists is mentioned.

Osmolt detests violence. But should the party threaten or kill any of his people, he will call upon the roc. If needed, he uses his magic to disorient time and space within the forest. Driving them into the darkest parts of the realm.

DEAD TREANT

Within this dense section of the forest, many of the trees are suffering from white blight, a white mold that is highly contagious and smothers the plants by eating away their leaves. Within the tangle of dried vines and dead trees is the remains of a treant. Its face is covered in white mold and frozen in a horrific expression of agony. At its base is an opening. It leads into the treant and is magically larger inside. Imprisoned within the treant is Paulina, the third child. When she went missing a few days ago she was 10 years old. She looks to be nearing 25, but with the same maturity of her 10 year-old self. She is unable to find the exit. Osmolt has enchanted the boxes to produce delicious foods and animals come in each day to keep her company. Pauline has enjoyed her stay, but wants to go home to her family. She is upset that they took her older brother Simon a few days ago and she has not seen her sister, Alice, since they arrived.

AERIE

This is where the roc resides. If Osmolt calls for its assistance the roc swoops to attack one character, grabbing them up in its talons and depositing them over the cliff into the Sea of Mists. The aerie stands 400' tall where the roc's nest sits. Within the nest there are a few interesting items that it has collected over the years.

Roc

HD: 15, HP: 60, AC: 15, Dam: bite (3d6), 2 claws (2d6), MV: 3/30(flying), SV: 3, Special: grab

A roc can grab a character (and his horse) on a successful claw attack doing more than 10hp damage. It will fly over the Sea of Mist to drop it's victim.

Within the nest is a small horde of treasure. There is a mixture of loose coins 2208sp, 44gp, a silver necklace with a large sapphire (100sp), a heliodor gemstone (50sp), **Potion of Excrement** (*not meant for drinking, but to create a horrible smell and to cover up smells*), **Potion of Curing** (*cures magic ailments like Dispel Magic, but the imbiber then has extreme mood swings for 1d4 days, during this time any social roll is at -4*), **Demonic Leather Armor** (*it protects like chain mail and the wearer can become insubstantial 1/day, but the substantial part appears within the Abyss*), **Leather Armor of Summoning** (*this armor allow the wearer to summon one evil creature*), and **Itragradis** (*a shortbow made from the bone of a displacer beast, it gives the wearer the ability to Blur 3/day and magic arrows shot from the bow get a +2 'to hit'*).

BLASPHEMUS TOWER



A MICRO-ADVENTURE NOTE

Blasphemus Tower is the third and final installment of an adventure that started with **MA#25 Denizon's Folly**, then the party traveling to the fey realm in **MA#31 The Village of Osmolt**. The party in search of the three children only to find one a grown woman, one possibly sacrificed and one trapped in the twisting Tower of Blasphemus.

ABOUT BLASPHEMUS TOWER

Blasphemus Tower is built on the cliff that drops into the dark, swirling mass of the Sea of Mist. The tower looks as if it grew out of the stone. Its twisted form makes no logically sense and is split through the middle. The same type of mist the makes up the Sea of Mist rolls out of the door.

Inside the tower corridors are vertical corridors, rooms maybe decorated as if one of the walls were the floor. Gravity works different in the tower. The party can walk on any surface as if they were walking on the floor. Each player should make a save to act normally. On a failed save that character suffers a - 1 penalty to all actions.

APPROACHING BLASPHEMUS TOWER

There is a rough rock strewn path that leads to the only door to the tower. There are a few tiny windows over a 100' up. A mist rolls out of the entrance and over the cliff into the Sea of Mist. In front of the door is a large two-headed dog. It doesn't appear to be chained, but there is large chain link hanging from its leather collar. It sniffs the air and swivels its head and growls.

