



Smoke and Mirrors

By **David P. Santana**
And the **Universe Construction Company**

A One-Round Adventure for the *Legends of the Shining Jewel* Campaign

The city of Amthydor has its share of famous people, places and things. But when a mysterious black tower appears near the city's walls, the rumors begin flying left and right. More mysterious is the appearance of a job offer from someone called the Professor and to apply at the tower? What is this all about? For heroes of levels 2 to 7.

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Welcome to LSJ!

This is a *Legends of the Shining Jewel* campaign adventure. It is written to be played in a standard four-hour convention time slot.

It is a good idea to have the players and judge place some sort of name tag in front of them, so everyone can easily identify each other and the names of the characters they are playing.

Some of the text in this adventure is in ***bold italics***. This text is for the players to hear, although you are certainly free to paraphrase or summarize the text if you feel it is necessary.

LSJ GM Empowerment Clause

The coordinators of the campaign empower GMs to make changes to the module as necessary to accommodate any unforeseen actions taken by the PCs. If the players find another way to deal with the module, they should be successful and appropriately rewarded. The GM may also invent new NPCs as needed to populate the city of Amthydor,

which is not completely detailed due to practical limitations.

If the party is having trouble dealing with say, undead encounters, the GM can always have a patrol of priests or the like come along to finish the combat and save the PCs. Full XP awards should not be given for the encounter if this is necessary.

Do NOT save the PCs if their failure is a result of their own ill-advised actions or lack of forethought. Softening the blow from a bad set of rolls or simple bad luck is one thing, but stupid actions deserve what they get.

Calculating ATL (Average Table Level)

Add up the levels of all characters at the table (plus ECL adjustments) and any animals that will take part in combat that are not granted by class features (such as familiars, animal companions, or bonded mounts). Divide this total by 6, regardless of how many player characters are at the table. This gives you the Average Table Level (ATL) for running combats.

A Note About ATLs and the Power of PCs

Not all parties are created equal. Some level 1 parties can handle anything the GM can throw at them, and some level 3 parties are relatively weak for their levels. If the GM finds that the party at the table is really not up to the challenge of the tier, he should adjust the encounters DOWN for that party. This is particularly important if the party has a broad mix of experience levels, is lacking clerics and paladins who can heal, or is a “role-playing” rather than “battle-ready” party. The encounters should be a worthy challenge, not an impossible task or a slaughter fest. Regardless of what the instructions say, the GM should let common sense rule the day (and the module).

Since this event has multiple undead encounters, special attention should be given to the ATL at which you run this event. If you have a party with no one capable of turning undead, you might need to lower the ATL by one encounter level. If they have more than one PC capable of turning undead, you might need to raise the ATL by one encounter level. Use your best judgment.

DM Introduction

Amthydor has a new resident. A few days before the module starts, the city received 50,000 gp worth in gems and precious metals with a request to purchase land outside the city. The land itself was valueless and the city accepted the deal.

Overnight, a tower appeared on the land. At the same time, notices appeared all over the city. It was a request from a person who called himself the Professor looking for adventurous people to help him in his research. The address given was the tower outside of the city.

Module Summary

Introduction: PCs see and receive notices from the Professor looking for hearty adventurers to help him in his research. PCs may decide to go look into this, or may be encouraged to go by the authorities in Encounter 1.

Encounter 1: Members of the City Watch are concerned about the Professor. So they would hire adventurers to look into his affairs, since, after all, he is hiring adventurers.

Encounter 2: The PCs travel to the Dark Tower and meet the Professor who details to them that he wishes for them to explore a portal leading to another dimension.

Encounter 3: Assuming the PCs accept the mission, the PCs step through the Mirror portal and into a mirror dimension. They realize they are currently trapped and must quickly get accustomed to the dimension.

Encounter 4: After the PCs get used to what the pocket dimension is like, they are attacked by Mirror Wraiths. They should attack the PCs, but the PCs should be able to fend them off.

Encounter 5: The PCs choose a direction to travel as they experience scenes through mirrors on the plane. They may move towards the spire or the mountains. If they move to the spire, go to Encounter 6. If they move towards the Mountains, go to Encounter 9.

Encounter 6: The PCs move along and are confused as they come across mirror images of themselves and have a discussion with mirror doppelgangers.

Encounter 7: PCs are asked to help take down mirrored buffalo by the doppelgangers. If successful, they will be invited into their tribe and sent to meet with the master doppelganger.

Encounter 8: The PCs encounter the Elder Doppelganger. He has become too mirrored to leave the dimension. Yet, he has figured out how to escape. He tells the PCs that they would need a scale from the Dragon Ventrue. He will demand some tribute, but will not attack unless provoked. They are also told Flattery will help their need.

Encounter 9: The PCs travel to the mountains and confront the Dragon Ventrue. The PCs may need to run from their initial encounter, in which case they can go to Encounter 6. Otherwise they can parley with the dragon to get the mirrored scale from him. The Stats for the Dragon are here just in case the PCs are stupid enough to fight him.

Encounter 10: Run this encounter if the PCs make a deal with Ventrue for the Spire Shard. PCs will need to climb the sheer walls of the spire in an attempt to gain the spire shard.

Encounter 11: Run this encounter if the PCs had to gain the Spire Shard for the Dragon Ventrue. Here the PCs have their final encounter with Ventrue for his scales.

Encounter 12: The PCs should eventually arrive back with the mirrored surfaces and find out what they need to do.

Encounter 13: The PCs must use the Mirrored Scale against the portal while fighting off the remaining Wraiths. Once the proper amount of rounds have passed, the PCs pop into the prime material plane.

Encounter 14: The PCs report to the Professor and he makes them the offer of apprenticeship.

Encounter 15: (Optional) The PCs may investigate or search the area near the tower, since they cannot access the tower without the Professors approval. The PCs may become subject to the gas traps there.

Encounter 16: PCs that had contact with the Diamond Legion members have the opportunity to report their findings.

Conclusion A: Use this conclusion if the PCs succeeded at the mission but were not investigating the Professor.

Conclusion B: Use this conclusion if the PCs succeeded at the mission but were investigating the Professor.

Conclusion C: Use this conclusion assuming the PCs scouted about before seeing the Professor

Conclusion D: Use this conclusion if the PCs fell to the wraiths.

Conclusion E: Use this conclusion if the PCs fought Ventrue, the Smoke Dragon.

Conclusion F: Use this conclusion if the PCs spent at least 18 hours in the Mirrored Plane

SPECIAL NOTE

It is important to note that the PCs have 24 hours (game time) to leave the Plane of Mirrors or else they become shadow wraiths

themselves. Therefore, they have to keep moving. If they rest they will burn precious time to escape. Whenever they stop in the Plane of Mirrors for more than 15 minutes in game time, run Encounter 4 over again, which is just enough to keep them moving.

PC Introduction

It's all the news. Everyone is talking about the mysterious black tower that seems to have been built overnight, not too far from the city's walls. The Diamond Legion has stated that the Lord Monarch is well aware of its inhabitant and there was no cause for any alarm.

At about the same time the tower became the news, leaflets had been posted and notices in the Venturer's Guild as well.

At this point, PCs should receive **Player's Handout 1**. They aren't hard to find, seeming to be wherever adventurers are. PCs have the option of continuing their day or look into the flyer. PCs may investigate information about the towers.

Bardic Lore:

DC 10 –the magic to be used to build such a thing would be enormous.

DC 20 – there are stories of an elf known only as the professor who travels where he wants in search of knowledge.

Knowledge: Arcana:

DC 10 – there are spells that create structures such as towers instantly.

DC 15 – it would take a powerful wizard to do it.

DC 20 – such a mage is not known in the general area.

Knowledge History: (DC 20) – There are stories of wizards who once settled here, but his tower abruptly vanished one day, never to be heard of again.

Knowledge: Local: (DC20) - there have been mages who could cast such spells, but not in the area at this time. No one knows who the Professor is.

Knowledge: Planar:

DC 15 – A planar wizard would have no problem in moving a tower into the prime material plane.

DC 25 – There are rumors of a planar traveler known as the Professor. Supposedly a mighty wizard who collects ancient artifacts.

Go to Encounter 1.

Encounter 1: Official Concerns

As you go about your business, a runner comes up delivering a notice to you.

Once they accept the notice, give them Players Handout 2. If they don't attend the meeting, Go to Encounter 2. Otherwise continue.

You have never heard of Captain Carter before, but you arrive at Diamond Legion HQ about 9 bells. After showing the letter to the attending officer, you are taken to a small conference room.

PCs can take this time to introduce themselves.

After a few minutes, a tall human enters the room. He is wearing a Diamond Legion uniform with a special insignia. His red hair is neat and trim, as is his goatee.

"I am pleased to see you have arrived." He moves to the head of the room. "I have asked you here because your exploits are known to us. And it is your talents we are in need of. I am Captain Abraham Carter. What we are about to discuss is private and if any of this is spoken in public it will be considered an act of treason. Anyone who does not wish to abide by this may leave now."

He will pause to see if anyone leaves, and will not say anything else until a minute has passed.

"Good. Now, I would assume you are aware of the tower that has appeared outside the city? Well then I am sure you are NOT aware that the parcel of land it stands on was purchased from the city for a substantial sum, called a donation to the city by its deliverer."

The sum arrived by magical messengers who vanished after it was delivered. The city's diviners felt there was no harm intended by our newest 'citizen.' But that is not good enough for us. We need to know something about this 'Professor.' What are his intentions? What is he doing here? Where do his loyalties lie? Even knowing how he prefers his eggs in the morning could prove useful."

So far, my Legionnaires who have investigated the place have returned without any memory of ever having seen the tower at all. But now, this Professor is looking for adventurers. This means you would be able to gain entry or even knowledge of who he is and what his intentions are."

So we would like you to take him up on his offer and see what you can learn. Are you interested?"

As usual, I'm sure the PCs have questions:

- **What are you paying/offering?** *"The Diamond Legion is authorized to pay you 200 gp each."*
- **Why don't you send in your men?** *"As I said before, they return not having learned anything. He might have wiped their minds for all I know. And as usual, manpower is in short supply."*
- **What's so special about this mission?** *"The Lord Monarch does not need a loose cannon in his backyard. That's why we need the info you could get us."*
- **What will happen if we get caught?** *"Diplomacy is your best recourse."*

Our men were not previously harmed by this 'Professor' so hopefully you will not be either."

