



Masters & Minions

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

CULT OF THE
MIRRORED KING



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About Fat Goblin Games

Based in South Carolina, USA, Fat Goblin Games was founded in 2011 to create Pathfinder Roleplaying Game compatible products. With a focus on high quality production values and providing a creative environment for our writers, Fat Goblin Games has quickly become a recognized force in the world of third party publishers.

With hundreds of support books, visual aids, campaign settings, and quality stock art, Fat Goblin Games continues to provide exciting content and fantastic worlds in which gamers can immerse themselves.

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Masters & Minions

Introduction

Welcome to ***Masters & Minions***, a product designed to provide you with a band of close-knit NPCs that act in concert to provide a new organization complete with leaders, chief henchmen, and minions oozing with character to add to your *Pathfinder Roleplaying Games*. These have been designed to provide antagonists or rivals for your heroes, though some may act as allies or support for particularly unorthodox groups.

Unlike a simple thieves' guild or tribe of orcs, these groups draw much more heavily on influences from comic books and action movies, featuring over-the-top characters and outrageous environments. Each book contains everything you need to add a colorful rogue's gallery of villains to your game, including their stat blocks, a map of their lair, and plot hooks. Any trademark items, uniforms, calling cards, techniques and styles will be laid out in detail. It is designed to make sure that you can easily and seamlessly include the new organization in your games, regardless of what setting you use.

This volume features the *Cult of the Mirrored King*, a group of drug dealers and cultists, selling the drug Unachieved Dreams, which puts you under and makes you dream of your innermost desires. Whether that dream is becoming a king or having a harem, this drug will help you, while they, at the same time are preparing your soul for sacrifice to the Mirrored King himself.

This volume contains all the background and statistics that you need to add the Cult of the Mirrored King to your campaign today.

Cult of the Mirrored King

The Cult of the Mirrored King

The Cult of the Mirrored King is only a few years old at this point, as it is the brainchild of an exceptional criminal mastermind known today as the Mirrored Man.

Originally the Cult started as a simple drug-running scheme, but at this point it has become much more, working with all kinds of illegal activities and getting its fingers into every pie, much to the distress of the local rogues' gallery. Ostensibly though, their main interests are a protection racket and the manufacturing, distribution, and selling of drugs, especially the highly successful drug Unachieved Dreams. As such, most outsiders do not know this organization as being a cult, they simply refer to them as the "Masked Gang."

Unbeknownst to outsiders however, the Cult of the Mirrored King is also a front for a soul-collection, and body-selling, enterprise for a unique devil, known as the Mirrored King. The Mirrored King is a powerful entity in Hell, but he's poised to become an infernal duke, and is using the soul-collection efforts of the Cult to bolster his efforts.

Un-achieved Dreams is the key to the Mirrored Man's (the high priest of the Mirrored King) plans for power. It was only created a few months ago, but has so far proven to be a great success, and the Mirrored Man is about to start expanding his empire of soul collectors, and is planning on using his drug empire to open the way for that expansion.

This means that not only has the cult started moving into new towns and cities, but they've also started upping their efforts to reach into high society, as previously they only targeted the working classes and those already addicted, for the drug to be properly tested. Now, that they've perfected it, they know that there is more coin to be had from the members of high society, than from the workers, and not only that, but those bodies would be of higher value to the devils

wanting to use their bodies, as it would enable them to start with more influence on society, and help to ensure that the cult remains hidden from the public eye. To avoid discovery, the Mirrored Man has already arranged for the possession of a couple of the local deputies, but he has his eyes set much higher, hoping to collect and replace the chief magistrate. And should he prove successful, one day the rulers themselves.

Currently the Masked Gang gets most of its income from the drug scheme, as well as a protection racket, but while the Mirrored Man keeps most of the coin for the organization, a lot of it makes its way back to the gang-members and cultists, enough to ensure that they both stay loyal (or in the case of the cult members, giving them a double motive of both profit and religion). The Mirrored Man does make sure that the protection racket is as reliable as possible, making sure that any shopkeeper who has paid their dues (and diligently keeping track of it) will be protected from other gangs or larceny. And should someone break into the shop, not only will his gang-members chase down and take care of the culprit, but he will also pay the costs of restoring the shop and replacing any lost items. This of course, is not done out of altruism, but because the Mirrored Man realizes that he can't always rely on secrecy, so he tries to establish as much goodwill as possible, something normally in short supply for a criminal organization.



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Members of the Organization

In the following segment, you'll find the statistics needed to run the organization printed herein, including the leader and his henchmen. Each has their own entry on this list.

The Master

Below you will find the leader of the organization. This is a unique NPC and there will only be one of them in the organization.

The Mirrored Man

This human figure, wears a voluminous red robe, with white acid splashes down the front. A mask made of a mirror-like material covers his face and a faint smell of sulphur surrounds him.

