



The Magician's House

A fantasy role-playing adventure for level 2 characters.

This product is compatible with the Dungeon Crawl Classics Role Playing Game.



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a fantasy role-playing adventure for
Dungeon Crawl Classics



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Keep chasing those rainbows! And wizards!



INTRODUCTION

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

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

Using this adventure as a one-off

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

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

Using this adventure in a campaign

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

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

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



SETUP

Overview

The players should be informed of the following:

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

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

Fortunately, Blackrock's premier magician, Mordank the Irregular, has claimed to possess this knowledge - while deep in his cups, it must be noted. Unfortunately, Mordank hasn't been seen since he returned to his house from a drinking binge with his friend Lutz. That was three months ago. Lutz hasn't been seen, either.



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

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

What actually happened?

Three months ago, Mordank came home to relax with his friend Lutz after a night of drinking. Shortly after arriving, his angry ex-patron Gentleman Hob dispatched several Fae Cats to vex the wizard. They entered through a [magic mirror](#) in the [Main Hall](#) (3), and quickly freed the Lonely King and Bloody Bones from the [Menagerie](#) (15) to cause havoc. Mordank finally caught up with the wicked felines in the [Faerie Shrine](#) (19), where a reflected spell has trapped both the wizard and the invaders ever since.

Starting the game

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



Selecting characters

The pre-generated PCs are listed towards the end of this document. There are a few aspects of them which are unique to *The Magician's House*. Impression: This is flavor text that can potentially help players inhabit the roles, and to understand their objectives (see below).

- Social class: It doesn't come into play very often, but social class is ranked as follows: noble (highest), gentry and commoner (lowest).
- Communities: This is a listing of all the communities in which the PC has social contacts. This becomes relevant during intelligence gathering activities (i.e. rumor-mongering).

Victory conditions

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

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

Win fulfilled	Lose fulfilled	Result
---------------	----------------	--------

no	yes	Tragedy!
yes		
no	no	Live to fight another day...
yes	no	Glory!

This should be explained to players.

Alternate objective

If the GM wants to insure that this adventure lasts for more than two sessions, he or she need only change the conditions of the party's reward: the Duke hires them to return with Mordank the Irregular rather than finding out how to pronounce the inscriptions of the Sealing Stone.

In this case the GM may want to change one of the Win goals for the pre-generated character Velouria. Instead of being charged with insuring Mordank's demise, she seeks to discover the secrets of his power. This can be accomplished by reading his journals, studying Mordank in the library, or using the Helmet of Infinite Wisdom.



Preparation

To move things along, players should be told that there are **three primary preparatory activities**: shopping,

training and intelligence gathering. The players can do whatever they want with this day, but there's only



enough time to get one of those kind of activities done, and the Duke has made it clear that he expects them to take a single day to prepare.

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

Simplified alternative

Offer each player the opportunity to go shopping. They cannot lend each other money. Each player can roll for one unique rumor from a community that his or her character is a member of.

Shopping

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

All standard equipment is available for standard prices. The following, however, may be easily located if the players think to ask.

Witch potions

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

- **Three** Healing Potions
 - Restores **1d6+1 HP**.
 - **100 GP** each.
- **Two** Sleeping Draughts
 - After **2d4 rounds** drinker falls asleep for **2d4 hours**
 - **DC 15 Fortitude save** prevents sleep (but -1 to rolls for **1d4** hours)
 - **50 GP** each.
- **One** Love Philter
 - Drinker falls in love with first living thing to touch him or her.
 - **DC 10 Willpower save** to resist.
 - **250 GP**.
- **One** Tincture of Transformation
 - Imbiber turns into a rat immediately, **no saving throw**.
 - **Rat**: Init +1; Atk bite -2 melee (1 damage); AC 13 (small and evasive); HD 0; hp 1; MV 20'; Act 1d20; SP Sneak/Hide +10; SV Fort -4, Ref +1, Will unchanged
 - Effect lasts for **one turn**.
 - **400 GP**.

Blessings

The party can also buy blessings from various temples at the rate of **75 GP per special Luck point**. These points aren't used for Luck rolls or modifiers but can be burned

like other Luck points. Again, this is available if the players ask about things like obtaining the blessings of the local clergy.

Henchmen

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

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

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

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

Henchman type	Town Guard
Employer type	<i>Gentry or noble background</i>
Cost	200 GP
Town Guard : Init +0; Atk mace +0 melee (1d6) or heavy crossbow +0 ranged (1d10); AC 14 (scale armor with metal cap); HD 1d6+1; hp 5; MV 25'; Act 1d20; SP crossbow takes 3 rounds to reload via windlass; SV Fort +0, Ref +0, Will +0; AL N.	



Notes: Slow-witted, they mostly keep to themselves. They love booze, and if permitted to drink enough, are -2 to hit and initiative.



the full share of any loot acquired *before* such desertions. They don't expect a cut of the Duke's reward.

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

Training

Each character can spend time training in one particular activity. This provides a +1 to one of the following types of 1d20 rolls:

- Hitting with a given weapon
- Thief skill of choice
- Spell of choice
- Laying on hands
- Turn unholy
- Any other skill the player wants
- Anything else with similar scope that obtains judge approval
- etc.

Forgery

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

Additionally, a character with a criminal community contacts can hire the guild to produce a flawless fake for **400 GP**.

Henchman type	Guild Thief
Employer type	Criminal <i>community contacts</i>
Cost	10% of total loot per thief
Guild Thief: Init +1; Atk dagger +0 melee (1d4/1d10); AC 12 (padded); HD 1d6; hp 4; MV 30'; Act 1d20; SP +2 thief skills; SV Fort +0, Ref +1, Will +1; AL L.	
Notes: Curt and surprisingly professional. They will cut and run if things look both dangerous and unprofitable, however. The Guild will still demand	



Intelligence

An information seeker must choose **only one** of his or her communities to contact. Such characters learn a number of rumors equal to **3 + Personality modifier**. Roll on rumor table for the chosen community (see below) once for each rumor.

Aristocracy

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



	easy to deceive.	
6	I have heard that the master of the Magician House is a great lord among the faerie, and they all owe him a great debt. All faerie you find there should respect your hospitality rights if reminded.	No

Commoners

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

Criminal

1d6	Rumor	True?
1	Word on the street is that Mordank the Irregular pissed off the Indigo Cartel, and even wizards don't scare them. A team of cartel killers was buying drinks for everyone at the Philosopher a few days ago. Big smiles and cold eyes.	Yes
2	There are rumors of a "Back Door" to the Magician's House. It's said to open to a secret password and be unguarded. The man who could pass through that could become wealthy indeed.	Yes
3	That loudmouth Lutz is always trading on his friend's name, racking up debts that nobody can collect. He was blabbing about Mordank's servants, a sorry lot of multi-hued goblins. Says they hate to be called goblins or brethren to the other colors.	Yes
4	There's a lot of people in this city, both professional thieves and desperate folk, who are just waiting for a chance to get into Mordank's house while the magician is indisposed.	Yes
5	There's said to be a corrupting curse that affects anyone who steals anything from the Magician's House.	No
6	A member of the Nine Veils broke into the Magician's House once and lived to tell the tale. He said nothing will hurt you if you don't strike the first blow.	No

Learned

1d6	Rumor	True?
1	Mordank the Irregular is said to be not of this world. When he first arrived in Blackrock seven years ago, he could not speak our tongue, and his attire was very strange. However, three days	Yes



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

Mystical

1d6	Rumor	True?
1	Be careful in the Magician's House. The place past the door lies beyond space and time, and each room is a separate world. It is probable that time flows differently in some places. Mordank has always been an enthusiastic proponent of using time manipulation to speed some things up and slow others down, but the particulars are harder than his neat theories suppose.	Yes
2	Mordank the Irregular has always been greatly enthusiastic to treat with otherworldly beings. He seems particularly fond of faeries, which is reckless enough, but at least he does not dabble in the black arts.	Yes
3	Mordank's powers have more than once betrayed a faerie origin. This is worrisome, for faerie gifts are often the opposite of what they appear.	Yes
4	One thing consistent about Mordank even from his humble beginnings is that he takes pleasure in the deceptive characteristics of mirrors and other simple tricks.	Yes
5	Few are aware that the only arts known by Mordank the Irregular are the making of glamours and astral projection. The rest are lies and illusions.	No
6	Mordank is a powerful magician, but he's almost helpless without his familiar and his wand.	No



INSIDE THE HOUSE

Basic features

Layout

The different rooms of the House exist in widely separated places, some in pocket universes or other worlds. Each doorway is really a seamless portal between such regions. The [Front Door](#) (1) and [Back Door](#) (12) are mounted on buildings that are otherwise empty and ruined with a blank wall when seen from the other side.

Decor

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

Crest

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

Interior doors

Interior doors are paneled in mahogany, with shiny brass handles that rotate to unlatch. They are not heavy, but they are very sturdy. Underneath the wood is an extremely strong metal that is matte grey and light. Noise does not pass through closed doors, except for the sounds of impact on the door itself. Determined chopping will break through a door, which causes it to cease functioning. Broken doors no longer open to their destinations, and instead expose a howling void through any breaks as though they were walls (see below).

Interior walls

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

Kitchen Doors

The [Kitchen](#) (6) has a magic door that opens into several different rooms in the House. It looks like any other internal door, except it has a small crest mounted immediately above the handle. From the [Kitchen](#) (6) itself, the door may only be opened if the Kitchen Door Key is inserted into the lock that is present on the [Kitchen](#) (6) side of the door. Depending on how far the key is turned, the door opens to a different destination, as follows:

- No turn: [Visitor's Lounge](#) (2)
- ¼ turn: [Garden - Central Island](#) (9b)
- ½ turn: [Moon - Alien Dome](#) (8a)
- ¾ turn: [Lecture Hall](#) (18)
- Full turn: [Playroom](#) (13)

From these different locations, the Kitchen Door is unlocked, except in the case of the [Visitor's Lounge](#) (2). From that room, the Kitchen Door Key is needed to open the door. These other doors only open to the [Kitchen](#) (6). While it is open to one location, none of the other Kitchen Doors may be opened.

Magic Mirrors

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

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

A closed mirror is opened by touching it and saying aloud "*I've a sceptre in hand, I've a crown on my head.*". An open mirror can be closed by touching it and reciting this phrase: "*Dreaming as the days go by, dreaming as the summers die.*". This can be performed from either



side, and it causes the frame to briefly glow with magic sigils.

A magic mirror can be broken like a normal mirror, which destroys its enchantment. If it is moved from its current position, it temporarily loses its connection with the [Mirror World](#) (4). Reestablishing this connection requires knowledge of the [Create Magic Mirror](#) spell. Each mirror is fixed in place, 5' x 2' and weighing 50 lbs., and is worth 200 GP.

Goblins

Mordank is served by a race of yard-high humanoid with no hair, spindly limbs, outrageous noses and multi-hued skin. This adventure refers to them as "goblins," but they never call themselves that, and they object to the term.

Each goblin is specialized according to its skin color, and they refer to themselves by function. The red goblins are *servants*, while the yellow are *guards*, and this is how they refer to themselves. These are the two types present in Mordank's house. There is a low-key rivalry between these types, and they are even reluctant to acknowledge that they are of the same race.

Mordank has a contract with the Grey Sorcerers of Goblin Town, so when goblins are killed in the house, they are eventually replaced from the [Goblin Tunnels](#) (7). These open into the house through one of two yard-tall goblin doors, and eventually connect to Goblin Town.

Magic rings

Scattered through the House are a number of the wizard's magic rings. Each ring is fashioned entirely differently with a different command word. Each ring can contain up to three charges before it requires recharging for one day per charge in the [Ring Forge](#) (17). Each ring is worth a base of 50 GP. Add 25 GP if the function is known and 25 GP per charge if the command word is known. Here is the master list of magic rings:



Ring name	Room	Command word	Design	Power
Golden Whispers	Visitor's Lounge (2)	Crocus	Agate torus wrapped in palladium wire on a simple tin band.	Speaking the command word causes the wearer to feel the ring tugging towards the greatest concentration of wealth within 100' for the next turn.
Plain Truth	Main Hall (3)	Iris	Dull grey heavy uranium gothic band ringed by leering gargoyles, mounting a fractured peridot.	Touch will permanently dispel an illusion. A touched being is returned to its "true" form, and unable to change form or work glamors for one day.
Breath of the Dragon	Study (10)	Bluebell	Blackened iron twisted into braids, ringed with studs of jagged glass.	Sheet of fire 20' long in a 30 degree arc. Everything in the arc takes 2d6 damage; DC 13 Reflexes save for half damage.
Invitation	Study (10)	Daffodil	Smooth sandalwood with a small face carved from a citrine.	Point at any door in sight and teleport to the other side. Even works on doors in the House, including magic mirrors!



Hand of the Giant	Study (10)	Gardenia	Square-cornered white gold with a cluster of opals.	Hand enlarges to giant size. It may be used for one feat of giant-level brawn (Strength 22, +6 modifier). Default attack in this form is +6 to hit and 2d6 damage .
Tongue of the Native	Study (10)	Dandelion	Filigree of platinum and cobalt set with a large rough chunk of turquoise.	Able to speak and read any language native to where the wearer currently stands. Note that Old Giantese <i>is</i> native to the area.
Mud Magic	Ring Forge (17)	Orchid	Bone with a single large diamond.	By pointing at earth and squeezing his or her fist, the wearer causes earthen matter (e.g. rock, soil, sand, clay, etc.) to soften to mud. A total of 600 lbs. may be so transformed, with a maximum rate of 200 lbs. per round . Effects are usually DC 10 Reflexes saving throw to avoid, DC 16 if victims don't see it coming. 2d6 damage to earthen beings per round.
Lèse majesté	Ring Forge (17)	Tulip	Steel spiked band set with alternating small amethysts.	Wearer can issue verbal orders for the next five rounds to any one person at a time. If subject is able to understand the orders, they must either obey them, or suffer for 1d8 damage and paralysis for 1d6 rounds . A successful Fortitude saving throw against DC 15 negates paralysis and halves damage .
Wisdom of the Earth	Ring Forge (17)	Dogwood	Rune-etched coral with an aquamarine lozenge.	Ask one question, and an answer will be spelled out in the sand nearest to the wearer's feet. The answer is provided by an invisible gnome that travels through the earth. Unable to spy on those with powerful magic, and it can only answer questions about things in contact with earth. Even then it knows the answer only 70% of the time. 20% of the time it is flummoxed, but 10% of the time it thinks it has the right answer but it is wrong.
Wind Porter	Ring Forge (17)	Hyacinth	Simple tungsten band with an alexandrite spike.	Whirlwind forms where wearer makes a fist, and it may be directed by movement. Flies up to 80' per round carrying up to 500 lbs. Picks up whatever it touched, dodged with DC 15 Reflexes save . Contents are not hurt but are helpless to act. Lasts 1 turn and cannot carry wearer.
Hidden Hand	Ring Forge (17)	Marigold	Glittering red fat pumice band with heart-shaped bloodstone.	The wearer points at two things, speaking the command word both times, and they swap positions. Objects must be within 60' of each other and the wearer, and neither may be animate or in excess of 500 lbs.
Dollmaker	Ring Forge (17)	Azalea	Old oily rope for a band with a giant uncut ruby.	Wearer speaks the command word while touching an object. The object is shrunk down to a doll that can be fit in one's hand; this works on objects that weigh up to 1000 lbs. The effect lasts until the object is thrown into the air or damaged. A hurled doll-boulder can cause 3d6 damage for maximum size objects. Living beings can resist iconization with a DC 12 Fortitude saving throw . If they fail, they are shrunk and immobile, but they are aware of their surroundings.
Transmute	Faerie Shrine (19)	Posey	Obsidian band carved as a lifelike serpent with lapis lazuli eyes.	That which is touched by the index finger can be temporarily transformed into whatever he or she names, so long as it is of approximately equivalent dimensions and mass and something that the wearer has observed. After one turn , the original form is



				restored no matter what happens to the new shape i.e. damage doesn't carry over, even death and destruction.
Stolen Moments	Faerie Shrine (19)	Wild Rose	Complex woven silk braid with colorful feathers and a ruby cut in the shape of a hawk.	Stops time for two rounds except for the wearer. Objects may be moved and imparted momentum, but they can't be damaged, and will hang in mid-air when released.

Alerts and breaches

If the party has done something to cause the guard Captain in the [Barracks](#) (5) to become aware of their intrusion, then the House can be considered to be *on alert* for the next **1d6 turns**. Moreover, if the party has smashed through the [Front Door](#) (1) or [Back Door](#) (12),

then the House is considered to be *breached* until the door is repaired, which should take about **1d6 turns**.

The effect of an alert or breach is to increase the chance and variety of [encounters](#) that occurs during this time.

Encounters

When the party is moving through the House proper (i.e. everywhere but the [Mirror World](#) (4) and [Cosmic Library](#) (11)), there is a chance for a random encounter every ten minutes. The base chance is **1-in-6**, but this can be modified by circumstance; if the House is currently on alert, then the chance of an encounter is **2-in-6** per turn. If breached, then the chance is **3-in-6**.

Likewise, the encounter is drawn from a table that depends on the current state of the House; roll accordingly. In any case, the GM should ignore or change any encounter that doesn't seem logical.

Normal encounters

1d10	Encounter
1-2	Servants
3-4	Guard patrol
5	Chief Steward inspection
6	Wandering children

Alert encounters

1d10	Encounter
1-2	Servants

3-6	Guard squad
7	Chief Steward inspection
8	Wandering children

Breach encounters

1d10	Encounter
1-2	Servants
3-6	Guard squad
7	Chief Steward inspection
8	Wandering children
9	Looting commoners
10-11	Looting lowlives
12	Invading party

Encounter descriptions

Servants

This is a group of 1d3+1 goblin servants. They are red-skinned with long noses, wearing the livery of



Mordank under a tabard with his crest. They are fussy and mannered, but dim. Servants will only fight if cornered, but will try to escort lost guests back to the [Visitor's Lounge](#) (2).

If PCs resist returning to the lounge, they will try to alert the guards. That creates an alert, and a [guard squad](#) (see below) will arrive at the report site in **1d6+6 rounds**.

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

Guard patrol

This is a pair of **two** goblin guards. They are yellow-skinned with bulbous noses, wearing a tabard with Mordank's crest over a suit of light mail, and they carry wicked-looking polearms with metal caps.

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

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

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

- Any enchantments upon the target or magic abilities are negated.
- The baton will glow white-hot, doing **+1d6 damage** on a hit.
- The cap will melt to slag in **1 turn**, ending all effects.

In combat, these goblins like pair-up and fight piggyback. A stack of two goblins moves at half-speed, but the one on top gets +1 to hit and the one on the bottom gets +1 AC.



Chief Steward inspection

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

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

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

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

Wandering children

This will either be the trio from the [Children's Observatory](#) (14) or the bully from the [Study](#) (10) - 50/50 chance of either. The trio will be easily frightened but looking for help to save their friend [Zenni](#) (in the [Moon - Time Dome](#) (8b)). The bully will play dumb but look for an opportunity to steal from the party. He especially wants more [magic rings](#).

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

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

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



Guard squad

This group consists of four goblin guards, led by a single sergeant. They are yellow-skinned with bulbous noses, wearing a tabard with Mordank's crest over a suit of light mail, and they carry wicked-looking polearms with iron-shod butts.

The sergeants are unimaginative but difficult to deceive. A squad that encounters trespassers with an invitation will attempt to lead them back to the [Visitor's Lounge](#) (2). If the PCs lack an invitation, the squad will attempt to bring them to the [Barracks](#) (5) to meet the Captain. If the party resists, the squad will attempt to disarm and apprehend. If a squad is sent on alert and doesn't report back, a larger squad may come looking for it.

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



In combat, these goblins like pair-up and fight piggyback. A stack of two goblins moves at half-speed, but the one on top gets +1 to hit and the one on the bottom gets +1 AC.

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

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

- Any enchantments upon the target or magic abilities are negated.
- The baton will glow white-hot, doing +1d6 damage on a hit.
- The cap will melt to slag in 1 turn, ending all effects.

Looting commoners

These are locals who are some combination of curious

and greedy. They tend to avoid fights and act guilty if chastised. Here are the types of commoner groups:

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

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

Looting lowlives

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

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

Invading party

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

1d6	Purpose
1	Kill the wizard.
2	Find Mordank's magic rings and their command words.
3	Expedition to the Cosmic Library (11).
4	Gain control of the golem (at the Mirror World - Magic Mirror site (4a) for the Main Hall (3)).
5	Collect all the written materials they can find.



6	Obtain the Helm of Infinite Wisdom (currently worn by Haerla in the Children's Observatory (14)).
---	---

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

Flash grenades can be thrown up to **40' range** and they have a **20' radius** effect. Opponents must make **DC 15 Reflexes saving throw** or lose next action and roll **-1 to all 1d20 rolls** for the next **1d6 rounds**.

Hexed bolts inflict a minor curse in addition to the usual damage. The effect lasts **2d6 rounds (no saving throw)**, causing **fumbles** on any **1d20 roll** of a **natural 1-5**.



Children

There are several children in the House, located at [The Moon - Time Dome](#) (8b), the [Study](#) (10) and the [Children's Observatory](#) (14). As a general rule, these children are typical specimens in that they will cause trouble any time they accompany the party and are not being carefully watched and wrangled. Any time that a child is given sufficient room to misbehave, it will happen **2-in-6** times.

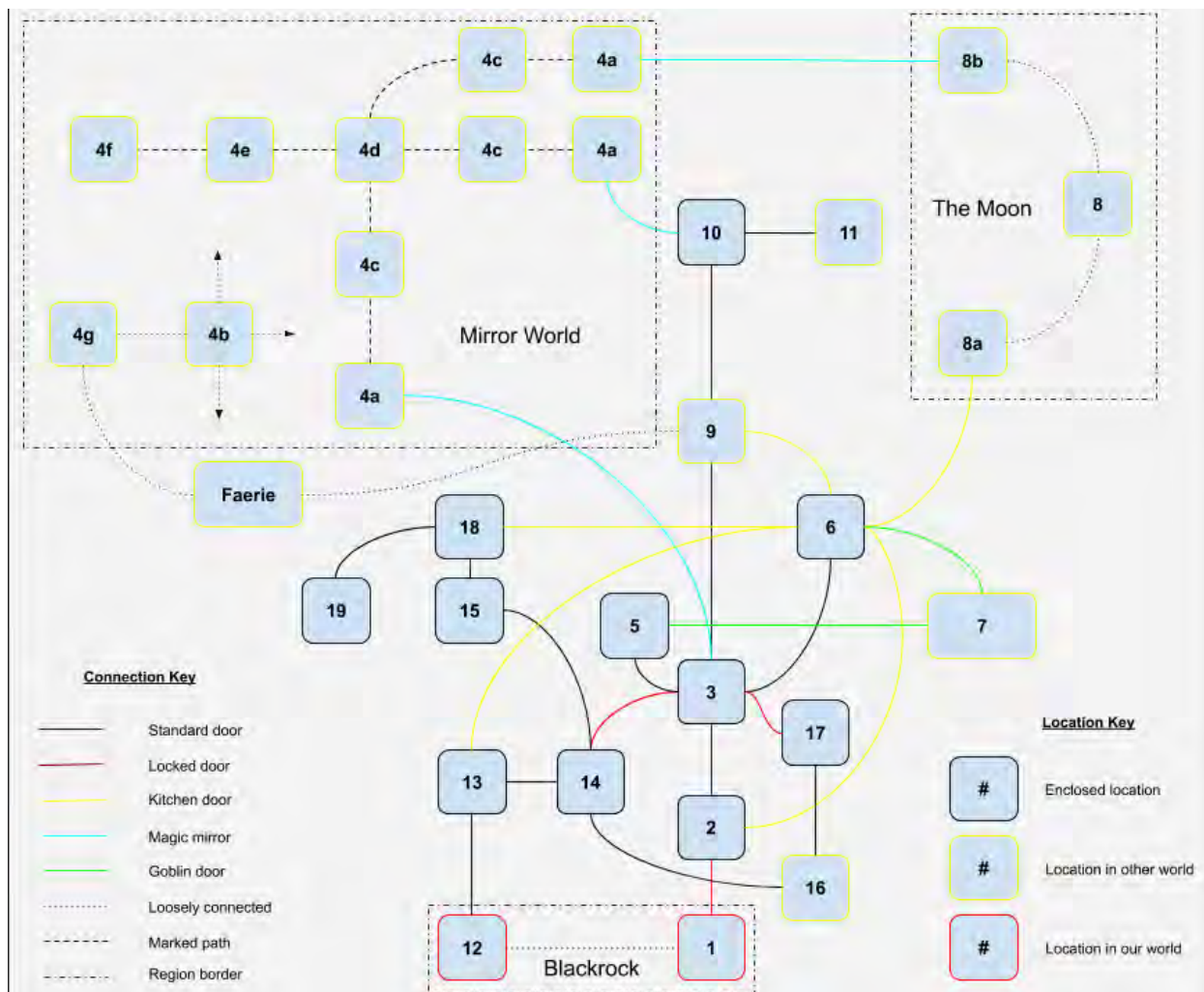
Here is a list of tantrums that the GM can use to help decide how a given child acts up:

- Oodak quietly wanders off to explore.
- Haerla corrects a PC pedantically.
- Haerla starts arguing with one of the other children.
- Minz starts singing loudly and tunelessly.
- Minz impulsively runs off in a random direction.
- Zenni is saddened by something, and weeps piteously in the corner.
- Zenni is startled and runs off screaming.
- Burrock tries to steal something.
- Burrock bullies another child.
- Burrock tries to steal something in the House.