If the adventurers refuse, he will inform them that they will be held for treason if any of this information gets out. After that, the mission is over for this table. Collect the tracking forms and fill out the Critical Events summary.

If they accept the mission:

"Very well, I wish you luck. Once you have any information to report, you may return here with it." With that he dismisses you from the conference room.

Encounter 2: Meeting with the Professor

Once again, you set yourselves on an open road. Following the road from the north gate, you pass a few small farms and the farmers out in the fields. Yet, the dark tower a little further ahead already looms, sticking out as a sore thumb in the pastoral countryside. A stone path leads up towards the tower as it sits on a hillock.

A sign ahead of you reads:

Welcome,

You are entering the property of the Professor. CAUTION, security defenses are under construction. Stay to the path. The owner is not responsible for damage or death caused to anyone who wanders about the property.

The Professor

The Professor has set a few magical gas traps near to the tower. When they go off, they release a sleep gas (Fortitude save DC 30). The Diamond Legion patrol who had ventured up to the tower had fallen to one of these traps. The Professor merely took them down the road and let them wander back to town.

PCs who wander around may set off these traps. Spot DC 30, Search DC 30, Disable Device DC 25. There are 6 of these paced around the property (consult Map 1). If the PCs fall into these traps, the Professor will

do the same to them as he did with the Diamond Legion troop.

If the PCs are just investigating the Professor's territory, you may go to Encounter 16. The PCs may choose to return and be more cautious this time.

If they play it smart and stick to the path, continue.

Following the path up to the tower door, you see a knocker in the shape of a dragon. As you reach for the knocker, the door opens. An elderly bald gentleman peers at you from the darkness inside. "May I help you?"

This is Oswald, the Professor's manservant. As a professional rogue, the Professor found him to be quite useful and offered him employment. The Professor totally trusts Oswald with all of his interests. Once the PCs confirm they are there about the advertisement, Oswald will let them in. As they pass the doorway, a soft light will shine. This is a *detect magic* set into the door frame. Oswald will be very aware of what the PCs carry as far as magic is concerned, as he is well versed in many magical devices.

As the manservant leads you into the tower, you realize you have entered a large hall. Obviously the interior is much larger than the tower outside. He leads you down the richly decorated hall into a parlor. There are several upholstered couches and a square glass table set with a decanter of a black liquid and several goblets.

A bookcase lines one wall and curtained windows hang on either side. On the far wall is a fireplace with a portrait hanging over it. It depicts several people. A high elf in black robes, a very dark elf female in some sort of chain mail, a blond human paladin, a burly dwarf with a battle axe and a tall human female wielding a bastard sword.

"I will let the master know you are waiting," Oswald says as he leaves.

The PCs can peruse the room. The portrait is titled *The HUNTERS*. If they try the liquid in the decanter, it is warm and heavy and definitely alcohol. It is rare elven honey mead from another plane brought here by the Professor. The bookcase has books on a variety of subjects: cosmology, art, history, nature...nothing too heavy or of use to the PCs. After a few minutes the Professor will walk in.

Shortly, the doors to the parlor open. Into the room strides what appears to be a high elf. His hair is tied into braids that are shades of black and silver. Small bangles with an odd symbol hang from each one. His face seems sharp, yet lost in somewhere else. He is dressed in black robes gilded in gold leaf. You can see a scabbard on his hip, yet no sword is present. He gestures towards the decanter and it fills a cup and then the cup lifts up and into his hands. After a sip, he looks around and looks at you all as if seeing you for the first time.

The Professor can be easily distracted if he is concentrating on a project. He has already been informed what the PCs are doing there, though his mind drifted to his work for a moment.

“Oh, forgive me for my manners. I am called the Professor. Please, help yourself to the honey mead if you haven’t already. It is a rare delicacy of my people.” He sits down on a chair that seemingly appears out of nowhere.

“Oswald has told me that you are adventurers here to help me with my research. Is that so?”

Pause briefly for PC responses.

As you reply, he draws out of the air a scroll and a quill. Dipping the quill into the air, he begins to scribble on the scroll, which floats in front of him without any visible support.. “Well, any help is appreciated. My research work is never ending as I plumb the planes for all magical knowledge. Currently I’m working on a fulcrum capable of seizing the

axiom and channeling the diverse function of the aplomb...” He continues with his involved explanation of what he is doing, “...but I digress. That has nothing to do with what I need.

“Over time, there are items I will need to have acquired for me. Other times I shall require devices tested and, occasionally, exploration of places. You see, I am a collector of knowledge. I hope to find as much lost knowledge as I can.

“Currently I do have something in mind, if you would be interested in listening?”

He continues without stopping to hear your answer. “I recently acquired an item from one of your other continents. It’s a mirror actually. It resonates with planar energies and I believe it’s a portal of some sort. I would have explored it already if I wasn’t busily involved with my fulcrum. My realtor informed me this city of yours teems with adventurers. Well, you make the best type of researchers in my line of work. So what I would like for you to do for me is investigate whatever lies on the other side of the mirror.”

➤ **You are crazy, right?** *“I’ve been called that before. But crazy I am not. There are things I have seen that would drive some crazy. Ahh, but any danger may be risked in the name of knowledge.”*

➤ **A mirror?** *“Yes, it was found in a ruin in one of your long lost cities. The fact that it is intact is amazing. The design and construction is flawless. It might have been made by one of your ancestors, an interesting people clawing their way through the glaciers...but there I go again.”*

➤ **What makes you think it’s a portal?** *“I am sensitive to such things. I can tell it leads elsewhere and that there is air to breathe there, and survivable climate. More than that I do not know.”*

- **Why do you want us to search this portal?** *“Portal magic is very potent, and a major study of mine.”*
- **Ok, assume we are going, how do we get back?** *“Well, it is a portal. Usually you can pass back through. Or the gate will have a companion piece nearby.”*
- **What if we can’t find a way back?** *“You are adventurers. I know you are resourceful.”*
- **This sounds dangerous!** *“I am sure I can make it worth your while.”*
- **What kind of payment we are talking about?** *“I have several magic items I am sure you would be happy to have, one each from whatever is lying around. In addition, I can offer each of you either a chest with 500 gp or a single casting of a spell by myself of the fourth circle of power or less.”*
- **What do you want us to find?** *“Just find out what is there and bring back the knowledge.”*

If the PCs refuse the offer, the Professor will thank them for their time and send them on their way. They may go to Encounter 12 (Investigating the Professor) If they were hired by Captain Carter and make their report. Otherwise the adventure is over for them.

Assuming the PCs accept, continue.

“Excellent. Let us be off to the laboratory.” He stands up and swiftly moves through the halls. The tower is extremely spacious with many doors in the halls. Occasionally sounds are heard coming from some doors, but the Professor ignores them and continues.

At the end of a corridor, he reaches a door marked Lab. “Now, be careful and do not touch anything I haven’t told you to. It could be hazardous.” With that, he opens the door and leads you in.

PCs foolish enough to touch anything in this room gets turned into a toad, Fortitude save (DC 40). There are artifacts in here too powerful for them to even look at. Any PC

turned into a toad is removed from play for 60 TUs while the Professor tries to figure out the device that turned him into a toad to begin with. Offer the player a chance to continue the module with another character, who can be fetched from Amthydor to join the party. A Table Buddy can serve as a quickie PC for this purpose. If the player does not wish to continue, sign his log sheet and send him on his way. He was warned not to touch anything, and the campaign staff is not responsible for saving PCs from their own stupidity.

For the rest:

Within the lab there are several tables, shelves and closets filled with all sorts of beakers, books, potions, items of various shapes and sized, obscure creatures held in cages, and assorted other items. The Professor clears a space leading to a canvas. He pulls off the canvas to reveal a full length mirror. Carved from a strange wood, the frame seems to resonate with sounds as you approach. The glass panel, though shiny, does not reflect any image. The frame is adorned with cavorting dragons, nymphs and satyrs chasing each other.

Any PC with Appraise (DC 15) can tell that just on the value of the materials and workmanship alone, the mirror is worth 10,000 gp. A *detect magic* is totally useless here since everything is magical.

The professor looks at you. “I believe if you place your palm full on the pane, you will be sent to wherever the exit point is. At least, that’s as far as I got from trying to identify it. I hope I will hear from you in a few days. Are you ready?”

If the PCs ask for any spells, the Professor can provide them with any arcane spell 0 to 4th level from the *Core Rulebook I* at caster level 18. He can only do each once and can only cast one per PC. He has no scrolls or potions to give the PCs at this time. Once the PCs are ready, continue.

“Very well, if you are ready, place your palms on the portal. Then think loose thoughts.” As you place your palm on the mirror, it is cool to the touch. Then suddenly, the room around you seems to vanish.

Encounter 3: Through the Looking Glass

There is a moment of confusion, and then a sense of clarity as everything comes into focus. The first thing you notice is that there are mirrors hanging everywhere, suspended in the air; Large mirrors, small mirrors, broken mirrors, small shards, large sheets, mirrors imaginably large to almost unseen.

The second thing you notice is the mirror behind you seems cloudy. Checking, you realize your passage back is barred to you. Third, the ground beneath you is also made of glass...

The grass beneath them is made of shards of glass. You need to determine whether the PCs are barefooted, sandaled or wearing boots. First of all, anyone not wearing boots will sustain 1 point of damage for every ten feet they walk. If they wrap their feet in material or such, they will take 1 point of damage per each 30 feet. PCs in this state will need to make some sort of makeshift object to protect their feet, fly, etc.

Also because of the shards of glass, PCs can only move up to their standard movement rate safely. Booted PCs who move faster than that take 1 point of damage per each time they exceed their movement rate, i.e., if they double move they take 1 point, if they run they take 3 points.

They are standing on plains with scattered larger vegetation such as brush, shrubs, and trees. The trees around them and other things they encounter will be made up of glass pieces and shards. Not being careful when touching them will gain them another point of damage. All damage gained in this manner is slashing/piercing.

Let the players set themselves up as how they will deal with the landscape before continuing.

Encounter 4: Mirror, Mirror

As you prepare to deal with the landscape, a whispering wind picks up around you.