THE MIRRORED MAN

CR 10

XP 4,800

Male adult human alchemist (mindchemist) 5/
cleric 6 (Mirrored King) (*Pathfinder Roleplaying
Game: Advanced Player's Guide, Pathfinder
Roleplaying Game: Ultimate Magic*)

LE Medium humanoid (human)

Init +1; **Senses** Perception +12

DEFENSE

AC 22, touch 12, flat-footed 20 (+6 armor, +2 Dex,
+2 natural armor, +2 shield)

hp 72 (11d8+22);

Fort +12, **Ref** +9, **Will** +10; +4 vs. Poisons

OFFENSE

Speed 20 ft.,

Melee +1 spear +7/+2 (1d8)

Ranged bomb +10 (3d6)

Space 5 ft.; **Reach** 5 ft.

Special Attacks bomb, cognatogen

Alchemist Extracts Known (CL 5th)

2nd—*bull's endurance, cat's grace, invisibility*

1st—*bomber's eye, cure light wounds, disguise self,
expeditious retreat, true strike*

Cleric Spells Prepared (CL 6th; concentration +11)

Domains: Nobility, Madness

3rd—*bestow curse* (DC 18), *blindness/deafness*
(DC 18), *dispel magic, rage*

2nd—2nd—*cure moderate wounds* (2), *enthrall*

(DC 17), *hold person* (DC 17), *spiritual weapon*

1st—*bane* (DC 16), *confusion, lesser* (DC 16),

detect thoughts (DC 16), *protection from good*

(DC 16), *ray of sickening* (DC 16)

0—*detect magic, detect poison, read magic, virtue*

STATISTICS

Str 8, **Dex** 14, **Con** 14, **Int** 15, **Wis** 21, **Cha** 14

Base Atk +7; **CMB** +6; **CMD** 18

Feats Explosive Bomb, Armor Proficiency Light,

Armor Proficiency Medium, Brew Potion,

Cognatogen (Su), Combat Casting, Concentrate

Poison, Dodge, Eschew Materials, Point Blank

Shot, Poison Bomb, Selective Channeling,

Shield Proficiency, Simple Weapon Proficiency,

Throw Anything, Weapon Focus (Bomb)

Skills Craft (Alchemy) +16, Diplomacy +15,

Knowledge (Arcana) +15, Knowledge (Religion)

+12, Perception +12, Sense Motive +16,

Spellcraft +16

Languages Common, Elven, Infernal

SQ Alchemy (Ex), Aura, Brew Potion (Ex),

Cognatogen, Inspiring Word (Sp), Languages,

Perfect Recall, Poison Resistance +4, Throw

Anything (Ex)

Combat Gear +1 *chainmail, cloak of resistance*

(+1), *potion of cure moderate wounds, potion*

of cure serious wounds, +1 spear, Other Gear

mirror mask (unique magic item, see below),

alchemist's lab, holy symbol (of the Mirrored

King, made of highly polished gold), 500 gp in
various coins

TACTICS

Before Combat If the Mirrored Man is alerted
and expects combat, he buffs up, using *cat's
grace, bear's endurance* (both included in the

Cult of the Mirrored King

stats above) and *protection from good*. After this he waits, till just before the enemy arrives and casts *invisibility* to make sure he has the drop on the opponents. Finally, once they've arrived, he takes one of his cognatogens to raise his wisdom. (also, included in the stats above)

During Combat He opens with *hold person* and *spiritual weapon* followed up by thrown poison or explosive bombs. He will try to use his *confusion*, *lesser* and *bestow curse* to hinder the enemy if possible, and channel negative energy to try to eliminate as many people as he can. He uses *invisibility* and *expeditious retreat* to escape if needed. If he's unable to escape, he will cast *rage* and use both *spiritual weapon* and his +1 *spear* to best effect.

Morale The Mirrored Man attempts to escape if reduces below 20 hp.

Base Statistics Str 8, Dex 12, Con 10, Int 15, Wis 17, Cha 14;

Base Atk +7; **CMB** +6; **CMD** 18;

AC 21, touch 12, flat-footed 19 (+6 armor, +1 Dex, +2 shield)

hp 50 (11d8);

Fort +10, **Ref** +8, **Will** +10; +4 vs. Poisons

Born into a family with an abusive, drug-using father and never knowing his mother as she died in childbirth, the Mirrored Man spent his formative years, and his early teens roaming the streets of his hometown, getting into all sorts of trouble, and being punished for imaginary transgressions by his father. One night, the town guard caught him, and threw him in jail for the night. Upon his release, he was beaten almost to death by his father, and he swore his revenge. The very next day, he arranged for his father's death through a drug overdose.

The young man was now alone, but with a stash of drugs at hand, he quickly found willing friends and able hands in the city's underworld, and shortly thereafter, he began experimenting with creating the drugs himself in a secluded laboratory underneath his family's house.

As fate would have it, one night he was cooking up a new batch of drugs, when he accidentally added

some powdered fiend to the mix, and the whole thing exploded, causing him to hallucinate wildly.