LOCATIONS

Overview



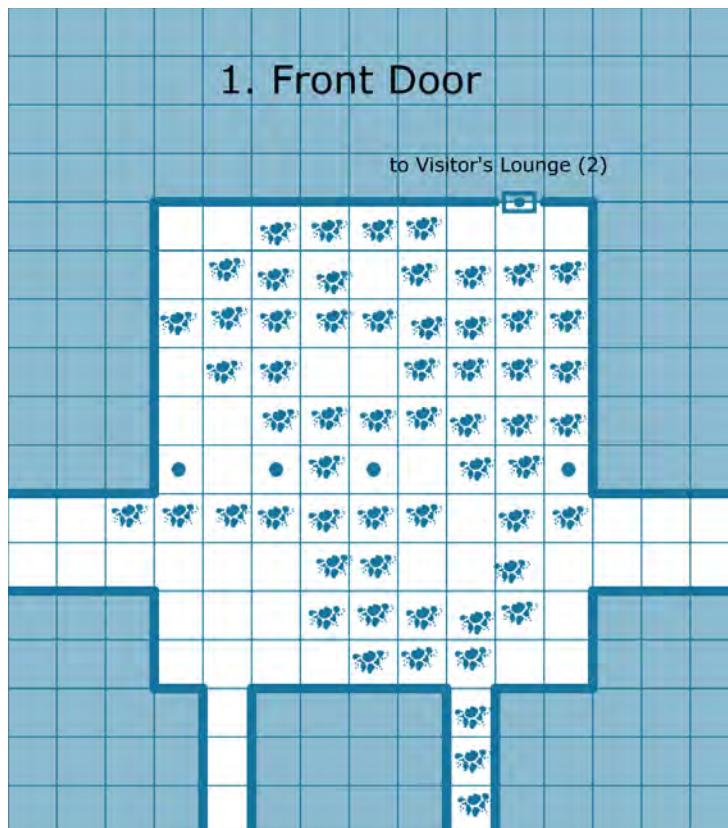
How to use

Due to the nature of the House, it is not straightforward to depict in a singular map. So instead of using such a map to track the party's position in this place, the easiest way to do so is to rely on the maps for whatever

location they are currently in, and to simply transition between room maps as the PCs transition between locations. In most cases, they should start at location 1.



1. Front Door



Scale is 5' per square.

Overview

The door to the house requires an invitation or powerful magic to get past. Breaking it down causes a curse. Children playing nearby know about the [Back Door](#) (12).

First impression

The [front door](#) is painted bright red, with the crest of Mordank in the center, and a leering bronze demonic face for a knocker. The actual building behind it is ruined and empty. These buildings are arranged into a nameless square with a few cobbles and pale weeds reclaiming the rest. A small host of grubby [children](#) are engaged in a game that involves a lot of shrieking and kicking, but they take note of the party.

Features

Front Door

When approached, the knocker animates and haughtily requests their invitation. If presented with a convincing forgery, the door will permit entry and announce the party to the servants within the [Visitor's Lounge](#) (2). Otherwise, it will only promise to let someone know that they stopped by and cannot be persuaded. Altering the invitation is a **DC 12** task that takes an hour. If a preparatory activity is used by a thief to forge a new invitation, it will automatically succeed.

It's not too hard to break down the door, but there are two downsides. First, this will alert everyone in the



Visitor's Lounge (2). Second, anyone within 20' when it is smashed open will be **cursed**.

Curse

The curse from smashing open the door has two effects. First, the bonus from **Luck burn** is **halved**, rounding up. Second, if anyone asks the name of someone with the curse, he or she must make a **DC 14 Willpower saving throw** or reply truthfully, adding "...a common thief" to the end. Mordank can undo the curse with a wave of his hand. For purposes of dispelling, the curse has a **casting roll of 24**.

Children

The nine children playing in the square are rowdy and very loyal to the wizard. They all know the location of the **Back Door** (12) and the password to open it ("**Fart Pudding**"), but they will not divulge these unless the party is

able to convince the cynical youths that they are trying to help Mordank the Irregular. The children are not immune to credible threats of violence.

Exits

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

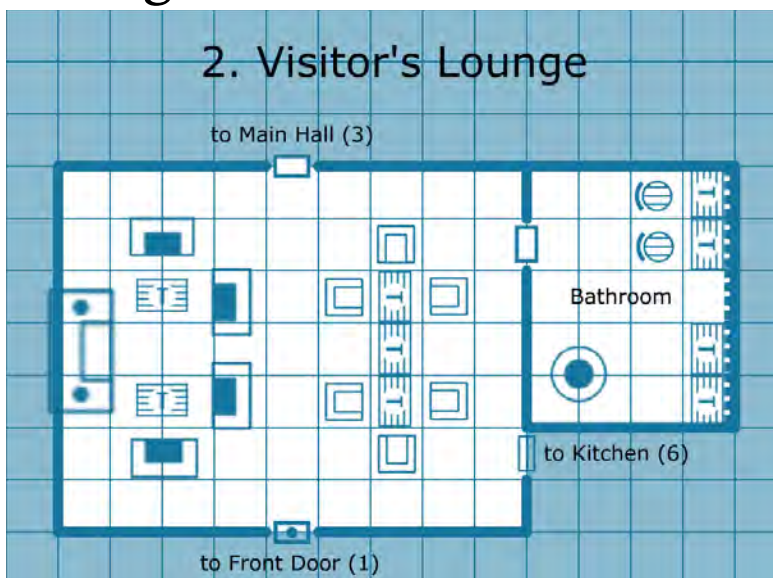
Treasure

- none





2. Visitor's Lounge



Scale is 5' per square.

Overview

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

First impressions

To one side of the room are couches of fine overstuffed suede surrounding a crackling hearth and a low stone table. Spilled goblets and used dishes cover the table, and a rumpled figure snores on a couch. This is [Lutz](#). On the other side of the room is a high table of dark polished wood surrounded by chairs of the same style. The crest of Mordank is prominent on both sides of the chair at the head of the table. Two goblin [servants](#) anxiously await anyone who steps through the door. They wear tabards that display the wizard's crest.

Features

Lutz

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

If anyone threatens Lutz, he'll warn them that Mordank will do terrible things to anyone who hurts him (this is true). If they are friendly, Lutz can explain how [Kitchen Doors](#) work, and give directions to the [Garden](#) (9), where time passes faster than in the outside world.

Servants

The two goblin servants will urge any visitors to wait in the Lounge. If the visitors seem legitimate, they will fetch refreshments. If the visitors don't seem legitimate, they will claim to do this while one fetches guards. While the party waits, they will regale visitors with stories of their master:

- The entire Magician's House is so large that no servant claims to have seen it all. Some say it may go on forever, or that new rooms materialize from the Wizard's dreams.
- One time Mordank the Irregular saved the entire city from an epidemic of deadly food poisoning by summoning a vast horde of rats to descend upon Blackrock to devour the offending grain. Their bloated carcasses littered the streets for months.
- Mordank the Irregular is famous for his blasphemies against the many shrines of Blackrock, claiming that their gods are duplicitous spirits, things dreamed into being by



their followers, or simple delusions. All learned men and women appreciate Mordank's erudite philosophizing.

- Once the Wizard of Blackrock transformed all the whiskey to water after an epic hangover. That is why whiskey cannot be found in Blackrock, anymore.
- When the Duchess' famous annual Lawn Party was assaulted by a Sewage Golem, Mordank the Irregular was able to save the day by transporting the thing to the city granary, where there were none it could menace.
- Mordank the Irregular is known far beyond this realm, treating with spirits and creatures from the furthest corners of creation. He abhors violence and coercion, and he always seeks common ground, so he is welcomed by nearly all who know his name.
- Only with the help of Mordank the Irregular's stalwart friends was Blackrock freed from the deadly swarm of zombie rats a few years back. Without those angelic allies, the evil rodents would have consumed the other half of town, too.



scent of rosewater and the faint tang of vomit. Behind a wash basin is the [magic ring](#) Golden Whispers.

Treasure

- The [magic ring](#) called **Golden Whispers** can be found in the attached bathroom.

Exits

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

Encounter statistics

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

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

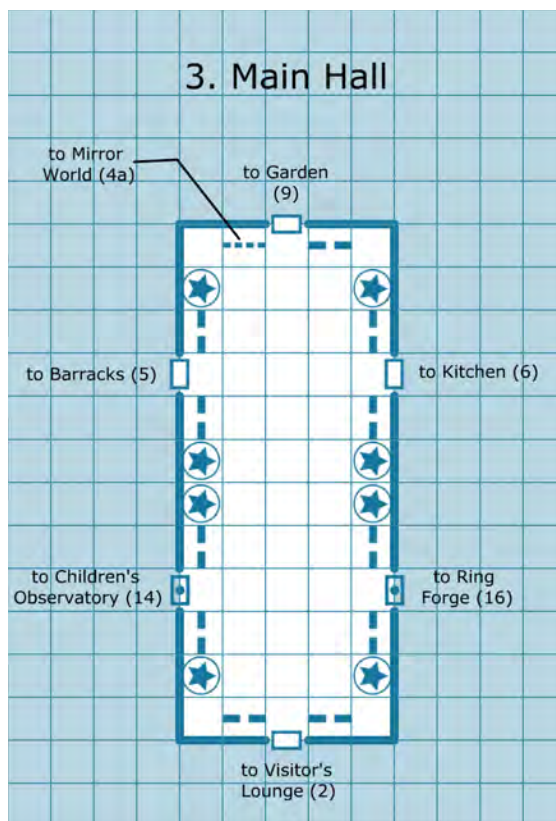
Bathroom

The door to the bathroom is a swinging portal of polished oak. It's clean and dressed in white marble. There is the

Ring name	Command word	Design	Power
Golden Whispers	Crocus	Agate torus wrapped in palladium wire on a simple tin band.	Speaking the command word causes the wearer to feel the ring tugging towards the greatest concentration of wealth within 100' for the next turn.



3. Main Hall



Scale is 5' per square.

Overview

The central hall of the House, it connects many rooms. It also contains an open portal to the [Mirror World \(4\)](#). The guardian of the house, a [Golem](#), waits just beyond this mirror, along with a key.

First impressions

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

Features

Key hook

A cursory inspection will spot a rusty key hook near the door to the [Garden \(9\)](#). It is currently empty.

Burned box and note

Behind the base of the sculpture near the door to the [Ring Forge \(17\)](#) is a small black box of black lacquered wood and a partially-burned note. The interior of the box is crushed velvet molded to hold six different rings. They are not present. Provide players with [Handout C](#) for the note.

Mirror

Most of the mirrors are normal, but the one to the left of the door to the [Garden \(9\)](#) is a [magic mirror](#), and it has been left open. Physical objects pass through without resistance into the [Mirror World \(4\)](#).

There are a few differences on the other side. On the floor adjacent to the other side of the mirror is a [magic ring](#) called [Plain Truth](#). Hanging on a hook on the same



wall as the [magic mirror](#) is the key to the [Children's Observatory](#) (17). In addition, in the center of the mirror world version of the Main Hall is a (usually) motionless man-sized stone figure (the [golem](#)).

Golem

The golem appears to be a primitive but beautiful stone figure of a muscular man with the rage-filled visage of a demonic bat. It is motionless until activated or attacked. Its left hand covers its **Rune of Creation** on its left hip.

The golem is activated if the wearer of the **Golem Necklace** (currently the Guard Captain in the [Barracks](#) (5)) speaks its activation phrase. It proceeds to the wearer of the necklace, attacking any who interfere. Once near its owner, it attacks *everyone* else in the vicinity. The wearer of the **Golem Necklace** may speak another command that sends the golem here.

If the PCs somehow manage to damage the golem, it will animate and ceaselessly pursue the one who did so. It will return here once its attacker is either dead or outside the House, or if commanded with the necklace.

Exits

- Door to the [Visitor Lounge](#) (2).
- Interior door at the other end opens to the [Garden](#) (9).
- Door to the [Barracks](#) (5).

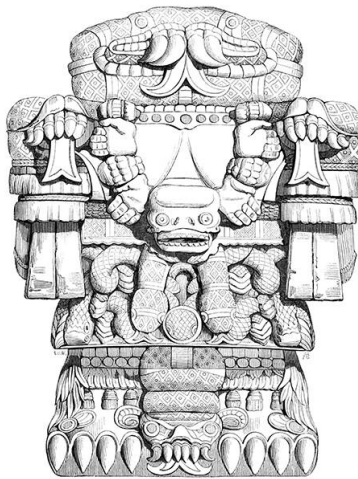
- Door to the [Kitchen](#) (6).
- Locked door to the [Children's Observatory](#) (14). **DC 14** lockpicking.
- Locked door to the [Ring Forge](#) (17). **DC 18** lockpicking; failure curse shrinks lockpicks to tiny proportions.
- The [magic mirror](#) leads to the [Mirror World - Magic Mirror Site](#) (4a) for anyone who leaves the reflected version of the Main Hall.

Treasure

- Each of the **eight sculptures** is bulky and delicate, but worth **80 GP each**.
- The **eight sculptures** in the mirror world version are only worth **10 GP each**.
- The [magic mirror](#).
- The [magic ring](#) called **Plain Truth** sits on the on the other side of the [magic mirror](#).

Encounter statistics

Golem (1): Init -3; Atk strike +4 melee (2d6); AC 18 (made of stone); HD 5d8; hp 25; MV 20'; Act 2d20; SP only damaged by magic, half damage from cutting & piercing & fire & cold, immune to electricity & mental effects, destroyed in one hit if the Rune of Creation on its hip struck for 5+ mundane damage (AC 22 or Mighty Deed of 4+); SV Fort +8, Ref -3, Will N/A; AL C.

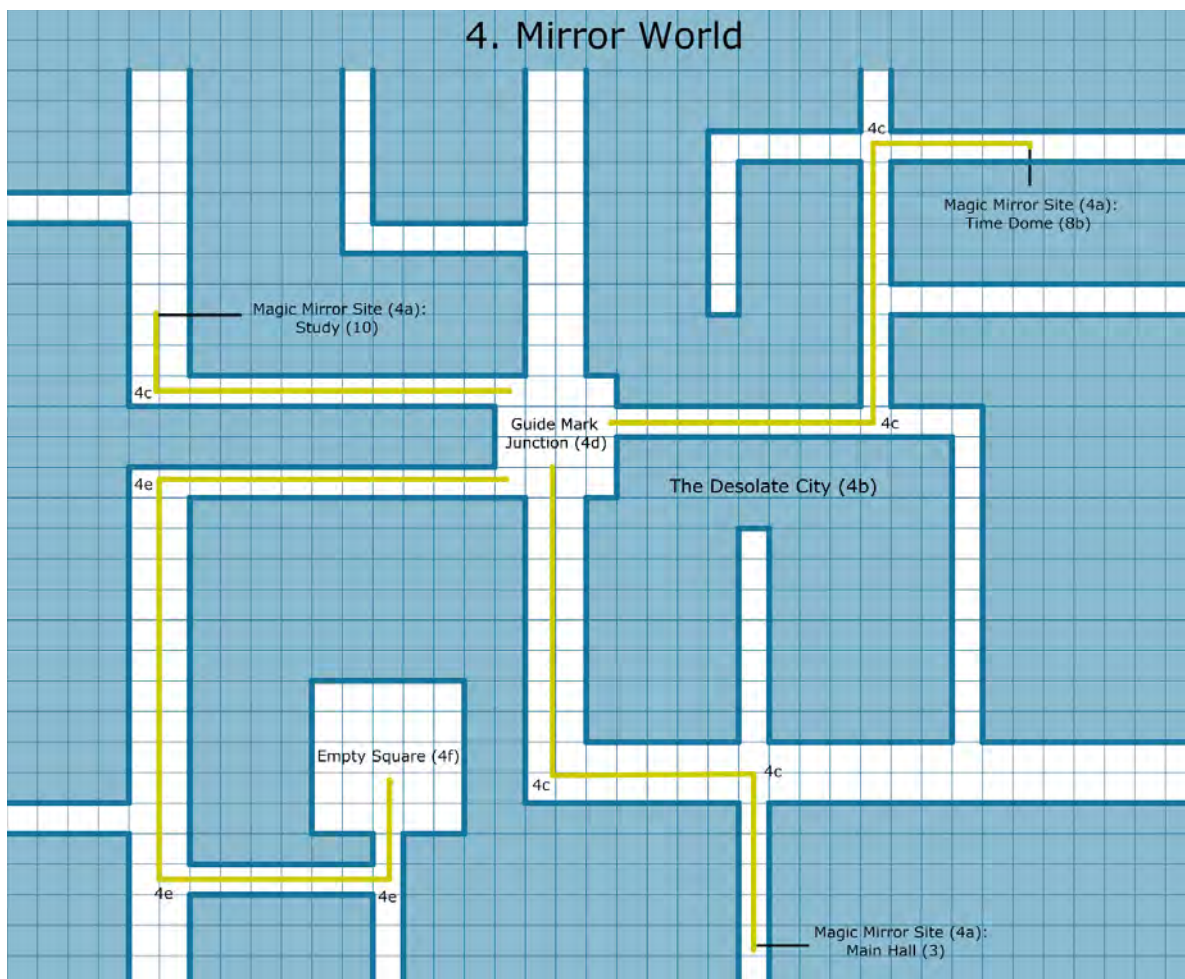


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Ring name	Command word	Design	Power
Plain Truth	Iris	Dull grey heavy uranium gothic band ringed by leering gargoyles, mounting a fractured peridot.	A touch will permanently dispel an illusion. A touched being is returned to its "true" form, and unable to change form or work glamors for one day.



4. Mirror World



Scale is 100' per square.

Overview

This is the world that exists on the other side of the [magic mirrors](#) within the House. It consists of an eerily abandoned city, and the haunted mists that surround it. Someone has left markers to guide between mirrors. One path is false, however.

First impressions

The world on the other side of the mirror is eerie and still. Sounds are dulled and colors are drained. At first glance, the immediate area of a [magic mirror](#) (the usual entry point) appears like the room containing the mirror.

Features

Magic mirrors

PCs will enter the Mirror World through [magic mirrors](#) in the House at [magic mirror sites](#) (4a). These sites are connected by a network of guide marks that have been left on the ground.



Effects of passage

All text that passes through a [magic mirror](#) is reversed. Normal writing takes 20x as long to read, and magic scrolls are ruined.

Travel

A party can move through the [Desolate City](#) (4b) either by following a [trail of "true" markers](#) (4c) or a [trail of "false" markers](#) (4e), or by striking out in the wider [Desolate City](#) (4b) at large. Along the way, a party will gaze upon strange [architecture](#), and may have an [encounter](#).

Architecture

Here is a list of sample structures that the party may observe; the GM should feel free to invent his or her own.

- A majestic fountain surrounded by tall and skinny obelisks. It is silent and dry.
- A vast network of terraced courtyards connected by narrow stairs.
- A pointed archway topped by a massive stone sphere that seems to balance on the tip.
- An empty canal is criss-crossed by footbridges that meet on platforms with clusters of minarets.
- A massive stone cube building with no apparent doorways or windows.
- A winding staircase leads to a circular building with no ceiling. A raised platform is in its center.
- Enclosed pipes large enough for a standing dwarf run from the side of a building into the street.
- A labyrinth of walls and passages extends forward. In the center is a room that cannot be reached from the maze, and instead opens to the Catacombs below.
- A collection of impossibly narrow towers balance impossibly large spheres of stone at the top.
- A vacant amphitheater with low stone benches surrounds a stage crowded with short pillars of varying heights.



Encounter

Once per hour, there is a 2-in-6 chance that the party's trail will be picked up by a Faerie Hound. If they have already run into one of these before, then this results in an immediate encounter.

If not, then the first encounter result signifies that one or two parties members hears a distant howl. The second such result means that a howl is heard much closer. Finally, on the third result, they will be attacked.

Faerie Hound

These appear as shaggy black wolfdogs the size of small elephants with burning red eyes. They will not assault those who smell of the fae unless they attack first - this includes elves and wizards who serve patrons of a faerie nature. If such a character steps forward without attacking, Faerie Hounds will slink away and leave that party alone going forward.

Exits

- [Magic mirrors](#) can be used to return to the Magician's House.

However, only the mirror to the [Main Hall](#) (3) is already open.

- Passage along [true and false guide marks](#) (4c and 4e).
- Leaving the path to strike out into the greater Mirror World.

Treasure

- none

Encounter statistics

Faerie Hound (1): Init +1; Atk bite +4 melee (2d6); AC 15 (fast, with thick fur and muscle); HD 4d8; hp 18; MV 40'; Act 1d20; SP half damage except from magic, once per hunt may howl to cause rooting in place for 1d4 minutes of all listeners who fail DC 10 Willpower save (i.e. may still act but cannot move feet); SV Fort +5, Ref +2, Will +2; AL N.



4a. Mirror World - Magic Mirror Site

Overview

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

First impressions

Varied; see mirrored location.

Features

Varied; see mirrored location.

Guide mark

Immediately outside each magic mirror site is a [truthful guide mark](#) (4c). The arrow pointing towards the [magic mirror](#) is labeled with a star, while the other arrow is labeled with the number "2".

Exits

- [Magic mirror](#) back to the mirrored location; these are:

- [Main Hall](#) (3)
- [The Moon - Time Dome](#) (8b)
- [Study](#) (10)
- [Truthful guide mark](#) (4c) that leads to the [guide mark junction](#) (4d).
- The party can choose to take the path of another arrow and venture into the [Desolate City](#) (4b).

Treasure

- Varied; see mirrored location

Encounter statistics

- none



4b. Mirror World - The Desolate City

Overview

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

First impressions

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

Features

Guide markers

The **guide markers** are painted arrows and numbers at key intersections. They are used to find the paths between [Magic Mirror sites](#) (4a). Three of these are **truthful**, but one is **untruthful**, as it leads to the [Empty Square](#) (4f).

Exploring

The party may opt to leave the paths of **guide markers** in order to explore the city. If they decide to head straight in one direction, roll **1d6** for the number of hours they need to travel before reaching the edge of the city.

It's risky to leave marks of one's own to find one's way home. If a trail exists, roll 1d6 each hour. If it's equal or under the number of hours, then it is vandalized. Trying to follow it will lead to a dead end, and get them lost.

If the party gets lost, they can attempt a **DC 16 navigation (Intelligence) check** each hour to find what they are looking for.

Exits

- Not-lost adventurers can return to where they left the path.
- Characters can purposefully or accidentally find the way to [beyond the Desolate City](#) (4g).

Treasure

- None

Encounter statistics

- None



4c. Mirror World - Truthful Guide Mark

Overview

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

First impressions

Two golden arrows are painted on the ground, pointing different directions. A “1” is painted beside one arrow and “2” beside the other.

Features

Marker

The painted marks bear a charm to resist decay.

Travel

It takes approximately one hour to travel between a **magic mirror site** (4a) and the **guide mark junction** (4d)

via a trail of truthful marks. During this time, check once for an **encounter**.

Exits

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



4d. Mirror World - Guide Mark Junction

Overview

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

First impressions

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

Features

False arrow

One of the arrows is fake, leading to a trap. It bears a weak enchantment that it will be selected if the choice is left to chance. The true arrows have an enchantment to resist decay.

Exits

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



4e. Mirror World - False Guide Mark

Overview

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

First impressions

A painted mark on the ground consisting of two golden arrows pointing down different avenues. In burgundy, the number “1” is beside one arrow and the number “3” beside the other.

Features

Arrow

These arrows are not enchanted at all.

Travel

It takes approximately one hour to travel between the [Empty Square](#) (4f) and the [guide mark junction](#) (4d) via a

trail of false marks. During this time, check once for an [encounter](#).

Exits

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



4f. Mirror World - Empty Square

Overview

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

First impressions

The **guide marks** suddenly terminate in this wide and nearly vacant square with a single entrance. Columned buildings with no doorways face a platform made of stone more weathered than anything in the rest of this city. Broad steps lead up from the far side, and at the top is a statue. It faces away from the entrance and is smoothed by time.

Features

Statue

The face of the statue is entirely indistinct, its hands outraised nubs of stone. Those who meditate upon it for a moment feel an ancient regal presence, long asleep. Those who gaze upon the statue without performing some rite or symbolic offering (even a splash of wine) will be **cursed**. If such a sign of respect is made, however, then all future [Faerie Hound](#) encounters are ignored.

If the adventurers leaves the square without everyone having gazed upon the featureless face of the statue,

they will immediately be set upon by two [Faerie Hounds](#), even if they have previously backed down from the party.

Curse

Those cursed for their lack of respect will dream of the statue every night for the next week. Each time, it is nearer than the last. The PC can sense that it is angry, and wants the character to return to show it reverence. If the character doesn't return to the square to show respect before the final night, then on that evening, the PC will sleepwalk through the nearest mirror, never to be seen again.

