



*The Seven Wondrously Replicating
Elemental Coins:
The Shadow Mephit's Coin*

*A Fantasy Adventure
for 4-6 Players of Level 9-11*

*by David J. Keffer
Knoxville, Tennessee, 2014
presented through the kind auspices of
The Poison Pie Publishing House
www.poisonpie.com*

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module created February, 2014
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cover art by Kerry Bodenbender

This module is intended to be freely distributed.

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A Note on the Origin of this Module

In February, 2014, the Poison Pie Publishing House created a module titled, “The Seven Wondrously Replicating Elemental Coins”, in response to the creation of seven elemental coins contained in the “Rare Elements – Elemental Fantasy Currency Set. The coins were created by Osborne Coinage and initially funded in December, 2013 through kickstarter.com. These seven coins corresponded to denominations of 1, 5, 10, 20, 50, 100 and 500.

A second Kickstarter campaign from the Rare Elements team was successfully funded in May, 2014. This campaign focused on a set of 10 (equally excellent) coins corresponding to alignments. However, this second campaign also funded the minting of an eighth elemental coin, with a denomination of 1000.

This document provides an appendix, which provides a party that has already completed “The Seven Wondrously Replicating Elemental Coins” the opportunity to pick up the eighth elemental coin as well.

Various Disclaimers

The author of this module has no affiliation with Osborne Coinage. This module does not represent the result of a commission between Osborne Coinage and the author. On the contrary, this module solely represents the unsolicited creative output of the author for the exclusive purpose of the enjoyment of fantasy role-playing groups, both the author’s local group and the those groups worldwide who stumble upon these elemental coins and this module.

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This document can be anonymously downloaded free-of-charge from the website of the Poison Pie Publishing House at <http://www.poisonpie.com/publishing/text/shadowcoin.html>. The original module, “The Seven Wondrously Replicating Elemental Coins”, can also be anonymously downloaded free-of-charge from <http://www.poisonpie.com/publishing/text/7elementalcoins.html>.

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Introduction

The purpose of this module is to provide a fully fleshed-out explanation regarding the party's acquisition of the eighth elemental coin, the one thousand denomination shadow coin, featuring a shadow mephit on its face. This module assumes that the party has already completed the "The Seven Wondrously Replicating Elemental Coins".

In the original module, the wizard, Osbornius, incredibly skilled in the various magicks of teleportation though subject to the vice of avarice, hired the party to reclaim seven elemental coins. These coins once gathered had the extremely profitable (and potentially dangerous) property of duplicating every night, endowing the owner with over a million copies of each coin in twenty days and over a billion in thirty days.

The original module was open ended and allowed for a variety of potential conclusions. Perhaps the most likely outcome was that the party reclaimed the seven coins, delivered them to Osbornius and, after a brief wait, were paid handsomely for their efforts. The module allowed for other outcomes as well—the party bickered with Osbornius and split the original coins, which allowed for no duplicates to appear. The module also allowed for violent disagreements, even the slaying of Osbornius. This extension to the module presumes that the original adventure concluded with the party and Osbornius parting ways on reasonably amicable terms. If this is not the case, then the Dungeon Master (DM) will have to concoct some other explanation for a renewal of acquaintances between Osbornius and the party. If Osbornius was killed in the original module, the DM may be required to replace him with his second-cousin once removed (also coincidentally a wizard) or some other non-player character (NPC) that has a reason to possess knowledge of the events that transpired in the original module.

While the previous module contained seven dungeon delves, or brief encounters, each designed to be completed in a single session, this extension may require more than one session, depending upon the group's preferred length of sessions.

Like its predecessor, this fantasy role-playing module is intended for four to six characters of levels nine through eleven or thereabouts. Dungeon Masters should adjust the difficulty of the monsters presented herein to match the number and levels of the characters in their adventure. Since the module was written for the author's local role-playing group, which at the time used the Fourth Edition Dungeons & Dragons rules, there may be artifacts in this document reflecting the rules of that gaming system. That said, the author has endeavored to make the translation of the module to another gaming system as straightforward as possible, requiring only the substitution of monster characteristics from the appropriate reference. Experienced DMs should feel free to translate additional details of the module as necessary to the gaming system of their choice.

A History of the Seven Elemental Coins

A detailed history of the elemental coins was presented in "The Seven Wondrously Replicating Elemental Coins". Here we summarize that history and add new information relevant to the shadow coin. The history begins with leprechauns, who know a strain of magic through which they are able to perpetually fill cauldrons with gold coins. Leprechauns are extraordinarily protective of this magic, as evidenced by the fact that no other race of beings can reproduce this magic.

More than two hundred years ago, a sorceress by the name of Hebeloma came to learn of the leprechaun's secret of metal duplication, though how she did so remains unknown. But the secret, as she learned it, lay in the meticulous preparation of a single particular gold coin, distinguished from all other coins in the cauldron. This magic-infused coin bore the property of self-replication. It relied on a particular magical geometry, which allowed it to double each night the contents of the container in which it was stored. The original single coin would become two in the morning, the duplicate coin entirely non-magical. If the duplicate coin was removed, a second duplicate would be produced on the following night. However, if the duplicate coin was left lying next to the original, then on the second morning, four coins would be present. Undisturbed, the coins would double each night, generating 8, then 16, then 32, 64, 128, 256, 512, 1024, 2048 (*ad infinitum*) until the container was filled, at which point the process would stop. It could of course be restarted by emptying all but the original coin. The coins were in appearance, size and weight identical, but a simple *detect magic* spell sufficed to identify the original from the non-magical duplicates. Any container, be it chalice, chest or chamber pot, proved a sufficient vessel for the magic to take place.