He dreamt of a large palace, filled with mirrored halls, and a humanoid figure on a golden throne, with a head covered by a mask that reflected only the viewer's face and the endless mirrors around it. The figure proclaimed itself to be the Mirrored King, and that he, if the young man was willing, could make him rich and powerful beyond his wildest dreams, if only he would do him a small service, recruiting others like him to his cause, and help the Mirrored King himself overcome his superiors. The young man readily agreed, and when he came to once more, he found that upon his chest lay a holy symbol, a small reflective silver disc, with an engraving showing a whole and a broken mirror overlaid upon each other.



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Over the next few years, the Cult of the Mirrored King grew, with the young man, now known as the Mirrored King, recruiting carefully, seducing his new followers with promises of power and wealth, if only they would further the schemes of the Mirrored King, and many flocked to his banner, unscrupulous men and women who cared nothing for those around them. All the while his drug empire grew wider and stronger, with the Cult strong arming those who would otherwise try to oppose them in the criminal world, and taking extraordinary care not to be discovered by the authorities. Anyone caught was rescued, or if that was not possible killed, instilling great loyalty in those serving the Mirrored Man.

In recent months, the Mirrored Man has completed his greatest achievement, the one that he thinks will bring him and his god untold power, the drug called Unachieved Dreams. The drug itself is highly addictive to those using it, both physically and mentally, it puts the user to sleep, in which they dream of whatever

their deepest desire is, ruling others as a benign king, having their own harem of succubi or anything else that they may fancy. The trick is that while they're asleep, their souls are partially freed from their bodies, and the soul travels to the Palace of the Mirrored King in Hell, where the dreamer experiences the desires, making the experience partially real. However, while this is happening, the drug also slowly reduces their willpower, making them more susceptible to the drug, and in time, their soul tears loose from the body and goes to the Palace of the Mirrored King permanently. Once there, it is trapped, to be used by the Mirrored King in his plays for power among the devils, where he is trying to increase his influence. The drug is even more insidious than that however, for the body remains alive and becomes susceptible to possession, even by outsiders who do not normally possess the ability to do so. The Mirrored King then sells them access to the body for them to possess, and the Mirrored Man lets them loose into society, all the while pocketing the gold and valuables that the addict brought him, and basking in the power of his god.

Cult of the Mirrored King

The Minions

Below you will find the minions of the organization, the second-in-commands and trusted lieutenants of the organization. Like the leader, these are unique NPCs.

The Hand of the Mirrored Man

This short halfling is missing his left index finger and wears dark green clothes, including an oversized cloak. He fidgets and his eyes flit constantly from side to side.

“Shorty” Mirrek Novos

THE HAND OF THE MIRRORED MAN CR 4

XP 1,200

Male adult halfling rogue 5
NE Small humanoid (halfling)
Init +4; **Senses** Perception +8

DEFENSE

AC 18, touch 15, flat-footed 14 (+3 armor, +4 Dex, +1 size)
hp 31 (5d8+5);
Fort +1, **Ref** +8, **Will** +0; +2 vs. fear

OFFENSE

Speed 20 ft.,
Melee short sword +3 (1d4-1/19-20)
Ranged dagger +8 (1d3-1/19-20)
Space 5 ft.; **Reach** 5 ft.
Special Attacks sneak attack +3d6

STATISTICS

Str 9, **Dex** 18, **Con** 11, **Int** 13, **Wis** 8, **Cha** 16
Base Atk +3; **CMB** +1; **CMD** 15
Feats Befuddling Strike (Ex), Fast Stealth, Armor Proficiency Light, Evasion, Simple Weapon Proficiency, Skill Focus (Diplomacy), Skill Focus (Stealth),
Skills Acrobatics +12, Appraise +7, Bluff +10, Diplomacy +13, Disguise +10, Intimidate +10, Knowledge (Local) +8, Perception +8, Sense Motive +6, Sleight of Hand +11, Stealth +18, Use Magic Device +9
Languages Common, Halfling, Orcisch
SQ Fearless +2 save vs fear, Weapon Familiarity +1 to hit with thrown weapons, Evasion, Trap Sense +1, Trapfinding, Uncanny Dodge

Combat Gear dagger, leather armor, short sword;
Other Gear goggles of minute seeing, 20 pieces of paper, 3 quills, red and black ink.

TACTICS

Before Combat “Shorty” does not engage in combat unless he absolutely cannot avoid it. So, he will attempt to start combat while stealthing, and striking from ambush with sneak attack.

During Combat If forced into combat, “Shorty” will attempt to flank with anyone he can, to maximize his attempts at sneak attacks, or use bluff to feint for sneak attacks.

Morale As soon as “Shorty” takes 10 or more damage he attempts to flee. If unable to flee, he will immediately surrender, hoping to escape at the earliest opportunity, most likely via bribery.

“Shorty” joined the Masked Gang a few months back, and has become essential to the smooth running of the organization, as he takes care of their accounting, making sure that payments from the protection racket are on time and making sure that members of the organization is paid their dues.

Shorty suspects that something is up with the organization, but he is on purpose making sure not to learn what’s going on.