Exits

- Return to the [false guide mark](#) (4e) trail

Treasure

- None

Encounter statistics

Faerie Hound (2): Init +1; Atk bite +4 melee (2d6); AC 15 (fast, with thick fur and muscle); HD 4d8; hp 21, 17; MV 40'; Act 1d20; SP half damage except from magic, once per hunt may howl to cause rooting in place for 1d4 minutes of all listeners who fail DC 12 Willpower save; SV Fort +5, Ref +2, Will +2; AL N.





4g. Mirror World - Beyond the Desolate City

Overview

The **Desolate City** (4b) is surrounded by an ancient pine forest shrouded in heavy mists. A day of marching through the trackless wood will eventually lead to Faerie. There are some unpleasant inhabitants, though.

First impressions

A primeval pine forest, the **Olden Wood**, stops right at the edge of the **Desolate City** (4b), extending thick tendrils of mist that melt under the grey light. There are no trails, but the undergrowth is light. It is a perpetually dusk under the shady boughs.

Features

Passage to Faerie

It doesn't matter where travelers go; once they travel out of sight of the **Desolate City** (4b), they cannot return to it without some kind of appropriate magic. From there, no matter what direction they march in, they will reach **Faerie** in one day.

Encounters

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

Wicked faerie

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

1d6	Initial appearance
1	A misfit troupe of actors and singers who perform badly for the party.
2	A group of solemn and humble monks.
3	A hapless animal trainer with a group of poorly-trained kittens; the kittens are the other faerie.
4	A small group of plucky lost children.
5	A drunken fop and his wry servants.

6	A group of proud and beautiful young sisters who became lost on the way to their tutor.
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Wicked faerie can only attack those who have accepted their hospitality or attack them first. They will do anything they can to get PCs to partake of their drink (tureens of swamp water that appear as wine) or food (maggoty rat corpses that appear as roast quails or sweet cakes). If denied three times, they snarl, revert to form and slink away.

The dead

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

If someone asks a shade a question, it has a **2-in-6** chance of having useful information. If it doesn't know anything, it will ignore the quest, but if it does, it will look up and whisper "blood for wisdom" while cupping its hands.

If a pint of blood is fed to a shade of the dead, it will appear more substantial and cunning. It is still insubstantial, but it may be vaguely felt as a clammy breeze. The shade will tell the PC what it knows, but it will be couched to cause as much harm as possible. After doing so, they will depart in search of a way home.

Exits

- One day of travel in any direction emerges in Faerie.

Treasure

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



- Bundle of rare spices (7): spoiled and useless
- Femur covered in gold leaf (6): **55 GP** each

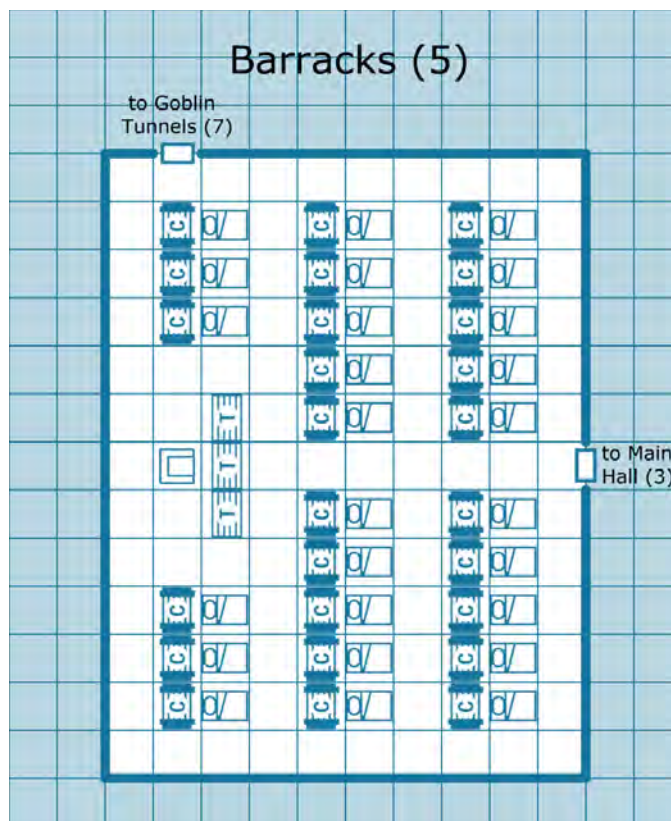
35'; Act 1d20; SP half damage except from magic, venomous claw does 1d6 Agility damage unless DC 14 Fortitude save, those bitten make a DC 10 Reflexes save or lose a limb (roll 1d10; 1-5: an arm, 6-9: a leg, 10: head), may cause anything to appear like something of similar shape as long as nobody is watching for ten seconds; SV Fort +4, Ref +2, Will +1; AL C.

Encounter statistics

Wicked faerie (number of PCs): Init +1; Atk venomous claws +4 melee (1d6 + special), gaping maw +2 (1d10 + special); AC 15 (fast with thick scales); HD 3d8; hp 14; MV



5. Barracks



Scale is 5' per square.

Overview

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

First impressions

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

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

Features

Guards

There are **1d12+5 guards**, **1d3 sergeants** and the **captain**. Their weapons are near. They won't immediately notice a quiet entrance, but it won't take them long if the PCs stay in the open.

Intruders!

The **Captain** will insist that any intruders are disarmed. If his situation becomes dire, he will use the **Golem Necklace** to summon the **golem**. If that happens, everyone else will flee. A disarmed party will be questioned.



It is almost impossible to persuade the **Captain** that the PCs should be allowed to stay. If the party seem like rogues, he will try to recruit them in a **scheme**. Otherwise, they will be ejected from the house, warned to never return.

Scheme

The **Captain's** scheme is to embarrass the **Chief Steward** (in the **Kitchen** (6)) by tasking the party with stealing his **Kitchen Door** key without injuring anyone. If they can do that, he promises to help them. He'll probably renege.

Exits

- Door to the **Main Hall** (3).
- Yard-tall goblin door to **Goblin Tunnels** (7).

Treasure

- Golem Necklace: A small facsimile of the **golem** on a braided leather band. The wearer can activate the **golem** by speaking the phrase "*Mere anarchy is loosed upon the world.*" If the wearer says "*The best lack all conviction,*" then the **golem** will return to its designated home and deactivate. See the **Main Hall** (3) for more details.
- Anti-magic cap (number varies): 10 GP

Encounter statistics

Guard (1d12+4): Init +0; Atk bite +0 melee (1d3) or spear +0 melee (1d8) or baton +0 melee (1d4 + special); AC 11

(padding only); HD 1d6+1; hp 5; MV 20'; Act 1d20; SP infravision 60', anti-magic baton (1d4 + see below), piggyback fighting (see below); SV Fort +0, Ref +1, Will +1; AL L.

In combat, these goblins like to pair-up and fight piggyback. A stack of two goblins moves at half-speed, but the one on top gets +1 to hit and the one on the bottom gets +1 AC.

Sergeant (1d3): Init +1; Atk bite +2 melee (1d3) or cutlass +2 melee (1d7) or baton +2 melee (1d4 + special); AC 12 (padding only); HD 2d6+1; hp 8; MV 20'; Act 1d20 or 2d16; SP infravision 60', anti-magic baton (1d4 + see below); SV Fort +0, Ref +1, Will +1; AL L.

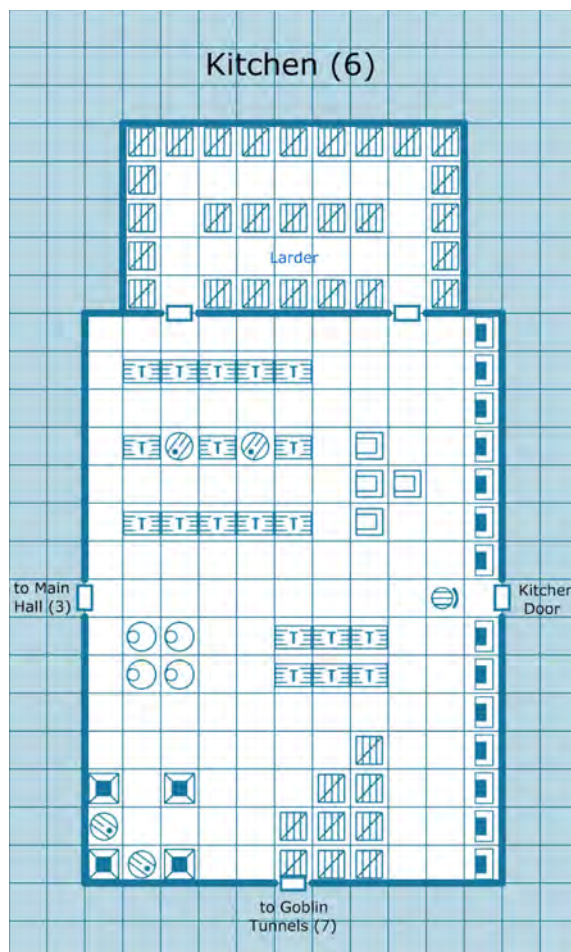
If the iron tip of the baton is struck against a magical object or spellcaster, the following things will happen:

- Any enchantments upon the target or magic abilities are negated.
- The baton will glow white-hot, doing **+1d6 damage** on a hit.
- The cap will melt to slag in **1 turn**, ending all effects.

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



6. Kitchen



Scale is 5' per square.

Overview

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

First impressions

The kitchen is cavernous, dimly lit and cacophonous. Visitors can smell the roasting viands, hear the burbling soup and smell the fiery curries. A small host of squat red-skinned goblins in livery scurry about. A small group of servants with fire-spewing instruments roast a thrashing side of beef. Another group stirs a massive metal bowl from atop teetering stools. An officious looking goblin with a magnificently tuberous nose stands amidst the chaos, imperiously ordering the rest about. He has an iron chain around his neck.

Features

Initial reaction

The **Chief Steward** will initially mistake the adventurers for large replacement servants. He'll hand out tabards and expect them to serve a meal to guests of Mordank. The last three groups of waiters haven't returned, and it's been a month since anyone has fed them. The PCs must leave behind any unsheathed weapons.

If the PCs go along with it, he'll send them off with smaller silvery bowls of the caustic stuff being stirred. Behavior unlike a servant will quickly make the Chief



Steward suspicious. If the party returns from that job, he will tell them to either go relax at home or familiarize themselves a bit with the House.

They are warned against damaging any doors or decorative objects, and to spend no more than a few minutes in the [Garden](#) (9), if at all.

Suspicion

It will be difficult to convince the **Chief Steward** that Mordank the Irregular needs their help unless they mention an escape from the [Menagerie](#) (15). He can help by opening the [Kitchen Door](#) to different rooms.

If asked, he has noted that servants sent to the [Lecture Hall](#) (18) don't come back. If the **Chief Steward** does not trust the party, he will send servants for guards, and tell the PCs to leave. If they remain, most servants will flee while they are attacked by the roasting servants.

Exits

- Door to the [Main Hall](#) (3).
- One door is the [Kitchen Door](#). This side can only be opened with the key, which is on a chain on the **Chief Steward's** neck. It opens based on the key position:
 - No turn: [Visitor's Lounge](#) (2)
 - ¼ turn: [Garden - Central Island](#) (9b)
 - ½ turn: [Moon - Alien Dome](#) (8a)
 - ¾ turn: [Lecture Hall](#) (18)
 - Full turn: [Playroom](#) (13)

- Yard-tall goblin door to [Goblin Tunnels](#) (7).

Treasure

- Wands of Roasting (4): Carried by the roasting servants. 1d4 charges. Fires jet for **2d4 damage**, half on **DC 14 Reflexes saving throw**, range 20'. Worth **65 GP**.
- Key to the [Kitchen Door](#).
- Silver stirring paddles (6): Each paddle end is coated in silver worth **15 GP**.
 - Golden bowl lining: The big stirring bowl is lined with **40 GP**, and the two bowls meant for the [Moon - Alien Dome](#) (8a) are each lined with **10 GP**.



Encounter statistics

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

Roasting servants (4): Init +0; Atk culinary flamethrower special (special); AC 14 (aprons and hoods); HD 1d6; hp 4; MV 15'; Act 1d20; SP infravision 60', flame attack causes 2d4 damage to a target within 20' with DC 14 Reflexes save for half; SV Fort -2, Ref +0, Will +0; AL L.

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



7. Goblin Tunnels

Overview

Yard-tall goblin doors lead into a warren of cramped and confusing tunnels. These occasionally emerge into various goblin facilities, and eventually connect to Goblin Town.

First impressions

A yard-tall door leads to an equally cramped hallway of dressed stone. Burning torches are mounted in sconces at distant intervals. The corridor is dim and uneven, twisting unpredictably into the distance.

Features

Purpose

The goblin tunnels exist to conduct goblins to serve in Mordank's house, or back home as needed. Any time that goblins are removed from duty, even the Captain and the Chief Steward, their replacements will emerge from these doors within the hour, if not less (**1d6 turns**).

Conditions

PCs the size of human adults act at **-1d** in the tunnels and **-2** in the chambers, due to cramped conditions. Lighting is sparse, and due to the uneven hallways, one cannot see more than 50' at most.

Corridors branch every hundred feet or so, with 3-6 halls coming together.

Travel

Getting anywhere in the tunnels is tricky. Without a guide, they will become quickly lost. A guide will be able to lead them between the two doors in the house in **one turn** for **100 GP**. Getting to Goblin Town will take **3 hours** and cost **500 GP**.

Encounters

Every turn of travel in the tunnels, something interesting turns up:

1d8	Encounter
1	Fungus garden: For food and beauty, grown on the bodies of deceased goblins.
2	Peat bath: Public baths of hot wet burbling peat bogs and standing pools.

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

Exits

- One goblin door leads to the [Barracks](#) (5).
- One goblin door leads to the [Kitchen](#) (6).
- The tunnels eventually lead to Goblin Town.

Treasure

- Not much in the tunnels, plenty in Goblin Town

Encounter statistics

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



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

In combat, these goblins like pair-up and fight piggyback. A stack of two goblins moves at half-speed, but the one on top gets +1 to hit and the one on the bottom gets +1 AC.





8. The Moon

Overview

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

First impressions

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

Features

Low gravity

It's possible to jump upwards for up to $\frac{1}{4}$ of a character's Move, and normal Move increases by 10'. Moving more than 40' per round requires a **DC 12 Reflexes saving throw** to avoid a fall for **1d3 damage**.

Domes

There are two 15' hard crystal domes set about 50 feet from each other (8a and 8b below). Each dome has a crystal airlock that opens to the vacuum between the domes, like a small crystal closet with a door on each side. The other lit dome can be spotted only if a character makes a careful inspection of the environs.

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

As long as the dome is intact, it magically sustains a livable environment.

Hard vacuum

Exposure to the hard vacuum outside the domes causes **2d6 temporary Stamina damage per round** with a **DC 10 Fortitude saving throw for half**. This damage recovers at a rate of **1 per minute** of rest, but if Stamina reaches zero, a character passes out. If unconscious in vacuum, take **1 damage per round** until dead or rescued.



Crossing between domes

Crossing between domes takes **2 rounds** if moving carefully, or **1 round** if moving recklessly. If moving recklessly, attempt a **DC 12 Reflexes saving throw**; on failure, the PC takes **1d3 damage** and adds **1 round**.

Shadowy ruins

The ruins consists of magnificent crystal structures connected by transparent tubes and underground passages. Almost all are now open to the vacuum, though a few are still sealed. Special means will be required to visit.

Exits

- In the [Alien Dome](#) (8a) is a [Kitchen Door](#).
- In the [Time Dome](#) (8b) is a [magic mirror](#).

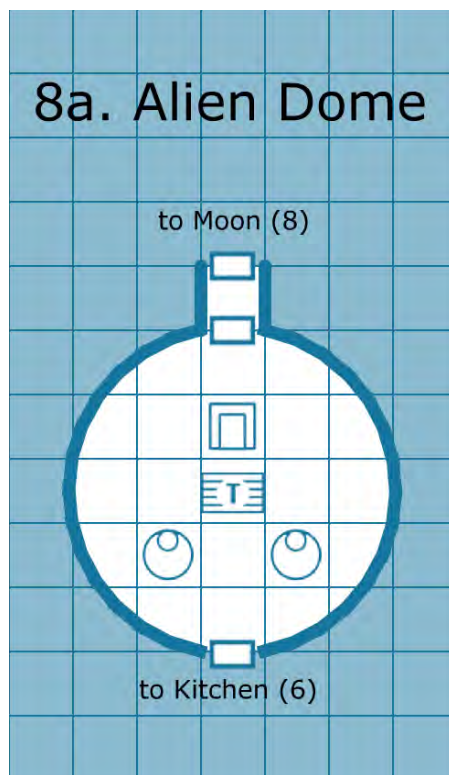
Treasure

- None





8a. The Moon - Alien Dome



Scale is 5' per square.

Overview

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

First impressions

The air of this dome reeks of rot and sulphur. The center of the room is occupied by a black square platform, and at its center is a low circular table. On the table is a gem-studded [contraption](#). A cluster of embroidered pillows is piled next to the table towards the [Kitchen Door](#). To either side of the table is a bubbling pool of putrescent yellow-and-blue slime. Outside this dome, [another dome](#) can be seen not too far away amidst much darkness.

Features

Slime pools

As soon as the PCs step into the room, each pool erupts into a slimy column with flailing tendrils. They vibrate faster, but after a few seconds, they emit loud burping

words accompanied by a bright green gas. They are beings called [All-Kin](#).

All-Kin guests

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

He suggested that they meet him in this place due to the agreeable gravity. Ool and Nakek are bored and eager to converse with whoever will tarry to do so. Unfortunately, although they understand Common, they cannot speak it. They can, however, form crude shapes with their pseudopods if PCs cannot find a way to understand them.

They will answer question to the best of their ability but will ask about the following things:



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

The All-Kin will readily volunteer that Mordank used to go to the other dome to perform some kind of experiments. They state that he owned **three green outfits** that allowed him to safely cross. One day, the one he wore was damaged, and he Mordank was forced to cross between domes without a suit. He barely survived, and vowed to never let that happen again.

Contraption

The contraption looks like a strange foot-tall sculpture of metal and organic matter, studded with a wild variety of gemstones. The **All-Kin** use it to communicate with their people. Humans lack the proper appendages for it.

Another dome

The **Time Dome** (8b) can be seen from this one, although all that can be determined is that it is lit with its own airlock, and there seems to be a smaller and darker dome within it.

The rest of the terrain is mostly darkness. The **shadowy ruins** can be made out in the distance, and this is all situated on a barren stone plain. The **low gravity** of the moon is very apparent.

Crossing between domes is dangerous but feasible.

Exits

- A **Kitchen Door** opens to the **Kitchen** (6).
- A crystal airlock opens to the surface of the **Moon** (8).

Treasure

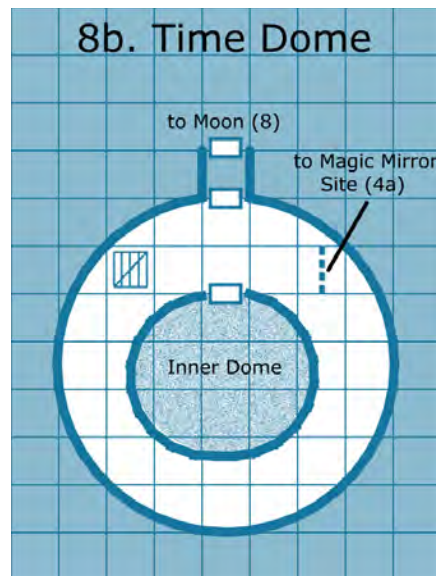
- Golden basin lining (2): The All-Kin sit in thick gold basins to resist corrosion worth **150 GP**.
- Gem-studded alien communicator worth **800 GP**.

Encounter statistics

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



8b. The Moon - Time Dome



Scale is 5' per square.

Overview

This dome has another dome inside it. The [inner dome](#) loops time inside. Within, an ogre corners a boy and eats him, over and over.

First impressions

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

Some odd [tools and outfits](#) are scattered on the floor in front of the [inner dome](#) door. To the side is an oval [looking glass](#) fixed in an polished brass frame with a relief of smiling faces.

Outside this dome, [another dome](#) can be seen not too far away amidst much darkness.

Features

Tools and outfits

The tools are designed for cutting and shaping the crystal of the domes (and other locations). They rely on very short and super-sharp blades, as well as small

intense heating elements. The key to the [Ring Forge](#) (17) is mixed in with them.

The outfits consist of **three** green, bulky and raggedly looking space suits. They look suspect, but will safely traverse the vacuum. Wearing one suit and carrying another across the gap is feasible, but trying it with both requires a **DC 12 Reflexes saving throw** to avoid falling for **1d3 damage** and tearing the carried suit.

One of the suits has a lot of small holes in the legs from chemical burns. This is not apparent without inspection. When used on the surface, the air leaks out halfway through the first round of movement. The partial air reduces the **Fortitude saving throw DC** to 7 for that round.

Inner dome

The inner dome contains a time loop: for **twelve rounds**, it repeats the same events. The only thing that can change the loop is if something new enters the inner dome. That creates the potential for new events. Otherwise, anything that is still in the dome at the end of the loop will be part of the repeating events. Those inside are unaware of any looping.

Leaving the dome before the end of the loop will cause a "copy" to repeat the character's actions while in the



dome. If the character re-enters, the copy disappears from that point in the loop.

As one enters the inner dome, everything outside it is dark. Inside, it's lit by a glowing purple gem set in the ceiling (10' high). If the gem is broken (blunt melee automatically breaks; otherwise AC 20) or pried out, the loop ends.

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



the frame scowl when the mirror is open and smile when it's closed. The mirror version of this room has the inner dome, but there is no time loop, ogre or young boy. It does have a purple gem, however.

Another dome

The **Alien Dome** (8a) can be seen from this one, although all that can be determined is that it is lit with its own airlock.

The rest of the terrain is mostly darkness. The **shadowy ruins** can be made out in the distance, and this is all situated on a barren stone plain. The **low gravity** of the moon is very apparent.

Round	Events
1-2	The inner dome is empty.
3	Zenni runs into the dome and collapses on the floor.
4	Bloody Bones enters, grinning, and advances while Zenni crawls into the corner.
5-6	Bloody Bones picks up Zenni's form and taunts him as sobbing turns to bawling.
7	The ogre angrily throws the Zenni against the wall near the door.
8	Bloody Bones skips over to the dazed boy, scooping him up.
9	Bloody Bones stares Zenni in the face, roaring as the child screams.
10	With a sickening crunch, the ogre bites down on the boy's head.
11-12	Bloody Bones feasts upon the still-twitching body of Zenni

Zenni

Zenni is a scrawny boy with long brown hair and a squeaky voice. He's currently terrified of the ogre, and he will be somewhat traumatized even if rescued.

Looking glass

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

Crossing between domes is

dangerous but feasible.

Exits

- A **magic mirror** is located outside the inner dome, leading to the **Mirror World - Magic Mirror site** (4a).
- A crystal airlock opens to the surface of the **Moon** (8).

Treasure

- The key to the **Ring Forge** (17) is on the floor behind the **inner dome**.
- The purple gem in the **inner dome** is worth **400 GP** intact.
- The purple gem in the mirror version of the room is worth only **40 GP** intact.
- The **magic mirror**.