These coins offered the potential for virtually infinite wealth, but were accompanied by a curse. The curse lay in the fact that if the leprechauns ever learned of their magic being exploited by another, they would stop at nothing to retrieve the magical coin and kill the sorcerer responsible. Hebeloma was well aware of the severity of the curse. Hoping to take advantage of her knowledge without revealing that she held a forbidden secret, the sorceress sought to decompose and disguise the magic. To this end, she exercised her not inconsiderable prowess at elemental magic. Without damaging its magical properties, she split the coin into seven separate coins. All seven of which were now required to be held within the same container in order for the duplication process to function, which then resulted in the doubling of each coin. In order to further distance herself from the original magic, Hebeloma also, via alchemical routes, transmuted each coin into a different metallic composition. Some of the coins were of far less worth than gold and others far more.



the seven original elemental coins

The magic of the elemental sorceress worked perfectly. The vaults of her sanctuary filled until they overflowed with copies of these seven coins. Hebeloma proved incapable of restraining herself or hiding her immense wealth. It was almost a certainty that word of this miraculous wealth would eventually reach the leprechauns. While their subsequent investigation found that Hebeloma's magic did not seem precisely to accord with their own, the leprechauns erred on the side of caution, kidnapped the sorceress and imprisoned her in an ageless prison in Faerie. As for the seven self-replicating coins, the leprechauns,

discovering that they functioned only as a group, distributed them across the world (and even on other planes), where they were placed in the possession of the powerful beasts featured on their respective faces.

Two centuries later, while looting the ruins of Hebeloma's castle, the wizard Osbornius discovered a magical signature of the teleportation that accompanied her kidnapping and followed it to Faerie, where he found the imprisoned sorceress and stole from her a box, which contained approximate locations of the seven elemental coins.

Osbornius hired the party to retrieve these coins. The task of obtaining the seven wondrously replicating elemental coins comprised the adventure in the first module. In this extension, we presume this adventure was successfully completed, with Osbornius in possession of the original coins.

A History of the Eighth Elemental Coin

Osbornius was not possessed of any greater wisdom than had been Hebeloma, but he had the advantage of having observed firsthand the eternal imprisonment of the sorceress within the cage formed of a living tree in Faerie. He was therefore determined to be more discreet in the exercise of his wealth. He had always fancied owning a private island. If it were remote enough, an isolated spit of land surrounded by thousands of miles of ocean in all directions, he thought he might do as he pleased there—live as a king without attracting undue attention. Certainly, traveling to and from the island would pose no problem for one so gifted in teleportation as himself. As we have noted, Osbornius was cautious, with good reason. He hired a geographer and a scholar, specializing in scrying, to locate an unclaimed (or reasonably poorly defended island to claim as his own). The scholar used a variety of scrying techniques to identify an island that suited Osbornius tastes, something so remote as to be useful to virtually no one but sea-faring birds that nested on its cliffs and schools of fish that feasted nightly on the nocturnal migration of plankton up from the surrounding depths. Promising to pay handsomely for the service, Osbornius instructed the scrying wizard to cast a spell rendering the island impenetrable to scrying by anyone, including especially, Osbornius thought to himself, leprechauns.



the shadow elemental coin

The scholar laughed at his request, saying, “Such a thing cannot be done by mortal men. Hiding an individual from prying eyes can be accomplished by means of a magic cape. Hiding a small laboratory is

also possible if the site is properly chosen and prepared. Hiding something so large as an island, even one as relatively small as the island under scrutiny, is out of the question.”

Although Osbornius pressed him to try or to find one who could perform the spell, he met with no success.

“Ridiculous!” shouted the scholar in exasperation. “You cannot hide an island from all magic sight. You might as well find your own pocket universe!” After demanding the sizeable payment for locating the island, the scholar humped off in disgust.

Osbornius attempted to hire other wizards of more prominent reputation to make the island impervious to scrying. He grew nervous though, because the fee associated with even meeting with these wizards increased exponentially with their reputation. He felt he had already revealed too much of his mysterious wealth and had come to no closer to finding a safe abode.

At this time, Osbornius’ thoughts returned to words of the first scholar. If pocket universes were beyond scrying, then perhaps he needed one of those rather than an island. Not surprisingly, private pocket universes, even a modest, finite one, are more difficult to locate and acquire than are private islands. Even extraplanar wizards, knowledgeable in such matters were difficult to find.

Osbornius was forced to visit Sigil himself, city-hub of the planes. There, by reluctantly plying tongues with generous amounts of coin, Osbornius met a planar prospector, who had traveled many years through the Astral plane aboard a Githyanki void cruiser. This prospector, a female tiefling, who traveled under the less-than-reassuring sobriquet, Execrabilia, claimed to have once visited a region of the Astral Sea that had become tangled with the Far Realm, and, in which, due to the turbulence of this interface, countless pocket universes bobbed about like bubbles in froth. It was remote, a location likely known only through the notes in her journal.