Let the PCs make a Spot check (DC 12+ATL) to see the Mirror Wraiths approach. They will come from the air but land as they attack. Do a round of surprise attacks if the dice warrant it. If they lose then continue. If there is no surprise attack, continue as well.

From above they look like a grouping of mirrors, but as they swoop down they are clearly much more. Part darkness, part mirror, they still move swiftly and intent on reaching you. As they approach, you can see your own reflection upon their surfaces!

The mirror wraiths are intent on taking away the beauty and charisma of their targets, reducing them to nothing more than mirror wraiths themselves. Aside from being made of glass, they operate much like actual wraiths. Also, the land around them seems to be somewhat in a state of gloom, therefore there is no natural sunlight here to affect the mirror wraiths. Also remember, this is a nuisance encounter to introduce the PCs to the pocket dimension. The PCs should be able to escape...this time.

***Note – Mirror Wraiths will go for the most charismatic and second most, first. If those target gets drained of Cha that makes the other PCs look better, the wraiths will change target.

ALL ATLS

Mirror Wraith(2); Medium Undead (Incorporeal); HD 3d12; hp 15; Init +7, Spd: Fly 60 ft (Good); AC: 15 (+3 Dex, +2 Deflection) touch 15, Flat 12; Atk/Grp +2/- ; Atk/Full Atk: Incorporeal touch +5 melee (1d4 plus 1d6 Charisma drain); Face/Reach 5ft/5ft; SA Charisma Drain; Create Spawn; SQ:

Darkvision 60 ft., daylight powerlessness, incorporeal traits, 20% miss chance, +2 turn resistance, undead traits, unnatural aura; AL CE; SV: Fort +1, Ref +4, Will +6; Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15.

Skills and Feats: Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks); Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

Reformation (su): Mirror Wraiths cannot be permanently destroyed. A Mirror Wraith brought below its hp will shatter into shards. Within 1d10 rounds it will reform itself. It will not chase after beings more than 60 feet away from it unless attracted in some manner.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Charisma Drain (Su): Living creatures hit by a mirror wraith's incorporeal touch attack must succeed on a DC 14 Fortitude save or take 1d4 points of Charisma drain. The save DC is Constitution-based. On each such successful attack, the wraith gains 1 temporary hit point.

Create Spawn (Su): Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life

Incorporeal Subtype: An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural

abilities. It is immune to all non-magical attack forms. Even when hit by spells or magic weapons, it has a 20% chance to ignore any damage from a corporeal source (except for positive energy, negative energy, force effects such as *magic missile*, or attacks made with *ghost touch* weapons). Although it is not a magical attack, holy water can affect incorporeal undead, but a hit with holy water has a 20% chance of not affecting an incorporeal creature.

An incorporeal creature has no natural armor bonus but has a deflection bonus equal to its Charisma bonus (always at least +1, even if the creature's Charisma score does not normally provide a bonus).

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (20% miss chance) from an incorporeal creature that is inside an object. In order to see farther from the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as *mage armor*) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Listen checks if it doesn't wish to be. It has no Strength score, so its

Dexterity modifier applies to both its melee attacks and its ranged attacks. Non-visual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

Once the PCs have defeated the wraiths, they can retreat from this position as the wraiths will not reform (if they can) for 4 rounds (longer for weak or low level parties at the GM's discretion). If they stay the wraiths will reform and attack. This will continue to happen until the PCs leave the area.

Encounter 5: Object of my Affection

As you walk through the landscape, you can see the trees about you take shape from their glass shards. You also begin to see scenes through them. Small bedrooms, grand palaces, waiting rooms, lavish rooms, burned or devastated rooms. Some have people going through everyday life. Some show evil overlords at work, others show paladins practicing their credo. Each pane is a window onto a different world.

The trees shake and shimmer as you walk. Some mirrors reflect your image; others are dark as the night.

The PCs have two places they can move towards. If they look around, they can see the glass spire and they can see the mountains beyond it.

The PCs may continue towards the Spire (Go to Encounter 6).

Or they can go towards the mountain path (Encounter 8).

****Important Note****

This is a timed module in the sense that if the PCs do not get out of here in time, they will become mirror wraiths. If the PCs stop to rest, or decide not to move towards a goal, describe

to them that as they sit, parts of them seem to fade in and out. There is no ill effect for them as long as they get out within 24 hrs.

Encounter 6: Extra Shards

The PCs move along and are confused as they come across mirror images of themselves and have a discussion with the Sha Shari (mirror doppelgangers).

Large panes of glass sit aside the road, as if a small forest of mirror versions of you!

PCs can make a Spot check or a Listen check (DC 20) to notice the mirror doppelgangers moving toward them. They will appear as the PCs as they approach.

As you move forward, you notice stepping from the mirrors are...yourselves? You move towards you as a group, arms held open with no weapons "We come in peace," one of them says.

It doesn't matter which image PC speaks. Choose one and run with it. The Mirror doppelgangers are the only natural inhabitants of the dimension. The PCs may decide to attack. The statistics for the mirror doppelgangers are here and in the Appendix.

If the PCs don't attack, the Doppelgangers will approach openly, and look just like the PCs.

The leader seems to speak in your voice. "Greetings, travelers. I would but guess you are stuck here in our world?" The voice sounds like wind chimes.

He will wait until the PCs acknowledge what he said.

"We have seen your kind come here before, as our kind has always been upon the prairie. Some of you deserve the fate that will befall you. Others do not. We offer to test you in the rites of our ancestors to prove you do not deserve that fate. Otherwise you may continue on to your own doom."

If the PCs refuse, they are on their own. If they accept:

“Well, as we are wont, we shall warn you.”

The PCs should have a sense of urgency and questions. This is what they can tell them:

➤ **What fate are you talking about?**

“You have seen the Mirror Wraiths? The ones that seem to fly? That is what becomes of one who has been here longer than a single solar period. Within one solar period, you shall become as they, not more than shards, seeking beauty to complete yourselves.”

➤ **What are they?**

“They are the remains of others who have come before you and not managed to escape from here.”

➤ **Where are we (Where is here)?**

“It is the Prairie of Mirrors. Here all realities are reflected and back onto itself.”

➤ **What are you?**

“Natives. We are called the Sha Shari. We have no form of our own, but rather adopt those that are reflected upon us by others, either in person or through visions of other realms.”

➤ **What can we do to escape?**

“No one has ever escaped from here. All have become as the mirror wraiths. Yet if you prove yourselves, we may send you to one who does know.”

➤ **Where can we find him? Who is he?**

“We of the Sha Shari will not share that with you until you prove yourselves.”

➤ **How do we prove ourselves?**

“You will go and hunt as the young ones must do to become adult. You must hunt the Wild Buffalo.”

Once the PCs accept the test, go to Encounter 7.

Mirror Doppelganger (1 per PC);

Medium Monstrous Humanoid (Shapechanger/Outsider); HD 4d8+4; hp 22; Init +1, Spd 30 ft; AC 15 (+1 Dex, +4 natural), touch 11, flat-footed 14; Base Atk/Grp +4, +5; Atk Slam +5 melee (1d6+1); Full Atk Slam +5 melee (1d6+1); Space/Reach 5ft/5ft; SA Detect thoughts, mirror charm; SQ Change shape, immunity to *sleep* and charm effects; AL LN; SV: Fort +4, Ref +5, Will +6; Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13
Skills and Feats: Bluff +10*, Diplomacy +3, Disguise +9* (+11 acting), Intimidate +3, Listen +6, Sense Motive +6, Spot +6; Dodge, Great Fortitude.

These mirror versions of doppelgangers possess most of the abilities of a regular doppelganger. As natives of this plane, they do not have the murderous tendencies of their native cousin. If fought, mirrored Doppelgangers will shatter if brought to below -10, otherwise they still stand and can regenerate 2 hp per round. Their natural form is a mirrored surface that floats slightly above the ground.

Mirror Charm (Su) – being made of mirrors themselves, they possess a charm ability. When someone looks at them, a Will save vs. DC 15 is made. If failed, the person falls under a charm spell and is deposed to listen to what the mirror doppelganger says. The effects are similar to a charm spell. IT lasts until the Doppelganger is out of sight.

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change

in from cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Skills: A doppelganger has a +4 racial bonus on Bluff and Disguise checks.

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Encounter 7: Hunting the Mirror Buffalo

The Sha Shari takes you out onto the nearby plains lands. Upon the low grasslands you can see small groups of what appear to be bison of some sort. As they move, you can see they seem to be made of some sort of flesh, though parts of them are mirrored.

The lead Sha Shari speaks, "As did our ancestors so do we do now. To become an adult, one must go and hunt the Bra Shree, the wild bison of the plains. To be one of the tribe, those who go out must slay a Bra Shree."

The Sha Shari wants the PCs to go and kill a mirrored bison. They may do so as a group and take down one, though PCs may opt to go one alone. The Sha Shari have no wizards and do not fully understand magic, though they have seen it used in visions from other worlds. They will say that it is not honorable to use this 'magic.' The PCs must then face the bison without magic, though you may drop the tier by one in that case.

If the PCs kill a bison, they will be invited to join the tribe. If they lose, the Sha Shari will disappear, leaving the PCs to their own fate.

If the PCs win, read the following:

"You have defeated the Bra Shree. And thus you prove your worth. As did our ancestors,

we invite you to be one of the Sha Shari as brothers of the Bra Shree."

PCs may accept or turn down the offer. Make a note of this in the Critical Event Summary

"Now only the Master may help you escape. You must travel to the Spire and present yourselves as Sha Shari. He will help you from there."

The Sha Shari will tell the PCs that the Master is a half-mirrored man from beyond...too mirrored to leave, yet not a mirror wraith. They believe he will help them.

Once they are done (whether leaving when the PCs lose or after helping the PCs), the Sha Shari will fade into the plains

ATL 1

Mirror Bison; Medium Animal Aberration; HD 3d8+10; hp 27; Init +0, Spd 40 ft; AC 13 (-1 size, +4 natural), touch 9, flat-footed 13; Base Atk/Grp +1, +7; Atk Slam Gore +8 melee (1d8+9); Full Atk Gore +4 melee (1d8+4); Space/Reach 10ft/5ft; SA Stampede, Mirror Shards; SQ Low-light vision, scent; AL N; SV: Fort +7, Ref +4, Will +1; Str 22, Dex 10, Con 16, Int 2, Wis 11, Cha 4.