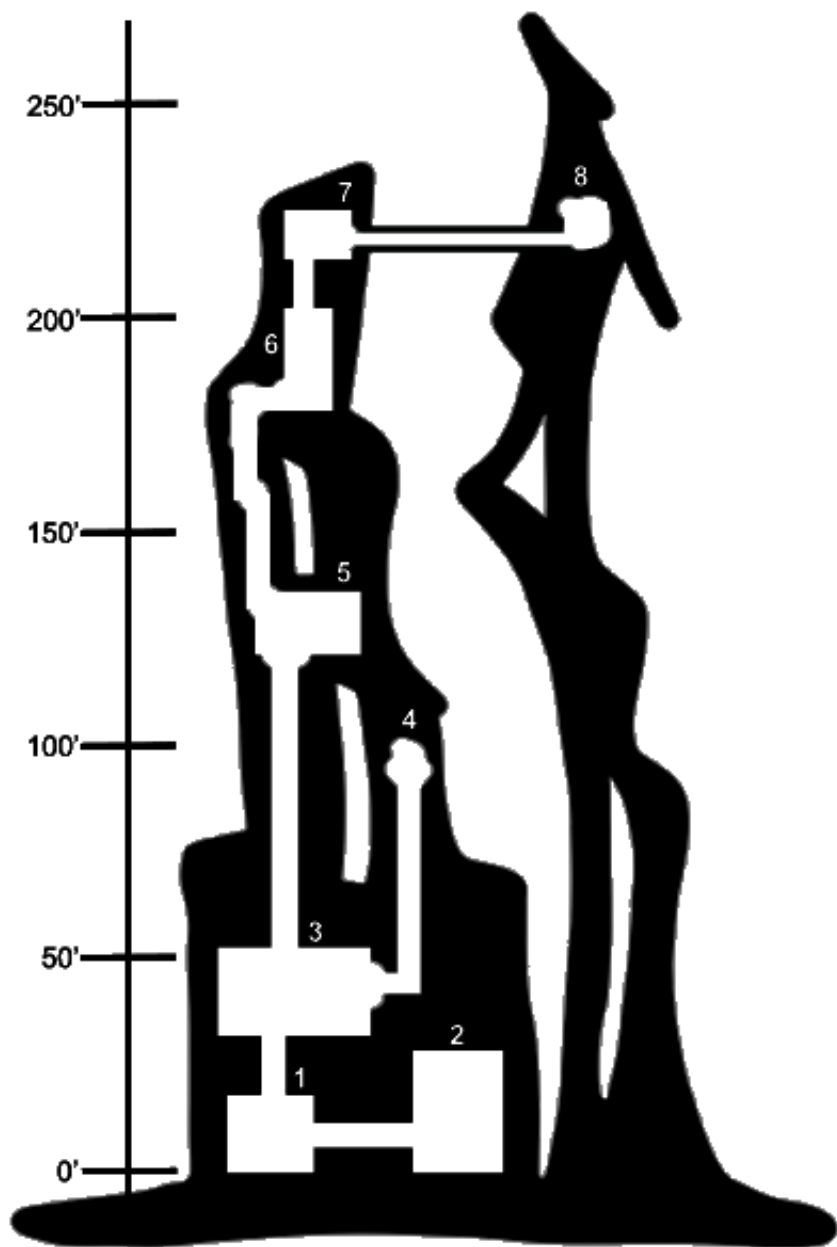
The two-headed dog is a hellhound called Char and Sid. Char is blind, but his sense of smell is highly attuned. Char and Sid attack once they sense someone nearby, within 50'. If the character is hidden or invisible it only deceives Sid, Char attacks normally against such foes. Both begin their attacks by breathing fire. They will not necessarily focus their attacks on a single target.

Char and Sid

HD: special, HP: 22, AC: 15, Atk: bite (1d6), MV: 12, SV: 12, Special: Breathe Fire, Char does 10hp damage, Sid does 8hp damage.

Char fights as a 5HD creature and Sid fights as a 4HD creature. Both fight until their hit points are depleted. Hellhound blood can be harvested, 1 to2 usable doses. Hellhound blood increases the effectiveness of any fire spell by providing +1 to all damage dice.

BLASPHEMUS TOWER



1. ENTRANCE

A small, crooked black door does not fit in the opening of the stone wall. A low rolling mist pours out from the bottom of the door and over the cliff. From inside, the party can hear knocking. As if someone were knocking on the door to be let out.

The door opens easily to a room with a series of small wooden stools, but they are set on the walls instead of the floor. And on the floor is a painting of an alligator and a large bee battling on the edge of a volcano that looks ready to erupt. There is a opening in the ceiling that goes up and two torches burning in brackets. To the east there is a corridor about 10' off the floor. The opening is tilted to the right and boards are nailed around it for support.

Now that the players are inside the tower they find it is just as easy to walk on the walls and ceiling as it is to walk on the floor. The painting is worthless, but the dark wood frame is worth 50sp.

2. THE KNOCKERS

As the party travels through the corridor they hear knocking again. Several knocking sounds. The corridor is much like the entrance, crooked and looks on the verge of collapse. Planks and wooden beams are haphazardly placed to what one could only guess at attempt to reinforce the walls.

The knocking is louder as the party approaches the room. If the party takes no precautions to be silent then the knocking ceases. There are six knockers mining in the room. They mine in weirdly shaped tunnels going off in every direction. Each knocker is armed with a small pickaxe. They charge to attack hoping to scare the intruders away from the gold and gems they mine. If the party attacks, they defend themselves, but they would rather mine and be left in peace.