Execrabilia claimed that, using her contacts, she could hire an appropriate ship with a discreet crew to transport Osbornius to this area, where he could disappear to his heart’s content. The astronomical fee that she charged was commensurate, she claimed, with the astronomical destination.

Osbornius reasoned that if he were to make just one more large expenditure before vanishing into the perfect hideaway, he might avoid discovery. In a rented house in Sigil, he duplicated coins until he satisfied the greed of Execrabilia.

True to her word, the tiefling hired a Githyanki ship and led Osbornius to the edge of Far Realms, where reality splinters and the demi-planes of pocket universes are created as easily as blowing bubbles with a soap solution. After some searching, Osbornius located a pocket that suited him. The universe appeared as an endless ocean with two peculiarly shaped islands on them, with mountainsides covered in rain forest. The northern island seemed to have never known man or any other sentient species. The southern island bore ruins of a stone structures, that seem to have collapsed from age millennia before. It seemed an ideal hideaway to Osbornius. Returning only briefly to ship, Osbornius tersely dismissed the tiefling and her crew and teleported from their sight into his new sanctuary.

Hailing from Faerie, Leprechauns are not native to the material plane, where, though rare, they are more often encountered than on any other plane. Still, they have retained the capability of extraplanar travel, when need arises. Their pursuit of Osbornius began long before he knew of it, when they checked on Hebeloma in her prison-tree. She pleaded for a reduction in her sentence in exchange for information of great interest to the Leprechauns. Contracts are magically binding on Faerie and the Leprechauns were

obliged to release Hebeloma after two centuries of imprisonment, once she revealed that another wizard now possessed the location of her coins.

The leprechauns visited the sites where the coins had long ago been hidden and discovered the coins gone and their keepers slain. (Modify as necessary if the party improbably managed to claim the first seven coins without bloodshed.) The leprechauns therefore heightened their vigilance for the appearance of unusually large sums of money in surprising hands. In truth, Osbornius' search for the private island never registered with the operatives in the leprechauns' intelligence network. However, the magnitude of the transaction in which Execrabilia was involved was such that hiding it entirely was impossible. Secrets in Sigil are inherently unstable. Due to its location at the center of all planes, once the secret is out, it is quickly amplified across the planes of the multiverse. Word reached the leprechauns that a sorcerer had spent wildly in Sigil for the services of an astral prospector. Appropriately, the leprechauns hired a tracker and an assassin, both with extensive résumés detailing their capabilities in pursuing quarry across the planes. The tracker, a red slaad, named Amanida, accompanied the assassin, a devil, who went by the name, Yawa.

One can well imagine the inevitable, tragic fate that awaited Osbornius. Here, the tragedy takes a rather ironic turn. First, Osbornius discovered what had been a series of enormous vaults, now empty, in the deep ruins on the southern island. He left his coins there to begin duplicating, until they filled one vault with untold millions of coins. Then he moved the original coins to the next vault until it too was filled. He continued this process without any logical recognition of the impossibility of spending that much money in anyone lifetime. Meanwhile, by teleporting in small groups of workers and materials from disparate locations, Osbornius began construction of a luxurious palace of pleasure on the northern island, which he named, not surprisingly, Upper Osbornia.

It turns out that the previous inhabitants of the pocket universe had not completely abandoned the ruins. A single, solitary shadow mephit, an imp who hid at the edge between light and darkness, called in ancient days Dolum, emerged from the depths and was drawn to the powerful magic of the coins. Always the trickster, it gathered the seven coins in a cup formed by its two hands. It summoned a shadow magic inherent to its being and reversed Hebeloma's magic, consolidating that which had been split into seven coins back into a single coin. Then Dolum added a personal touch, imprinting his own visage on the face of the coin and blackening the metal until it was as dark as the deepest shadow. In this way, it now responded only to him. Dolum had no need of so many coins filling the lovely shadows of these subterranean vaults and commanded the coin to cease its duplication, a command to which the coin obeyed. He then left the coin where he had found it.

When Execrabilia returned to Sigil, she found Amanida and Yawa waiting for her. They had already confiscated the mountain of coins, Osbornius had left for her. They soon had Execrabilia at their mercy in a deserted warehouse in the district known as the Hive. Under orders from the leprechauns, Amanida and Yawa could divulge nothing of the nature of their mission; they made no mention of leprechauns or cauldrons filled with gold. They simply demanded that the tielfing lead them to the source of the coins. Under duress, Execrabilia divulged all that she knew, including the name Osbornius. She was forced to forfeit her journal, bearing the location (though in code) to the pocket universe (as well as innumerable other secrets that tiefling had no wish going public). As competent and thorough as Amanida and Yawa were, Execrabilia had her own set of skills. She escaped while her captors went to book passage on an astral ship and, being far more familiar with Sigil, disappeared into the city. This is how word that a vicious and determined pursuit of Osbornius became common knowledge in Sigil.

As already noted, news travels fast in Sigil and quickly transmitted through all the surrounding planes. During an errand to acquire slabs of chalcedony from which a sauna would be constructed in his palace,

word reached Osbornius that he was now being pursued and that the pursuit had already gotten their hands, at least temporarily, on Execrabilia, who knew very well of his whereabouts.