Shorty is in it for the gold, pure and simple, and the Masked Gang is the best paying gang in town, and should it become inadvisable for him to continue his employment with the gang he plans to up and leave. He does suspect, that if he does so, the Mirrored Man will not take it likely and will pursue him to the ends of the world, to preserve his secret, and to that end, he has devoted a fair bit of his time to concoct an escape route from the organization, but he knows that it might not be enough.

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Fist of the Mirrored Man

This tall, half-orc female is severely muscled and heavy set, with a low brow and a permanent scowl. At odds with her appearance, she smells faintly of lilacs.

Borunda "Smasher"

FIST OF THE MİRRORED MAN

CR 4

XP 1,200

Female adult half-orc barbarian 5

LE Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 14, touch 9, flat-footed 13 (+4 armor, deflection, +1 Dex, -2 rage, +1 shield,)

hp 63 (5d12+25)

Fort +8, **Ref** +2, **Will** +3

OFFENSE

Speed 40 ft.

Melee battle axe +10 (1d8+7/x3), unarmed strike +9 (1d3+6)

Ranged heavy crossbow +6 (1d10/19-20)

Space 5 ft.; **Reach** 5 ft.

Special Attacks improved unarmed strike, power attack

STATISTICS

Str 22, **Dex** 13, **Con** 18 **Int** 8, **Wis** 11, **Cha** 11

Base Atk +5; **CMB** +9; **CMD** 20

Feats Armor Proficiency Light, Armor Proficiency Medium, Improved Unarmed Strike, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (battle axe)

Skills Acrobatics +5, Climb +6, Intimidate +9, Perception +7, Ride +1, Survival +4

Languages Common, Orc

SQ Intimidating Glare, Renewed Vigor,

Combat Gear +1 battle axe, hide armor, light wooden shield; **Other Gear** sack, 300 gp

TACTICS

Before Combat Before combat starts "Smasher" rages.

During Combat "Smasher" focuses her attack on one person at a time, starting with whomever is closest.

Morale "Smasher" is a true believe and initiate of the Mirrored King. She fights to the death.

BASE STATISTICS

AC 15, touch 11, flat-footed 14 (+4 armor, deflection, +1 Dex, +1 shield)

hp 53 (5d12+15)

Fort +6, **Ref** +2, **Will** +1

Str 18, **Dex** 13, **Con** 14, **Int** 8, **Wis** 11, **Cha** 11

Base Atk +5; **CMB** +9; **CMD** 20

Borunda, or "Smasher" was one of the first to be initiated into the cult of the Mirrored King and at this point, she is a true believer. Knowing full well that she is not the smartest person, she prefers to keep her mouth shut and her fists talking. The Mirrored Man has made her responsible for the protection racket that they're running, and Borunda is showing a very tidy profit, and has managed to set aside some of her earnings within the gang, believing that on the day the Mirrored King becomes truly powerful, she will be rewarded. However, she believes that it never hurts to have some cash put aside for a rainy day. She does not trust "Shorty" at all however, and whenever he pays out her salary, she asks the Mirrored Man to verify the amount for her, something that he does gladly to keep her undying loyalty.



Cult of the Mirrored King

The Tools

Below you will find the tools of the organization. These are not unique NPCs unlike those listed above, but the thugs, burglars and others that the leader might choose to employ against the PCs. These were created using the non-elite stat array, except where they have PC classes, as these characters will stand out, as opposed to those using the non-PC classes.

To the Mirrored Man, the tools are expendable shock troops, that he can put in the way of any hindrances. They are the ones who carry out his day-to-day bidding, making sure that the gang runs smoothly and that cash keeps coming into the gang's coffers.

Of these, only the Cult-Initiate is a member of the Cult of the Mirrored King, the rest are only members of the gang itself. All these answer either to Shorty or Borunda, depending on their expertise and current assignments.

These members of the gang are normally not encountered alone, as they usually travel in groups of 4-8, depending on their current assignment. On any given encounter, the groups are normally at least 50% bruisers, though if they have been given a stealthy assignment by the Mirrored Man, the composition might vary somewhat. (as per GM discretion).

It is possible for the PCs to eliminate the gang by sheer attrition, but at any given time, there are at least 50 members of the gang, at this rank, and the Mirrored Man would act long before the PCs would be able to kill off the gang in this way, as he would see them as a threat.

Note that these NPCs are all listed as "Any adult human," but they can be of any gender or race as appropriate.

Tool 1

Holding a heavy mace, and wearing leather armor, this burly human wears a permanent scowl and smacks the mace threateningly across the palm of the other hand.

THE BRUISER CR 1/2

XP 200

Any adult human warrior 2

CE Medium humanoid (human)

Init +1; Senses Perception +1

DEFENSE

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

hp 13 (2d10+2)

Fort +3, Ref +1, Will -1

OFFENSE

Speed 30 ft.

Melee heavy mace +4 (1d8+1)

Space 5 ft.; Reach 5 ft.