Knockers

HD: 1, HP: 4each, AC: 14, Atk: pickax (1d4), MV: 12, SV: 16, Special: Immune to mage magic.

Knockers are 3' tall miners. They look human, but their facial features are abnormally large for their size. They have small, but tightly muscled arms and legs. They carrying mining equipment, picks, shovels and lanterns and are always searching for precious metals and gems. While not violent in nature, they will protect an the area they are mining. Magic has no effect against knockers. However, clerical spells are doubly effective against them.

Buried within the rubble of the discarded dirt are three canisters with raw gold inside. The canisters have 120sp, 77sp and 309sp worth of raw gold. In a forth canister, hidden in a crack in the wall, are 140sp worth of uncut gems.

3. THE PLACE WHERE A HORSE PLAYS

A small horse runs around on the walls and ceiling. There are small hurdles and a pool of water it jumps over. The horse's head seems large for its body. It makes a lot of noise and doesn't seem to tire.

The horse is an illusion that has taken on a life of its own. It cannot harm the players, but for some reason its movements cause a minor confusion (save negates). If effected by the confusion the player remains standing, watching the horse. If a mage is caught in the confusion he or she loses one random memorized spell.

4. THE SPACE WITHIN

The corridor leading into this area is twisted in on itself. The light coming at the end of the corridor shifts and changes intensity. The corridor rotates as the party reaches the entrance.

This room is a small and round. Three stones orbit a light in the center of the room. The light shifts in color and intensity. There is a 1 in 6 chance every 10 rounds that the party is in the room or looking into the room, that the light will flare causing blindness for a day. If the save is made, the result is a flare spot causing -2 to hit and other rolls requiring sight for the next day.

If a player enters the room, they are pulled toward the light. If a player goes into the light he vanishes. This teleports the character to the last place he was thinking about. If the teleporter is unsure where that location is, it sends the character to the closest place it knows. This is a one-way trip.

The teleporter can be disabled by removing one of the stones. These stone are teleporting ion stones. To remove a stone a player would need to make a save or be randomly teleported away (see below). A mage, after much research, could get the ion stones to function again.

Teleporting Ion Stones (*magic item*)

Teleporting Ion Stones come in sets of three pulsating stones that rotate around a light that acts as a portal. Unlike other ion stones, these are set in a fixed space. They teleport a person (and what they are wearing) to a destination, without error, he is thinking of when going through the portal. This is a one-way trip. They have a nasty side-effect if one is touched, the teleport is limited to 1' sphere around the stone. Effectively teleporting off someone's hand if they grasp a stone. If one of the ion stones is removed, the portal vanishes. If an ion stone is destroyed the portal cannot be opened and the remaining ion stones lose their power.

5. GROBERTTO, GOBLIN CHEF

The hallway ends at a circular door that looks to be made of brass. There is a handle at in the center and twelve grooves that radiate from the center. At the end of each groove is a small plaque...Breakfast, Mid-Breakfast, Late-Breakfast, Brunch, First Snack, First Tea, Dinner, Second Snack, Second Tea, Supper, Last Snack, Last-Last Snack. In a scrawling script, written around the door, in dozens of different languages, *What Time Is It?* Blasphemus stole this door from the house of a halfling he baked into a pie and ate. He thought it was funny and took the door. The door itself is always open, they broke the intricate locking system when the door was removed.

A twisted goblin wearing a greasy striped apron is stirring goo in a large pot. There are hundreds of bottles and canisters of strange, exotic and horrifying ingredients. To the one side of the gruesome kitchen is a small sylph who has been cut open and all of her veins have been stripped out. A head, of what looks like elf, is stuck on a short pole with maggots crawling over it. Beneath the head is a ceramic bowl to catch the maggots. The bowl is half filled with wine to plump up the maggots.

Grobertto is serious about his craft. He knows a lot about cooking, and baking, he made the halfling into the tasty pie. He'll invite the party to sit and eat. Grobertto has no combat ability and if struck, he'll fall over dead. If questioned about the girl, he knows she is upstairs, but nothing else. He may show the party the seasonings he's collected when it comes time to feast upon her. Surprisingly, and disturbingly, the seasonings are the same as one would use on a chicken.

6. BLASPHEMUS'S COLLECTION

The room is filled from top-to-bottom and side-to-side with stuff. Blasphemus is a collector. He keeps all the strange things he finds. He loves metal things. Shiny things. Brand new and broken things. Blasphemus has tunnels that only someone 2' in height can get through without having a scary amount of stuff collapse on top of them.