In a panic, Osbornius immediately teleported back to his pocket universe. If the leprechauns were on to him, he might at the very least buy his own life if he returned the magical coins, or so he desperately reasoned. From the palace, he teleported to the vaults beneath the ruins on Lower Osbornia, where he easily detected the magical coin, though it no longer functioned under his command. He was aghast to discover that, in his absence, someone or something had discovered his coins, reversed Hebeloma's elemental magic, then adding something of their own to the coin. He felt sure that the coin would be just as useless to the leprechauns as it was to himself. Not knowing what to do, but clearly not thinking straight, Osbornius replaced the coin where he had found it. (He would later come to regret this decision, as he did many other decisions.)

Osbornius frantically wondered who he could possibly turn to in this moment of dire need. Grasping at straws, he remembered the party of adventurer's who had gathered the coins for him. They had proved quite capable and he had rewarded them handsomely. Perhaps, they could deter or even eliminate those who now pursued them. If that failed, he could blame the whole thing on them. After all, it was they who had slain the beasts that protected the coins and stolen them from their hiding places. It was all their fault. Perhaps, the leprechauns would prove sympathetic to this point of view.

In a hurry, Osbornius teleported back to the material plane, where he intended to hire another scholar capable of locating the current whereabouts of our heroes...

Adventure: The Shadow Mephit's Coin

A Note on the Setting of the Adventure



This multiplanar adventure is set in a cosmology corresponding to that described in the Planescape Campaign Setting, which was released as part of the Second Edition Dungeons and Dragons line by TSR, from the years 1989-1999. This setting is not essential but the wealth of material available for this multiverse provides all kinds of interesting details to add to the campaign. Virtually all of the out-of-print Planescape materials can be purchased second hand from a variety of online sources. Electronic versions of many of the Planescape materials are available for purchase from <http://www.dndclassics.com/>. Of course, given the lawless nature of the internet, many unofficial avenues for acquisition of the electronic versions of the material also exist.

In this particular adventure, the only Planescape – specific locale in which part of the adventure takes place is Sigil: The City of Doors. The original Planescape Campaign Setting (TSR 2600) provides enough information to run this campaign. In the Cage: A Guide to Sigil (TSR 2609) provides a much fuller description of the city. Uncaged: Faces of Sigil (TSR 2624) provides a description of some interesting residents of the city. None of these residents appear in this module, but the book is a great

read all the same, and gives more flavor to the city. These books feature the wonderful artwork of Tony DiTerlizzi that became synonymous with the Planescape Campaign Setting. In the absence of these reference books, the essential information required for the DM to run this adventure is given below. Assuming that the adventurers in the party are unfamiliar with Sigil, the following five pieces of information also serve as general background knowledge that can be provided to the party, either by Osbornius before he sends them there, or by any sod in a Sigil tavern.

Sigil is cosmopolitan. Sigil is a large, cosmopolitan city in which residents of all planes are routinely encountered. Thus one finds agents of good such as angels (aasimon) come down from Mt. Celestia passing through the same streets as devils (baatezu) on errands from the Nine Hells. A truce is rigorously maintained by the otherworldly ruler of Sigil, the Lady of Pain. Anyone and anything in Sigil can be found. The city is filled with taverns, bars, temples, libraries, markets, banks, laboratories, exclusive neighborhoods, slums and anything else the party might wish to find in a comparable city. Moreover, Sigil has visitors and goods originating from across all planes.

Sigil is the gateway to the multiverse. Sigil is called the City of Doors because it possesses portals to virtually all of the known planes, both inner and outer. In fact, the only way to enter or leave Sigil is through a portal. Portals appear as ordinary doors or arches, used conventionally to enter buildings. However, to invoke the portal's ability to transport a party to another plane, one must be holding a unique portal key. The portal key is rare so that accidental activation of the portal does not occur. Most portals provide two-way travel, though some do not.

Sigil has unusual geometry but fairly standard physical rules. Sigil is entirely enclosed on the interior surface of a torus (dough-nut). There are no streets leading out of the city. Gravity is "normal" and directed down to the ground, wherever one stands. Magic functions normally in Sigil.

Sigil is divided into six wards. The six wards of Sigil are

- The Hive Ward, the slums
- The Lower Ward, an industrial district, with terrible air pollution
- The Clerk's Ward, an affluent district, home to most of the city's lower-rung bureaucrats
- The Market Ward, a middle class ward containing the largest market and shops
- The Guildhall Ward, a middle class ward, home to craftsmen and artisans
- The Lady's Ward, the most exclusive section of the city, home to the elite

In all likelihood, the party will not venture into the Clerk's Ward of the Lady's Ward. The Market and Guildhall Wards are of interest only if the party goes seeking to purchase supplies or magical items. This adventure takes place in the Hive and the Lower ward.

The politics of Sigil is controlled by factions. The factions of Sigil are thoroughly described in various references including Planescape Campaign Setting (TSR 2600) and The Factol's Manifesto (TSR 2611). For this adventure, the only relevant faction is the Harmonium, who act as the city guards in Sigil and maintain the peace for the Lady of Pain. This faction is composed of lawful zealots, who value unwavering adherence to the letter of the law over "reasonable interpretations". If the party openly engages in combat in the streets of Sigil, they will surely attract the attention of the Harmonium, who will either jail them or kill them on the streets if they do not surrender quickly. Thus, the DM must make sure that the importance of avoiding open combat must be conveyed to the party by Osbornius or some other NPC.