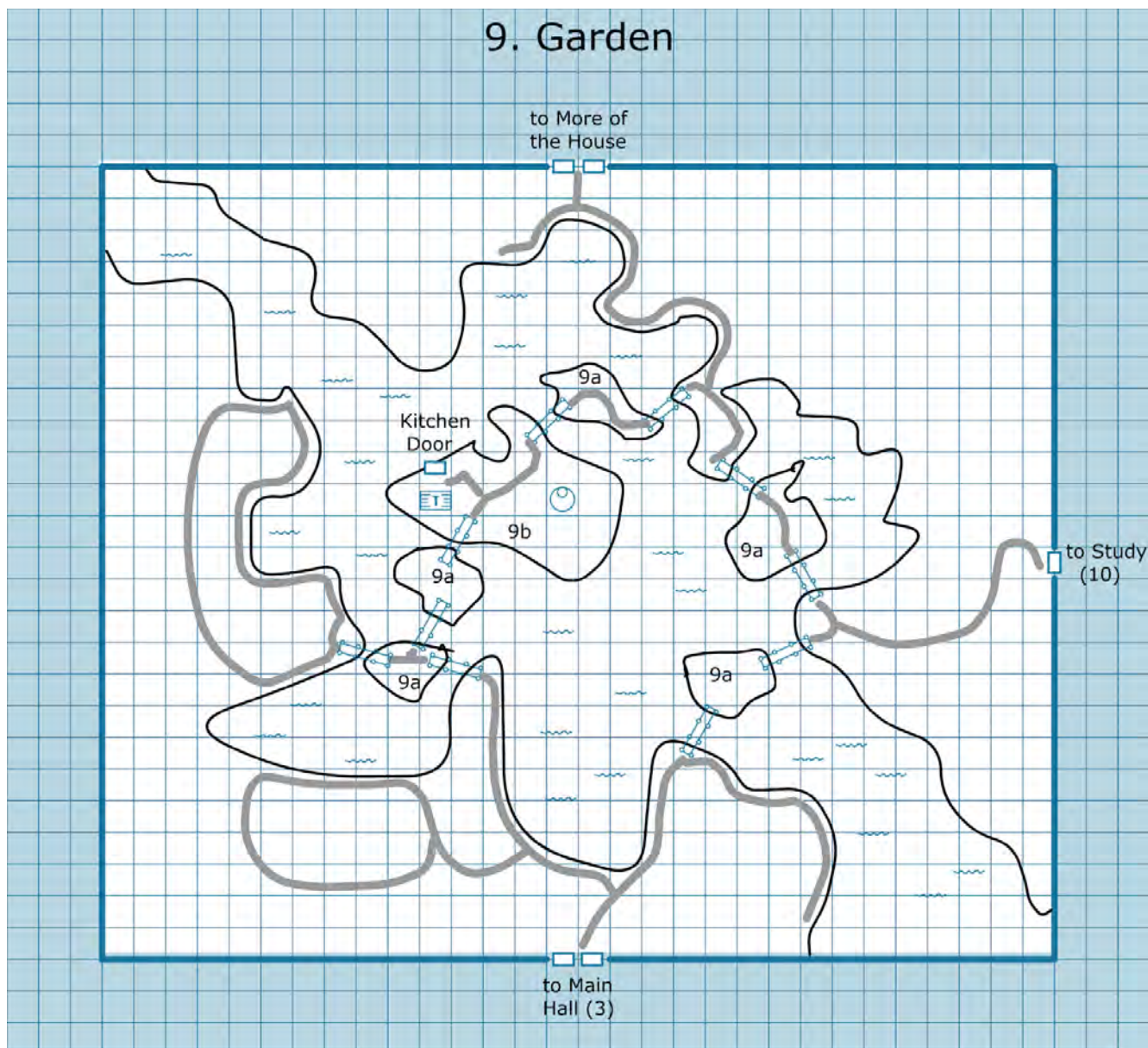
Encounter statistics

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

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



9. Garden



Scale is 10' per square.

Overview

This location is a walled garden. Faerie [Leaf Boys](#) harass and pilfer from interlopers. In the central grove there is a [fountain](#) of healing and a massive oak that can animate to protect the [Leaf Boys](#). It is called the [Mean Old Man](#). [Time](#) passes extremely quickly in this place!

First impressions

This location is an expansive [walled](#) garden. Narrow paths wind through verdant groves and over

gaily-painted footbridges. There are the sounds of burbling [waters](#) and buzzing insects. The sun shines bright and warm.



Features

Time

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

Walls

The walls are about **15' tall** of vine-encrusted stone. From any given position outside a grove, the party may spot doors on nearby (not opposite) walls. It is not hard to climb them. On the other side is a sea of tall grasses. It is roamed by giant talking animals that belong to proud territorial clans. This is the **Primeval Savannah**, and it lies betwixt Dreaming and Faerie.

Stream

The stream is gentle with thigh-high waters. Little red fish flit past banks of blue-and-white pebbles. Faerie is four days upstream. Those who wade through the stream must roll a **DC 10 Willpower saving throw** or be changed; those who are fully immersed get no saving throw. This can happen once per PC. Those affected roll once on the two tables for [immersion effects](#).

Leaf Boys and The Mean Old Man

There are six Leaf Boys: slender green-skinned elfin boys wearing loincloths and shortbows. Each Leaf Boy must remain on its own island. When nobody is looking, they can turn invisible by standing completely still. They enjoy pranks. The Leaf Boys have one grand joke: they pretend there is only one of them who can teleport from island-to-island.

When the party first enters the Garden, a Leaf Boy on a nearby island will be spotted peering at them from around a tree before he scampers off.

If anyone attacks a Leaf Boy, they will all fire elfshot at the party while the Mean Old Man attacks. The Mean Old Man is a hulking gnarled oak in the grove on the [central island](#) (9b) and he animates to protect the Leaf Boys. If slain, the Mean Old Man melts into sludge, leaving his **ruby heart** behind.

Grand Double Doors

These vast iron doors are engraved with etchings that depict scenes from myths in which the gods act foolishly. They stand **15' wide** and **12' high** and glow with a faint purple hue. The doors lead to the rest of the House, but they are currently frozen in time and thus invulnerable and unmovable. Dispel as a **DC 28** casting.



Exits

- The [Grand Double Doors](#) lead to the rest of the House..
- One door leads to the [Main Hall](#) (3).
- One door leads to the [Study](#) (10).
- A [Kitchen Door](#) leads to the [Kitchen](#) (6).
- Outside the wall is the **Primeval Savannah**.

Treasure

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



Encounter statistics

Leaf Boy (6): Init +2; Atk elf-shot +2 ranged (special @ 75') or gust of wind special (special @ 20'); AC 14 (slight and agile); HD 2d4; hp 5; MV 35'; Act 1d20; SP turn invisible if unseen while remaining motionless, can see through vegetation, elf-shot doesn't inflict damage but deleterious conditions (see below), gust of wind is a 20'x5' blast; SV Fort -2, Ref +3, Will +1; AL C.

Gusts of wind force a **DC 12 Fortitude saving throw** to all in their path. PCs who succeed halve Move for the round. Others are pushed **1d8+8'** and prone for **1d3 damage**.

Elf shot stings but does not wound. It passes through trees and leather, but not iron and earth. Those struck must make **DC 14 Willpower saving throw** or be afflicted:

1d4	Elf-Shot Effect
1	Character become feverish and ill. -1 to all abilities except Luck.
2	Victim ienervated. -1 Strength and -1d3 Stamina.
3	The afflicted is cursed with clumsiness. -1d3 Agility and -1 Luck.
4	Target becomes bemused and distracted. -1d3 Intellect and -1 Personality.

Victims get a new saving throw every dawn to throw off the effect. It becomes lasting after three failures. **Leaf Boys** can cure the effect.

Mean Old Man (1): Init -2; Atk sweeping tree limb +4 melee (1d10 + special); AC 17 (made of wood); HD 8d8; hp 36; MV 30'; Act 1d20; SP attack all in 15' dia. circle, +1d damage from fire; SV Fort +6, Ref -3, Will +3; AL N.

Effects of immersion

1d6	Faerie change
1	Character sprouts large dragonfly wings, destroying any armor or shirt. Can now fly with a buzz for 20' per round for a number of rounds per day equal to the character's Stamina .
2	Gain an aura of otherworldly beauty, causing those of opposite sex to react as though he or she had a Personality of 18 . The PC will become very memorable and attract drama.
3	Legs are replaced with those of a goat. +5 to

	climbing roll on mountainous terrain, and the ability to leap 15' as a movement action .
4	PC can now see spirits of the dead. A typical place has <i>haunts</i> with a 1-in-12 chance, but sites of death will often have them. Haunts can't speak, but their appearance can signify things. Rare haunts may be able to babble cryptically. A character who has committed murder will see those they have slain. Murderers with this gift must immediately make a DC 12 Willpower saving throw to avoid a fit of terrified weeping for 2d4 rounds , losing 1d4 Personality permanently. Undead are never invisible to this character.
5	PC's skin turns gold and he or she stops aging. Alchemists who learn this will yearn for the character's organs.
6	The character can cast a spell once per day with a casting roll of 1d20 + Luck modifier + character level . Spellburn cannot be used when casting this charm. The spell is (roll 1d6): <ol style="list-style-type: none"> 1. Cantrip 2. Charm Person 3. Color Spray 4. Mending 5. Sleep 6. Ventriloquism

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



9a. Garden - Island Grove

Overview

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

First impressions

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

Features

Undergrowth

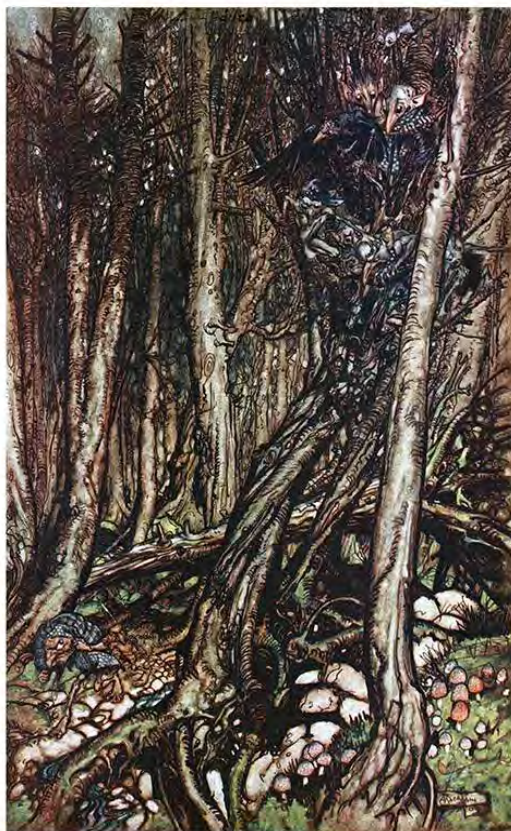
Attempts to move faster than **20' per round** requires a **DC 12 Reflexes saving throw** to avoid tripping for **1d3 damage**. The blue flowers that ring each grove are able to talk, but they are friendly and empty-headed and are only

aware of what's in their grove. They can say that the [Leaf Boy](#) is present on the island if asked.

Theft

Passing through a grove means that party members are subject to pickpocket attempts. Three attempts are made per passage; randomly assign to different characters passing through. A targeted PC gets a **DC 18 Intelligence check** to detect the attempt. A detected attempt causes the [Leaf Boy](#) to abort and flee.

If the party figures out that they have been robbed, they will hear silvery laughter coming from the [central island](#) (9b). A boy's voice cries out "***You have found me out! Please come here; let us speak!***"





9b. Garden - Central Island

Overview

The central island has its own grove. On one shore is a set of lawn furniture for picnics with a [Kitchen Door](#) set into a nearby tree. In the midst of the grove is an old crumbling [fountain](#). And at the center of the grove is a low hill with a massive tree that is the [Mean Old Man](#).

First impressions

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

Features

Seating area

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

Challenge

If the faerie have stolen anything, a [Leaf Boy](#) will be present to claim that it was a fine for trespassing without the written permission of Oberon. However, they have the opportunity to regain their possessions if they play a [game](#).

If the party is heading to the [fountain](#), a [Leaf Boy](#) will insist that the party pay for the right to approach it. The fee is a gemstone the size of a fingernail (i.e. worth **50+ GP**). He will attack if the party tries to approach without paying.

Game

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

[Leaf Boys](#) are motionless and invisible, but can be found by careful searching. A ten minute search allows a **DC 20**

Intelligence check to find one. If the search is systematic, reduce DC by one for each roll in a given grove. Reset if the [Leaf Boy](#) gets a chance to reposition.

If the party finds a [Leaf Boy](#), it will be a good sport and return any property. He also presents them with a prize: a heaping handful of acorns. The [Leaf Boy](#) invites the party to take as many as they like. If the PCs are gracious about the acorns, then any which are removed from the Garden turn to silver! If the anyone figures out that there is more than one [Leaf Boy](#), they get a special prize: a golden sprouting acorn!

Fountain



The fountain is made of very old concrete; so old that it almost looks natural. Yard-high stone figures bracket it from two sides, both very faded. Each feebly spouts water from its smooth face. One seems to have a weeping face, the other is indistinct. Inside the basin are a few twinkling gems. A newer but still old stone tablet has been added to the base. It has an inscription:

Tithe a gem like a drop of rain,
And bathe within to cleanse all
pain.

Once per century a light
appears,
Sent from Faerie to staunch all
tears.

If someone drops a gem worth **50+ GP** into the fountain, the light descends into water, which then glows. Whoever enters this water is healed of **all** ailments - even death and alcoholism!

The healing does not work for those who have ever stolen **gems** or slain a faerie here. Anyone who removes a gem from the basin loses **1 HP per hour** until all are returned. Once that person dies, the curse passes to the first person to take possession of a gem.

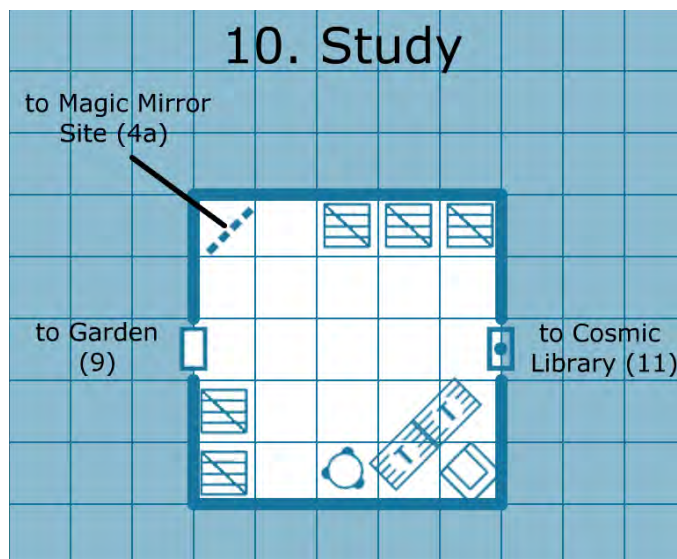


Treasure

- **Acorns:** A handful of silver acorns is worth **25GP**. There are **1200 GP** worth of acorns lying around the Garden. It will take **three person-hours** to collect all the acorns and require eight large sacks.
- **Golden sprouting acorn:** *Any* character who swallows this automatically learns ***Patron Bond*** and ***Invoke Patron*** for the **[Mean Old Man](#)**. Worth **600 GP**.
- **Gems from [fountain](#):** The bottom of the basin has **17** gems. Each is worth **(50 + 1d20) GP**. They are cursed as described.



10. Study



Scale is 5' per square.

Overview

This is the wizard's personal study. It contains a desk with lots of interesting documents, a closed [magic mirror](#), and a child bully equipped with [magic rings](#) who will extort the party for the documents.

First impressions

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

To the side of the desk is an oval full-length mirror set into the wall. A velvet pull-rope hangs besides a door with no handle. A stout child ([Burrock](#)) sits in the overstuffed leather chair before the desk, reading papers. He will be startled by any sudden entry.

Features

Desk

These documents are on the desk:

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

On Magic Mirrors

Describes the mysterious existence of the [Mirror World](#) (4) and its [Desolate City](#) (4b). It also describes how to make a mirror in detail (see original spell [Create Magic Mirror](#)). Inside the cover is written: "*I've a sceptre in hand, I've a crown on my head.*" That's the **opening phrase**. Inside the back cover is written the **closing phrase**: "*Dreaming as the days go by, dreaming as the summers die.*"

Notes

These describe experiments to get different faerie to accept different [magic rings](#) to enchant. Mordank has been trying to determine the relationship between the band and its other qualities. The notes describe the properties of rings in "Group III". See [Handout E](#).

The Golemic Arts

Describes how to create a [golem](#) (such as the one in the [Main Hall](#) (3)) in detail (see [Create Golem](#)), mentioning that they are tireless and indestructible servants. A [golem](#) is destroyed by maring its Creation Rune. This is shown in the book (give the players [Handout F](#)).



Tongue of the Native	Nothing	3
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Journal

This handwritten journal describes Mordank's early days. He was an ill-treated orphan who herded his uncle's sheep. Eventually he met a his patron **Gentleman Hob**, who taught him the art of glamours. Next, Mordank traveled to the city Quoloon, and entered the magical demimonde. Resolving to grow, Mordank set his sights on becoming a powerful and respectable mage. The journal ends here, incomplete.

Burrock

Burrock is a stout blond boy who bullied the children in the **Children's Observatory** (14), chasing them into the House. He followed them but quickly lost their trail. Then he stole four **magic rings** from a servant in the **Main Hall** (3).

Burrock will threaten to burn the documents on the desk unless the PCs give him **300 GP**. He does so if the PCs try to steal them. Burrock will accept a lower price if he can accompany the party, but he will eventually try to rob them.

Burrock speaks the command words aloud when he uses the rings. His rings are:

Ring	Burrock's knowledge	Charges left
Breath of the Dragon	Power, command word (" <i>bluebell</i> ") and usage	2
Invitation	Power, command word (" <i>daffodil</i> ") and usage	2
Hand of the Giant	Power, command word (" <i>gardenia</i> ") and usage	2



Magic mirror

The **magic mirror** in this world opens to a mirror world version of this room which is superficially similar. None of the documents in the mirror version have any writing. The mirror is currently closed.

Exits

- One door leads to the **Garden** (9).
- A **magic mirror** leads to the **Mirror World - Magic Mirror site** (4a).
- Pulling the velvet rope rings a sonorous gong, and after a minute, the nearby door opens to the **Cosmic Library** (11).

Treasure

- Rugs (3): Thick soft fur from a giant tarantula, worth **65 GP**.
- Iron Brazier: 5 lbs empty, 10 lbs full. If filled with quartz gravel, gravel will glow with a pleasant heat. Worth **35 GP**.
- **On Magic Mirrors**: Worth **500 GP**.
- **The Golemic Arts**: Worth **700 GP**.

GP.

- The **magic mirror**.
- Several magic rings possessed by **Burrock**. See below.

Encounter statistics

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

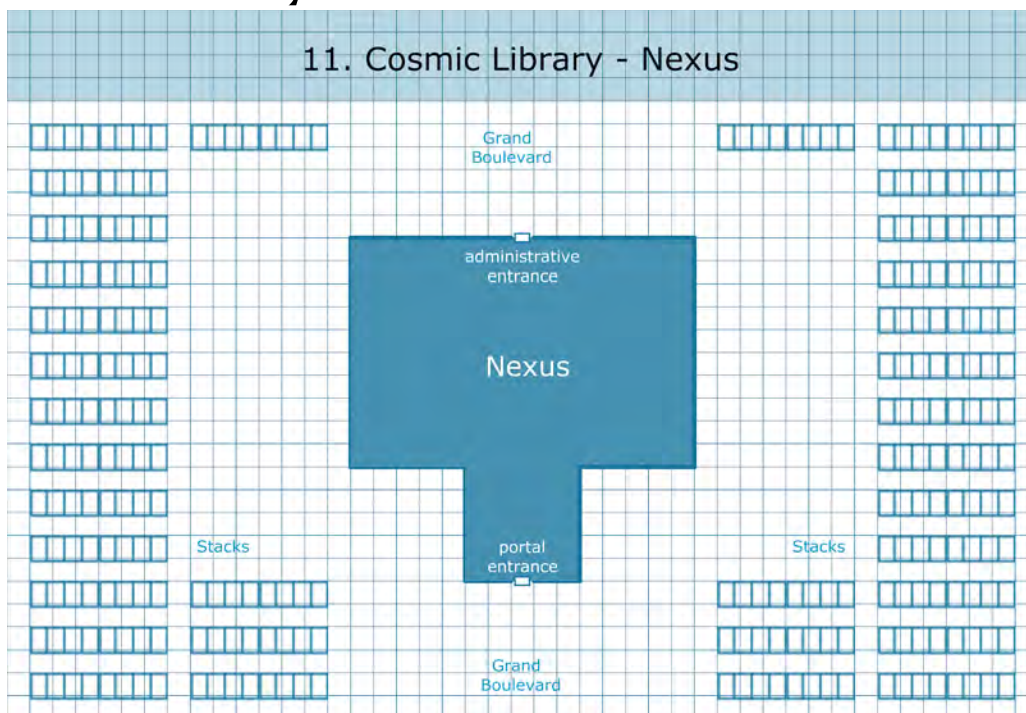


Ring name	Command word	Design	Power
Breath of the Dragon	Bluebell	Blackened iron twisted into braids, ringed with studs of jagged glass.	Sheet of fire 20' long in a 30 degree arc . Everything in the arc takes 2d6 damage ; DC 13 Reflexes save for half damage .
Invitation	Daffodil	Smooth sandalwood with a small face carved from a citrine.	Point at any door in sight and teleport to the other side. Even works on doors in the House, including magic mirrors!
Hand of the Giant	Gardenia	Square-cornered white gold with a cluster of opals.	Hand enlarges to giant size. It may be used for one feat of giant-level brawn (Strength 22, +6 modifier). Default attack in this form is +6 to hit and 2d6 damage .
Tongue of the Native	Dandelion	Filigree of platinum and cobalt set with a large rough chunk of turquoise.	Able to speak and read any language native to where the wearer currently stands. Note that Old Giant <i>is</i> native to the area.





11. Cosmic Library



Scale is 10' per square.

Overview

This is a library that occupies an entire planet. Its creators are now degenerate savages, and several races of **Librarians** work eternally to maintain the books. They will also provide a guide for legitimate visitors. Almost any information can be found here, but an expedition is required.

First impressions

This is a library with stacks that seemingly extend into infinity. Tall shelves stretch to a vaulted ceiling in tight ranks that are bisected by a boulevard that extends to the horizon, wide enough for a tyrant's parade.

The doorway from the **Study** (10) opens from the side of a green stone building with narrow windows. A small plaza houses several ranks of wide low benches.

Standing before the doorway is a party of tall humanoids with four spindly arms and two trunk-like legs. Their hairless grey skin is decorated with magenta tattoos of geometric patterns. Their hands are raised in peace.

Features

Greeting

The door from the **Study** (10) opens on the side of the Nexus, one of many entrance hubs into the Cosmic Library. These **Librarians** are posted here, and have gathered to greet the party as they greet all visitors. They will keep trying languages till they find one the PCs know.

The Librarians explain that this is the Cosmic Library, the greatest repository of knowledge, cataloging the wisdom of countless peoples. Visitors may freely research what they want and the Librarians will supply a guide. The party must donate one treasured memory for every topic they want to research. This memory is extracted via a special contraption that they will wheel out. This will remove one of a PC's Win conditions.



Expedition

The Librarians will send one of their number as a guide who will even help in combat. She will provide rations, and water is available at periodic campsites. This is how much time the trip is projected to take:

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

Rules

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

- No unaccompanied visitors; if the party loses track of their Librarian, they should sit tight and wait for more Librarians to arrive
- No documents shall be removed from the library
- No documents shall be damaged
- Violence against anyone in the library is forbidden, except in self-defense
- Absolutely no fire larger than a candle

Violations of these rules can result in severe punishment. Be creative.

Environment

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

There are occasional plazas for Nexi and study areas, and occasionally other features. There are also campgrounds at regular intervals (one league apart). Other visitors and their Librarian guides can

occasionally be spotted at a distance, generally avoiding each other.

Following the guide

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

If something happens to Sehmesh and the party waits, they will be found by a group of **1d4 Librarians** in **1d6 hours**. One of them will become the new guide. If they don't wait, it will take **2d8 hours**, and the **12 Librarians** who show up will be inclined to expel the party.

Exits

- The door from the Nexus leads back to the [Study](#) (10).
- Following Shemesh will lead to the [Lover's Battlefield](#) (11a) in **ten hours**.
- Going anywhere else in the Cosmic Library is going to meet with resistance at every step from Librarians, and finding one's way will be very difficult. The judge should find a way to make this apparent.

Treasure

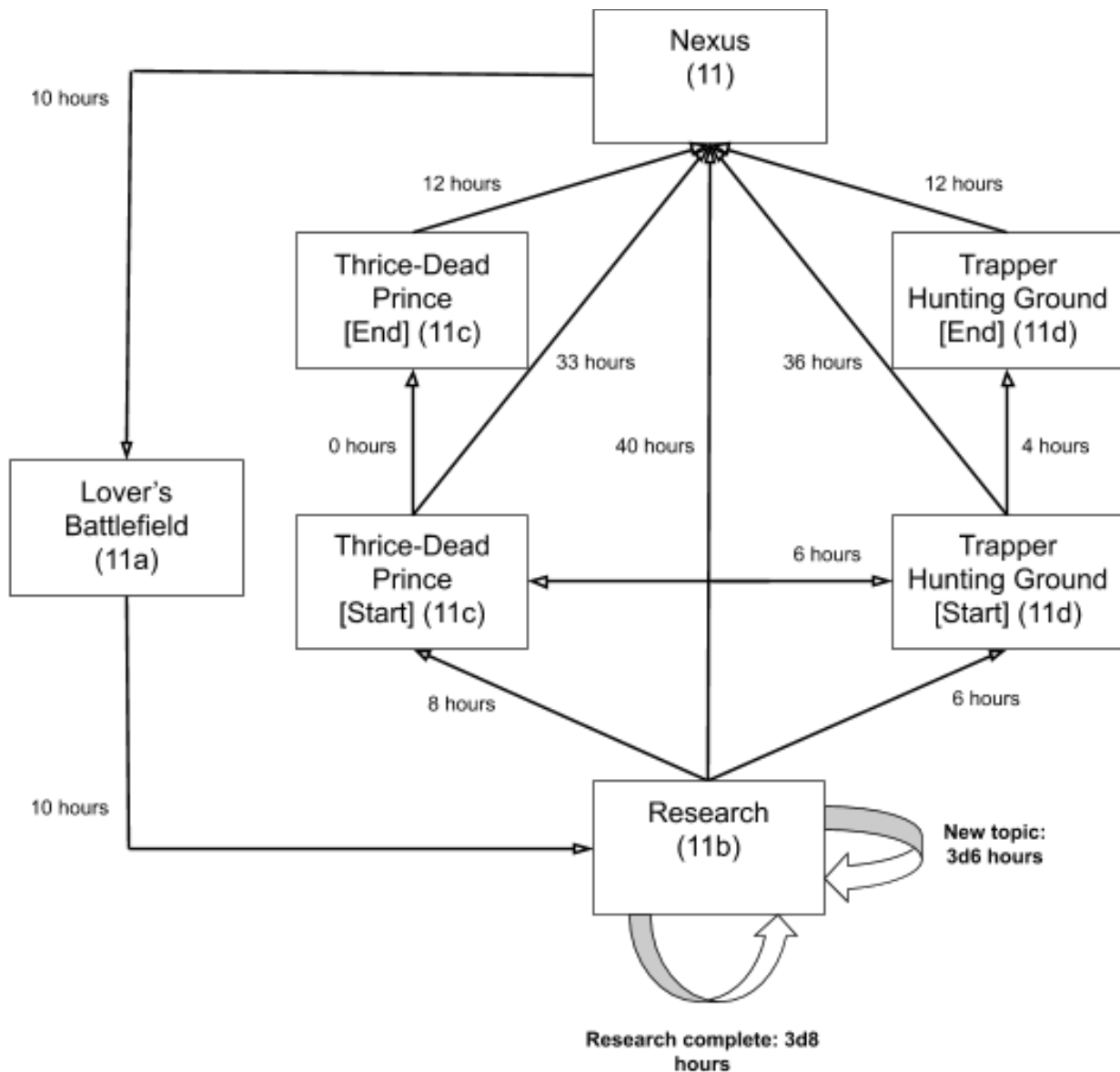
- None

Encounter statistics

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

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









11a. Cosmic Library - Lover's Battlefield

11a. Cosmic Library									
Lover's Battlefield									

Scale is 5' per square.

