

MIRROR, MIRROR ON THE WALL ~ ANOMIE COALITION 2014 ~ DRUNKENNERDERY.COM

INTRODUCTION:

The Adventuring Party is approached by a noblewoman to locate her fiancée who has not yet returned from an expedition into the hill country. He sought a mystic who is rumored to provide great rewards to those who prove themselves "worthy". As a commoner, he hoped to secure something that would satisfy her parents' hefty dowry. After tracking him to a secluded house, the PCs meet the mystic who explains that:

Yes, a common boy came to see me...though he thought himself quite uncommon. He sought to prove his worth to me so that he could prove his worth to others... the contradiction never occurred to him. While the specifics of his fate are not known to me...I am certain that he shall not return to his beloved. If you wish to know more you will have to enter that door and face the same challenge that he did. But remember...the worthy need not prove their worth to anyone but themselves. Too often we are our own worst enemies.

The adventurers lift open a door at the far end of the house and walk into a well lit, square room with a torch in each corner that appears to be missing some ornamentation in the post. In the center of the room is a pedestal and against the northern wall is a full body mirror. The door slams shut behind them and completely disappears.

THE MIRROR:

The Mirror is attached to the wall but can be moved to any of the other walls - however, it cannot be taken out of this room. PCs will notice that their reflection has no pedestal in the middle of the room and there is some object against the far wall (it depends on which room they are reflecting). They will also notice that their reflections don't cast a shadow and that one of them is not reflected at all.

The Mirror is actually a magic portal - PCs can walk through it to enter the reflected room (but they may not cast a spell or fire a ranged object through the portal). As one walks through the mirror, an Evil Twin version comes into the room they exited in exactly the same way. These Evil Twins have the same stats, abilities, and equipment as their corresponding PCs and will immediately attack (either the PCs who remain in this room or the PC that has entered the reflected room.) The Evil Twins cannot go through the portal unless their corresponding PC has also gone through the portal, but once through anyone can move freely from room to room.

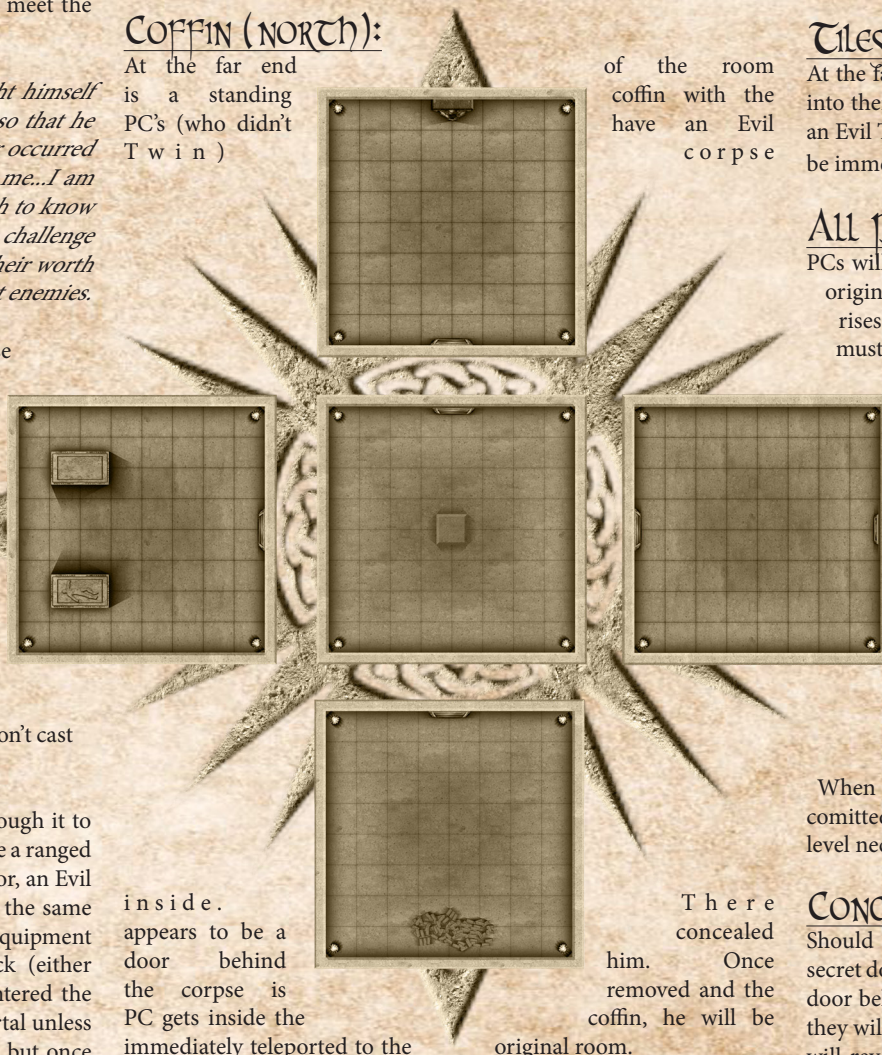
After combat, the PC who did not have an Evil Twin will have to perform a task to complete the puzzle. That PC is then teleported through a secret door back to the original room where he is resized and trapped inside the ornamentation that was missing from one of

the torch posts. None of the remaining PCs will be able to retrigger the secret door or determine what has happened to their companion. Once they reenter the original room, they will notice that the flame in one of the torches has gone out and that it is no longer missing its ornamentation. Their only option is to move the mirror to another wall until all the puzzles have been completed.

COFFIN (NORTH):

At the far end of the room is a standing PC's (who didn't have an Evil Twin)

of the room with the Evil corpse



inside. appears to be a door behind the corpse is PC gets inside the immediately teleported to the

There concealed him. Once removed and the coffin, he will be original room.

PORTRAIT (EAST):

At the far end of the room is a portrait of the PC (who didn't have an Evil Twin) burning a copy of the portrait. Behind the portrait is a secret door and once the PC similarly burns it he will be immediately teleported to the original room.

ALTAR (WEST):

At the far end of the room are two Altars. The one on the left has a sculpted relief of the PC (who didn't have an Evil Twin) pointing at the other Altar. Once the PC situates himself on it in exactly the same way as the relief, a door will open beneath him and he will be immediately teleported to the original room.

TILES (South):

At the far end of the room is a pile of stone tiles with letters carved into them. On the wall is a series of slots. The PC (who didn't have an Evil Twin) must enter his name into the slots to reveal a door and be immediately teleported back to the original room.

All Puzzles Solved:

PCs will be released from their ornamentation and resized to their original form. The torches burst back life as a large unlit brazier rises up through the pedestal in the center of the room. Each PC must now take their own respective torch and place them in the brazier. Once that fire has been lit, a secret door in the ceiling will slide open directly above the brazier. PCs must devise a way up there without putting the fire out (which would cause the secret door to shut).

The PCs emerge in a room similar to the original room but beneath each torch is a chest. The mystic appears from a secret door at the north end of the room.

You have defeated your own worst enemies and truly proven your worth. It is now time to claim your prize. Stand before your torch and open the chests.

When the PCs open the chests Allips (spirits of those who have committed suicide) emerge to attack. The mystic is actually a high level necromancer and he also joins in the melee.

CONCLUSION:

Should the PCs survive this encounter, they can exit through the secret door. This will lead to a stairwell that takes them to a concealed door behind a bookshelf in the mystic's house. Searching his home they will find another concealed door behind another bookshelf that will reveal the real treasure room. Here they will not only find a plentiful bounty but also the corpses of those who did not "prove their worth" (Including the noblewoman's fiancée).