Skills and Feats: Listen +7, Spot +5; Alertness, Endurance.

These herd animals can be aggressive when protecting young and during the mating season, but they generally prefer flight to fighting. A bison stands more than 6 feet tall at the shoulder and is 9 to 12 feet long. It weighs 1,800 to 2,400 pounds. The bison's statistics can be used for almost any large herd animal.

Mirror Shards (Ex): The Mirror Buffalo are part mirror and part flesh. As the glass shards move about as it moves, this gives the Buffalo a 20% miss chance from cover.

Stampede (Ex): A frightened herd of bison flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of

Large size or smaller that gets in their way, dealing 1d12 points of damage for each five bison in the herd (Reflex DC 18 for half damage). The save DC is Strength-based.

ATL 3

Mirror Bison; Large Monstrous Aberration; HD 5d8+15; hp 37; Init +0, Spd 40 ft; AC 13 (-1 size, +4 natural), touch 9, flat-footed 13; Base Atk/Grp +3, +13; Atk Slam Gore +8 melee (1d8+9); Full Atk Gore +8 melee (1d8+9); Space/Reach 10ft/5ft; SA Stampede, Mirror Shards; SQ Low-light vision, scent; AL N; SV: Fort +7, Ref +4, Will +1; Str 22, Dex 10, Con 16, Int 2, Wis 11, Cha 4.

Skills and Feats: Listen +7, Spot +5; Alertness, Endurance.

These herd animals can be aggressive when protecting young and during the mating season, but they generally prefer flight to fighting. A bison stands more than 6 feet tall at the shoulder and is 9 to 12 feet long. It weighs 1,800 to 2,400 pounds. The bison's statistics can be used for almost any large herd animal.

Mirror Shards (Ex): The Mirror Buffalo are part mirror and part flesh. As the glass shards move about as it moves, this gives the Buffalo a 20% miss chance from cover.

Stampede (Ex): A frightened herd of bison flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of Large size or smaller that gets in their way, dealing 1d12 points of damage for each five bison in the herd (Reflex DC 18 for half damage). The save DC is Strength-based.

ATL 5

Mirror Bison; Large Monstrous Aberration; HD 7d8+20; hp 50; Init +0, Spd 40 ft; AC 13 (-1 size, +4 natural), touch 9, flat-footed 13; Base Atk/Grp +5, +15; Atk Slam Gore +10 melee (1d8+10); Full Atk Gore +10 melee (1d8+10); Space/Reach 10ft/5ft; SA Stampede, Mirror Shards; SQ Low-light vision, scent; AL

N; SV: Fort +7, Ref +4, Will +1; Str 22, Dex 10, Con 16, Int 2, Wis 11, Cha 4.

Skills and Feats: Listen +7, Spot +5; Alertness, Endurance.

These herd animals can be aggressive when protecting young and during the mating season, but they generally prefer flight to fighting. A bison stands more than 6 feet tall at the shoulder and is 9 to 12 feet long. It weighs 1,800 to 2,400 pounds. The bison's statistics can be used for almost any large herd animal.

Mirror Shards (Ex): The Mirror Buffalo are part mirror and part flesh. As the glass shards move about as it moves, this gives the Buffalo a 20% miss chance from cover.

Stampede (Ex): A frightened herd of bison flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of Large size or smaller that gets in their way, dealing 1d12 points of damage for each five bison in the herd (Reflex DC 18 for half damage). The save DC is Strength-based.

ATL 7

Great Mirror Bison; Large Monstrous Aberration; HD 9d8+25; hp 65; Init +0, Spd 40 ft; AC 13 (-1 size, +4 natural), touch 9, flat-footed 13; Base Atk/Grp +7, +17; Atk Slam Gore +12 melee (1d8+11); Full Atk Gore +12 melee (1d8+11); Space/Reach 10ft/10ft; SA Stampede, Mirror Shards; SQ Low-light vision, scent; AL N; SV: Fort +7, Ref +4, Will +1; Str 22, Dex 10, Con 16, Int 2, Wis 11, Cha 4.

Skills and Feats: Listen +7, Spot +5; Alertness, Endurance.

These herd animals can be aggressive when protecting young and during the mating season, but they generally prefer flight to fighting. A bison stands more than 6 feet tall at the shoulder and is 9 to 12 feet long. It weighs 1,800 to 2,400 pounds. The bison's statistics can be used for almost any large herd animal.

Mirror Shards (Ex): The Mirror Buffalo are part mirror and part flesh. As the glass shards move about as it moves, this gives the Buffalo a 20% miss chance from cover.

Stampede (Ex): A frightened herd of bison flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of Large size or smaller that gets in their way, dealing 1d12 points of damage for each five bison in the herd (Reflex DC 18 half). The save DC is Strength-based.

Stampede (Ex): A frightened herd of bison flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of Large size or smaller that gets in their way, dealing 1d12 points of damage for each five bison in the herd (Reflex DC 18 for half damage). The save DC is Strength-based.

Encounter 8: Glass Houses

The PCs encounter the Master. He has become too mirrored to leave the dimension, yet he has figured out how to escape. He tells the PCs that they would need a scale from the Dragon Ventrue. He will demand some tribute, but will not attack unless provoked. They are also told Flattery will help their need.

As you continue down the road to the glass spire, you can see sunlight strike it and shine in all directions. The light doesn't blind though it fills the area with diffused daylight. As you come closer, you notice the spire is actually made of layers of glass panes, some as large as two-story walls. Images appear and move across the surface in a demented dance. Wide stairs lead up and into the spire, each step a slab of mirrored images.

Within, the light also diffuses to a low glare as the mirrors do not refract as well. The large room has a high ceiling reaching to the tip of the spire. To the left and right there are a group of mirrors with bedding and a wash

basin. Ahead there is what seems to be a glass throne. Situated in comfort upon it is a strange looking man. That he is partially made of mirror is obvious. But he is also part flesh. Sections of his hair and arms refract the light while other parts are solid skin. One normal eye surveys you curiously. He shifts in his chair and you hear the jingling crush of glass upon glass.

If the PCs did deal with the Sha Shari, or did defeat the Bison, read the following

"Ahh, adventurers. I sense the mark of the Sha Shari upon you. You have come to seek my aid. I can see it in your reflection; you are seeking knowledge for escape. And such shall I impart, for a fee." He eyes you with anticipation in one eye, while the other only reflects your own mood.

If the PCs did not deal with the Sha Shari, or did not defeat the Bison, read the following

"Adventurers, eh? You have come far to seek my knowledge. Or perhaps not far at all. I can see it in your reflection; you are seeking knowledge for escape. And such shall I impart, for a fee." He eyes you with anticipation in one eye, while the other only reflects your own mood.

At this point he will expect the PCs to pounce upon him with questions. He will wait for them to ask a few and not answer any before continuing, prodding them for more questions if necessary.

"Even with such short time as you have, patience is a virtue. I will tell you the secrets of escaping here. But first you must acquire something for me. A trifle really, in exchange for your lives.

"You see, yonder mountains are the home of Ventrue, the Smoke Dragon. He himself is trapped here. From where he came, I know not. Now he seems made of smoke and mirrors. In order for me to share the secret of escape, you merely have to go to the dragon's

lair, the Cave of Shadows, and bring back two of his scales.”

Assuming the PCs balk, and they should, considering he is asking them to face off with a dragon, continue.

“No, I do not ask you to slay Ventrue, though I doubt you possibly could. Ventrue can be parlayed with. He is still fond of treasure, though his original horde is back where he came from. You should be able to acquire two of his shed scales if you treat him with respect and are able to provide for his horde.”

“Now, once you acquire the two scales, I will be able to tell you what you need to do to leave this place. Now, make haste lest you, too, become wraiths.”

The PCs should be moving fast. At this time they are now eight hours into their journey, assuming they did not dawdle. Travel to and back to the dragon should add another 6 hours plus what time they take to prepare and deal with the dragon.

“The Master” (Semuel if anyone thinks to ask)

Medium Monstrous Humanoid
(Shapechanger/Outsider); HD 4d8+4; hp 22; Init +1, Spd 30 ft; AC 15 (+1 Dex, +4 natural), touch 11, flat-footed 14; Base Atk/Grp +4, +5; Atk Slam +5 melee (1d6+1); Full Atk Slam +5 melee (1d6+1); Space/Reach 5ft/5ft; SA Detect thoughts, mirror charm; SQ Change shape, immunity to *sleep* and charm effects; AL LN; SV: Fort +4, Ref +5, Will +6; Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13.
Skills and Feats: Bluff +10*, Diplomacy +3, Disguise +9* (+11 acting), Intimidate +3, Listen +6, Sense Motive +6, Spot +6; Dodge, Great Fortitude.

These mirror versions of doppelgangers possess most of the abilities of a regular doppelganger. As natives of this plane, they do not have the murderous tendencies of their native cousin. If fought, mirrored Doppelgangers will shatter if brought to below -10, otherwise they still stand and can

regenerate 2 hp per round. Their natural form is a mirrored surface that floats slightly above the ground.

Mirror Charm (Su) – being made of mirrors themselves, they possess a charm ability. When someone looks at them, a Will save vs. DC 15 is made. If failed, the person falls under a charm spell and is deposed to listen to what the mirror doppelganger says. The effects are similar to a charm spell. IT lasts until the Doppelganger is out of sight.

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Skills: A doppelganger has a +4 racial bonus on Bluff and Disguise checks.
*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent’s mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Encounter 9: Using Smoke

Climbing over the shadowy debris, you manage to come to the entrance of the Cave of Shadows. It is a strange name indeed since, as you enter, the inside seems to be made of many, multilayered mirrors and polished surfaces. Sharp pieces of mirrors grow as stalactites and stalagmites and the

smallest glimmer of light reflects off of everything.

As you proceed into the cavern, you hear a voice bellow, “Who has entered my demesne uninvited?”

This is the smoke dragon, Ventrue. Ventrue passed into this dimension hundreds of years ago and was trapped here. Unlike the mirror wraiths, his very magical nature has allowed him to remain much like he once was.