Overview

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

First impressions

This occurs after **ten hours** of travel. The battle can be heard before the PCs are able to see anything. A succession of loud cracks, screaming, and the sound of shattering glass, pierce the air.

If the party gets closer, they will come upon a battle at a campsite where a small host of armored and winged knights fire strange crossbows at rhino men in robes who fire blasts of lighting from their horns. A couple of civilians cower on the far side of the battlefield. An open satchel lies on the battlefield and something glittering spills forth.

Features

Conflict

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

Rhino men

The [winged musketeers](#) have already killed two of them. They are religious zealots who are ordered to slay the [lovers](#) and destroy the **Miscegenatrix**. However, if they



don't feel confident of victory, they will accept the gems in their stead, and they will not fight to the last man.

Winged musketeers

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

Lovers

The lovers need their emeralds to purchase passage to the realm of the **Thrice-Dead Prince** (11c). That is where they can find the knowledge to safely care for their hybrid offspring. They don't need the **Miscegenatrix**. The male (**Garag'rakool**) will fight till his last breath to keep his lover (**Velid**) safe.

Exits

- Following the Librarian guide from here will lead to **Research** (11b) in **ten hours**, after a night of rest.

Treasure

- Satchel of emeralds: Worth **1600 GP**.
- The **Miscegenatrix**: A small idol or machine that seems to be organic and protean with many appendages. It is metallic but slightly warm to the touch. Used properly (very complicated), it allows for a fruitful union between a male and a female of any species with those genders. Worth **2250 GP**.

- **Winged Musketeer armor (5)**: Graceful and articulated but unusable by other races. **20 lbs**. Worth **250 GP**.
- **Steam musket (5)**: **12 lbs**. with full tank, **1d6 damage at 50/100/150 range**, up to 3 attacks on close targets with **-1d to hit** per extra attack (3 shots for 2 attacks and 6 shots for 3 attacks). Each rifle has **1d6 shots** left (6 capacity). Worth **100 GP**.

Encounter statistics

Rhino Men (7): Init +0; Atk mace +2 melee (1d6), lightning blast special (special); AC 12 (tough and fast); HD 2d8; hp 9; MV 30'; Act 1d20; SP 35' lightning blast uses action and movement action and causes 2d4 damage unless DC 12 Reflexes save succeeds; SV Fort +1, Ref +1, Will +1; AL C.

Winged Musketeers (5): Init +2; Atk steam needle autorifle +4 ranged (1d6@150'); AC 16 (armored and mobile); HD 2d6; hp 7; MV 20' walking/50' flying; Act 1d20; SP rapid fire allows three attacks against close targets at -1d to hit per extra target; SV Fort +2, Ref +2, Will +2; AL L.

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

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



11b. Cosmic Library - Research

Overview

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

First impressions

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

Features

Research time

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

Travel between topics

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

Journey home

Upon the return trip, **Sehmesh** determines that a wandering tribe

of primitive **Trappers** is now hunting along the party's return route. This presents them with three options:

- Try the Gatehouse of the [Thrice-Dead Prince](#) (11c); total route length: **20 hours**
- Press through the [Trapper hunting grounds](#) (11d) despite the risk; total route length: **24 hours**
 - Take a safe route around it all; total route length: **40 hours**



Exits

- The party is presented with the choice of three possible routes of return:
 - Past the the [Thrice-Dead Prince](#) (11c) in **eight hours**.
 - Through the [Trapper hunting grounds](#) (11d) in **six hours**.
 - A safe route to the Nexus in **forty hours** after a night of rest.

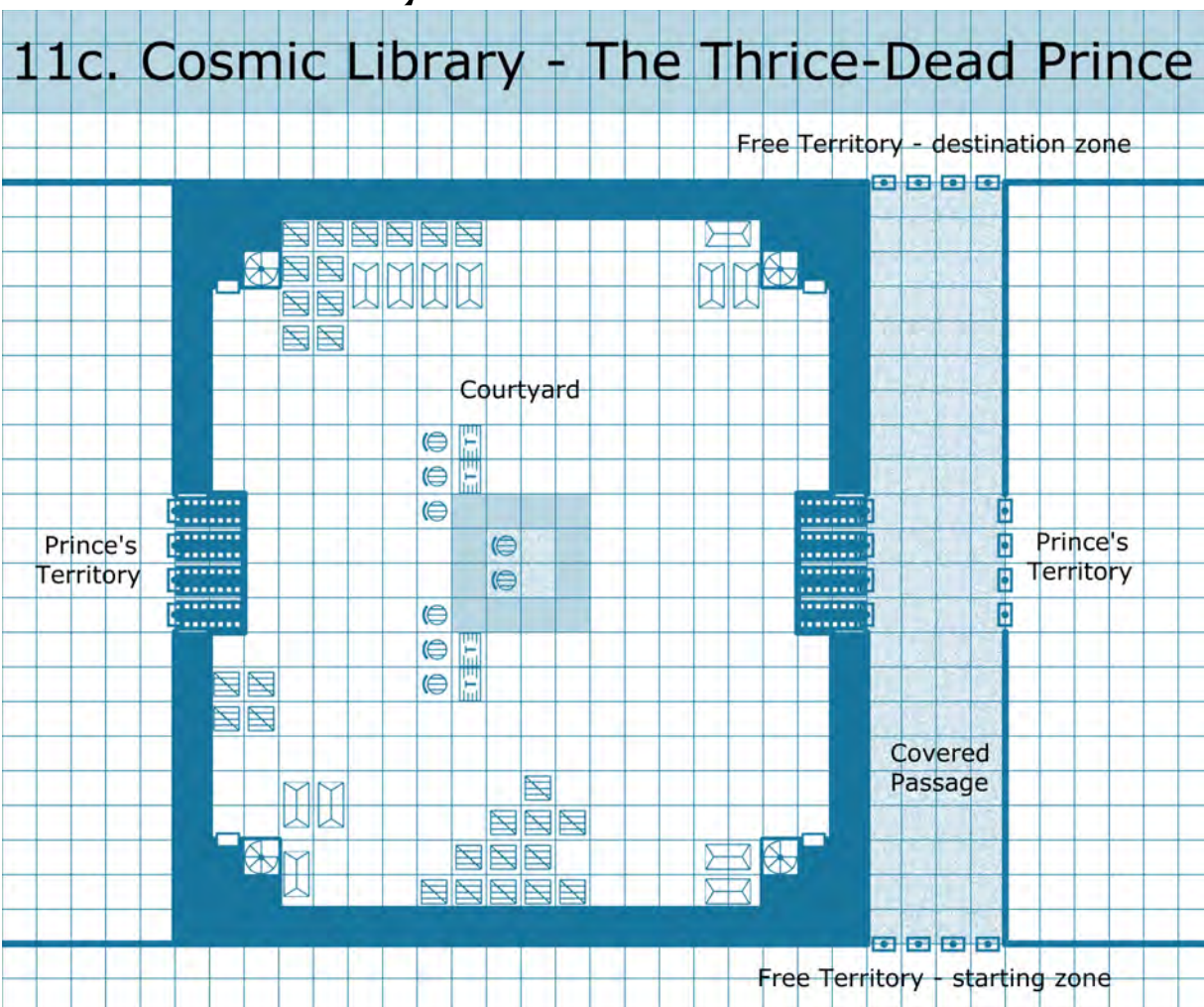
Treasure

- Knowledge! **Priceless!**





11c. Cosmic Library - The Thrice-Dead Prince



Scale is 5' per square.

Overview

A pirate-king from the other side of the world has taken up refuge in the Cosmic Library and set himself up as a petty warlord. He charges for passage through his realm or access to his books. The Thrice-Dead Prince levies capricious fees, and his demeanor varies from welcoming to murderous.

First impressions

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

Features

Guards

The **four** guards are dressed in a hodge-podge armor and are attired in a motley of purple and gold. They have tattoos and jeweled piercings and slouch against the barricade. Today's fee to pass the gate is **500 GP** per person (Librarians are free), although anyone who wants to negotiate is in luck: The [Prince](#) himself is within.



If the guards are attacked, **four** more are waiting on a walkway on the other side of the barricade. They fire crossbows, or can descend the wall with an action. In **1d4 rounds**, they will be joined by **eight** more guards. On the **fifth round** of combat, the **Prince** will appear on the wall and send his personal guard into the fray.

Gate

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

The Prince

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

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

See below for details on the [challenge](#).

Exits

- Backtrack to the [Trapper hunting grounds](#) (11d) in **six hours**.
- A long safe route to the Nexus in **thirty-three hours** with a rest for the night.
- After passing through the gatehouse, it takes **twelve hours** to reach the Nexus with a night of rest.

Treasure

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

Encounter statistics

Guards (16 total): Init +0; Atk cutlass +1 melee (1d7) or barbed javelin +1 ranged (1d8@30'); AC 14 (patchwork armor); HD 1d8; hp 5; MV 30'; Act 1d20; SP none; SV Fort +0, Ref +0, Will +0; AL C.

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

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

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





The Challenge

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

- There will be three questions about philosophy
- The **Prince** will ask each question in turn
- Each contestant shall answer before proceeding to the next question
- Answers should be wise, learned and concise
- The **Prince** will decide who answered better as soon as both answer
- The contestant who answers better for two or more questions in the winner
- The player can decide who answers the first question first; the other contestant answers the two following questions first

The Prince is not stupid, but he isn't well-read. Eloquence and an air of learnedness are most important. The **Prince** will get bored by long or technical answers. To win a round, the PC must succeed in a **DC 13 Personality check**. This roll is modified based on the following criteria:

Criteria	Roll modifier
Appeal to the gods	+1
Has the sound of inescapable logic	+1
Gives the shorter answer	+1
Points out flaws in opposition *	+1
Mildly witty or clever	+1
Very funny or eloquent	+2
Partly rebuts opposing argument *	+2
Skillful flattery of the Prince	+2
Demolishes opposing argument *	+4
Uses esoteric terms	-1
Boring or rambling	-1
Nonsensical	-1

The Prince asks to start (3 min.)	-1
The Prince asks to wrap up (3 min.)	-1
The Prince cuts the PC off (5 min.)	-2
Disrespects the gods	-2
Disrespects the Prince	-4

* Only one of these bonuses can apply, and the PC must answer second to be eligible.

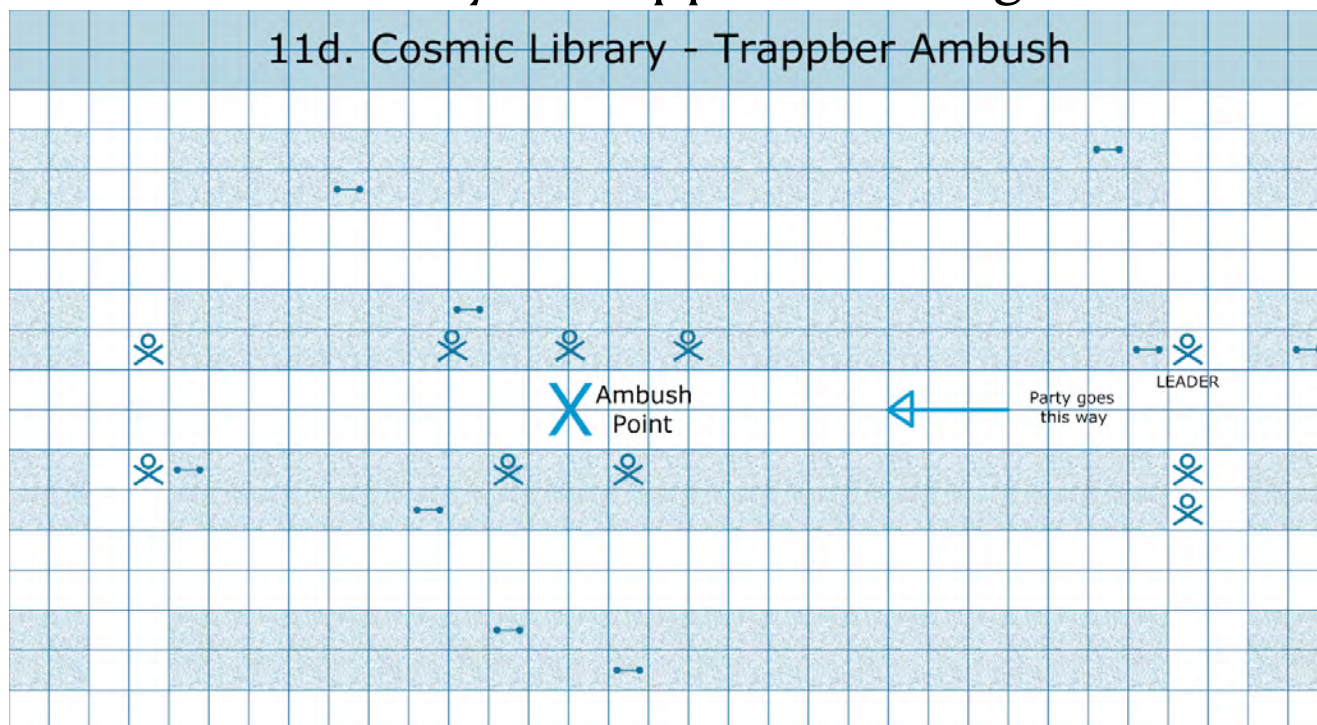
Questions and answers

- **Question:** "What makes boats float, even when they are full of men?"
 - *Jacinto's answer:* "My Prince, you of course recall that a branch or a plank will float on the water. Thus it is the will of the gods that wood should exist above water. We see this by the fact that a tree must be watered at the roots. Why have the gods ordained this? So men could find trees upon the land that would take them upon the water, honoring the gods with their brave deeds. Such as those undertaken by my Prince before arriving in this most unusual of places."
- **Question:** "When is it acceptable to take another man's life?"
 - *Jacinto's answer:* "A man who lacks strength has been judged by the gods as unfit to care for that which is his. A man makes his place in the world through strength, and so does he lose it. This is the natural cycle of life, and those who claim otherwise lack the courage to see the truth. My Prince must surely jest by asking, for none know this as well as he."
- **Question:** How is man to know the will of the gods?
 - *Jacinto's answer:* "The gods make their wills known through many, many signs. The stars, the flights of birds, and even the wind can speak their edicts to wise mortals. A wise man who lacks the otherworldly nature or the extensive training will allow himself to be guided by those who are. Guides and mentors are inevitably marked by their exposure to the Other Side." <pulls open robe to expose third nipple, looks at PC triumphantly with a raised eyebrow>





11d. Cosmic Library - Trapper Hunting Ground



Scale is 5' per square.

Overview

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

First impressions

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

Features

Trappers

Trappers are one of the many degenerate subspecies of the ancient people who built the Library. They have not lost all of their intelligence, so they live a primitive existence in hunter bands that make nets from their own silk and envenom hunting darts with their own secretions. Trappers are the size of goblins and they hunt in groups.

Encounter

To see if the party is ambushed, roll 1d8; if the numbered rolled is less than the total number of party members (including Sehemesh and any children), then they are ambushed. The attack will occur when passing through close-knit stacks 10' across. The only chance the party has to detect the ambush when Trappers are moving behind the party. Allow those is the rearmost rank a **DC 16 Intelligence check** to hear those Trappers moving into position. They have one round to react before the ambush occurs.

Initial attack

If the party didn't notice the ambush setup, the attackers get a free round. Either way, Trappers on top of the stacks start the attack by launching nets. Three on the left throw nets at the front of the party while two on the right throw them on the rearmost PCs. The next round, Trappers on the ground engage in melee while those atop the bookcases throw darts.



Battle tactics

Trappers can clamber up a bookcase with a single action or down one for a single movement action. However, the ones up top are unlikely to join the fray below. The Trappers will automatically withdraw if they lose half their number or more. They will quickly climb over and through bookshelves when fleeing.

Exits

- A long safe route to the Nexus in **thirty-six hours** with a rest for the night.
- It takes **six hours** to return to the gatehouse of the [Thrice-Dead Prince](#) (11c).
- It takes **four hours** to pass through the hunting grounds.
- From there, it takes **twelve hours** to reach the Nexus, with a night of rest.

Treasure

- **Bone-Lance of Rage:** The magic spear of the leader. 1d8 damage, one-handed. Before an attack is made, the wielder may burn Personality to increase the damage by +1d per point. Worth **450 GP**.
- **Spear poison (10):** A foul green paste in a paper-mache bottle. Each is good for one sword,

two spears or four arrows. Dries after one turn. Worth **15 GP**.

- **Trapper net (5):** The Trapper nets are not easily used by any being with merely two arms. However, the silk is worth **35 GP** per net.



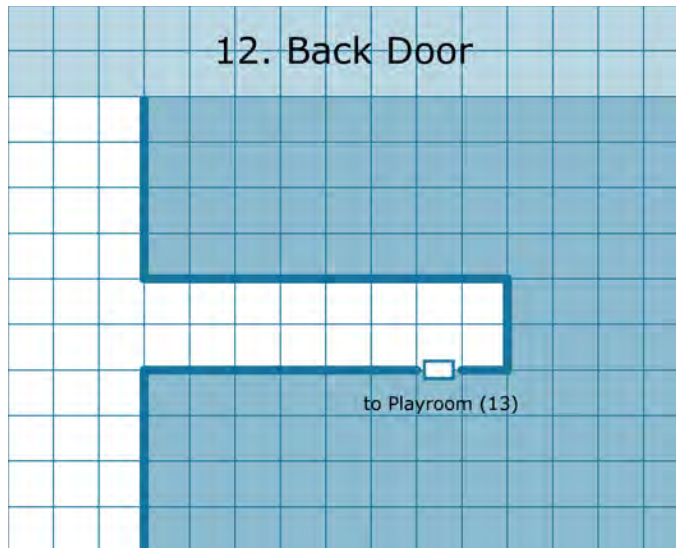
Encounter statistics

Trapper (9): Init +0; Atk short spear +1 melee (1d4 + special), or dart +1 ranged (1d3 + special @ 10/20/30) or net +2 ranged (special @ 8/16/24); AC 13 (chitinous and slight); HD 1d6; hp 4; MV 35'; Act 1d20 or 2d16; SP spear and dart inflict poison that causes 1d5 Agilty damage on first hit unless DC 12 Fortitude save, a hit with the net causes entanglement unless victim makes Reflexes save (DC is attack roll), entanglement means the character cannot move or attack, getting out of the net requires an action and a DC 20 Strength check with +3 for each action of cutting, backstab is +4 to hit and 1d10 damage; SV Fort +1, Ref +1, Will -1; AL N.

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



12. Back Door



Scale is 5' per square.

Overview

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

First impressions

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

Features

The door

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

Breaking down the door

It's possible to break down the door with tools or sustained battering. Anyone within 20' of the outside of the door when it is smashed open will be **curse**d. No saving throw. The curse from smashing open the door has two effects. First, it



causes the bonus from each Luck burn to be halved, rounding up. Second, if anyone asks the name of someone with the curse, he or she must make a **DC 14 Willpower saving throw** or reply truthfully, adding "...a common thief" to the end. Mordank can undo the curse with a wave of his hand. For purposes of dispelling, the curse has a casting roll of **24**.

Exits

- Once opened, the Back Door leads to the [Playroom](#) (13).
- Leaving the alley leads to the rest of the city of Blackrock - including the [Front Door](#) (1), several blocks away.

Treasure

- None

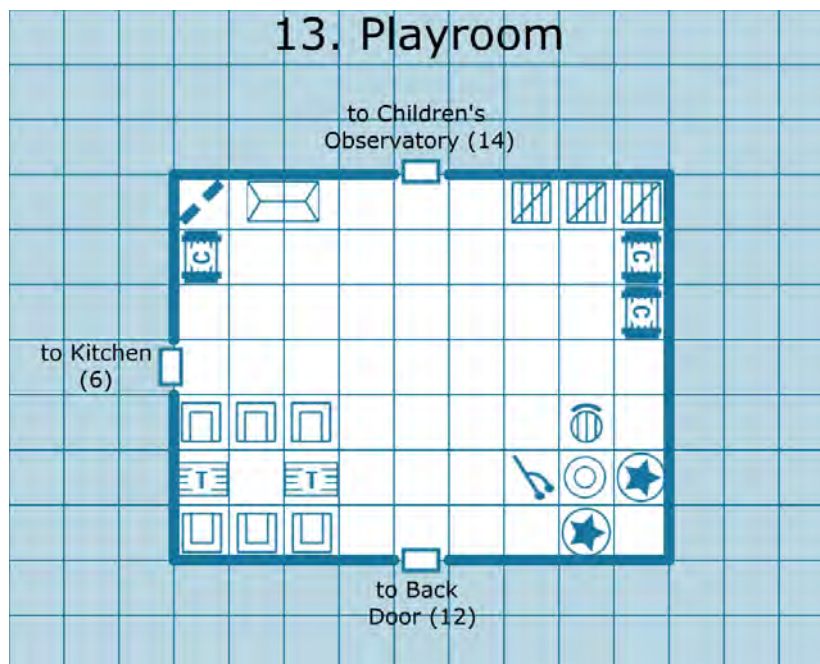
Encounter statistics

- None





13. Playroom



Scale is 5' per square.

Overview

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

First impressions

This room features several overstuffed [couches](#) that are upholstered in multi-colored yarn around low tables. The sound of trickling water can be heard from that part of the room.

Another portion of the room appears to have an [miniature palace](#) nearly as tall as a man. In yet another corner is some kind of polished [mechanical assembly](#). Scattered [toys](#) lies on the floor.

Features

Couches

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

Miniature palace

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

Mechanical assembly

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

Those who gaze at any of the planetary bodies through magnification will notice a stupendous level of detail, and the telescope can be used to zoom. If a viewer keeps studying, finer and finer details are revealed, but he or she starts to float weightlessly. If the character is a child or halfling, then no harm will occur.

Otherwise, the character will be pulled by the gravity of the spheres and must attempt **DC 14 Reflexes saving throw** to grab an anchor. If this fails, the adventurer appears to grow smaller to those in the room as they



drift towards the planets that suddenly loom larger in their eyes.

At this point, the PC and his companions have **two rounds** to figure out a way to secure him or her; attempting to use a rope requires a **DC 12 Reflexes** check. After that, the character cannot be recovered, appearing to rapidly shrink and approach the planet and will finally burn up upon atmospheric entry. If the PC is secured, then the effect immediately ends as soon as they are drawn back to the ground.

Toys

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

Exits

- One door leads to the [Back Door](#) (12).
- One door leads to the [Children's Observatory](#) (14).

A [Kitchen Door](#) leads to the [Kitchen](#) (6).

Treasure

- **Miniature palace:**
This is heavy (**220**

lbs.>) and delicate. It is worth **250 GP**.

- **Orrery:** The orrery is very heavy (**400 lbs.>)** and delicate. It is also enchanted and extremely valuable, worth **1600 GP** to the right parties. The telescope is not enchanted and can be detached.
- **Silvery blocks (16):** These are magnetic blocks that can be snapped together for structures or used to levitate each other. The full set is worth **320 GP**.
- **Enchanted frocks (4):** Each frock has a tag inside with command words "**fancify**" and "**mixy-upy**". The first word causes parts of the dress to turn the color of whatever touches it. The second word causes it to blend with contacted colors. Each can be sold for **100 GP**.