Language in the Sigil is characterized by a host of slang terms that are used through-out the Planescape references. Several books have glossaries of the various terms. This adventure does not attempt to integrate that vernacular, but DMs familiar with the chant are welcome to incorporate it, berk!

A Synopsis of the Adventure

This adventure is broken down into six parts, which occur on various planes. Each of the six parts is first briefly described below to provide an overall synopsis of the adventure. Following the synopsis, extended descriptions of each portion of the adventure are provided.

1. Renewal of Acquaintances

On the material plane, the party is recruited by Osbornius to protect him from vicious and unsavory pursuit. He brings them to his palace, where there is a portal to Sigil. He gives them a scroll of teleportation, which serves as the portal key, allowing them to return and receive payment, once the service is rendered.

2. In Search of the Tiefling

In the city of Sigil, the party must locate the tiefling, Execrabilia, who can identify her kidnappers, the slaad and devil in pursuit of Osbornius. The party first receives a bad lead that directs them to the Hive. After several wandering monster encounters, the party receives a clue that leads them to Execrabilia in the Lower Ward.

3. Between a Slaad and a Devil

In Sigil, the party is ambushed by the slaad and devil, who themselves are searching for the tiefling to decipher the code in her journal. During the encounter, the devil escapes (or attempts to). Either way, the party is brought to the attention of the Leprechaun King.

4. The Leprechaun King

The Leprechaun King, a demi-god among his own kind, is far beyond the capabilities of the party to dispatch. Once he demonstrates the uneven balance of power to the party's satisfaction, the Leprechaun King explains to the party that a secret has been stolen from him. He orders the party, under threat of eternal imprisonment, to lead him to the magician who stole the secret of the duplicating coins. Since the party knows the location of the portal to Osbornius' Pocket Universe and has the teleportation scroll (the necessary gate key), they can lead the Leprechaun King to Osbornius, if they so choose.

5. The Pocket Universe of Osbornius

The party arrives back at the pleasure palace of Osbornius. By hook or crook, the Leprechaun King arrives. (The party either has knowingly or unknowingly led the king there.) The Leprechaun King harasses Osbornius until both the origin of his wealth and the current location of the magical coin are revealed. Here, Osbornius blames the party, who retrieved the original coin for him.

6. The Dilemma of Dolum the Forgotten

The party travels to Lower Osbornia, where the shadow coin lies. They must bargain with Dolum, the shadow mephit for the coin. Dolum wanted only that the coins be removed. He summoned something to remove the coins, but that creature has chosen to take up residence in the vaults. In order to retrieve the coin, the party must dispatch this beast. Once they have the coin, they can return it to the Leprechaun King who repays them each with a bag of shadow coins, which can be melted down and cast into armor or a weapon imbued with the powerful magicks of both shadows and leprechauns.

Part 1. Renewal of Acquaintances

Summary: On the material plane, the party is recruited by Osbornius to protect him from vicious and unsavory pursuit. He brings them to his palace, where there is a portal to Sigil. He gives them a scroll of teleportation, which serves as the portal key, allowing them to return and receive payment, once the service is rendered.

Presumably, the adventure begins with the party chillaxing after their latest and greatest epic adventure. Perhaps they are seated in the shadowy corner of a tavern enjoying a well-earned respite, when Osbornius appears. [In this adventure, detailed descriptions of NPCs are given in [Appendix I](#). A detailed description of Osbornius is given in appendix [I.A. Osbornius the Wizard \(Human\)](#).] Osbornius appears flustered and hurries over to the party. He tells the party that he desperately needs the help of the party for he is being pursued by creatures both brutal and merciless.

At this point, the DM has the chance to reveal the back story, described to the party by Osbornius. The mage is not forthcoming with all the information, but the party already knows he has magical coins, so it takes no great stretch of the imagination to realize that the wizard has gotten himself into trouble with such wealth.

Osbornius can describe his search for a quiet place to retire. At the DM's discretion, Osbornius may entirely leave out all mention of extraplanar travel, saying only that he found a remote island. (From the inside of the pocket universe, Osbornius' home looks exactly like two remote islands on the material plane.)

Osbornius will only let on that some less than savory characters have become aware of his wealth and are trying to forcibly separate him from it. If the character's don't already know about the connection of the seven wondrously replicating coins to the leprechauns, Osbornius will not mention it now.

Osbornius asks the party to "permanently discourage" his pursuit. Osbornius doesn't know the precise nature of the "assassins" but has a business associate in a remote city, who is being hunted by the assassins. If this associate is captured, the assassins will surely pry the location of his hidden island from her.

At this point, Osbornius can reveal as much information about Excrabilia, a female tiefling who works as an astral prospector, as the party needs to know. [A detailed description of Excrabilia is given in appendix [I.B. Excrabilia the Astral Prospector \(Tiefling\)](#).] He can provide a physical description. He can also get the party to a part of the city (if pressed he will admit that the name of the city is Sigil). If the party doesn't recognize the name as an extraplanar location, Osbornius will not elaborate. Osbornius MUST however explicitly admonish the party not to engage in open combat in the streets of their destination. The local militia is very intolerant of law-breakers. Regardless, Osbornius will instruct the party to ask around for Excrabilia. She is a well-known prospector. She shouldn't be hard to find. Importantly, Osbornius does NOT inform the party that Excrabilia has already been captured once and escaped.