Ventrue has, in recent decades, developed mirror-like scales, reflecting his smoky appearance and enlarging his stature within his caves. He has no patience for the mirror wraiths and the like, though he will take an interest in travelers from other dimensions, since so few ever come.

Being that the PCs are from a prime material plane, he knows why they are here. He will exact a price from the adventurers. After all, his scales don't grow on trees.

*****IMPORTANT NOTE *****

If some group really wants to fight the dragon, tell them it is clear that there is no way they will defeat it. If they insist, kill them, collect their PC sheets, hand in your forms and thank them for playing.

Coming from the many-mirrored surfaces around you, a smoky figure seems to fill up the large room. It takes shape in front of you. The smoky, shifting figure is that of a huge dragon, its scales shifting in and out of view, yet glittering in the limited light. He looks down at you with mirrored eyes as his voice booms out, “As I said, WHO ARE YOU!?!”

The dragon is waiting for the PCs to introduce themselves. He will bluster and bellow, making the caverns shake. Most of all, he is looking for praise. Flattery will take the PCs farther than they might think. Still, Ventrue holds all the cards and he knows it.

After some threatening bellows and conversation, continue:

The dragon’s mirrored eyes settle on you. “I would gather you have come for some of my scales. Or you will, if I know the Master. Either way, all things come with a price.

Not blood. It has no value here, nor food. No, I am interested in what I value: gems, jewels, that which has a glistening appeal to it. And it must have value to add to my horde. If your tribute is enough, I shall let you have two of my shedded scales. If not, I can still grind things in my teeth!”

The glass and smoke shift and shimmer as he adjusts his stance. “Or there is another mere bauble I will also take. Upon the top of the Spire beyond, there is a Mirror Shard. Though not a shard at al, it is an exquisite diamond. Retrieve this for me and I will indeed give you two of my scales.”

If the PCs wish to pay, the dragon will take payment as follows for two scales:

- 2000 gp value in gems and/or jewels;
- 2000 gp value in precious metals;
- 2000 gp value in magical swords or armor;
- 3000 gp in coin.

If the PCs are particularly flattering to Ventrue (DC 20+ATL Diplomacy check), the values above are cut 50%.

- The PCs may try to acquire the Mirror Shard. If they do take this option, go to Encounter 10.
- If they decide to make a deal or fight the dragon, go to Encounter 11.

Encounter 10: Climb Up!

The PCs are here to try to acquire the Mirror Shard. If the PCs did not come here first, run Encounter 8 before this one. The Master

greet the PCs as follows (or modify the text from Encounter 8 as needed):

“Ahh, I see you have come, adventurers. Do you have scales of the Smoke Dragon?”

Once the PCs mention acquiring the Mirror Shard, continue.

“Ahh, Ventrue still wishes the Shard, the tip of the Spire. This I cannot give you. It must be retrieved. To take the crystal, you must climb the spire and take it. Once you have it, you may do as you wish.

“Yet, be warned. The skies above are filled with many aerial dangers. One who takes to the air will also attract Mirror Wraiths. One must climb the Spire.”

Once the PCs understand, continue.

“The master doppelganger leads you outside and points up. “The jewel is at the top of the spire. All you need to do is acquire it.”

The spire is made of smooth glass, hard as diamond. As sheer as it is, there are cut holes at 10 foot intervals up the 180 foot climb. There is nothing to attach rope to. PCs must attempt to climb the sheer face.

One method is to form a tandem climb. One PC climbs another to reach the handhold. The second may then climb over the first to gain the handhold as a foothold, then the first climb over him and so on. The DC of this climb is 20 and PCs cannot take 10. Six checks will get them to the top.

Another method is to do the climb straight. The DC is 25 and there are 8 checks to be made.

If the PCs fly, they will attract 2 mirror wraiths (as in Encounter 4) every 2 rounds they are in the air.

Play up the climb as harrowing and dangerous: the wind threatens to tear the PCs off the side, mirror wraiths fly past, just missing sight of

the PCs, shards of glass tear into their bodies if they are not careful (gloves are a must!). Play this up for dramatic value with each roll.

Once the PCs acquire the Shard, the Master allows them to carry it off to the dragon.

Encounter 11: We Meet Again

Once the PCs come to an agreement for the scale, or deliver the Shard, continue:

The smoky dragon seems to rise, accepting the tribute. He seemingly turns in his place. Then two large scales seem to drop down from nowhere. They are shiny flat surfaces on one side and blackened on the other. Ventrue is gone now, but his voice still reverberates: “You have what you came for; I suggest you leave while you still can, lest I change my mind. And, since you will fail to escape, do not bother me when you are mirror wraiths. I don’t have any patience.” And then, the cavern is silent.

The PCs should be able to carry the scales with little trouble. There is a hook ridge on the blackened side which any medium sized PC should be able to slip their arm through to carry it.

If the PCs decide to fight Ventrue, it is more than likely he will rip them apart. Do so if they really really push it. Ventrue is patient but only so much. And anyone stupid enough to attack him when told they don’t have to deserve to lose their characters.

Ventrue; Ancient Smoke Dragon Huge Dragon

HD 32; hp 400; Init+4; Move: 60 ft/Fly 150 ft (Poor); AC 42 (-4 size, +4 Smoke Effect, 35 Natural), touch 10, FF 41;Atks/Grapple +33/+57; Melee Attacks +41 (Bite 2d8+6), +41 (2 Claws 2d6+6), +41 (Wings x2 1d8+6), +41 (Tail 2d6+6) ; Full Attack +41 (Bite 2d8+6, Clawsx2 2d6+6, Wings x2 1d8+6,Tail 2d6+6, Crush 2d8+6); Face/Reach 15ft/10ft (15ft with Bite); Str22, Dex 10, Con 23, Int 16,

Wis 17, Cha 16; Saves: Fort +25, Ref +18, Will +23; SA Smoke From, Frightful Presence, Breath Weapon, DR 15, SR 27.

Ventruue is a smoke dragon. He passed through a large mirrored surface and into the Plane of Mirrors decades ago. Not being able to find his way back to his portal, he was stuck here. His unique physiology allowed his body to merge with the mirrored forms and did not become a dragon-wraith.

Smoke From: His body is somewhat amorphous being part smoke and part mirror. Any strike on his body has a 20% miss chance. Though he is a huge dragon, he appears to take up colossal space (50'x50') though he physically only takes up a 30'x30' space

Bite: Bite attacks deal the indicated damage plus the dragon's Strength bonus. A dragon also can use its bite to snatch opponents if it has the Snatch feat.

Claw: Claw attacks deal the indicated damage plus 1/2 the dragon's Strength bonus (round down). The dragon also can use its claws to snatch opponents if it has the Snatch feat. Claw attacks are secondary attacks, requiring a -5 penalty on the attack roll. (Many dragons choose the Multiattack feat to lessen this penalty to -2).

Wing: The dragon can slam opponents with its wings, even when flying. Wing attacks deal the indicated damage plus 1/2 the dragon's Strength bonus (round down) and are treated as secondary attacks.

Tail Slap: The dragon can slap one opponent each round with its tail. A tail slap deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (round down) and is treated as a secondary attack.

Crush (Ex): This special attack allows a flying or jumping dragon of at least huge size to land on opponents as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon (though

it can attempt normal overrun or grapple attacks against larger opponents).

A crush attack affects as many creatures as can fit under the dragon's body. Creatures in the affected area must succeed on a Reflex save (DC equal to that of the dragon's breath weapon) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape.

A crush attack deals the indicated damage plus 9.

Grappling: Dragons do not favor grapple attacks, though their crush attacks use normal grapple rules. A dragon can always use its breath weapon while grappling, as well as its spells and spell-like or supernatural abilities, provided it succeeds on Concentration checks.

Suffocate: Smoke dragons have a special grapple attack. When successfully grappling an opponent, it can take its full round action to enter its target's body with a part of its smoky body. This is a standard grapple attack with all normal grapple rules. If the attack succeeds, the target must make a DC 16 Fort save or fall unconscious. If the target succeeds, he must make a Fort save every round (DC16+1 per round cumulative) equal to the targets total Con/3 rounds or automatically pass out. This can only be broken by successfully ending the grapple and moving away from the dragon. The dragon may only grapple one target at a time in this manner.

Breath Weapon (Su): The smoke dragon releases a smoky cloud of glass shards. This causes two effects. First effect is to create a cloud of darkness 60 ft radius (as per the spell cast at the dragon's level). The second effect causes damage to those in the cloud from piercing shards doing 6d10 damage (Reflex DC 20 save for half). Using a breath weapon is a standard action. Once a dragon breathes, it can't breathe again until 1d4 rounds later. A blast from a breath weapon always starts at any

intersection adjacent to the dragon and extends in a direction of the dragon's choice.

Frightful Presence (Ex): A young adult or older dragon can unsettle foes with its mere presence. The ability takes effect automatically whenever the dragon attacks, charges, or flies overhead. Creatures within a radius of 30 feet x the dragon's age category are subject to the effect if they have fewer HD than the dragon. A potentially affected creature that succeeds on a Will save (DC 10 + 1/2 dragon's HD + dragon's Cha modifier) remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

Spells: A dragon knows and casts arcane spells as a sorcerer of the level indicated in its variety description, gaining bonus spells for a high Charisma score. Some dragons can also cast spells from the cleric list or cleric domain lists as arcane spells.

Spells Known: 6/7/7/6/6/6/5/, DC 13 + spell level.

0 level – Acid Splash, Arcane Mark, Detect Magic, Mage Hand, Open/Close, Read Magic
1st level – Alarm, Charm Person, Chill Touch, Identify, Magic Missile, Shocking Grasp
2nd level – Blindness/Deafness, Darkvision, Detect Thoughts, Invisibility, Protection from Arrows, See Invisible

Spell-Like Abilities: A dragon's spell-like abilities depend on its age and variety. It gains the abilities indicated for its age plus all previous ones. Its age category or its sorcerer caster level, whichever is higher, is the caster level for these abilities. The save DC is 13 + spell level. All spell-like abilities are usable once per day unless otherwise noted. The smoke dragon has the following abilities: *Obscuring mist, Stinking Cloud, Shadow Conjunction, Cloudkill, Shadow Evocation, Acid Fog.*

Damage Reduction: 15/- Young adult and older dragons have damage reduction. Their

natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Immunities (Ex): All dragons have immunity to *sleep* and paralysis effects. Each variety of dragon has immunity to one or two additional forms of attack no matter what its age, as given in its description.