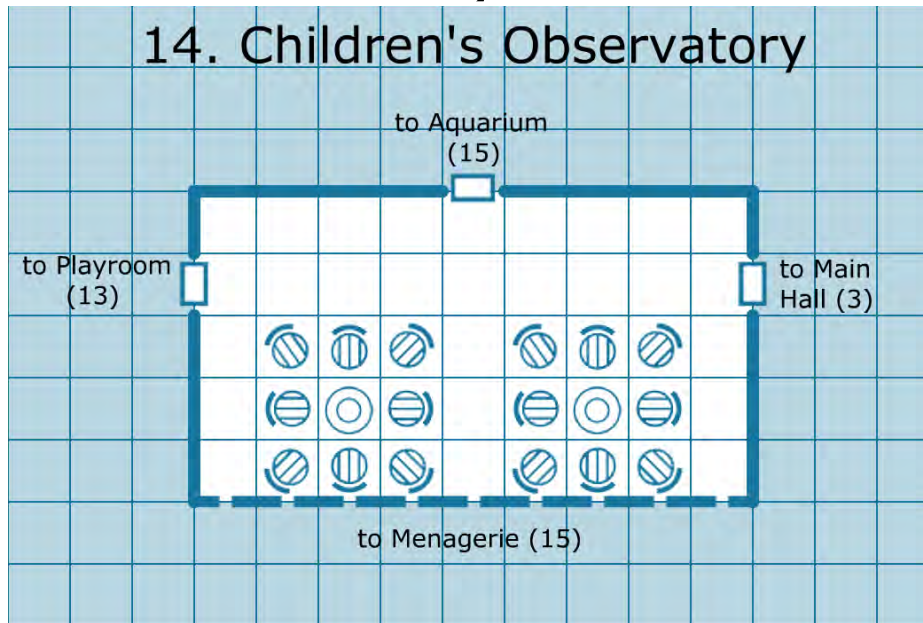


Encounter statistics

- None



14. Children's Observatory



Scale is 5' per square.

Overview

One wall of this room is a [transparent pane](#) blocking passage to the [Menagerie \(15\)](#). Three [children](#) hide in this room, and one of them will pretend to be a monster to scare the party away.

First impressions

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

Features

Transparent pane

This material has an **AC 17** and is shattered from blows that do **15+ damage**. It takes **half damage** from piercing and fire and none from cold or electricity. The [Menagerie \(15\)](#) on the other side is not illuminated, but obvious features may be seen from this side.

Children

Three children hide in this room: one under each table and one within the pillows. The one in the pillows has tied them around his body and will threaten to curse the

party if they do not turn from this room. These kids ran in here with a fourth to escape a bully ([Burrock](#), currently in the [Study \(10\)](#)). Not long after, one child was grabbed by an ogre as the rest hid - this child is [Zenni](#), currently found at the [Moon - Time Dome \(8b\)](#). The children are:

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

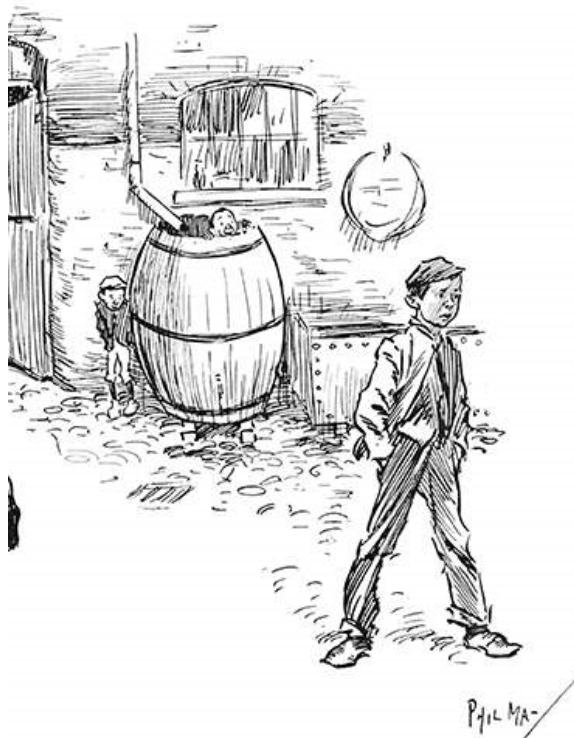
The children are afraid but they won't abandon their friend. They hope the wizard can help. If the party can help them find the wizard or [Zenni](#), they will use the [Helm of Infinite Wisdom](#) to help the adventurers. They describe [Zenni](#) as a scrawny boy with long brown hair and a squeaky voice.

If the party tries to leave the children behind, then **Minz** will sneak away and try to follow them discreetly. Then the other two will go in search of him.



Helm of Infinite Wisdom

A brightly chromed helmet with eyeballs shooting lightning around the rim and two giant metal bat wings on top. Once per hour, the wearer can concentrate on a question and get an in-depth answer; this takes one minute. The character must make a **DC 11 Willpower saving throw**. If this succeeds, the PC gets an answer and takes **1d6 Personality damage**. On a failure, the character is knocked unconscious for a number of hours equal to the damage, thus failing to learn the answer. The Helm cannot be removed from the wearer's head without a command phrase ("*ignorance is bliss*") or death. Haerla has not thought to ask if there is a way to remove it and thinks it is permanent.



Exits

- On the other side of the [transparent pane](#) is the [Menagerie](#) (15).
- Locked door leads to the [Main Hall](#) (3). **DC 14** lockpicking check.
- Door to the [Playroom](#) (13).
- Door to the [Aquarium](#) (16).

Treasure

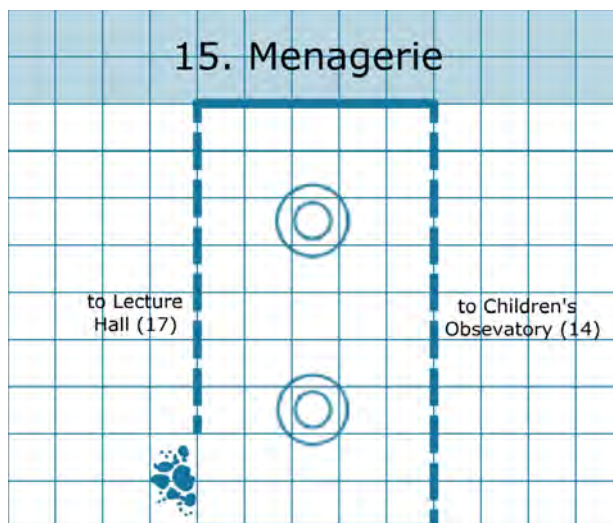
- [Helm of Infinite Wisdom](#) : See above. Worth **1200 GP**.

Encounter statistics

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



15. Menagerie



Scale is 5' per square.

Overview

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

First impressions

This room has no lighting, but the [Children's Observatory](#) (14) casts wan illumination. There is another transparent wall on the wall opposite to that, though the room beyond is even more dimly lit. One of the panes on that wall is shattered outwards. On the floor are the blasted remains of two [broken seals](#).

Features

Transparent panes

The walls facing the [Children's Observatory](#) (14) and the [Lecture Hall](#) (18) are made of transparent crystal. One of the three panes shared with the [Lecture Hall](#) (18) is shattered outwards. That room is very dimly lit, with a cluster of candles in the darkness. This material has an **AC 17** and is shattered from blows that do **15+ damage**. It takes **half damage** from piercing and fire and none from cold or electricity.

Broken seals

The two circles on the ground are both scorched and marred. They were drawn with rare pigments mixed with dried blood. Complicated patterns cause dizziness if stared at for long.

Exits

- [Transparent panes](#) bar passage to the [Children's Observatory](#) (14).
- One of the [transparent panes](#) has been shattered into the [Lecture Hall](#) (18).

Treasure

- None

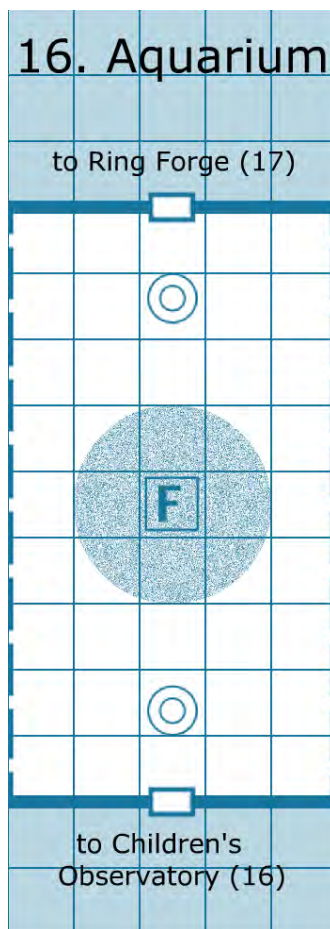
Encounter statistics

- None





16. Aquarium



Scale is 5' per square.

Overview

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

First impressions

Floor, ceiling and two walls are **thick glass** through which may be seen an alien coral reef in the depths of an unknown ocean. Unfathomable sea life gapes back at human gawkers, pulsing with color. Vast shadows pass in the blue distance. In the center of the room is a **cylindrical glass platform**. A unblinking eye, wide as a dinner plate, can be seen refracted within.

Near each door is a ring of **hanging tanks** attached to the ceiling, containing misshapen fish that pulse with a yellow-green light. A circular prayer mat lies within each ring.

Features

Thick glass

The floor, ceiling and walls are incredibly thick, requiring **50+ HP damage** to crack. Doing so causes flooding for **3d20 damage** to everyone in the room. More importantly, the doors will be destroyed, stranding everyone in the room **400'** below the surface of an alien ocean.



Cylindrical glass platform

The platform in the center of the room has an open glass hatch on top. It takes one movement action to close the hatch and one action to turn the locking wheel. Within and below the platform is a water-filled glass chamber with an exit to the open ocean.

The large eye belongs to its occupant, the **Deep Watcher**. The Deep Watcher will use its tentacles to attack anyone who comes within 15' or tries to pass by. However, it will not attack any creature that is 4'8" or shorter, and it will also withdraw if four or more tentacles are severed.

Hanging tanks

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

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

The rings and mats are out of the reach of the **Deep Watcher**. The power of the brain fish can be used to negotiate with it - the **Deep Watcher** is slow-witted but utterly treacherous.

Exits

- One door leads to the [Children's Observatory](#) (14).
- One door leads to the [Ring Forge](#) (17).

Treasure

- Brain Fish (3 per tank x 8 tanks): Each one is worth **250 GP** alive and **20 gp** dead. They have exotic fish requirements like periodic spinal fluid infusions into their tanks.
- Prayer mats (2): Soft, thick and beautiful, woven with rare dyes and gold thread. **210 GP** value each.

Encounter statistics

Deep Watcher (1): Init -1; Atk tentacle grab +3 melee (special), or tentacle squeeze special melee (1d4), or bite special melee (1d8); AC 13 (thick rubbery skin); HD 8d8; hp 40 (10 per tentacle); MV 0'; Act 4d20; SP impossible to sneak up on, tentacle hit causes a character to make a DC 14 Reflexes save or be grabbed (make a Luck check to be able to attack), actions against grabbed character are squeeze, pull to mouth or bite; SV Fort +3, Ref -2, Will +0; AL C.

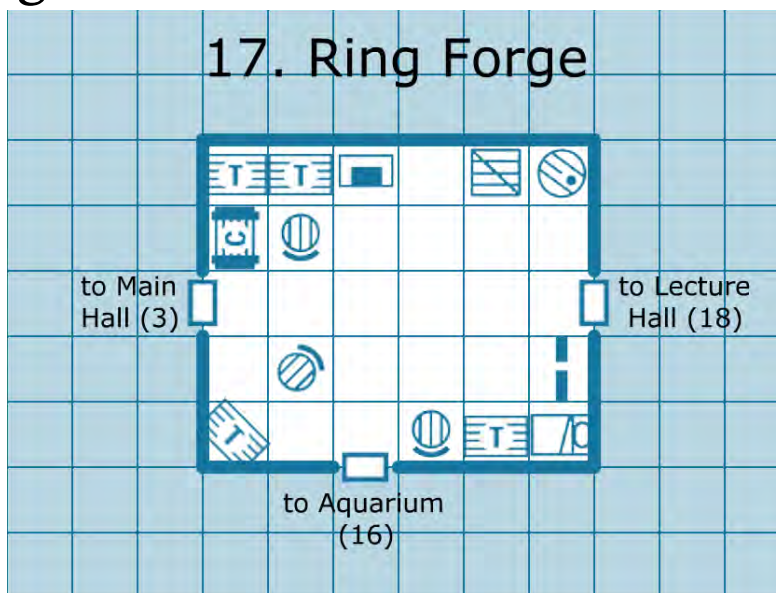
Characters who are hit by tentacle grabs are held unless they make a

Reflexes save. Once grabbed, they are squeezed, or pulled towards its beak in one round. A character may be freed with a **DC 16 Strength check.**





17. Ring Forge



Scale is 5' per square.

Overview

This is where Mordank spent his time building and enchanting his [magic rings](#). There are some useful notes on [magic rings](#), as well as a few other trinkets.

First impressions

This room has a lot of stuff in tight quarters. There's a [work area](#) that includes a workbench with scattered tools and a squat metal box with a hatch. On a canted [desk](#) are scattered documents and an assortment of ink bottles and discarded styluses. Finally, a cot, mirror and low table are somehow crammed into a corner. The moldy remains of a meal are still upon the table.

Features

Work area

The work area consists of a long workbench connected to a small forging area in the corner. The forge itself is a highly compact and heavy metal cube - it is atomic-powered and emits no heat until opened. There are broken clay moulds for rings in the vicinity. On the workbench are fine metal-working tools, slugs of different metals and a small box brimming with semi-precious jewels. There's also a small bin of bric-a-brac: bits of ivory, amber, petrified wood, etc. Amidst this is the [magic ring](#) Lèse Majesté.

Desk

The desk contains sketches and notes about theories for why a faerie approves of one ring design over another. The notes can be summarized by [Handout G](#). The book on the desk is entitled "[On Magic Rings](#)". At the base of the angled top is a [silver wand](#).

On Magic Rings

This is the draft of a scholarly autobiography. The story it tells is of the wizard's rise to greater prominence. Mordank the Irregular was looking for sources of power. Disdaining the diabolical, he sought a more powerful faerie Patron - The Gentle Lady.

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

The Gentle Lady also led Mordank to the [Cosmic Library](#) (11), where he has learned some of the arts of its creators (who he calls The Visitors). With that knowledge, he can bend space and time, and he made this House.



Rest area

Consists of a simple cot, a cheap steel mirror, a wash basin and a low table with the moldy remains of the last meal.

There is an enchantment that causes anything under the bed to be invisible. In this space is a small jewelry box made of black lacquered wood with a red velvet lining. Within the box are five [magic rings](#).

Exits

- Door to the [Main Hall](#) (3). **DC 18** lockpicking check; failure activates curse that shrinks lockpicks down to comically tiny proportions.
- Door to the [Aquarium](#) (16).

Treasure

- [Magic rings](#): These are the ones in the room. See below for more details.
 - **Lèse Majesté**: On the workbench.
 - **Mud Magic**: In the box under the bed.
 - **Wisdom of the Earth**: In the box under the bed.

- **Wind Porter**: In the box under the bed.
- **Hidden Hand**: In the box under the bed.
- **Dollmaker**: In the box under the bed.
- Atomic forge: Compact but very heavy oven of steel and boron, super-hot and never needs fuel. Worth **470 GP**.
- Silver wand: The wand is made of silver shaped like a realistic gnarled root that clasps a small skull of black crystal. The wand bonds with whoever next casts an arcane spell while holding it. That character then adds **+3** to all casting rolls, but the spell is randomly selected from the level of the selected spell. The mage can still direct its effect. The bond lasts until *Remove Curse* cast with **22+**, or shattering the crystal skull. Worth **240 GP**.
- Semi-precious gems: About two handfuls, worth a total of **110 GP**.
- Metal slugs (14): The precious $\frac{1}{2}$ lb. slugs (4) are worth a total of **60 GP** while the set is worth **85 GP**.
- *On Magic Rings*: Worth **50 GP**.

Encounter statistics

- None

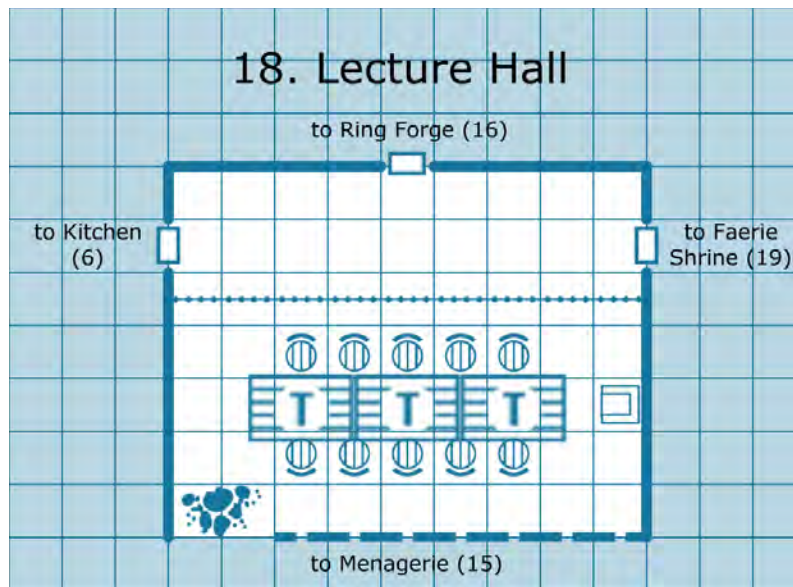


Ring name	Command word	Design	Power
Mud Magic	Orchid	Bone with a single large diamond.	By pointing at earth and squeezing his or her fist, the wearer causes earthen matter (e.g. rock, soil, sand, clay, etc.) to soften to mud. A total of 600 lbs. may be so transformed, with a maximum rate of 200 lbs. per round . Effects are usually DC 10 Reflexes saving throw to avoid, DC 16 if victims don't see it coming. 2d6 damage to earthen beings per round.
Lèse majesté	Tulip	Steel spiked band set with alternating small amethysts.	Wearer can issue verbal orders for the next five rounds to any one person at a time. If subject is able to understand the orders, they must either obey them, or suffer for 1d8 damage and paralysis for 1d6 rounds . A successful Fortitude saving throw against DC 15 negates paralysis and halves damage .
Wisdom of the Earth	Dogwood	Rune-etched coral with an aquamarine lozenge.	Ask one question, and an answer will be spelled out in the sand nearest to the wearer's feet. The answer is provided by an invisible gnome that travels through the earth. Unable to spy on those with powerful magic, and it can only answer questions about things in contact with earth. Even then it knows the answer only 70% of the time. 20% of the time it is flummoxed, but 10% of the time it thinks it has the right answer but it is wrong.
Wind Porter	Hyacinth	Simple tungsten band with an alexandrite spike.	Whirlwind forms where wearer makes a fist, and it may be directed by movement. Flies up to 80' per round carrying up to 500 lbs. Picks up whatever it touched, dodged with DC 15 Reflexes save . Contents are not hurt but are helpless to act. Lasts 1 turn and cannot carry wearer.
Hidden Hand	Marigold	Glittering red fat pumice band with heart-shaped bloodstone.	The wearer points at two things, speaking the command word both times, and they swap positions. Objects must be within 60' of each other and the wearer, and neither may be animate or in excess of 500 lbs.
Dollmaker	Azalea	Old oily rope for a band with a giant uncut ruby.	Wearer speaks the command word while touching an object. The object is shrunk down to a doll that can be fit in one's hand; this works on objects that weigh up to 1000 lbs. The effect lasts until the object is thrown into the air or damaged. A hurled doll-boulder can cause 3d6 damage for maximum size objects. Living beings can resist iconization with a DC 12 Fortitude saving throw . If they fail, they are shrunk and immobile, but they are aware of their surroundings.





18. Lecture Hall



Scale is 5' per square.

Overview

The only lighting is a candelabra held by a dangerous faerie lord called the [Lonely King](#). He will insist on the party's company, and he attacks if they insult him.

First impressions

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

Features

Table

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

Lonely King

The Lonely King is an arrogant and heartless faerie lord who usually appears as a dandy, but can transform in a blink to his murderous alter ego, **Rawhead**. He will do so if assaulted once or displeased three times. He will invite the party to sit and accept his hospitality. The Lonely King will be quite insistent, and dismiss the corpses as

“rude guests.” He will attack if the party absolutely refuses to tarry.

The Lonely King urges guests to partake of the feast but is not insulted if they merely sit. His Highness will eagerly gossip and bandy wit. He is quick to boast, and just as quick to denigrate the dull and the crude. He can be condescending but may take a liking to characters who display wit and beauty.

The Lonely King was a captive of Mordank until he and his brother **Bloody Bones** (currently in the [Moon - Time Dome](#) (8b)) were released by the Fae Cats that now occupy the [Faerie Shrine](#) (19). The Lonely King and his brother would like to enter the [Faerie Shrine](#) (19) to slay Mordank, but a ward keeps them out. **Bloody Bones** is supposed to be looking for another way in.

The two passions of the Lonely King are his love of [games](#) and his hatred of Mordank the Irregular. He often insults the wizard, calling him an uncouth charlatan. If Mordank enters this room, the Lonely King will attack him.



Games

The **Lonely King** is eager to play games of chance. If they have nothing in mind, he'll teach a game called **Lachesis** that is played with a tarot deck.

Resolve any game with three opposed checks of **1d16 + Intelligence modifier + Luck modifier (Lonely King Intelligence modifier is +1 and Luck modifier is +2)**. Professional gamblers roll **1d20**. The first to win two rounds wins the game.

The **Lonely King** will not cheat, and he treats cheating as an insult. He has little to wager at this time except his moonstone choker, but he will only bet it if goaded. He will take it as an insult even if he loses it fairly, however.

Ending the feast

Unless angered, the **Lonely King** will eventually let them pass. He will insist on being a patron of any PC that he really enjoys.

All who ate or drank at the table are cursed to try to kill the wizard the first time they see him outside the **Faerie Shrine** (19); they get a **DC 15 Willpower saving throw** to resist.

This curse is broken if Mordank or the **Lonely King** dies.

Fighting the party

The **Lonely King** becomes **Rawhead** in a blink as soon as he is engaged in combat. He appears to be an ogre with long muscled arms and a skinless bloody head.

If the **Rawhead** fights the party over an insult and is reduced to one-quarter hit points, he will revert to gaseous form and (probably) escape.

However, if they pass into the **Faerie Shrine** (19), the **Lonely King** will wait for their return, fully healed. If they return with Mordank, he will fight to the death, assisted by any PCs who partook of his feast and do not resist its enchantment.

Exits

- **Kitchen Door** to the **Kitchen** (6).

- The broken pane on the transparent wall opens to the **Menagerie** (15).
- Door to the **Ring Forge** (17).
- Door to the **Faerie Shrine** (19).

Treasure

- On burly female warrior corpse:
 - Splint mail
 - High elven blade: Mithril sword that damages as a magic weapon; worth **45 GP**
- On tall tattooed shaman corpse:
 - Red flower robe: Endure any weather as long as it stays dry
- On bald female thief corpse:
 - Thief tools
 - Pair of extremely high-end custom daggers worth **60 GP**
 - On wizened male alchemist corpse:
 - Potion carrying case: Handy tote, snaps open, secures up to **20** potions. Contains one potion; acts as **Stinking Cloud** with a casting roll of **20** if exposed to air. Worth **120 GP**.
 - Moonstone choker: **Once per day for one round**, the wearer may command up to **200 lbs.** of a natural elemental substance (e.g. dirt, flames, rock, ice, etc.) within **50'**, moving it up to **50'**. **Strength 20** and **2d6 damage**, **DC 13 Reflexes** saving throw to avoid. Worth **800 GP**.
 - Flatware setting (9): Paper-thin bone china, **30 GP**.
 - Silverware setting (9): With Mordank's crest, **40 GP**.
 - Wine bottle (5): Fine vintage, **50 GP**.



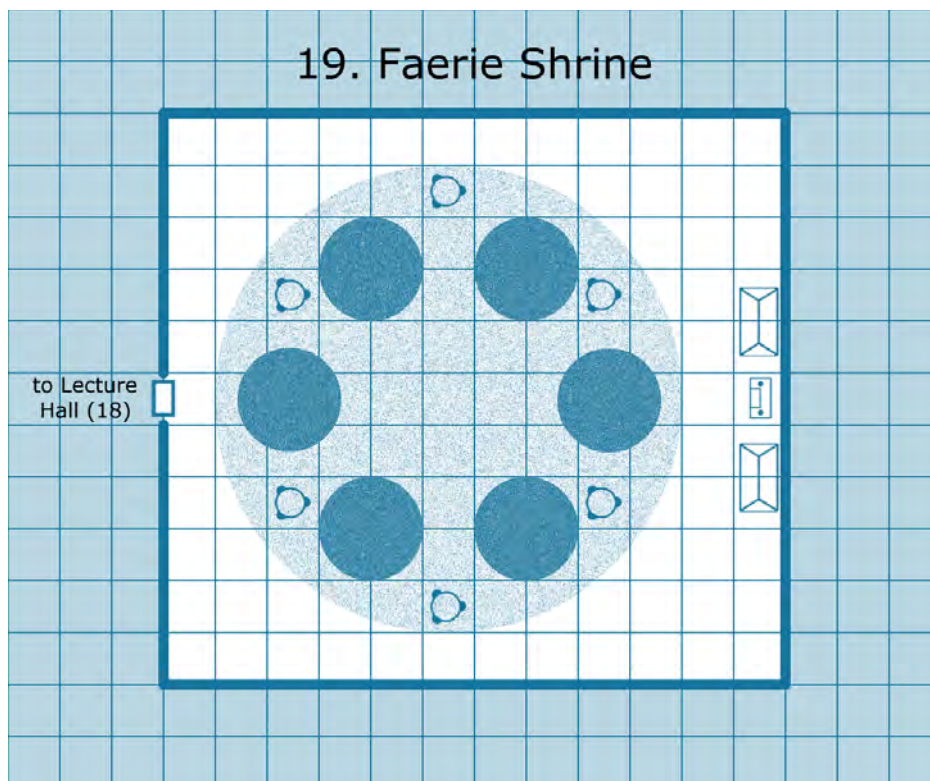
Encounter statistics

Rawhead (1): Init +1; Atk strike +5 melee (1d6+1) or grab +4 melee (special) or head-twist special melee (2d6); AC 15 (skin like wood); HD 6d8; hp 30; MV 40'; Act 2d20; SP half damage except from magic, victim of a grab attack must make opposed attack against the attack roll or be held, head-twist is an attack against held characters that automatically hits, Moonstone Choker, assume gaseous form once per day for as long as desired; SV Fort +5, Ref +1, Will +4; AL C.