STATISTICS

Str 12, Dex 13, Con 11, Int 12, Wis 8, Cha 9

Base Atk +2; CMB +3; CMD 14

Feats Armor Proficiency Heavy, Armor Proficiency Light, Armor Proficiency Medium, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Skill Focus (Intimidate), Tower Shield Proficiency, Weapon Focus (heavy mace)

Skills Climb +6, Intimidate +7, Perception +1, Swim +6

Languages Common

Combat Gear heavy mace, leather armor **Other Gear** sack for loot, 20 gp

TACTICS

During Combat The bruisers of the organization do not tend to overthink combat, they simply wade right in, using cover where possible to avoid exposing themselves to ranged attacks. They work together with other gang members to flank their opponents.

Morale Bruisers try to flee if reduced below 5 hp

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Tool 2

Dressed in simple clothes, this human has a faint smell of ocean and salt about them. The hair is matted with sweat and grime from hard work.

THE DRUGRUNNER

CR 1/2

XP 200

Any adult human expert 2

NE Medium humanoid (human)

Init +0; **Senses** Perception +5

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 armor)

hp 9 (2d8)

Fort -1, **Ref** +0, **Will** +3

OFFENSE

Speed 30 ft.

Melee dagger +0 (1d4-1/19-20)

Ranged dagger+1 (1d4-1/1920) or sling +1 (1d4)

Space 5 ft.; **Reach** 5 ft.

STATISTICS

Str 9, **Dex** 10, **Con** 8, **Int** 15, **Wis** 11, **Cha** 12

Base Atk +1; **CMB** +0; **CMD** 10

Feats Armor Proficiency Light, Simple Weapon Proficiency, Skill Focus (Bluff), Skill Focus (Disguise)

Skills Appraise +7, Bluff +9, Diplomacy +6, Disguise +9, Forgery+ 6, Gather Information +5, Intimidate +2, Know Geography +6, Perception +5, Profession Sailor +4, Sense Motive +5, Stealth +4

Languages Common, Dwarven, Elven

Combat Gear dagger, leather armor; **Other Gear** bales, carts, crates (all for smuggling and with secret compartments), 30 gp

TACTICS

During Combat Drugrunners hang back, using their ranged weapons, staying behind any bruisers in the gang, as much as possible. Only if forced into close combat will they engage with their dagger.

Morale Drug runners flee if reduced below 5 hp.

Tool 3

Dressed in simple, dark clothing, this slender human appears to be trying to remain unobserved, almost unconsciously. A faint smell of oil hangs to their clothing.

THE CATBURGLAR

CR 1/2

XP 200

Any adult human rogue 1

CE Medium humanoid (human)

Init +2; **Senses** Perception +4

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)

hp 9 (1d8+1)

Fort +0, **Ref** +4, **Will** +0

OFFENSE

Speed 30 ft.

Melee short sword +2 (1d6+1)

Ranged short bow +2 (1d6)

Space 5 ft.; **Reach** 5 ft.

Special Attacks sneak attack +1d6

STATISTICS

Str 13, **Dex** 15, **Con** 11, **Int** 16, **Wis** 11, **Cha** 8

Base Atk +0; **CMB** +1; **CMD** 13

Feats Armor Proficiency Light, Point Blank Shot, Simple Weapon Proficiency, Weapon Finesse

Skills Acrobatics 6, Appraise 7, Bluff 3, Climb 5, Diplomacy 3, Disable Device 6, Disguise 3, Intimidate 3, Perception 4, Sense Motive 4, Sleight of Hand 6, Stealth 6

Languages Common, Goblin, Orc

SQ Trapfinding

Combat Gear leather armor, short sword; **Other Gear** grappling hook, 50 ft. hemp rope, sack full of stolen goods (worth 50 gp), 20 gp in various coins

TACTICS

During Combat The Cat burglar attempts to set up sneak attacks, either by flanking with other members of the gang (particularly any Smugglers), or take pot-shots from cover using their short bow. If possible, they do not engage in melee combat.

Morale Catburglars flee if reduced below 5 hp.

Cult of the Mirrored King

Tool 4

This human figure is clad in a red robe and wears a mask that obscures their face, causing it to shimmer slightly, like water rippling on a pond.

THE CULT-INITIATE

CR 4

XP 400

Any adult human adept 4

LE Medium humanoid (human)

Init -1; **Senses** Perception +2

DEFENSE

AC 13, touch 9, flat-footed 13 (+4 armor, -1 Dex)

hp 18 (4d6+4)

Fort +1, **Ref** +0, **Will** +6; +1 on saves vs. fear

OFFENSE

Speed 30 ft.

Melee spear +2 (1d8-1)

Space 5 ft.; **Reach** 5 ft.

Class Spells Prepared (CL 4th; concentration +6)

2nd—*cure moderate wounds*

1st—*bless*, *cause fear* (DC 13), *protection from good*

0—*detect magic*, *guidance*, *touch of fatigue* (DC 12)

STATISTICS

Str 8, **Dex** 9, **Con** 10, **Int** 13, **Wis** 14, **Cha** 12

Base Atk +2; **CMB** +1; **CMD** 10

Feats Armor Proficiency Light, Combat Casting, Simple Weapon Proficiency, Weapon Focus (spear)

Skills Handle Animal +8, Heal +8, Knowledge (Local) +7, Knowledge (Religion) +7, Spellcraft +5, Survival +7

Languages Common, Infernal

Combat Gear chain shirt, spear **Other Gear** holy symbol of the Mirrored King (made of highly polished silver), mask, 30 gp

TACTICS

Before Combat The Cult-initiate starts combat by casting *bless* (included in the stats above) and *protection from good* (not included)

During Combat In combat, the Cult-initiate will hang back slightly, to help others in the gang, casting *cause fear* to hinder the strongest opponent, and *cure moderate wounds* to keep his comrades in combat.