Spell Resistance (Ex): 27 As dragons age, they become more resistant to spells and spell-like abilities, as indicated in the variety descriptions.

Blindsight (Ex): Dragons can pinpoint creatures within a distance of 60 feet. Opponents the dragon can't actually see still have total concealment against the dragon.

Keen Senses (Ex): A dragon sees four times as well a human in shadowy illumination and twice as well in normal light. It also has darkvision out to 120 feet.

Encounter 12: Making the Deal

If the PCs came straight to meet the Master in Encounter 7, they should return here with the scales after being in the mirror plane for only 12 hours. If they went to see Ventrue first before seeing the Master in Encounter 7, they would arrive here after 18 hours.

You can feel your time grow short as you reach the spire. Within you can see the Elder Doppelganger waiting for you.

"I see you have seen Ventrue. Very good. Now, give me the scales." Taking the scales from your hands, he examines them both. He takes one and places it on a shelf behind him. The second he hands back to you.

"Now you are ready for your task to return. Listen closely. The scale you carry can be held as a shield. The mirrored surface exudes its own light and therefore not exactly a mirrored image. In order to return, you must

carry and hold the shield to the place you entered.

“Place the shield over the portal and hold it steady for several seconds. As soon as it opens you must all move through the portal. The portal into the prime material plane you call home will only last a short few seconds before failing. I would do this quickly, for your time is short.”

PCs that have been here for at least 18 hours begin to show signs of translucent and slightly shiny skin as they begin to transform. You can play this up to scare the PCs.

Once the PCs decide to return, continue.

Encounter 13:and Mirrors

You move as fast as you can across the mirrored landscape, feeling the shards against your feet. As you approach, you can see the smoky surface which is your portal home. As you approach, you suddenly see figures moving. It seems the mirror wraiths have come to keep you here!

In the dimness of their minds, the mirror wraiths believe they can use the scale to escape their prison. They are here to take the PCs place through the mirror.

To complete the mission, one PC must hold the mirrored surface of the scale against the portal surface for a full four consecutive rounds. If for any reason that PC stops, they must start all over again. The wraiths themselves will try to attack the wielder and the other PCs must engage or stop them from doing so. The wraiths will start with a set number, and then one extra will how up every three rounds to further infuriate and stop the PCs. Once the PCs have held the mirror for four consecutive rounds, go to the next encounter.

***Note – Mirror Wraiths will go for the most charismatic and second most, first. If those targets get drained of Cha that makes the other PCs look better, the wraiths will change target.

***Note 2 – There is no way the PCs can bring back items of the mirrored plane except for the shield scale they are using to return.

ATL 1

Mirror Wraith (1); Medium Undead (Incorporeal); HD 3d12; hp 18; Init +7, Spd: Fly 60 ft (Good); AC: 15 (+3 Dex, +2 Deflection) touch 15, Flat 12; Atk/Grp +2/- ; Atk/Full Atk: Incorporeal touch +5 melee (1d4 plus 1d6 Charisma drain); Face/ Reach 5ft/5ft; SA Charisma Drain; Create Spawn; SQ: Darkvision 60 ft., daylight powerlessness, incorporeal traits, 20% miss chance, +2 turn resistance, undead traits, unnatural aura; AL CE; SV: Fort +1, Ref +4, Will +6; Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15

Skills and Feats: Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks); Alertness, Blind-Fight, Combat Reflexes, Improved Initiative

Reformation (su): Mirror Wraiths cannot be permanently destroyed. A Mirror Wraith brought below its hp will shatter into shards. Within 1d10 rounds it will reform itself. It will not chase after beings more than 60 feet away from it unless attracted in some manner.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Charisma Drain (Su): Living creatures hit by a mirror wraith's incorporeal touch attack must succeed on a DC 14 Fortitude save or take 1d4 points of Charisma drain. The save DC is Constitution-based. On each such successful attack, the wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life

Incorporeal Subtype: An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all non-magical attack forms. Even when hit by spells or magic weapons, it has a 20% chance to ignore any damage from a corporeal source (except for positive energy, negative energy, force effects such as *magic missile*, or attacks made with *ghost touch* weapons). Although it is not a magical attack, holy water can affect incorporeal undead, but a hit with holy water has a 20% chance of not affecting an incorporeal creature.

An incorporeal creature has no natural armor bonus but has a deflection bonus equal to its Charisma bonus (always at least +1, even if the creature's Charisma score does not normally provide a bonus).

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (20% miss chance) from an incorporeal creature that is inside an object. In order to see farther from the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as *mage armor*) work normally against

it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Listen checks if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to both its melee attacks and its ranged attacks. Non-visual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

ATL 3

Mirror Wraith (2); Medium Undead (Incorporeal); HD 5d12; hp 24; Init +7, Spd: Fly 60 ft (Good); AC: 15(+3 Dex, +2 Deflection) touch 15, Flat 12; Atk/Grp +2/- ; Atk/Full Atk: Incorporeal touch +5 melee (1d4 plus 1d6 Charisma drain); Face/ Reach 5ft/5ft; SA Charisma drain; Create Spawn; SQ: Darkvision 60 ft., daylight powerlessness, incorporeal traits, 20% miss chance, +2 turn resistance, undead traits, unnatural aura; AL CE; SV: Fort +1, Ref +4, Will +6; Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15.

Skills and Feats: Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks); Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

ATL 5

Mirror Wraith (1 per PC -1); Medium Undead (Incorporeal); HD 5d12; hp 24; Init

+7, Spd: Fly 60 ft (Good); AC: 15 (+3 Dex, +2 Deflection) touch 15, Flat 12; Atk/Grp +2/- ; Atk/Full Atk: Incorporeal touch +5 melee (1d4 plus 1d6 Charisma drain); Face/ Reach 5ft/5ft; SA Charisma Drain; Create Spawn; SQ: Darkvision 60 ft., daylight powerlessness, incorporeal traits, 20% miss chance, +2 turn resistance, undead traits, unnatural aura; AL CE; SV: Fort +1, Ref +4, Will +6; Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15

Skills and Feats: Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks); Alertness, Blind-Fight, Combat Reflexes, Improved Initiative

ATL 7

Mirror Wraith (1 per PC); Medium Undead (Incorporeal); HD 5d12; hp 24; Init +7, Spd: Fly 60 ft (Good); AC: 15(+3 Dex, +2 Deflection) touch 15, Flat 12; Atk/Grp +2/- ; Atk/Full Atk: Incorporeal touch +5 melee (1d4 plus 1d6 Charisma drain); Face/ Reach 5ft/5ft; SA Charisma Drain; Create Spawn; SQ: Darkvision 60 ft., daylight powerlessness, incorporeal traits, 20% miss chance, +2 turn resistance, undead traits, unnatural aura; AL CE; SV: Fort +1, Ref +4, Will +6; Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15

Skills and Feats: Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks); Alertness, Blind-Fight, Combat Reflexes, Improved Initiative

Wraith Information

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Incorporeal Subtype: An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all non-magical attack forms. Even when hit by spells or magic weapons, it has a 20% chance to ignore any damage from a corporeal source (except for positive energy, negative energy, force effects such as *magic missile*, or attacks made with *ghost touch* weapons). Although it is not a magical attack, holy water can affect incorporeal undead, but a hit with holy water has a 20% chance of not affecting an incorporeal creature.

An incorporeal creature has no natural armor bonus but has a deflection bonus equal to its Charisma bonus (always at least +1, even if the creature's Charisma score does not normally provide a bonus).

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attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as *mage armor*) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Listen checks if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to both its melee attacks and its ranged attacks. Non-visual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

Assuming the PCs manage to escape and not become mirror wraiths themselves, go to Encounter 14.

Encounter 14: Interview with the Professor

After 4 rounds of holding the scale in place, read the following:

As you press the shield into the portal, you feel it push forward as the mirrored surface gives way. As you all rush towards the portal, you feel a familiar tug as everything spins and turns black. As your eyes adjust, you realize you have returned to the Dark Tower where you started. As you glance around, you notice a figure seemingly hanging from

the ceiling. The Professor, who hired you, seems to be walking on the ceiling.

He looks at you, confused for a second, then remembering, "Ah, the adventurers. You are back? It is good to see you. Did you have an enjoyable trip?"

It's a good guess that the PCs will probably curse out the Professor for sending them into such danger, not that he would care overmuch. He will want details on what they found out and what was there. He will have much interest in the scale they brought back with them.

"Well that was a profitable mission, for research. A smoke dragon, eh? Well, since you went through so much trouble, I will grant you some gifts for your trouble. I have some spare magic items lying about..."

PCs who came straight from seeing the advertisement they go to Encounter 15. PCs that had been sent to investigate the Professor for the Diamond Legion can go to Encounter 16.

Encounter 15: Success

If the PCs succeeded at the mission use this Encounter.

Tearing himself away from his studies, the Professor addresses you. "Thank you for helping me with my research. I may call upon you again in the future to see if you wish to help me again."

He also presents you with magic items that you may choose in lieu of your 500 gp pay. "If you wish, I may instead give you the opportunity to have me cast a spell that you may need. Just drop by and see if I'm in."

"Also, I am looking for an apprentice wizard. If you wish, you may leave an application with me to do so."

The PCs have three payment options: 500 gp cash, a magic item, or having the Professor

cast a spell for them at a future time. The spell must be one of the ones listed on the cert and they must travel to see the Professor, who will be available only 50% of the time.

The PCs also have the opportunity to apply to become his apprentice. He will only take one apprentice (and one ONLY) in the entire LSJ campaign. Record the player name, PC name, e-mail and classes on the Critical Event summary. a PC will be chosen randomly and offered to become his apprentice. The chosen apprentice will be announced on the website at the earliest convenience after the selection is made.

- If the PCs were working for the Diamond Legion, go to Encounter 14.
- If the PCs spent more than 18 hours in the Plane of Mirrors, go to Conclusion F

Encounter 16: Investigating the Professor

PCs can arrive at this encounter from Encounter 2 or Encounter 14, if they are investigating the Professor for the Diamond Legion. Otherwise, do not run this encounter.