Should the players wish to root through his things and pull something out, a save must be made or a wall of stuff falls upon them doing 1 point of damage for every point they failed the save.

The players can find many random things in Blasphemus's collection. On the following pages there is a random list things the players may find, but it is not an exhaustive list, just a jump starter.

Should the party make a lot of a noise, Blasphemus is alerted in area 7.

d100	BLASPHEEMUS'S RANDOM STUFF	d100	BLASPHEEMUS'S RANDOM STUFF
1	Sitting demon statue	36	Death mask with tassels on the side
2	Peg leg from a centaur	37	A lute with two strings missing
3	Belt with "Bree-Yark" engraved into it	38	Goatskin cap with a peacock feather
4	Pipe carved to look like a tentacle	39	Broken Staff of Striking
5	Empty tome, cover made from lamb faces	40	Freaky looking baby doll, but aren't they all
6	Small wooden box with three left nymph legs	41	2 brass tacks
7	Two golden bracelets, red star in the middle	42	A potted treant seedling
8	Broken tankard, has a false bottom	43	Bugbear sweater vest
9	Sack of roper teeth	44	A squished tin bell
10	An incomplete map of the players home	45	Black metal orc testicles
11	Unused hairbrush, handle is sticky	46	Red women's boots, half the left boot is gone
12	Water flask that is full of urine	47	Burnt tome of Acerak
13	A sketch of a dog, it's pretty good	48	Torn portable hole
14	Scroll with ponderings of an owlbear	49	Leather armor infested with ticks
15	A tin box half full of tea	50	Clay pot with a dead green slime inside
16	Bundle of four torches	51	Quarter bottle of excellent apple moonshine
17	Silver pendant of a lion	52	Tartan vest, silver piece in the pocket
18	Cedar chest with two wool blankets inside	53	Mind flayer head wrapped in cheese cloth
19	Broken dagger with wooden handle	54	Large gold coin, weighs two pounds
20	Petrified troll leg, still trying to regenerate	55	Rusted iron axe head, no handle
21	Cracked porcelain tankard	56	Bottle with hell hound's breath
22	Sweat stained undershirt of Asmodeus	57	Pewter plate that stays warm
23	An ugly stick	58	Miniature silver sword
24	Brass pinecone with a key inside	59	Three dice made from ogre teeth
25	Wax bead necklace, 43 beads total	60	Spool of silk thread
26	Whistle that summons a dog 1/day	61	Whip made from the tail of a demon
27	Iron lantern with web ornamentation	62	Copper tube with a map etched on the inside
28	Wooden cup makes liquids sweet	63	Coin purse with 43cp and a tiny mimic pebble
29	Desiccated giant frog	64	Box contains scrolls of half written stories
30	Sculpture of a night hag	65	Patched, yellow trousers
31	Metal bucket with moldy water	66	Iron lightning rod with chicken decoration
32	Tiny tome of calm	67	Large cracked pearl
33	Copper dragon ring made of silver	68	Pauldron with teeth marks in the metal
34	Lambskin boots with a hole in the left boot	69	Painting of dogs rolling dice
35	Bar of soap, smells like mint	70	Leather apron stained with blood

71	Worn baker sign	86	Wagon wheel coffee table
72	Empty prayer book	87	Chamber pot decorated with gods pooping
73	Painting of eyes that don't follow you	88	Gold earrings, coated with a contact poison
74	3-legged stool, the legs are different lengths	89	Petrified troll feces
75	Hourglass filled with jam	90	Pipe carved to look like a nude woman
76	10' ladder in good shape	91	20' of stiff rope, doesn't bend unless wet
77	A large tongue, still moist	92	Portrait of a woman in a rosewood frame
78	Gold chest piece, a rook	93	Powdered mithril, 3oz.
79	Urn of ashes with Simon etched on the side	94	A cowbell
80	Pint of whiskey	95	More cowbell
81	Vase, purple, chipped at the lip	96	Four ripe oranges
82	Padded chair, silver leg caps	97	A door, an Oxford, has a broken hinge
83	Goose feather pillow, infested with mites	98	Stone from the Temple of the Lizard King
84	Broom, milk stains on the handle	99	Hangman's rope etched with forty-two names
85	Doll that has real hair and teeth	100	Blasphemus's keys

7. THE MANY BLASPHEEMUSES

The door to this room is open unless the party made a lot of noise in room 6. The door is a simple door made of brittle wood and it has been painted a bright red. There is a star on the door with Blasphemus scrawled above the star. In the center of the room is a small table with a small stool tucked beneath. On the table is a bowl and spoon. On the east wall, near the ceiling is a 7' mirror. There is a strong odor of tobacco in the air and a haze of smoke lingers. From out of the shadows the party hears a rough, gravel voice, "You boys lost?" A small gnarled looking creature steps out, it wears a bright red cap, a red and blue tartan vest, no pants, and is chomping on a lit cigar. "Let me show you the way out. Get'em boys."