Once per day, the wearer of the Moonstone Choker may command up a mass of elemental substance (e.g. dirt, flames, rock, ice, etc.) to blast one target within **50'** for **2d6 damage**, **DC 13 Reflexes** saving throw to avoid.



19. Faerie Shrine



Scale is 5' per square.

Overview

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

First impressions

The center of this wide room is lowered three steps, and five unlit braziers surround it. A rustic altar stands at the far end of the room from the door. On the floor of the recessed center of the room is a great diagram of complex glowing geometry. Six smaller circles are arranged in a circle, and within each of those there is a crumpled middle-aged man. All six men are identical!

Features

Situation

The **Fae Cats** got into the house through a **magic mirror**. They were sent by **Gentleman Hob** to torment Mordank. When they came here, Mordank imprisoned them, but the magic of the **Fae Cats** reflected this on him. Now,

they use a glamour to mimic Mordank. The magic circles occur at the intersection of complex patterns of glowing geometric lines.

Nothing may cross the lines, but a circle's containment is broken if the symbols are defaced from the outside. Magic cannot pass in either direction, but a circle can be dispelled from outside as though it had a casting roll of **20**. The gap is large enough that one may not discreetly whisper to a circle's occupant.

Time distortion

Passing through the door into this room, in either direction, causes an entire day to pass. This is a side-effect of the seal against magic entities. Mordank can toggle this at will if free. The prisoners will volunteer this information.



The Dilemma

All of the circle occupants will try to convince the PCs that they are Mordank. The **Fae Cats** are cunning!

Things they definitely know about Mordank:

- Mordank's relationship with **Gentleman Hob** and the **Gentle Lady**.
- The fact that he gets much of his powers through his **magic rings**.
- The command words for the rings are the names of flowers.
- The wizard's general personality.
- The nature of the **Leaf Boys** and the **Mean Old Man** in the **Garden** (9).
- The nature of the **Mirror World** (4).
- The passphrase to *open* the **magic mirrors**.
- The existence of the **Back Door** (12).
- The nature of the house and the **goblins**.
- The **golem** in the **Main Hall** (3).
- The **Kitchen Doors** and **Goblin Tunnels** (7).

Things they definitely don't know:

- The actual command words used to activate any rings.
- Mordank's soft spot for children.
- The passphrase to *close* the **magic mirrors**.
- The secret of the **golem's Creation Rune**.
- The passphrase for the **Back Door** (12).
- The **Golem Necklace** in the **Barracks** (5).
- The owner of the **Kitchen Door** key (i.e. the Chief Steward in the **Kitchen** (6)).

Mordank will be extremely reluctant to reveal any command words or other secrets.

Freeing a captive

If a **Fae Cat** is freed, it will attempt to free its fellows as soon as it's feasible to try. In the meantime, it will try to maintain the ruse.

Once Mordank is free, he will be friendly. Mordank will try to get the party to escort him to his rings. He fights with great reluctance.

Horned altar

Surrounded by an ivy-covered bier, this scented altar of dogwood sprouts antlers atop. Lit candles coat most of the surface with wax. A **magic ring** left on a horn point will regain one charge per day. Two rings are charging now.

Exits

- Door to the **Lecture Hall** (18)

Treasure

- **Magic rings** on the altar; see below for more details:
 - **Stolen Moments** (2 charges)
 - **Transmute** (1 charge)
- **Mordank the Irregular!**

Encounter statistics

Fae Cat (5): Init +3; Atk claw +3 melee (1d6) and bite +1 melee (2d4); AC 16 (liquid agility and thick fur); HD 2d8+1; hp 12 each; MV 40'; Act 1d20/1d16; SP leap 30' as movement action to withdraw from melee without opponent getting free attack, half damage except from magic, take 1d6 damage to force one spell aimed

at it to be also inflicted on the caster at equal power; SV Fort +2, Ref +5, Will +2; AL C.

Mordank the Irregular (1): Init +2; Atk +1 punch (1d2); AC 11 (slippery); HD 6d4; hp 17; MV 30'; Act 1d20/1d14; SP may spend one action to create simple illusions (see below); SV Fort +1, Ref +4, Will +7; AL N.

Mordank's illusions are intangible but convincing animate images over a **10'x10'** area.





Ring name	Command word	Design	Power
Transmute	Posey	Obsidian band carved as a lifelike serpent with lapis lazuli eyes.	That which is touched by the index finger can be temporarily transformed into whatever he or she names, so long as it is of approximately equivalent dimensions and mass and something that the wearer has observed. After one turn , the original form is restored no matter what happens to the new shape i.e. damage doesn't carry over, even death and destruction.
Stolen Moments	Wild Rose	Complex woven silk braid with colorful feathers and a ruby cut in the shape of a hawk.	Stops time for two rounds except for the wearer. Objects may be moved and imparted momentum, but they can't be damaged, and will hang in mid-air when released.



COMPLETING THE ADVENTURE

Consequences

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

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

- A favor to be requested in the future
- Friendship!
- Anything roughly equivalent

If the wizard isn't freed, then the House may be invaded by other entities, possibly including the PCs, and freeing him could be a future quest. Keep in mind that Mordank will seek out his property and its thieves if and when he finally escapes. Alternately, if he doesn't survive, the party may try to take over the Magician's House, but there will be other interested parties to contend with. But at least they will get to keep their loot.

Winning and losing

Ben Meeks

Win

Save the city

- Save Mordank the Irregular from imprisonment in the [Faerie Shrine](#) (19).
- Figure out how to use the [magic ring](#) **Tongue of the Native** (found in the [Study](#) (10)).
- Find a book in the [Cosmic Library](#) (11) to translate the Sealing Stone inscription.
- Get the cooperation or helmet of Haerla from the [Children's Observatory](#) (14).

Spread the faith to new lands and people

- Convert the All-Kin in the [Moon - Alien Dome](#) (8a) to the way of the Father.
- Find his way to Faerie, intent on being a missionary. Routes from:
 - Over the wall of the [Garden](#) (9).

- [Beyond the Desolate City](#) (4g).

Lose

Do not allow innocents to be harmed

- Let any of the children from the [Children's Observatory](#) (14) come to serious harm if encountered.
- Not saving [Zenni](#) from the [Moon - Time Dome](#) (8b), if encountered.
- Let [Burrock](#) from the [Study](#) (10) be seriously hurt, if encountered, unless [Burrock](#) attacks someone.
- Failing to save the city.



Tom Sharply

Win

Obtain 2,500 GP of wealth for himself

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

Save *Mordank the Irregular* and secure a favor

- Mordank is rescued from imprisonment in the [Faerie Shrine](#) (19), and Tom extracts a promise

Lose

Do not lie to an ally

- Anyone who one has an explicit expectation of mutual aid is considered an “ally”.
 - Obviously other PCs who do not betray
 - This *can* include friendly NPCs.

Deng Zench

Win

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

- The treatise *On Magic Rings* from the [Study](#) (10) is read.
- The [Lonely King](#) in the [Lecture Hall](#) (18) can impart this knowledge.

Die while slaying a worthy foe

- [Bloody Bones](#) in the [Moon - Time Dome](#) (8b)
- The Rawhead form of the [Lonely King](#) from the [Lecture Hall](#) (18)
- [Mean Old Man](#) from the [Garden](#) (9)
- The **five** Fae Cats from the [Faerie Shrine](#) (19)

Lose

Do not allow *Mordank the Irregular* to learn your name and live

- If any servants or guards learn Deng’s name and live, that’s a problem.

- Big risk: the curse that comes from breaking through either the [Front Door](#) (1) or the [Back Door](#) (12).

Lithwick the Curious

Win

Obtain a source of powerful magic

- Must be able to use power in question.
- Must also be able to safely lay claim to it; e.g. if Mordank is free, he will eventually come for his property.
- Any of the following:
 - At least **ten magic rings**.
 - These spells:
 - [Create Magic Mirror](#) (from the [Study](#) (10))
 - [Create Golem](#) (from the [Study](#) (10))
 - The [Miscengnator](#) from the [lover’s battlefield](#) (11a)
 - *All* of these patrons:
 - The [Mean Old Man](#) from the [Garden](#) (9).
 - The Gentle Lady from the [Study](#) (10).
 - The [Lonely King](#) from the [Lecture Hall](#) (18).

Find a powerful patron or teacher

- The [Mean Old Man](#) from the [Garden](#) (9).
- The [Gentle Lady](#) from the [Study](#) (10).
- The [Lonely King](#) from the [Lecture Hall](#) (18).

Lose

Do not die

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

Karn Zun Veshna

Win

Save the city

- Save Mordank the Irregular from imprisonment in the [Faerie Shrine](#) (19).
- Figure out how to use the [magic ring Tongue of the Native](#) (found in the [Study](#) (10)).



- Find a book in the [Cosmic Library](#) (11) to translate the Sealing Stone inscription.
- Get the cooperation or helmet of Haerla from the [Children's Observatory](#) (14).

Destroy a great source of evil

- Bloody Bones from the [Moon - Time Dome](#) (8b).
- Rawhead (aka the [Lonely King](#)) from the [Lecture Hall](#) (18).

Lose

Do not end the adventure corrupted in body or soul

- The faerie mutations of the stream in the [Garden](#) (9).
- The curse of the [Front Door](#) (1) or [Back Door](#) (12), if not removed by Mordank.
 - The curse of the statue from the [Mirror World - Empty Square](#) (4f) doesn't count because it is not permanent.
 - But if he dies from it, that counts.
 - Enchanted by the [Lonely King](#) in the [Lecture Hall](#) (18) to attack Mordank.

Velouria

Win

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

- The death of Mordank the Irregular in the [Faerie Shrine](#) (19) is required.

Discover a way back to Faerie for her tribe

- Through the [magic mirrors](#) and [beyond the Desolate City](#) (4g).
- Over the wall and upstream from the [Garden](#) (9).

Lose

Do not die

- Pretty straight-forward.

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

Rictus

Win

Find a cure for his raging alcoholism

- The ancient fountain on the [Garden - Central Island](#) (9b).
- Self-help books from the [Cosmic Library](#) (11).

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

- If [Lutz](#) likes him, the [Visitor's Lounge](#) (2).
- Mordank will see to this is he is freed from the [Faerie Shrine](#) (19), and friendly.
- Note that money alone won't do it, since Rictus will fritter away any sum.

Lose

Do not let an insult go unpunished

- Possible conflicts:
 - [Lutz](#) in the [Visitor's Lounge](#) (2).
 - A [Leaf Boy](#) in the [Garden](#) (9).
 - The [Lonely King](#) in the [Lecture Hall](#) (18).
 - [Burrock](#) in the [Study](#) (10).
 - Mordank the Irregular in the [Faerie Shrine](#) (19).
 - Other PCs?
- Punishment typically consists of injury or compensation, plus an apology.
 - Injury/compensation should be about 2x as much as initial insult.
 - An apology is *necessary*.



PRE-GENERATED CHARACTERS



Ben Meeks (Neutral Cleric)

Impression

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

Social class

- Gentry

Communities

- Commoners
- Learned

Win

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

Lose

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

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



Tom Sharply (Lawful Thief)

Impression

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

Social class

- Commoner

Communities

- Commoners

- Underworld

Win

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

Lose

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

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



Deng Zench (Chaotic Warrior)

Impression

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

Social class

- Noble

Communities

- Aristocracy
- Criminal

Win

- Long ago, Deng betrayed Mordank's rival, Edwina the Unforgiving; now his twin sister is her hostage. **Discover the source of the wizard's power and his fate, and report back.**
- If you can't complete the mission, Edwina may let your sister go if you die trying. If not, life is not worth living, anyway. **Die while slaying a worthy foe.**

Lose

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

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



Lithwick the Curious (Neutral Wizard)

Impression

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

Social class

- Gentry

Communities

- Mystical

Win

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

Lose

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

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



Karn Zun Veshna (Lawful Dwarf)

Impression

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

Social class

- Noble

Communities

- Aristocracy

Win

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

Lose

- If you are defiled, your soul can never come to rest. **Do not end the adventure corrupted in body or soul.**

Karn Zun Veshna			
Class	Dwarf	Level	2
Strength	12	Stamina	10
Intellect	5	Personality	16
Agility	14	Luck	10
HP	15	GP	738
Background	Dwarven Miner	Sign	Harsh Winter
Equipment		Spells	
<ul style="list-style-type: none"> • Battle-ax • Shield • Studded Leather Armor • Backpack 		<ul style="list-style-type: none"> • none 	



Velouria (Neutral Elf)

Impression

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

Social class

- Gentry

Communities

- Learned
- Mystical

Win

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

Lose

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

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



Rictus (Chaotic Halfling)

Impression

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

Social class

- Commoner

Communities

- Criminal

Win

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

Lose

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

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



HANDOUTS

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



Handout A

THIS HANDBILL HEREBY GRANTS
TO ITS RIGHTFUL BEARER

The Duke of Blackrock

MOST WELCOME AND HONORED!

ENTRY TO THE
MYSTERIOUS ABODE
OF THE ILLUSTRIOUS SORCERER

MORDANK!

(THE IRREGULAR)

ON THE DATE OF

The Seventy-Eighth Day of the Third Season

OF THE YEAR

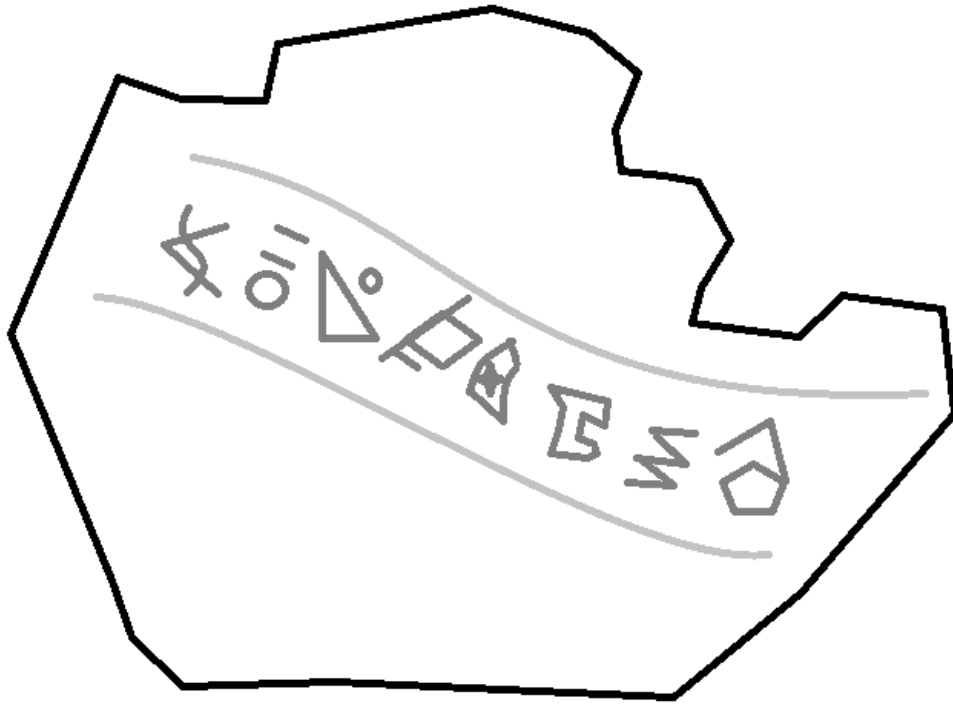
Fifty-One Thousand Eight-Hundred Twenty-Two

(SINCE THE FOUNDING)



Handout B

Sealing Stone





Handout C

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

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



Handout D

Sign on Door





Handout E

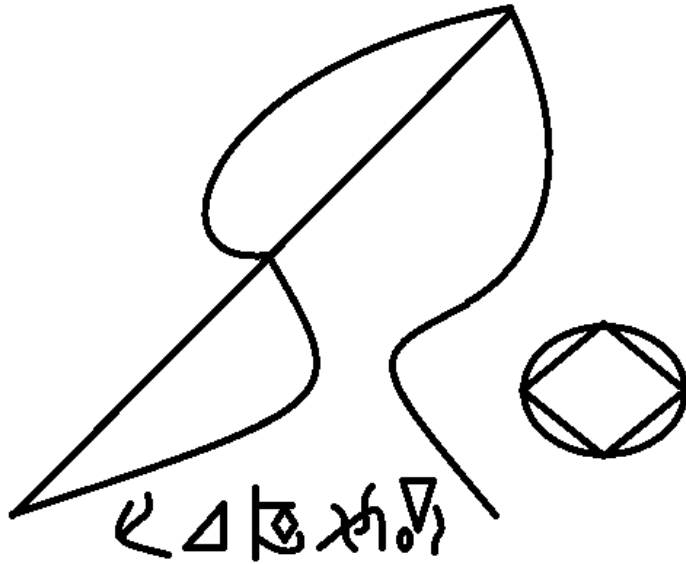
Summary of magic ring descriptions from the Study:

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



Handout F

Rune of Creation





Handout G

Summary of notes about magic rings from the Ring Forge

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



NEW SPELLS

Create Magic Mirror

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

General The caster enchants a mirror so that it can serve as a doorway between to a strange abandoned city. All writing is rendered incomprehensible by passing through. The abandoned city is occasionally haunted by Faerie Hounds, but since all mirrors enchanted by this spell open to this city, it can be used to travel quickly between very distant locations. The region of the city directly beyond the mirror changes to match that of the world on the other side. The caster chooses a phrase that opens the mirror for passage, and one that causes it to be impassible. If the mirror is ever moved from its current position, it reverts to acting like a normal mirror. It can be reconnected by successfully casting this spell on it again. The casting time of realignment is only one minute.

Manifestation The spell enchants an existing mirror.

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

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

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

2-11 Lost. Failure.

12-15 Failure, but spell is not lost.

16+ Mirror is successfully enchanted.



Create Golem

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

General The caster creates a powerful servant constructed of non-living matter. The golem is a soulless automata that will perform any task as best it can without complaint. When this spell is cast, the caster should roll twice; once to determine the golem's physical form and the other time to determine it's mental sophistication. If the spell is cast successfully, the caster creates an amulet which must be held to control the golem. The physical body has an associated cost in materials; if the caster lacks the funds, he or she can opt for a less powerful form.

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

Corruption Roll 1d8: (1) one of caster's limbs transforms into the material of the golem; (2) caster's face frozen in expression (roll 1d6: (1) blank; (2) rage; (3) surprise; (4) fear; (5) laughter; (6) goofy) (3-5) minor corruption; (6-7) major corruption; (8) greater corruption.

Misfire Roll 1d5: (1-2) golem immediately runs amok, attacking all in sight; (3-4) golem is possessed by an intelligent spirit with a mind of its own, and it will attempt to escape immediately; (5) caster's soul becomes trapped in the golem, and he will die of starvation if he can't return to his body.

Physical form

Mental fitness

1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3+) misfire.	
2-11	Lost. Failure.	
12-17	Failure, but spell is not lost.	
18-19	<p>Straw Golem: Init +0; Atk strike +1 melee (1d6); AC 12 (made of dense straw); HD 2d8; MV 25'; Act 2d20; SP +1d damage from fire, no damage except from fire and magic, immune to illusions and mind control; SV Fort +8, Ref +0, Will N/A; AL N. Cost: 25 GP</p>	Accompanies owner, can enter attack mode where it targets everyone in sight who is not the amulet holder.
20-23	<p>Doll Golem: Init +1; Atk strike +2 melee (1d8); AC 14 (made of dense cloth); HD 3d8; MV 30'; Act 2d20; SP +1d damage from fire, no damage except from fire and magic, half damage from electricity, immune to illusions and mind control; SV Fort +1, Ref -3, Will N/A; AL N. Cost: 80 GP</p>	Can be ordered to attack specific individuals or move objects.
24-25	<p>Wood Golem: Init -1; Atk strike +3 melee (2d5); AC 16 (made of wood); HD 4d8; MV 25'; Act 2d20; SP +1d damage from fire, no damage except from fire and magic, half damage from electricity and piercing weapons, immune to illusions and mind control; SV Fort +8, Ref -1, Will N/A; AL N. Cost: 250 GP</p>	As above, but can be ordered to perform simple actions in response to simple conditions.
26-28	<p>Clay Golem: Init -2; Atk strike +3 melee (2d5); AC 16 (made of clay); HD 4d8; MV 20'; Act 2d20; SP no damage except from magic, half damage from cold and electricity, immune to piercing weapons, illusions and mind control; SV Fort +8, Ref -2, Will N/A; AL N. Cost: 750 GP</p>	As above, and capable of speaking, but only what it is told to say verbatim.
29-33	<p>Stone Golem: Init -3; Atk strike +4 melee (2d6); AC 18 (made</p>	As above, but also able to perform series of basic operations



of stone); HD 5d8; MV 20'; Act 2d20; SP no damage except from magic, half damage from cutting, piercing, fire or cold, immune to electricity, immune to illusions and mind control; SV Fort +8, Ref -3, Will N/A; AL N.

Cost: 2K GP

with basic conditions.

34-35 **Iron Golem:** Init -2; Atk strike +5 melee (2d7); AC 19 (made of iron); HD 6d8; MV 20'; Act 2d20; SP no damage except from magic, half damage from physical attacks and fire, immune to cold, electricity, illusions and mind control; SV Fort +9, Ref -2, Will N/A; AL N.

Cost: 6K GP

As above, but capable of simple-minded conversation and recall of a small number of facts.

36-37 **Mithril Golem:** Init +0; Atk strike +6 melee (2d7); AC 20 (made of mithril); HD 6d8; MV 30'; Act 2d20; SP no damage except from magic, half damage from physical attacks and fire, immune to cold, electricity, illusions and mind control; SV Fort +9, Ref +0, Will N/A; AL N.

Cost: 20K GP

As above, but able to make reasonable judgement calls and handle complicated situation.

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

Cost: 100K GP

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



NEW PATRONS

The Mean Old Man



oldbookillustrations.com

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

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

***Invoke Patron* check results**

- 12-13 The caster grows long, sharp and hard spines from his or her skin for the next CL turns. Unarmed attacks by the character do +1d4 damage, and those who hit the caster with unarmed attacks take 1d4 damage.
- 14-17 Knotty roots erupt from the ground around the feet of enemies within 50' for the next 2d6 + CL rounds. Their ground move is halved during this time.



- 18-19 The Mean Old Man strikes back against civilization; for the next 2d6 + CL turns, the caster's touch will cause non-magical metal to immediately rust into powder.
- 20-23 The caster is able to project a deadly hail of supersonic acorns. This emerges from his or her hand as a 50' long cone with a fifteen-degree arc. It does 4d8+10-AC damage to all within the cone. Damage is halved for all targets that make a DC 14 Reflexes saving throw.
- 24-27 The Mean Old Man will dispatch a Harpy (see page 421 of core rules) to serve the caster for a short time. The loathsome creature will arrive in 1d6 rounds to do the caster's bidding for five minutes. It can carry up to one man-sized creature at once while flying slowly (30).
- 28-29 The caster may designate a point within line-of-sight, and a 25' diameter grove of 25' tall trees will burst from the ground beneath it. The only condition is that the target point must have a visible portion of bare earth, no matter how small. The trees do 3d8 damage to anyone or anything under the new grove, no saving throw, also toppling any unenchanted walls or structures. The trees are permanent, and must be painstakingly cut and uprooted for anything to be rebuilt at the same site; this takes 120 man hours of work.
- The caster swells to monstrous proportions, his or her skin turning to thick bark over a knotted form. For 2d6 rounds, the caster is changed in the following ways:
- Move 40'.
 - AC 18.
 - +10 HP.
 - +4 Fortitude saving throw.
 - 20 Strength (+4 modifier).
 - Attack with knobby limb for +5 melee and 2d6 damage.
 - Receives +1d damage from fire.
 - Cannot speak, cast spells or perform fine manipulation.
- 30-31
- 32+ As above, but the effect lasts 1d6 turns and the caster can speak and cast spells in this form.