The party can negotiate the size of the reward from Osbornius. He is ultimately generous, since money is not an issue for him. However, he is miserly by nature and haggles with the party before reaching the agreed upon amount.

Once the party agrees to accept the task, Osbornius takes them to a quiet spot and uses "Osbornius' Group Planar Teleportation" to transport them to his palace, currently under construction, on the island of Upper

Osbornia. Although not yet complete, the palace provides a gorgeous, relaxed setting from which the party can prepare and depart for Sigil. A map of these ruins, titled *The Palace of Osbornius*, is provided in [Appendix 2](#). Osbornius will teleport the party to the palace, Location **4**, on the map.

About two dozen laborers are currently at work, engaged in masonry, carpentry and general contracting tasks. The foremen are dwarves (Osbornius pays well) and brute force is provided by enormous half-giants. Osbornius can provide small travel needs. Any other supplies the party needs, he assures them, can be purchased in Sigil. He will also provide 1000 gp per character, if they request it. Money is, of course, nothing to him. He warns the party to spend it carefully, since the coins are likely traceable to him and may alert the assassins that the party is aware of their presence. If the party spends the night here before departing for Sigil, Osbornius will not allow them to stay in the palace or the library, Location **3**. Instead the party can stay with the laborers in their common tent outside the construction yard, Location **2**.

Sigil can only be entered by portals. (One can no more teleport into Sigil than they can walk to it.) Osbornius has discovered a pre-existing portal on the island. (Constructing a portal is beyond his (or any other mortal's) knowledge.) The wizard is building his palace so that the portal opens into a well-contained hall with reinforced doors so that it can serve equally well as a prison cell for unwanted visitors arriving from Sigil. The portal appears as a crude, wooden door on a rough stone wall. (On the map, the room with the portal is designated location **P**, inside building **1**. The reinforced doors are at the bottom of the stairs labeled **A**. Beyond the doors a single-file tunnel leads to the stairs also marked **A** in the construction yard.) Opening the portal door without the portal key, reveals only the stone wall behind the door. With the portal key, the door opens to Sigil. Osbornius provides the portal key, a scroll with a copy of "Osbornius' Group Planar Teleportation" inscribed on it, preferably to the mage of the party. He reminds the mage not to try to use the scroll. Teleportation into and out of Sigil is impossible. The only means of entrance and egress is via portals. (If, in the course of the adventure, the party mistakenly uses the wrong portal and ends up in the Abyss or one of the Nine Hells, or some other plane where teleportation magic is still functional, the scroll can be used to return them to Upper Osbornia.) Osbornius refuses under any condition to reveal how he managed to get the portal to recognize this unique key—a trade secret. However, Osbornius is an expert at teleportation, if nothing else, so his ability to work with the portal is not completely unreasonable.

Finally, Osbornius assures the party that the portal is a two-way portal. They can return via the same path, using the same key. He encourages them to remember where the portal is located in Sigil; otherwise they cannot return. He also encourages the party not to return until their mission is completed. Finally, before the party departs, Osbornius repeatedly impresses upon them that they are not to return with assassins in hot pursuit. Once opened, the portal stays open for 10 or 12 seconds, enough to allow the passage of all the members of the party and enemies trailing close behind. Osbornius wants no such enemies on his island.

Part 2. In Search of the Tiefling

Summary: In the city of Sigil, the party must locate the tiefling, Execrabilia, who can identify her kidnappers, the slaad and devil in pursuit of Osbornius. The party first receives a bad lead that directs them to the hive. After several wandering monster encounters, the party receives a clue that leads them to Execrabilia in the Lower Ward.

The party arrives in Sigil by stepping through the portal in possession of the portal key. They find themselves in an abandoned taxidermy workshop. The first thing the party notices is that the room reeks of chemicals diffusing from the open tubs of black liquids dispersed about the room. The portal itself

takes the form of a closet door. Opening the door, without the portal key leads only to a dark 5'x5' closet filled with broken glass and rat feces. The building itself is partially collapsed. Through the holes in the roof and walls, the acrid air, filled with black soot characteristic of the Lower Ward, is blown into the room. The party will want to don makeshift cloth gas masks to avoid a -1 constitution penalty (recovery after one week or application of *cure disease*) for the duration of their visit. The room also contains two or three partially completed projects, including an guardinal, an ursinal from Elysium. Any character can make a knowledge check (DC 15) to realize that this stuffed bearlike humanoid is indeed an ursinal, who serve as goodly scholars, philosophers and record-keepers of Elysium. The taxidermy of a good-natured, sentient being should provide a warning to the party that they are now in a city of mixed morals. Also in the room is a partially stuffed Mane, a demon in the form of an obscene, little, fat, deformed man. When demons are killed outside the Abyss, their bodies ordinarily vanish. The presence of a stuffed mane should alert the party (knowledge DC 10) that there is something very different about this place, compared to the lands they have known.