Morale The Cult-initiate is utterly devoted to the Cult of the Mirrored King and fights to the death.

BASE STATISTICS

Fort +1, **Ref** +0, **Will** +6

Offense

Speed 30 ft.

Melee spear +1 (1d8-1)



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New Rules

In this section, you'll find special rules that applies to the organization in this book, be it special equipment, spells or new deities. The Cult of the Mirrored King only has two pieces of unique equipment as they use whatever they can get their hands on, and even this equipment is not for use in normal combat.

New Equipment

The drug manufactured by the Cult is a key component of the Mirrored Man and King's schemes.

UNACHIEVED DREAMS

Price 1 gp; **Weight** —

Unachieved dreams is a drug made of ingredients known only to the Mirrored Man, but it contains more than a trace amount of fiendish dust. It is dark black and taken best as a form of tobacco, usually through a pipe. If not for the fact that the Mirrored Man has a practically unlimited supply of the fiend-dust, the drug would be prohibitively expensive, but as he, and the Mirrored King, are attempting to subvert as many mortals as possible the drug is kept cheap.

Type inhaled; **Addiction** severe, Fortitude DC 24; **Price** 1 gp; **Effects** 8 hours; 4 hours of sleep (as a full restful night) and a +2 bonus on charisma checks; **Damage** 1d4 Wis damage

While under the effects of Unachieved Dreams, for the first 4 hours, the person using the drug sleeps soundly, dreaming dreams of their greatest desires, be it power, wealth or anything that the person could think of. Whatever it is that person craves the most, that is what they dream of. It is not a dream however. Instead, part of the user's soul is transported to the Mirrored King's palace in the Hell, and it is here that they have the experience, which, to the soul, is real.

Once their Wisdom is reduced to 0, their soul is collected by the Mirrored King (similar to a *magic jar* spell, cast at level 20), who stores it for use in a future powerplay on the planes. The body is then sold to the highest bidding outsider (usually for a price equal to 100 gp times the creature's Hit Dice, though this can vary for powerful political figures and similar

ones). The outsider is then free to possess the body, which wakes up with the outsider's essence caught inside it.

The body functions with the full abilities of the outsider except as follows:

- Physical stats (Str, Dex and Con) are still the normal stats of the user.
- The outsider loses all energy resistance and any damage reduction that the user doesn't have already.
- Once the body is slain, the outsider returns to their home plane as normal.
- To reflect this, the CR of the outsider is reduced as per the table below:

Change to Outsider's CR While Possessing a Body

Original CR	CR Modifier
1-3	-0
4-6	-1
7-9	-2
10+	-3

Once the body is possessed, the Mirrored Man releases the outsider-possessed body into the community, with only a warning to not draw attention to the cult, or the outsider will face the wrath of the Mirrored King.

Cult of the Mirrored King

New Magic Item

The following item is unique to the Cult of the Mirrored King, as so far, only the Mirrored Man has managed to get a hold of one of these.

MIRRORED MASK

Price 16,000 gp; **Slot** head; **Aura** faint abjuration and illusion; **CL** 3rd; **Weight** 1/2 lb.

This mirror-bright mask, consists of a headband and a veil covering the wearer's face. The material is a gauzy material, see-through from the wearer's side, but reflecting an onlooker's face back at them when observed.

Whenever any magic is cast upon the wearer intended to learn more about the wearer, the mask prohibits the magic from functioning properly, instead returning a result as if the wearer had the same characteristics as the person casting the spell. For example, a lawful good caster, casting *detect evil*, *see alignment*, or similar spells would find information as if the wearer was lawful good as well. The same goes for spells that intend to learn the wearer's name, race, magic auras, or similar information.

A Will save DC 13 is required for the caster to realize that this is misdirection is taking place.

The *mirrored mask* also provides a +20 circumstance bonus to Disguise checks, when attempting to hide your identity, with the penalty being as if the wearer was the onlooker. (For example, a human male, with an elf female onlooker would have a -4 to the Disguise check due to the differences in race and gender, but with a +20 circumstance bonus for a total +16 bonus). Even if the check fails, the wearer's actual identity is still obscured.

CONSTRUCTION REQUIREMENTS

Cost 8,000 gp

Craft Wondrous Item, *mirror image*, *misdirection*

The Religion of the Mirrored King

The following is a write up for the religion of following the unique devil, the Mirrored King.

The Mirrored King

God of addiction, drugs and usurping rulers.