If PCs are coming from Encounter 2:

Surveying the area, you can see the tower is situated on a low bluff, surrounded by several varieties of shrubbery and fruit trees. The road leads up to the tower and the little cottage next to it.

If the PCs are coming from Encounter 14, continue

After leaving the tower, you begin to survey the area, noting that it sits on a bluff surrounded by shrubbery and fruit trees.

The PCs can search the area around the tower. The fruit trees bear apples, oranges and lemons (all non-indigenous to the area). An area is set aside with various types of grape vine and

strawberry vines. The strawberries are ready to ripen.

If the PCs start to move or try to take things, or approach the tower from any way other than the door, they will fall subject to the traps.

The Professor has set a few magical gas traps near to the tower. When they go off, they release a sleep gas Fort save DC 30. The Diamond Legion troop who had ventured up to the tower had fallen to one of these traps. The Professor merely took them down the road and let them wander back to town.

PCs who wander around may set off these traps. Spot DC 30, Search DC 30, Disable Device DC 25. There are 6 of these paced around the property (consult Map 1). If the PCs fall into these traps, the Professor will do the same to them as he did with the Diamond Legion troop. Otherwise, the PCs will find nothing of any use.

Encounter 17: Reporting to Superiors

This encounter covers PCs who were working for the Diamond Legion.

If the PCs fell to one of the many traps around the tower, read or paraphrase the following:

You awaken from a deep slumber in a Diamond Legion barracks. Captain Abraham Carter is looking down at you. "Well, you seem to have fallen for the same traps as my men did. But did you find anything out?"

If the PCs did not fall victim to the Professor's traps, read or paraphrase the following:

You are ushered in to Captain Abraham Carter's office. "Well, you have returned. What have you learned?"

The PCs can tell him whatever information they would like. He will pay them for anything they might be able to tell him. If they tell him of their adventure to the plane of mirrors, he

will pay them double the pay he offered for their silence.

If the PCs came here after falling prey to the Professor's traps, they may return to the tower to continue their mission in Encounter 2.

Conclusion A

Use this conclusion if the PCs succeeded at the mission but were not investigating the Professor for the Diamond Legion.

Returning to Amthydor, a little bit richer for the experience, you realize the Professor isn't going anywhere, or at least his tower isn't. Perhaps there will be other mission in the future.

Conclusion B

Use this conclusion if the PCs succeeded at the mission but were investigating the Professor. Start with the text from Conclusion A and continue here:

You are not sure what the future holds. Captain Carter seemed very intent on what possible threat the Professor holds for the city. But that is an adventure for another day....

Conclusion C

Use this conclusion assuming the PCs scouted about before seeing the Professor and never met him or went on the adventure.

You are not sure what the future holds. Though your information was minimal, Captain Carter seemed intent on keeping you quiet. Well, that is a tale for another day...

Conclusion D

Use this conclusion if the PCs fell to the wraiths.

You begin to fade into the smoky shards and darkness claims you, until a blast of light envelops you completely. You awaken to see the face of the Professor. "Well, that was close. It was good I noticed you when I did."

The PCs are still eligible for the rewards of the module, but they miss out on experience points for failed encounters (or those they never reached). It's nice to have an archmage watching out for you!

Conclusion E

Use this conclusion if the PCs fought Ventrue.

You can feel his hot breath as he claws through you. Your body jerks as the last gasp of air leaves your lungs. And the last thing you see is the dragon ripping out your heart by a tiny claw and his laughter as he swallows it whole...

Thus ends the careers of these PCs.

Conclusion F

Use this conclusion if the PCs spent at least 18 hours in the Mirrored Plane

You have managed to save yourself from being trapped in the mirror plane. As you make your way home, you realize people are looking at you. Once you get a look at yourself, you realize parts of your skin are shiny, almost reflective. It seems you are still marked by your trip to that strange plane.

The PC has become partially reflective. The effect lasts for the next 4 modules this PC plays. Because they are reflective in an odd way, they suffer the following penalties: -1 to all Charisma-based rolls, and -2 to Hide and Move Silently checks. These are circumstance modifiers. The effect will fade after 4 modules. Affected PCs receive the Mirror Touched cert.

Experience Summary

Not setting off the Gas traps	25 xp
Dealing with the Professor	50 xp
Being rude to the Professor	-50 xp
Encounter 4	
Defeating the mirror wraiths	100 xp
Dealing peacefully with the Sha Shari	75 xp
Killing the Mirrored Buffalo	100 xp
Dealing with the Master Doppelganger	50 xp
Dealing peacefully with the Dragon	50 xp
Acquiring the Shard	100 xp
Escaping and/or Destroying the Mirror Wraiths	100 xp
Delivering information to Carter	50 xp
Role-playing Award	0 to 100 xp
Total Maximum Possible	800 xp

+2 to AC; -1 Armor Check Penalty; 5% Spell Failure; Wt 7.5 lbs

Conclusion A & B & F
500 gp

Choice of Reward

The PCs can take one per character who played (which means a cohort would have a choice) or the choice of a spell in the future.

Mirrored Shield (certed)

This is a scale of the Smoke Dragon Ventrue. Due to the hook on the back it can be used as a shield. This large shield is lightweight, weighing only half as much as a normal large steel shield, and is of masterwork quality, suitable for enchantment. The user may look at creatures using mirrored surface to gain a 50% chance to be unaffected by gaze attacks.

Value 475 gp

+2 to AC; -1 Armor Check Penalty; 5% Spell Failure; Wt 7.5 lbs

Choice of Reward

The PCs can take one per character who played (which means a cohort would have a choice) or the choice of a spell in the future.

Treasure Summary

Encounter 2

200 gp (400 gp if they found out anything about the interior of the tower and reported it)

Encounter 11

Mirrored Shield (certed)

This shield is of a scale of the Smoke dragon Ventrue and due to the hock on the back, can be used as a shield This large shield is light weight, weighing only half as much as a Large Steel Shield, while giving the same protection as a Masterwork Large Steel Shield. In addition, gaze attacks made against the wielder have a 50% of missing due to bouncing off the mirrored surface. The shield is ready for enchantments.

Value 475 gp

+1 Cold Iron Bastard Sword

This green colored weapon bears runes on the pommel, which take the shape of a lizard.

Ring of Protection +2

This ring is fashioned to look like an entwined dragon swallowing a ruby.

Cloak of Elvenkind

Made of fine elven cloth, it is black with gold leaf trim. Otherwise it acts as a cloak of elvenkind.

Boots of Elvenkind

These elvenkind boots are made with a soft leather of unknown origins. Otherwise, it acts as Boots of Elvenkind

Robe of Useful Items: This appears to be an unremarkable robe, but a character who dons it notes that it is adorned with small cloth patches of various shapes. Only the wearer of the robe can see these patches, recognize them for what items they become, and detach them. One patch can be detached each round. Detaching a patch causes it to become an actual item, as indicated below. A newly created *robe of useful items* always has two each of the following patches:

- Dagger
- Bulls eye lantern (filled and lit)
- Mirror (a highly polished 2-foot-by-4-foot steel mirror)
- Pole (10-foot length)
- Hemp rope (50-foot coil)
- Sack

Ladder, wooden (24 ft. long)
Mule (with saddle bags)
Mule (with saddle bags)
Rowboat (12 ft. long)

__+2 Gloves of Dexterity*

These smooth gloves have a silver sheen to them, occasionally glowing in the moonlight.

Favor of the Professor

This PC has the privilege of having a spell cast by the notary magic-user known as the Professor. The PC may during a module, seek out the professor to have this spell cast. The spell must be an arcane spell no higher than 4th level, non-evil, that is allowed for LSJ play. This cert is received if the PC did not accept any of the items offered by the professor once used, this cert is void.

Diamond Legion Favor

This is a favor of Captain Abraham Carter of the Diamond Legion. While there

does not seem to be a value to this favor now, it will be useable in the future

Favor Mirror Doppelganger Tribe

The PC listed above has been accepted as a member of the Mirror Doppelganger Tribe. For one year after becoming a member, the PC feels as if he is being watched over. The Tribe watches over the PC through any mirror the PC is near. This has the effect on the PC to have a +1 luck bonus on all saving throws. This cert expires one year after date issued

Apprenticeship Cert

The PC listed above has applied to become an apprentice of the Wizard known as the Professor. While the Professor makes has choice of an apprentice, the Bearer of this certificate receives a +1 to the DC of his arcane spell-casting. Once an apprentice has been chosen, this cert becomes void.

Mirror Touched

You have managed to save yourself from being trapped in the mirror universe. As you make your way home, you realize people are looking at you. Once you get a look at yourself, you realize parts o your skin are shiny, almost reflective. It seems you are still marked by your trip to the universe.

The PC has become partially reflective. The effect lasts for the next 4 modules this PC plays. Because they are reflective in an odd way, they suffer the following penalties:

-1 to all Charisma-based modifiers, -2 to hide and move silently. The Effect will fade after 4 modules

APPENDIX I: The Professor

The Wizard known only as the Professor appeared only recently as his tower materialized not too far from the walls of Amthydor. In truth, the Professor is a native of Amthydor. About 400 years before he was part of an adventuring group of widely successful adventurers. Though on their last mission, disaster struck as most of the party died, including his wife. Heartbroken, he returned to his tower. Soon after, his home and his tower vanished and he was not seen again.

Recently, his tower has reappeared where once it stood. Where it and the Professor had gone is known. His existence only a legend and the memory of his presence fleeting in those old enough to remember him.