From the shadows, a number of Blasphemus's effigies run out and attack the party. There are two effigies for each character in the party. They use dual small knives and the cigar smoke to blind their targets.

Blasphemus Effigies

HD: 1, HP: 1 each, AC: 15, Atk: 2 knives (1hp), MV: 15, SV: 16, Special: Smoke, effigies can choose to blow smoke into the face of a victim, blinding them for 1d4 rounds, save negates.

Effigies of Blasphemus are creations from the Mirror of Talacus. They vanish after being struck.

Blaspheemus is vulgar and has no problem saying or doing anything that offends the party. Including teabagging any party members that have fallen in battle. He blends in with his effigies. He targets spellcasters. He worries about them the most. Blaspheemus is an Agent of Chaos, from the primal chaotic forces that dwell within the Sea of Mist. He is attempting to spread their influence, but was caught up with his own greed and gluttony. He ordered the human children to be served to him or he would kill the fey. He's already eaten the boy, another child, Pauline, is staying in the dead treant, and the last child, Alice, is in area 8 waiting to be eaten.

Blaspheemus

HD: 6, HP: 32, AC: 15, Atk: two knives (1d4), MV: 15, SV: 11, Special: Immune to normal weapons and magical weapons only do damage equal to their magic bonus. Spells do full damage. He is immune to mind effecting spells.

Blaspheemus is an Agent of Chaos. His vices often get in the way of his missions. Sent to Osmolt Village to kill off those who oppose the Chaos Lords, but he was distracted by the sudden appearance of human children and got hungry. Blaspheemus already consumed one of the children and is a day away from eating the second. If the players do not save the child, or kill Blaspheemus during their first encounter, the child will be found simmering in a stew the next day.

The mirror that hangs in the room is the Mirror of Talacus. It is a fey artifact that creates effigies of the person who is responsible of the mirror. It hides a secret passage that leads to the cell where Alice is kept.

Mirror of Talacus (*fey minor artifact*)

This mirror creates effigies of the person who has taken responsibility for the mirror. These effigies work like the *Mirror Image* spell. One of the differences is the number of effigies made are completely random, 3d6 per day. The effigies vanish if struck or the mirror is used again. Another difference is the effigies can interact independently, very limited, but when in battle they move and attack on their own. Everything is mimicked from the keeper of the mirror, except magic does not carryover. If the player wears a magical sword it is duplicated as a normal sword. And the most damage the effigies can do is 1hp.

The mirror's powers only functions in the realm of the fey. If taken outside the fey realm the magic drains away until it is returned. If the mirror is broken in the fey realm it explodes doing 10d6 damage to anyone within a 50' radius.

If Blaspheemus is killed the party is now on the clock. The tower begins to collapse. The party has 30 rounds before the tower completely crumbles. For each round the party is inside there is a 1 in 6 chance that falling debris hits a random party member

doing 1d6 damage. Anyone caught in the tower after 30 rounds suffers 10d6 damage, no save.

8. CHILD PRISONER

The hidden corridor behind the mirror has thirteen doors barring the way to the room. Each door is locked. If the party somehow found Blasphemus's keys in his collection room they can easily unlock each door. If not, each door needs to be picked or kicked down. Behind the last door is a small girl, Alice. She stares forward not seeing anything. She looks in surprising good condition and her cell is filled with terrifying looking toys. She will go with the party, but won't speak. She has no sense of urgency if the tower is collapsing. She moves at a rate of 6 per round.

RETURNING HOME FOR AN UNHAPPY ENDING

Returning Alice (and possibly Pauline) to the village there is a mixed reaction. First they refuse to believe Pauline is an adult when she was just a child a few days ago. Second, they are terrified to hear that the children were taken by the fey. The villagers believe the children now carry the curse of the fey.

If Alice remains in the village, she is shunned within the week. The villagers are afraid that her escape angered the fey. They will drive the small girl out of the village by throwing stones. The party may meet Alice again and her condition will be worse than when she was a prisoner. Alice will be bruised and thin from not eating. She is almost in catatonic state. It will take a lot of time and care to help her recover.



PATREON.COM/GOTHRIDGE

These micro-adventures were assembled from my patreon campaign. I huge thank you to all my past and present patrons. Enjoy the adventure and may the party find misery and death. Go get'em GMs.