Alignment LE

Worshippers addicts, drug-users, the power hungry, dreamers with unachieved ambitions

Cleric Alignments LE, NE, LN

Domains Evil, Law, Trickery

Subdomains Deception, Devil, Greed, Tyranny

Favored Weapon Spear

Symbol a silver, faceless mask, shined to a mirror brightness

The Mirrored King is a unique devil, subject to the whims of his overlords, but with a hunger to replace them and become one of the infernal dukes. His true ambition is to become one of the Archdukes of Hell, and he uses any means possible to get into that position.

In his latest attempt, and his most successful by far, he has turned to mortals suffering from addiction, treating them with his most important tool, the drug, Unachieved Dreams. This he believes will bring him to a position where he can truly challenge for the throne of Archduke, as his soul-harvesting business is progressing even faster than his wildest plans could have allowed for, giving him the opportunity to build alliances with devils who previously would have had nothing to do with him.

His main worshippers are drug addicts, but it is the power-hungry viziers, the rebellion leaders and other figures of potential power that he values the highest, as they are the ones from whom he gains the most power in the long run.

In return the Mirrored King promises power and wealth to those who listen to his seductive powers.

Masters & Minions

Encounters

Below you will find a series of sample ideas for how to include this organization in your game.

Plots & Schemes

Goals

The Mirrored Man's plans at the moment are relatively simple: continue distributing Unachieved Dreams, grow the organization, and get rich doing it. The goals of the Mirrored King are not as straightforward, as he is using the soul-harvesting operation to gain both direct power (using the souls collected to fuel his plans, selling off others for allies and so on), but also by providing his fellow devils with an ability they do not normally have, the ability to take over and possess mortal bodies. In turn, they provide him with allies, power and gold from their own mortal followers to further his plans for control and for a position among the Archdukes of Hell even further.

Plots

The Mirrored Man and the drugs that he creates and distributes are the key to power and wealth for both Mirrored King and Mirrored Man, and they have feelers out already for increasing their distribution network, and the players could easily come across one of the messengers as they bring a batch of Unachieved Dreams to a new city.

The Mirrored Man furthermore is planning on usurping leadership of the local thieves' guild, and in the long run, control of similar guilds in other towns, inserting himself as the King of Thieves in an underground country, known only to the most powerful or the most despicable in the land.

But even this is not enough for the Mirrored Man, as his ultimate plan, once he has gained power as the King of Thieves, is to insert himself as the actual and overt ruler of a country, so that he can rule over as many as possible, in an open manner.

To that end, he has begun bribing officials, record holders, marshals and others in a position of authority or power, to ensure that once he is in position, they will support him. Knowing that this is a long-running game, he is not expecting to see this come to fruition anytime soon, but he is nothing if not patient.

The Mirrored King is thinking even bigger on his part, and has plans to become the ruler of Hell itself. Like the Mirrored Man, he is patient, but with his recent success in soul-gathering, he has also become ambitious and hungry for more power. Knowing full well that to draw attention to himself is to invite death, he is keeping some of his newly-gained power and wealth under wraps, to that it is not visible to anyone, using only as much as he has to, to ensure success, once he makes a play for Archduke. At that point, he plans to make it appear as if he has been storing souls and power for longer than he has, and that the move to Archduke has nearly depleted his collected store of energy, with only enough to leave him secure from anyone below in the ranks of Hell, whereas he'd be weaker than those above him in the hierarchy. His plan is for this to not be the case, not wanting to move until he has enough power that he can take on one of the Archdukes and take him out easily, hoping to have enough power stored away, so that he can make his move on the ruler of Hell that much faster.

At this point the Mirrored King has only reached out to other devils, but he is considering the value of hiring daemon or even demon mercenaries, but he is wary of making this move, and prefers to rely on devils and powerful mortals.

Cult of the Mirrored King

The Master's Lair

The Tavern of Achieved Dreams

The Tavern of Achieved Dreams (though it is officially unnamed) is the Mirrored Man's headquarters. It appears to be a tavern, catering to low-end workers and sailors, but it is an open secret among the locals, that there is a drug-den in the cellars. What few know is that the wine-cellars hold an entrance to something even more sinister, a shrine to the Mirrored King and the laboratory where Unachieved Drugs was created, as well as the Mirrored Man's own quarters.

From this place, the Mirrored Man's agents use the cover of sailors and workers, who come and go at all time, to provide cover for their customers as well as their own activities. Upstairs is a simple tavern, providing food and drink to the local workers, mostly unremarkable, with the burly bartender keeping the peace using a club and a lot of swearing.

The Tavern itself actually makes a decent profit, due to the number of workers who use it, and while it could not support the gang on its own, the Mirrored Man is quite pleased with how it is running and will go to quite some lengths to protect business there, including sending some of his Bruisers as well as Borunda, to ensure that things there do not get out of hand. This is also where both Borunda and Shorty have their quarters and conduct most of their business.