The Professor (Ftr 1, Wiz13, AMg 5); Medium Humanoid (High Elf, Male); HD 18; hp 92; Init ; Spd 30'; AC 28 (+7 Dex, +5 Deflection, +6 Armor), touch 22, flat 21; Base Atk/Grp +9/+12 ; Atk: melee +13 (+4 Bastard Sword of Wounding 1d10+7 + 1 wounding) or me lee +9 (Short Sword of the Planes 1d6 +4) or range + 16 (Composite Bow of Distance 1d8+5); Full Atk: melee +11/+6 (+4 Bastard Sword of Wounding 1d10+7 + 1 wounding) and me lee +7 (Short Sword of the Planes 1d6 +4) or range + 14/14/14 (Composite Bow of Distance 1d8+5) ; Face/Reach 5'/5'; SA ; SQ ; SV Fort +5 , Ref +5, Will +12; Str 16 Int 26 Wis 12 Dex 24 Con 14 Cha 15
Skills and Feats: Concentration (Con) +12, Craft (Alchemy) +18 (Int); Decipher Script (Int) +18, Diplomacy +7 Knowledge: Arcana +23, Knowledge: Geography +16, Knowledge: Nature+16, Knowledge History +16, Knowledge Nobility +16, Knowledge Religion +16, Knowledge: Planes +23 (all skills, taken individually) (Int), Profession : Cooking +12 (Wis), Search (Int)+18 , Sense Motive +6 and Spellcraft (Int) +23, Tumble +12; Skill Focus (Spellcraft), Spell Focus: Conjuraton, Spell Focus: Evocation, Improved Find Familiar, Exotic Weapon Proficiency: Bastard Sword, Craft Wondrous Item, Craft Weapons and Armor. Silence Spell, Still Spell, Enlarge Spell, Extend Spell, Persistent Spell, Rapid Shot, Permanency: Detect Magic, Read Magic, Arcane Sight, Detect Thoughts

Possessions +4 Bastard Sword of Wounding, Sword of the Planes, Bow of Distance, Quiver 24 +2 Arrows, Handy Haversack, Bracers of Armor +6, Ring of Protection +5, Ring Freedom of Movement, Gloves of Dexterity +6, Headband of Intellect +6, Belt of Strength +4, Cloak of Resistance +5, Robes of the Arch magi, Amulet of the Planes, Winged Boots

Spells 4/6/6/6/5/5/5/4/4/3

0-level Daze, Disrupt Undead, Mending, Open/Close

1st level Shield, Endure Elements, Grease, Unseen Servant, Identify, Floating Disc

2nd level Locate Object, Continual Flame, Knock, Levitate, Spectral Hand, Spider Climb

3rd level Dispel Magic, Magic Circle vs. Evil, Blink, Haste, Hold Person, Slow

4th level Polymorph self, Polymorph other, Dimensional Anchor, Charm Monster, Fire Shield

5th level Mage's Private Sanctum *, Teleport, Hold Monster, Interposing Hand, Sending

6th level Mastery of shaping, Persistent Prestidigitaton, Transformation, Repulsion, True Seeing

7th level Spell-Like Ability (Wall of Force) Wall of Force (x4), Plane Shift, Prismatic Spray,

Reverse Gravity

8th level Mastery of the Elements, Persistent Tongues, Mind Blank, Charm Monster (Mass)

9th level Wish, Prismatic Sphere, Hold Monster (Mass), Time Stop

Spells known:

0 All

1st All

2ND All

3rd All

4th All

5th Break Enchantment, Cone of Cold, Contact other Plane, Hold Monster, Interposing Hand, Mage's Private Sanctum, Persistent Image, Summon Monster V, Teleport, Wall of Force

6th Chain Lightning, Contingency, Flesh to Stone, Globe of Invulnerability, Repulsion, Stone to Flesh, Transformation, True Seeing

7th Hold Person (Mass), Limited Wish, Mage's Magnificent Mansion, Plane Shift, Prismatic Spray, Reverse Gravity, Simulacrum, Spell Turning, Teleport Greater, Teleport Object

8th Binding, Charm Monster (Mass), Maze, Mind Blank, Protection from Spells, Telekinetic Sphere, Temporal Stasis

9th Etherealness, Gate, Hold Monster (Mass), Meteor Storm, Prismatic Sphere, Shape Change, Teleportation Circle, Time Stop, Wish

Mastery of Elements: The arch mage can alter an arcane spell when cast so that it utilizes a different element from the one it normally uses. This ability can only alter a spell with the acid, cold, fire, electricity, or sonic descriptor. The spell's casting time is unaffected. The caster decides whether to alter the spell's energy type and chooses the new energy type when he begins casting. This ability costs one 8th-level spell slot.

Mastery of Shaping: The arch mage can alter area and effect spells that use one of the following shapes: burst, cone, cylinder, emanation, or spread. The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube. Furthermore, any shapeable spells have a minimum dimension of 5 feet instead of 10 feet. This ability costs one 6th-level spell slot.

Spell-Like Ability: An arch mage who selects this type of high arcane can use one of her arcane spell slots (other than a slot expended to learn this or any other type of high arcana) to permanently prepare one of her arcane spells as a spell-like ability that can be used twice per day. The arch mage does not use any components when casting the spell, although a spell that costs XP to cast still does so and a spell with a costly material component instead cost her 10 times that amount in XP. This ability costs one 5th-level spell slot.

The spell-like ability normally uses a spell slot of the spell's level, although the arch mage can choose to make a spell modified by a metamagic feat into a spell-like ability at the appropriate spell level.

The arch mage may use an available higher-level spell slot in order to use the spell-like ability more often. Using a slot three levels higher than the chosen spell allows her to use the spell-like ability four times per day, and a slot six levels higher lets her use it six times per day.

If spell-like ability is selected more than one time as a high arcana choice, this ability can apply to the same spell chosen the first time (increasing the number of times per day it can be used) or to a different spell.

Grimoire, Pseudodragon Familiar; Tiny Dragon

HD 19+2; hp46; init +2; Speed 15 ft., fly 60 ft. (good); 28 (+2 size, +2 Dex, +14 natural), touch 14, flat-footed 26; Atk/Grp +9,+4/-8; Atk Sting +9 melee (1d3-2 plus poison); Full Atk: Sting +9/+4 melee (1d3-2 plus poison) and bite +9 melee (1); Face/Reach 2-1/2 ft./0 ft. (5 ft. with tail); **SQ SR** 24 Poison; **SQ:** Blindsight 60 ft., darkvision 60 ft., immunity to *sleep* and paralysis, low-light vision, spell resistance 19, telepathy 60 ft, Familiar Abilities (See Below); **SV Fort +6, Ref +7, Will +13; Str 6, Dex 15, Con 13, Int 15, Wis 12, Cha 10**

Skills& Feats: Diplomacy +2, Hide +20*, Listen +7, Search +6, Sense Motive +7, Spot +7, Survival +1 (+3 following tracks); Weapon Finesse, Alertness, Improved Evasion,

Pseudodragon Traits: has a body about 1 foot long, with a 2-foot tail. It weights about 7 pounds.

Can communicate telepathically and can also vocalize animal noises.

Can deliver a vicious bite, but its principal weapon is its sting-equipped tail.

Poison (Ex): Injury, Fortitude DC 14, initial damage sleep for 1 minute, secondary damage sleep for 1d3 hours. The save DC is Constitution-based and includes a +2 racial bonus.

Blindsense (Ex): A pseudodragon can locate creatures within 60 feet by non-visual means (mostly hearing and scent, but also by noticing vibration and other environmental clues). Opponents the pseudodragon can't actually see still have total concealment against the pseudodragon.

Telepathy (Su): Pseudodragons can communicate telepathically with creatures that speak Common or Sylvan, provided they are within 60 feet.

Skills: Pseudodragons have a chameleon like ability that grants them a +4 racial bonus on Hide checks. *In forests or overgrown areas, this bonus improves to +8.

Share Spells: At the master's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his familiar. The familiar must be within 5 feet at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than 5 feet away and will not affect the familiar again even if it returns to the master before the duration expires. Additionally, the master may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself. A master and his familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

Empathic Link (Su): The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Because of this empathic link, the master has the same connection to an item or place that his familiar does.

Deliver Touch Spells (Su): If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Speak with Master (Ex): If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Speak with Animals of Its Kind (Ex): If the master is 7th level or higher, a familiar can communicate with animals of approximately the same kind as itself (including dire varieties): bats with bats, rats with rodents, cats with felines, hawks and owls and ravens with birds, lizards and snakes with reptiles, toads with amphibians, weasels with similar creatures (weasels, minks, polecats, ermines, skunks, wolverines, and badgers). Such communication is limited by the intelligence of the conversing creatures.

Spell Resistance (Ex): If the master is 11th level or higher, familiar gains spell resistance equal to the master's level + 5. To affect the familiar with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the familiar's spell resistance.

Scry on Familiar (Sp): If the master is 13th level or higher, he may scry on his familiar (as if casting the *scrying* spell) once per day.

Players Handout 1

Looking for adventurers who seek fame and fortune for help in my research and exploration. Any adventurers interested may apply at the Dark Tower outside the north gate any morning after 8 bells.

The Professor

Players Handout 2

You are requested to meet with Captain Abraham Carter of the evening Diamond Legion at Legion headquarters at 9 bells this morning.

**Captain Abraham Carter
Diamond Legion**

Critical Event Summary: Smoke and Mirrors

1. Did the PCs start the mission from the notice? Yes No

2. How did the heroes treat the Professor? (Circle whichever applies)

Refused to help him Hostile Attacked him Befriended him

3. Which Heroes joined the Sha Shari tribe? (PC and Player names)

4. How did the heroes deal with Ventrue?

Amused him flattered him Attacked him Annoyed him

5. Did the heroes come back with parts of them mirrored? Yes No

6. Are any of the heroes applying for apprenticeship with the Professor? Yes No
If yes, list their name, their PC name and email (if any)

7. Did the PCs spy for the Diamond Legion? Yes No

8. Did they report to the Diamond Legion at the end of the module? Yes No

Return this from to: Jay Fisher, 8932 Manor Loop Apt 107, Bradenton, FL 34202 or by e-mail to lsj-plots@ucc-online.com.

Please send completed from
to: Joanne Clarke-Stein, 15
Manor Crescent, Bldg. 20,
New Brunswick, NJ 08901-
1680, or email to
lsj-roster@ucc-online.com.



Roster of Heroes: Smoke and Mirrors

Judge Name: _____

Convention: _____ **Date:** _____

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____
Class: _____ Level: _____ Region/City: _____
Special items or comments: _____
Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____
Class: _____ Level: _____ Region/City: _____
Special items or comments: _____
Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____
Class: _____ Level: _____ Region/City: _____
Special items or comments: _____
Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____
Class: _____ Level: _____ Region/City: _____
Special items or comments: _____
Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____
Class: _____ Level: _____ Region/City: _____
Special items or comments: _____
Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____
Class: _____ Level: _____ Region/City: _____
Special items or comments: _____
Gained a level: Out of Play: Dead: Lost level(s):

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