Once the party leaves the ruins of the taxidermist's lab, they enter the Lower Ward, in which they see an array of chimney spewing filth into the air. Based on the sulfurous stench of the foul emissions, some of these chimneys are directly connected to fires in Gehenna and other lower planes (knowledge DC 15). Through the smoke, the party will be able to discern that the city of Sigil is laid out on the interior of a torus. They will be able to other portions of the city far above them, lying along the perimeter of the smaller circle with a plane parallel to the main radius of the torus. The much larger dimension of the torus that extends along the angular dimension disappears in the dirty air.

In the Lower Ward, the party can seek out any number of small, filthy dives where information can be had for the price of a drink. What is known but is not easily revealed is that Execrabilia is a local of the Lower Ward in Sigil. Her capture and torture at the hands of two outsiders has not sat well with the other locals. They will protect her as best they see fit. The presence of new outsiders, asking questions about Execrabilia, will alarm them. Clearly, this party, new to Sigil, will be immediately identified as foreigners. Information will not be easily forthcoming, regardless of what the party says. Either a bartender and or a drunk will provide the party with a false lead (and a scribbled map) to a building in district known as the Hive.

Following these instructions will lead the party into the Hive, which has slightly cleaner air than the industrial Lower Ward, but in which the buildings are in a far worse state of decay. Not a single building appears to have escaped some degree of deterioration. Although the Harmonium does not routinely patrol the Hive, the party will not be mugged in the street. Their appearance is one of seasoned adventures, who would provide an unwelcome challenge to a common street thug. Thus the party can arrive at the dilapidated three story building that once served perhaps as a bakery with an apartment overhead.

When the party investigates they will enter the filthy, decrepit building. Ascending two flights of steps will lead them into a dark room, with curtains drawn, where they will be ambushed by a group of twelve cranium rats. The only outcome of this encounter is combat. This battle provides just a little martial action to get the blood pumping.

The reference describing cranium rats is in the Monstrous Supplement in the Planescape Campaign Setting Box, p. 8. Cranium rats are regular-sized rats, with the tops of their cranium removed, exposing their brains. For the purposes of this adventure, all cranium rats can be treated as minions (1 hp). However, they have a unique ability to absorb magical power. The number of rats killed by a spell is equal to its level on a hit, and either none or half that on a miss, depending on the text associated with the spell. Thus, a first level spell can kill at most 1 rat. A tenth level spell can kill 10 rats with a hit, and either five or zero on a miss, depending on the spell. Furthermore, the rats collectively can themselves cast wizard spells up to a level equal to the number of cranium rats minus 5. Thus 6 cranium rats can

collectively cast a first level wizard's spell (or at-will, encounter or daily power). Twelve cranium rats can cast up to a seventh level wizard spell. As rats are killed, their collective casting ability diminishes. Five or fewer rats have not assembled sufficient collective consciousness to cast spells. The cranium rats cast spells on the part from their hiding places in the garbage scattered around the room. After four rats have been killed, the remaining rats will flee. The rats have no treasure and don't make good eating, as they have survived on detritus and cockroaches.

Once the adventurers have dealt with the false lead, they can return to the original bar, where the informant of the bad information has now departed, or they can go to a new bar in either the Hive or the Lower Ward. Either way, once they buy a drink for a new drunk or tip a waitress handsomely, they can make a successful diplomacy check (DC 15) to get the current status of Execrabilia, namely that she has already been kidnapped and has apparently escaped. Rumor is that she was badly beaten and that there was more than one assassin. As to the nature of the assassins, "Rumor is one was a devil; an assassin contracted straight out of hell. The other was different-Limbo scum, I heard, which means either Slaad or Githzerai, no telling which is worse."

It will take considerably more skill to ascertain the whereabouts of the tiefling. No one will willingly give away her location, if they know it, which is unlikely. However, if the party continues to ask about her, word will quickly spread that a new group is in town, looking for her. If the party claims that they are looking to help her, then Execrabilia, disguised within her *Cloak of Lurking* will seek the party out.

In public, Execrabilia [[I.B. Execrabilia the Astral Prospector \(Tiefling\)](#)], without revealing her identity and claiming to be "a friend of the tiefling", will do her best to discover the intentions of the party. She arrives with a limp (perception DC 15 to notice). She has brought a Ring of Detect Lies with her and can determine with 95% accuracy which of the party's statements are lies. Once she is satisfied, she will lead them to a candlelit cellar beneath a warehouse, where further discussions can take place.

A perception check (DC 25) is required to note that the eyes of some patrons follow the party out of the bar.

In this location, dark and dank, Execrabilia pulls back her hood and reveals her battered and bruised face. The tales of her torture at the hands of Osbornius' pursuers are true. Execrabilia is furious with Osbornius for not revealing to her that he was being pursued. She transfers this fury to the party, as agents of Osbornius.

The DM should allow for a lengthy conversation to take place on into the night. Whatever questions the party has about Osbornius and Execrabilia's interaction can be relayed. Once she is satisfied that the party is here to help, Execrabilia is forthcoming about her role in finding the pocket universe. If the party admits that they didn't realize Upper Osbornia was in a pocket universe, Execrabilia gives a snide scoff and says, "You're not in Faerun anymore, Prime!" Here the party will realize that "prime" is a Sigil word for someone from the material plane and is generally not a compliment. A common synonym for primes is "the clueless". While Execrabilia is far more talkative than Osbornius, she knows less; of the leprechauns' role, she knows nothing.