Patron taint

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

Roll	Result
1	The caster becomes grumpy and reluctant to say anything positive. The first time this result occurs, the PC becomes less likeable, losing one Personality. The second time it happens, he or she loses another Personality, and refuses to live within the bounds of any settlement. The third time, he or she loses another Personality, becomes an actual hermit, and refuses to work in parties with more than him or herself and two others.
2	The caster's movements grow stiff and inflexible. The first time this result occurs, the character loses one Agility. The second time it happens, his or her Move decreases by 5'. The third time, the character becomes unable to change most clothing without help.
3	The caster becomes a heavy sleeper. The first time this taint is suffered, the character starts sleeping ten hours per night, and suffers sleep deprivation with less than six. The second time this result occurs, it takes 1d6 rounds for the caster to rise from slumber no matter the situation. On the third time it occurs, the character is now able to stay awake for two days straight, but must now sleep an entire day at a time, and suffers deprivation for less than sixteen hours of slumber.
4	The caster disdains artifice and technology. The first time this result is rolled, the caster becomes unwilling to use anything more advanced than standard medieval tech like gunpowder or steam. On the second instance of this result, the caster become befuddled by any mechanism more complicated than a door; crossbows etc. are out. The third time this result occurs, the PC becomes unable to use any device



with moving parts.

5 The caster's flesh becomes akin to that of a tree. The first time it happens, the character's blood turns into a green sap that smells of flowers. The second time it happens, his skin hardens into bark, which increases AC by one but incurs a -1d initiative penalty and +1d fumble die. The third time it happens, the character's hair turns to leaves

6 The caster's presence causes vegetation to grow faster. The first time this result occurs, the effect is likely to go unnoticed by most. The second time it happens, however, it starts being more noticeable, with trails becoming obscured and cobblestone squares being ruined after a night of nearby sleep. On the third occasion, plants will start growing out of stone or even metal if the character is present for more than an hour.

Patron spells

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

Spellburn

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

Roll	Spellburn Result
1	Woody tendrils painfully sprout from the caster's flesh, screaming him- or herself hoarse. The damage manifests as stat loss.
2	The caster drops to his or her knees, vomiting gouts of leaves. The pain and fatigue manifest as stat loss. He or she must succeed on a DC 13 Fortitude save or be unable to move or attack for the next 1d3 rounds.
3	The caster's mind is consumed with so much rage that his or her body convulses violently; this causes wracking suffering and enervation, manifesting as stat loss. The caster must attempt a DC 14 Willpower save; if successful, he or she receives +1d to attack and damage for 1d6 rounds.
4	The caster's mind is flooded with a sense of the passage of time from the perspective of a world-spanning forest. For this casting, all spellburn must come from Personality.

Animate Tree

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

General The caster temporarily animates one or more trees to do his bidding. This spell only functions in wooded areas.

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

1 Lost, failure and patron taint.

2-11 Lost. Failure.



- 12-13 Failure, but spell is not lost.
- 14-15 A furious shrub responds by erupting under a single foe in range who does not make a Reflexes saving throw. This will arrest the target's further movement until a full action and movement action are spent - in the meantime the target attacks at -2 and has a -2 AC.
- 16-19 A small band of saplings answer the caster's call, arriving immediately.
- Saplings (4):** Init +1; Atk strike +1 melee (1d6); AC 14 (wooden trunk); HD 2d6; MV 30'; Act 1d20; SP half damage from piercing damage and cold, +1d damage from fire, immune to charm and sleep; SV Fort +0, Ref +1, Will +0; AL N.
- 20-21 A young birch tree uproots itself, obeying the caster's orders. It uproots the next round.
- Young Birch (1):** Init -1; Atk strike +2 melee (1d8); AC 15 (wooden trunk); HD 3d8; MV 25'; Act 1d20; SP half damage from piercing damage and cold, +1d damage from fire, immune to charm and sleep; SV Fort +2, Ref -1, Will +1; AL N.
- 22-25 A stout fir is animated by the power of the spell. It appears in 1d6 rounds.
- Stout Fir (1):** Init -2; Atk strike +3 melee (1d10); AC 16 (wooden trunk); HD 4d10; MV 20'; Act 2d20; SP half damage from piercing damage and cold, +1d damage from fire, immune to charm and sleep; SV Fort +4, Ref -2, Will +2; AL N.
- 26-29 A small grove of young trees respond to the caster. They muster in 1d8 rounds.
- Small Grove (4):** Init -1; Atk strike +2 melee (1d8); AC 15 (wooden trunk); HD 3d10; MV 25'; Act 1d20; SP half damage from piercing damage and cold, +1d damage from fire, immune to charm and sleep; SV Fort +2, Ref -1, Will +1; AL N.
- 30-31 An ancient oak hearkens to the summoning, arriving in 1d10 rounds.
- Ancient Oak (1):** Init -4; Atk strike +6 melee (2d8); AC 18 (wooden trunk); HD 5d12; MV 20'; Act 3d20; SP half damage from piercing damage and cold, +1d damage from fire, immune to charm and sleep; SV Fort +5, Ref -3, Will +3; AL N.
- 32-33 The eldest trees of the region obey the caster's magic. It takes them 2d6 rounds to arrive.
- Elder Trees (5):** Init -3; Atk strike +5 melee (2d6); AC 17 (wooden trunk); HD 4d12; MV 20'; Act 2d20; SP half damage from piercing damage and cold, +1d damage from fire, immune to charm and sleep; SV Fort +4, Ref -3, Will +2; AL N.
- 34+ The spell animates a massive aspen root system - a single forest-sized tree.
- Aspen Lord (1):** Init -4; Atk strike +6 melee (3d6); AC 16 (wooden trunk); HD 8d12; MV 20'; Act 6d20; SP half damage from piercing damage and cold, +1d damage from fire, immune to charm and sleep; SV Fort +6, Ref -5, Will +2; AL N.



The Lonely King



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

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

Invoke Patron check results

- 12-13 The Lonely King can't be bothered to go, so he sends a splendid gift worth (1d6 x 100) GP.
- 14-17 The caster's smile emits a smile so brilliant that it blinds those who gaze upon it. Those looking at the caster must roll DC 13 Fortitude saving throw or be blinded for 1d4 rounds.
- 18-19 The Lonely King sends the caster a servant to attend to his or her needs for the next hour. The servant is an ogre in a tuxedo who will do the caster's bidding, but he will not willingly fight.
- 20-23 The caster's insults are capable of causing wounds. For the next 1d6+2 rounds, the caster can insult one person per round. If the target of the insult is capable of understanding it, then the caster and it must engage in an opposed Willpower saving throw. If the caster succeeds, then the target of the insult takes 2d4 damage. The player must come up with a good one.
- 24-27 The Lonely King manifests as Rawhead to fight on behalf of the caster. He will remain until he slays 5 HD



or levels worth of opponents. If one turn passes without that much death, Rawhead will turn on the caster and his or her party for the remaining levels. The Lonely King won't hold it against the caster even if he or she slays this manifestation.

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

28-29 The caster is inspired to play a mournful tune on an available instrument. All those who listen, including allies, must make a DC 16 Willpower saving throw to resist its power. If they fail, they are compelled to dance as long as the caster plays (consuming his or her action each round). Dancers lose 1 HP per round as drops of blood pool at their feet.

30-31 The Lonely King endows the caster with the power of noblesse oblige - he or she temporarily receives 3d6 Luck that can only be spent on the actions of allies. Any remaining temporary Luck is lost at the next setting of the sun.

32+ The caster is temporarily appointed sovereign of the realm in which he stands. With that power, he or she is able to declare one law that does not contradict any existing laws. This law will then be executed and followed until such a time as it can be repealed. All subjects of the realm are immediately aware of the new law.

Patron taint

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

Roll	Result
1	The Lonely King enjoys the caster's company, and insists that he or she attend many of the King's balls. The first time this occurs, the caster has a 1-in-20 chance on any given night of not healing HP or stats. The second time, the caster becomes pallid and weary from the permanent loss of one Stamina. The third time, the caster permanently loses one Intelligence from constant fatigue.
2	The Lonely King insists that the caster improve his or her attire and general accoutrement. The first time, the caster suffers a -1 to all casting checks until he or she goes on a 1000 GP shopping spree in a city (no adventuring gear). The second time this occurs, the caster must increase his or her monthly clothing budget to 100 GP, suffering -1 to casting checks for any month following an expenditure shortfall. The third time that this happens, the caster must insist on the best version of all products, spending at least 3x for everything, or suffer the -1 casting penalty on any day in which he or she does not do so. Note that there should be occasional benefits from buying the best.
3	The caster has earned the scorn of his or her glorious patron. The first time this is rolled, the caster is soundly slapped, taking 1d3 damage and leaving an eternal handprint on his or her face. The second time, the caster is punched in the face with a silver gauntlet, inflicting 1d5 damage while breaking his or her nose - this break heals badly, leaving the caster's nose with a prominent dent. The third time, the Lonely King appears to crack him or her in the head with a mace for 1d7 damage, causing the caster to forget the spell. Another spell may be learned in its place, but the caster may never re-learn the lost one.
4	The caster becomes more haughty and arrogant. The first time this occurs, the caster starts to alienate people with his or her behavior, permanently reducing Personality by one. The second time, the caster must henceforth make a DC 12 Willpower saving throw to resist insulting the uncouth. The third time, the caster refuses to address his or her lessers (i.e. lower level and not royal) unless accorded the proper respect.
5	The contract between the Lonely King and the caster entails a sacrifice of vital energy to the patron during occasions such as these. The first time this result occurs, the caster permanently sacrifices one Stamina. The second time that it occurs, the PC's experience point total at the end of the session drops to



just enough to hold his or her current level. The third time that this result occurs, the caster ages 1d8+8 years.

6 Interaction with the Lonely King lends the caster a distant and distracted demeanor. The first time this result is rolled, the caster incurs a -1 Initiative penalty. The second time this result occurs, the caster reduces his or her Reflexes saving throw modifier by one. The third time that this happens, his or her Intelligence is permanently reduced by one.

Patron spells

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

Spellburn

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

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

Resplendence

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

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

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

1 Lost, failure and patron taint.



- 2-11 Lost. Failure.
- 12-13 The caster is dressed in fine fabrics, washed and groomed. This fancy attire unravels after one turn.
- 14-17 The caster is dressed in fine fabrics, washed, groomed and perfumed. This fancy attire unravels after one hour. During the time it is worn, the caster's Personality is increased by one.
- 18-19 The caster is dressed in fine fabrics, washed, groomed and perfumed. The new clothing is permanent, but for the next two hours, the caster's effectively Personality is raised by two. During this time, the caster is able to reach into his or her coin pouch to obtain funds for anything that costs 5 GP or less.
- 20-23 As above, except the enhancement is +3 Personality for three hours and can afford any 10 GP purchase. In addition, during this time the caster and any companions are treated like they belong at any social gathering as long as they don't break etiquette.
- 24-27 As above, except the enhancement is +4 Personality for four hours and can afford any 15 GP purchase. In addition, the caster is able to command deference from all servants and proprietors, receiving special treatment and receiving honest answers to questions (saving throw to avoid revealing sensitive information, and deep secrets can be withheld).
- 28-29 As above, except the enhancement is +5 Personality for five hours and can afford any 20 GP purchase. In addition, the caster is cloaked in an aura of majesty, and those who would attack him or her with spell or violence must make a Willpower saving throw to do so. This effect does not occur if the caster attacks the attacker or any of its allies.
- 30-31 As above, except the enhancement is +6 Personality for six hours and can afford any 25 GP purchase. Also, the aura of majesty will affect all those with less than four levels or hit dice with no saving throw.
- 32+ As above, except the enhancement is +7 Personality for seven hours and can afford any 30 GP purchase. In addition, the aura of majesty causes any non-hostile NPC to agree to any request made by the caster which doesn't cause risk of injury or significant loss of wealth.



The Gentle Lady



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

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

***Invoke Patron* check results**

- 12-13 The caster is bathed in the golden light of the Gentle Lady's favor. He or she can distribute a bonus of +4 among his three saving throws. The effect lasts for one turn.
- 14-17 The caster is able to heal with a kiss. For the next 1d6+1 rounds, he or she may plant one kiss upon another per round, healing one hit die each time.
- 18-19 The caster's words are inspiring and uplifting to his or her allies. All companions receive +1 on all 1d20 rolls for the next 1d6 rounds.
- 20-23 The Gentle Lady bestows the gift of knowledge upon her follower; the caster can choose one spell which he or she now knows for a single casting, to be performed next round.



The Gentle Lady sends several of her personal guard, the Knights of Hearts, to defend the caster. They will remain for 2d4 rounds.

24-27

Knight of Hearts (4): Init +0; Atk longsword +4 melee (1d8+1); AC 16 (mail and shield); HD 4d8; hp 20; MV 25'; Act 1d20; SP none; SV Fort +3, Ref +0, Will +4; AL L.

The caster borrows the irresistible presence of the Gentle Lady to seduce the hearts of others. A chosen opponent must make a DC 16 Willpower saving throw or become enraptured by the caster. The victim will obey the caster's commands to the best of his or her understanding, although he or she receives another saving throw to break the spell every time an objectionable order is given. The effect lasts for one day, and afterwards, the victim will despise the caster evermore.

28-29

Up to 1d6 opponents may be overcome with a bottomless melancholy. They receive a DC 12 Willpower save; on a success, all 1d20 rolls are penalized -1 for the rest of the day. On a failure, the victim tries to kill him or herself. Immortals and those of higher level and hit dice automatically succeed in the saving throw.

30-31

The Gentle Lady blesses the caster with a love letter. If this is read aloud (3 rounds), it can heal all wounds, disease and poison for the entire party, or restore one comrade to life if he or she died within one turn of the reading. Anyone raised from the dead in this manner permanently loses 1d10 Stamina, and thus dies if reduced to zero or less. A given caster can only receive such a letter once in her or her lifetime.

32+

Patron taint

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

Roll	Result
1	The Gentle Lady insists that the caster must single-handedly slay monsters in her name. The first time that this result occurs, the caster is penalized one to all casting rolls against enemies when others have engaged those enemies - this lasts until the first time the caster slays an opponent in single combat with equal or more levels or hit dice. The second time this happens, that limitation becomes permanent. The third time it happens, casting rolls are penalized one when the target of a spell is either has fewer levels or hit dice than the caster or was previously damaged by another.
2	The caster must wear accoutrements for his patroness. The first time this result occurs, the caster will suffer a -1 to casting rolls when he or she is not equipped with a piece of jewelry worth 500 GP or more that is inscribed with a dedication to the Gentle Lady. The second time this occurs, the caster suffers -1 to casting rolls when not wearing a perfume, which penalizes stealth rolls in close quarters by at least -3. The third time this occurs, the caster must wear garments to please the Gentle Lady or suffer -1d to all casting rolls; such attire makes it impossible to wear any armor that wasn't custom made for 10x normal cost.
3	The Gentle Lady insists that the caster demonstrate his or her love in obsessive and obvious ways. The first time that this occurs, he or she is marked with a forehead tattoo of a heart. The second time that this result is rolled, the caster henceforth is constantly weeping a trickle of tears. The third occasion it happens, the caster bears permanent wounds on his or her throat or wrists that appear deadly and self-inflicted.
4	The Gentle Lady is saddened by the caster's fumble, and decides to "cutefy" him or her in order that the caster's devotion should go to some use. The first time this is rolled, the caster's eyes become weirdly large and glistening. The second time that this result occurs, the caster's ears are replaced with those of a woodland critter. The third time that this result happens, the caster's body will be covered in a soft and plush fur.
5	The caster weakens as he or she desperately pines for the Gentle Lady. The first time that this occurs, the caster's Strength is permanently reduced by one. The second time that it happens, one Stamina is



permanently lost. The third time that this result is rolled, the caster's Personality is forever reduced by one.

6 The caster's patroness fills his mind with verses of poetry, that he might entertain her better than his misadventures. The first time that this result occurs, then whatever spell casting was just fumbled henceforth takes one round longer to cast, since he or she must now speak extraneous verses while casting it. The second time this is rolled, the caster increases the DC of learning new spells by one due to the need to continually learn new poems. The third time that this happens, the caster must choose one spell to unlearn, to be replaced by an encyclopedic recall of poetic verse.

Patron spells

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

Spellburn

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

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

Create Magic Ring

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

General The caster is able to form a contract with a faerie to create an enchanted ring. The power of the ring is unpredictable, and faerie can be difficult to contact. In addition, they are strangely choosy about the design of the ring that they will accept for the spell, which can lead to a lot of trial-and-error. When the spell is cast, the judge determines the precise effect based on the casting roll and the desired effect. The power of the ring dictates the time and expense of manufacture, so the caster can voluntarily accept a lower effective casting roll for correspondingly lowered costs. The judge may allow role-playing the negotiation to affect what must the faerie's demands cost. Note that time spent negotiating with the faerie passes in the mundane world while seeming but a day in faerie; thus, the caster does **not** age accordingly. Once an agreement is made, the ring is endowed with power. Each ring has three charges and a command word that the faerie tells the caster. This word must be spoken, and the ring's power takes effect as entailed by the wearer's gestures. The caster is also able to construct a faerie altar to restore one charge per day for any of its creators rings left upon it. It costs 5,000 GP to create an altar and about 100 GP per month to maintain. If upkeep lapses, the altar becomes ordinary and it must be consecrated from scratch.



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

Example Powers		Contract Requirements
1		Lost, failure and patron taint.
2-11		Lost. Failure.
14-17		Failure, but spell is not lost.
18-19	<ul style="list-style-type: none"> Equivalent to spell level one, casting roll 12-13 	<ul style="list-style-type: none"> (1d6 - Intelligence modifier) months of research into faerie name (1d6 - Personality modifier) months of negotiation 1000 GP
20-23	<ul style="list-style-type: none"> Equivalent to spell level two, casting roll 14-15 	<ul style="list-style-type: none"> (2d6 - Intelligence modifier) months of research into faerie name (2d6 - Personality modifier) months of negotiation 2000 GP Non-lethal favor at some point in the future
24-27	<ul style="list-style-type: none"> Equivalent to spell level two, casting roll 16-19 	<ul style="list-style-type: none"> (2d6 - Intelligence modifier) months of research into faerie name (2d6 - Personality modifier) months of negotiation 4000 GP Non-lethal favor at some point in the future
28-29	<ul style="list-style-type: none"> Equivalent to spell level three, casting roll 18-21 	<ul style="list-style-type: none"> (3d6 - Intelligence modifier) months of research into faerie name Trip to faerie ([1d6 x 1d6] - Personality modifier) months of negotiation 8000 GP Big favor at some point in the future
30-31	<ul style="list-style-type: none"> Spell level three, casting roll 22-23 	<ul style="list-style-type: none"> (4d8 - Intelligence modifier) months of research into faerie name Trip to faerie ([1d8 x 1d8] - Personality modifier) months of negotiation 16000 GP Major quest at some point in the future
32-33	<ul style="list-style-type: none"> Equivalent to spell level four, casting roll 24-25 	<ul style="list-style-type: none"> (4d8 - Intelligence modifier) months of research into faerie name Trip to faerie ([1d4 x 1d4] - Personality modifier) years of negotiation 64000 GP 3 major quests at some point in the future
34-35	<ul style="list-style-type: none"> Equivalent to spell level four, casting roll 26-28 	<ul style="list-style-type: none"> (5d10 - Intelligence modifier) months of research into faerie name Trip to dangerous and secret part of faerie ([1d8 x 1d8] - Personality modifier) years of negotiation 128000 GP Any one thing the faerie asks
36+	<ul style="list-style-type: none"> Equivalent to spell level five, casting roll 29-33 	<ul style="list-style-type: none"> (6d12 - Intelligence modifier) months of research into faerie name Trip beyond faerie ([1d16 x 1d16] - Personality modifier) years of negotiation 250000 GP Any three things the faerie asks



DESIGN NOTES

The Magician's House has evolved from humble beginnings as a side-quest in a larger Blackrock campaign (which will probably never see publication) into what you see before you today. The initial idea was that Mordank got himself into trouble with too much demonology - you know, standard wizard stuff. But then I took a fateful road-trip, during which I listened to my favorite fantasy novel on audiobook: *Jonathan Strange and Mr. Norrell*.

Some things encountered in Mordank's house were directly inspired by that wonderful tome: the magic mirrors and the Desolate City beyond and the Lonely King were blatant homages (what a nice euphemism for "theft!") to Ms. Clarke's timeless work. But more importantly, *The Magician's House* embraces the idea that faeries embody convey both whimsy and peril.

A couple other influences that stand out in my mind: *The Dancing Hut*, an AD&D adventure by Roger Moore in issue #83 of *Dragon* magazine, and James Raggi's *Tower of the Stargazer*, an adventure for his *Lamentations of the Flame Princess* RPG. Finally, Jim Ward's *Tower of the Scarlet Wizard* inspired the whimsical atmosphere and use of children.

Note that despite strong similarities between the Cosmic Library (11) and Emmy Allen's inestimable *Stygian Library*, I developed the idea for a home campaign before the latter was published. Note also that I am **not** implying that my private campaign somehow had influence on that wonderful work.

Oh yes! I almost forgot to mention that the Lover's Battlefield in the Cosmic Library (11a) was directly inspired by Brian K. Vaughan and Fiona Staples' *Saga*.

There were several design objectives that guided how the House is put together. First of all, it was important that there be multiple entrances and loops within the floorplan - all to encourage unpredictable exploration. Also, there had to be secret doors of some sort. That's what the Magic Mirrors and the Kitchen Doors are for; they aren't traditional secret doors, but those wouldn't be terribly interesting, would they?

Be aware that the "First Impressions" of each location is not meant to be read aloud. The judge must always paraphrase and converse.

Something else that has occurred to me lately is that there's a dirty secret to traditional role-playing: combat is often the least exciting part. Many old-schoolers consider D&D to be a game of *exploration* and not a strict *wargame*. Combat breaks up the free-flowing conversation and action of normal play.

As a result, it's possible to actually "win" *The Magician's House* without drawing your sword. Of course, it's not *easy*, because combat serves a very important function: to create suspense. Whether or not the party gets into scraps, there's always the *threat* of bloodshed and malevolent magic.

Fortunately, *The Magician's House* puts several tools for creating tension at the judge's disposal.

First of all, there is the time limit of the adventure, and several encounters (i.e. the Garden, Cosmic Library and Faerie Shrine) have the potential to consume much of it.

Second, there are the goals of the pre-generated PCs, which are designed to interfere with each other while not leading to direct conflict.

Third, there are a couple of encounters (i.e. the Time Dome and the Playroom) where characters can be lost to dangerous magic. The Time Dome can even lead to a T.P.K.!

Finally, it is hoped that the presence of children NPCs (i.e. in the Time Dome (8b), Study (10) and Children's Observatory (14)) will give even the most stone-hearted player something to worry about beyond mere pillaging.

Or maybe not. *The Magician's House* is designed so it can be approached, literally and figuratively, in more than one way. Embrace the chaos!



DEVELOPMENT NOTES

The Magician's House was originally written for the *Dungeon Crawl Classics* role-playing game. I had this site in mind as part of a larger campaign, and I decided to develop it into an adventure of the spur of the moment. I was heading to Gen Con 2018 to judge for Goodman Games for my second year in a row, and I challenged myself to run an original adventure. So that's how this started.

I worked on it gradually from late 2017 until early 2019. The whole time, I figured I'd release it in a form like this. Between Gen Con and my limited personal gaming opportunities, I've been able to playtest the DCC version pretty well, if not exhaustively.

A few months ago, I thought it wouldn't be too hard to convert this adventure to a number of OGL systems. *Lamentations of the Flame Princess* is probably my favorite system after DCC, and it's mechanically simple, so that was a no-brainer. 5e was also obvious; it's the most popular RPG of all, and a cousin of DCC.

Just about a month prior to writing this, I agreed to run a session with a large group of utter role-playing novices. This is something I've long been very interested in doing, so I leapt to the task of creating a simple and intuitive RPG for people who have never played one. That became *Lark Fantasy*, which distills a number of ideas I've had about role-playing in recent years.

To keep things simple for me, I decided to run *The Magician's House* for this group, so I had to do a conversion of it for *Lark*, anyway. The session was a success, and the players are asking for more - plus, *Lark* received positive reviews from people I showed it to. So it was only natural to bundle *Lark Fantasy* together with the *Lark* edition of *The Magician's House*.

Anyway, I'm being pretty straight with you, here: not all of this has been playtested in all the editions I'm putting out. The DCC edition has been around the block and I've played one session of the *Lark* edition once as of the time of writing. But the 5e and LotFP editions aren't battle-tested. So keep that in mind, and consider tweaking the adventure for your group.

On the other hand, *The Magician's House* isn't designed to be an exercise in fantasy military tactics. If an edition's stats are "unfair," keep in mind that it's possible to get through the adventure without resorting to violence. If things feel too tough, give the party a chance to fall-back, and try to more obviously signpost the dangers going forward.

By the way, the 5e conversion was performed by someone more knowledgeable in the ways of that wonderful game: Xavier Lebec. I encouraged him to stay true to both the spirit of this adventure and 5e, and otherwise do as he saw fit, and I think he did a great job.



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