The cellar of the tavern, is where most of the business goes on. Split into two parts, with one being a wine- and beer-cellar for the tavern, the majority of the cellar is dominated by the drug then. Here, there are patrons lounging on blankets and pillows, basking in the glorious first few hours of Unachieved Dreams, though a few other drugs are also available, though none are as cheap as Unachieved Dreams (and

hence, only sees a few wealthy patrons use it). These other drugs are also the ones that the Mirrored Man occasionally lets some of his bribed officials catch, so that his main business remains unaffected.

The wine-cellar contains another secret, beyond just functioning as a simple doorway to the drug den, as it also contains the secret entrance (hidden behind a sliding wall, behind the wine barrels, rather than in the barrel themselves), to the Mirrored Man's quarters as well as the shrine to the Mirrored King.

The entrance to each area is trapped, with a trap door, that can be deactivated by those who know the trigger, and it is kept deactivated by a permanently stationed guard in the drug-den, for that area, though he can activate at a flick of a switch, in case of trouble. Below are the rules for the trapdoors as they appear in these areas.

SPIKED PIT TRAP CR 2

XP 600

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

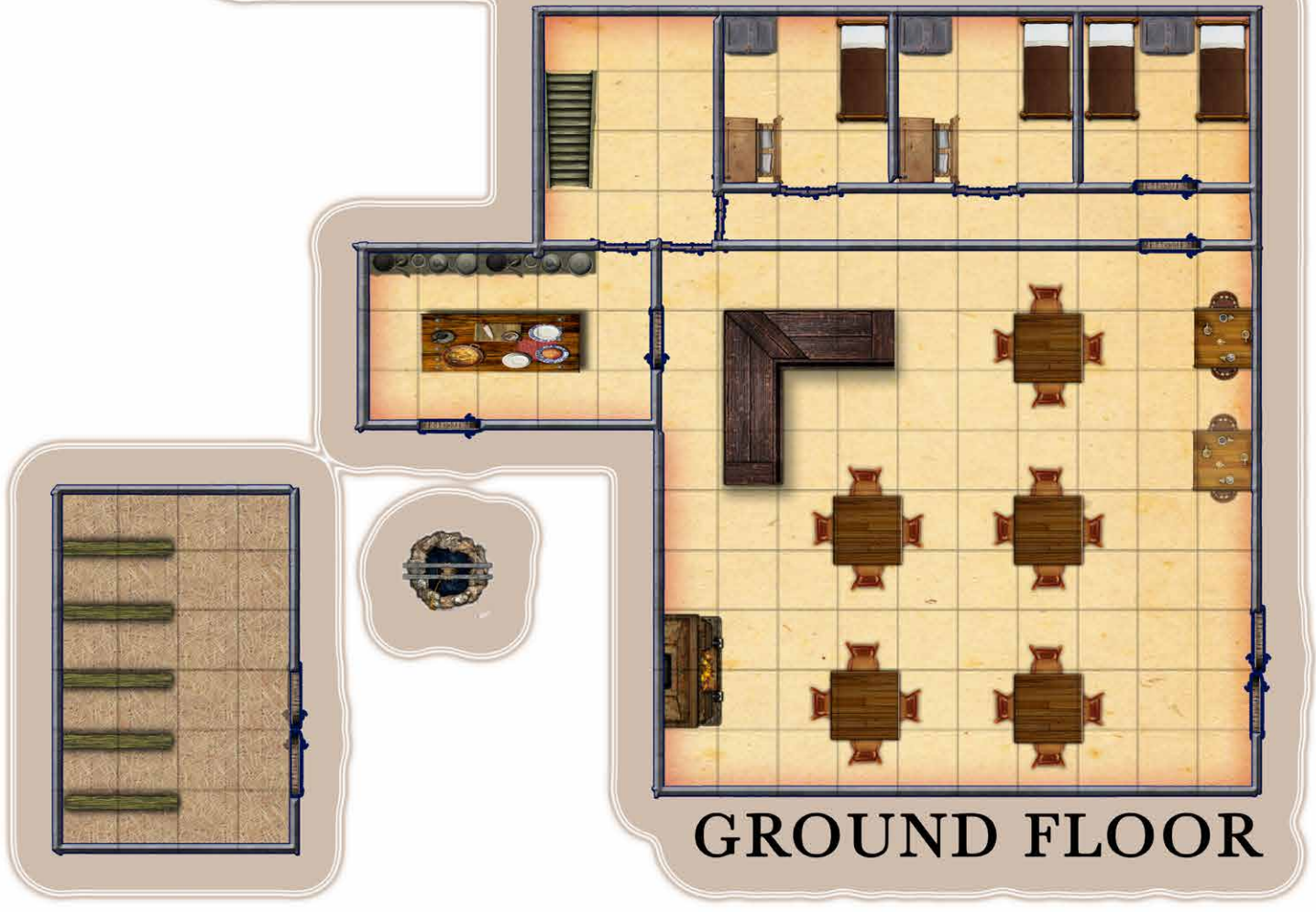
Trigger location; **Reset** manual

Effect 10-ft.-deep pit (1d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

Please see the attached map, for an overview of the Tavern of Achieved Dreams.



BASEMENT



GROUND FLOOR

Cult of the Mirrored King

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