Execrabilia can also inform the party that those who kidnapped and tortured her were a slaad and a devil. They clearly didn't want her. They wanted the location of Osbornius. They took her journal, which has the location of the pocket universe, though written in code. (Execrabilia doesn't know about the direct connection of the portal between the pocket universe and Sigil.) The slaad and devil are searching for her again because they need her to decipher the code.

Once the party has extracted what information they wanted to get from Execrabilia, the meeting will be rudely interrupted by the abrupt and violent arrival of the slaad and the devil.

A map of Sigil is provided in [Appendix II. Maps](#).

Part 3. Between a Slaad and a Devil

Summary: In Sigil, the party is ambushed by the slaad and devil, who themselves are searching for the tiefling to decipher the code in her journal. During the encounter, the devil escapes (or attempts to). Either way, the party is brought to the attention of the Leprechaun King.

There's not much to this portion of the adventure but a full on battle with slaad and devil. Already badly beaten, Execrabilia retreats away from the battle, though she will defend herself if the characters intentionally direct either enemy toward her. A detailed description of Amanida the red slaad is given in appendix [I.C. Amanida the Tracker \(Red Slaad\)](#). A detailed description of Yawa the assassin devil is given in appendix [I.D. Yawa the Assassin \(Devil\)](#). This should be a vigorous battle and the DM should increase the levels of the tracker and assassin if they don't obviously provide a genuine challenge to the party.

The slaad will leap into the midst of the party and fight to the death, attempting to infect everyone with slaad embryos. Once down to one quarter of its original hit points, the assassin devil will attempt to flee as it possesses a ring that serves as a portal key to the court of the Leprechaun King. The portal is located approximately 300 yards down the road from the ambush, then left down a narrow alley paved with a putrid slime (acrobatics DC 15 to keep from falling and sliding, no damage but stink is terrible), then over a wooden fence (acrobatics DC 10 to leap or athletic DC 12 to crash through) and into a pig pen, in which four pigs sleep in a muddy pit. The portal appears as a pig trough fabricated of corrugated tin (one must dive in wearing the ring) full of slop. Diving in without the ring is simply plunging into the slop. The pursuit of the assassin devil can be an opportunity for comedy. The devil also possesses a necklace that allows the Leprechaun King to observe the proceedings. Even if the assassin devil does not escape through the portal, the Leprechaun King is now aware that the party is involved and will find them shortly.

Importantly, during a vicious strike in the battle the assassin devil drops both Execrabilia's journal and loses the magical necklace. This loss should be pointed out by the DM. Execrabilia claims her journal. One of the party members can claim the expensive necklace. (This necklace is a magical link between the assassin devil and the leprechaun king as described in appendix [I.D. Yawa the Assassin \(Devil\)](#).)

Part 4. The Leprechaun King

Summary: The Leprechaun King, a demi-god among his own kind, is far beyond the capabilities of the party to dispatch. Once he demonstrates the uneven balance of power to the party's satisfaction, the Leprechaun King explains to the party that a secret has been stolen from him. He orders the party, under threat of eternal imprisonment, to lead him to the magician who stole the secret of the duplicating coins. Since the party knows the location of the portal to Osbornius' Pocket Universe and has the teleportation scroll (the necessary gate key), they can lead the Leprechaun King to Osbornius, if they so choose.

If the party is badly wounded by the battle with the slaad and the devil, the DM may wish to allow them to seek medical attention. Those infected with slaad embryos should have them immediately removed

with a *cure disease*. Execrabilia, now convinced that the party is at least somewhat concerned for her well-being, can lead the party to a healing temple for the indigent. There the party can receive treatment. Execrabilia's opinion of the party will increase if they make a substantial donation to the temple. In this case, Execrabilia will offer to hide the party in a safe house so that they can rest. They will awaken to the persistent tapping of the cane of the Leprechaun King.

Alternatively, if the party is not damaged much at all, the Leprechaun King can spring out of the pig trough, (clean as a whistle of course) onto a post of the pig pen and accost the party that same night.

In either case, the party must come face to face with the Leprechaun King. A detailed description of the Leprechaun King is given in appendix [I.E. The Leprechaun King](#). This level 30 foe cannot be overcome by the force of the party. Should the party be of a mind to attack the diminutive creature (he doesn't look too tough), he will first use *Tip of the Hat* to immobilize the party. Those that save versus immobilization are then subject to *Lucky Charm* followed by *You Shall Feel Me Cane*. This demonstration should prove sufficient to demonstrate to the party that they are utterly outmatched. Execrabilia, for her part, does not attack the leprechaun.

Once the foolishness of attacking the Leprechaun King is established, the diminutive monarch explains to the party that a secret has been stolen from him. As one accustomed to having his commands obeyed without question, he orders the party to lead him to the magician who stole the secret of the duplicating coins. If necessary, the Leprechaun King under threatens the party with eternal imprisonment, as had been the case for the previous possessor of the coins. If the party is unaware of the story of Hebeloma the sorceress, now is an opportunity for the Leprechaun King to reveal that she stole the magical secret from him and attempted to disguise the magic by splitting it into many coins. She was imprisoned in Faerie within a tree. (He neglects to mention that they released her when she shared all her knowledge of Osbornius' theft with the leprechauns.)

Since the party knows the location of the portal to Osbornius' Pocket Universe and has the teleportation scroll (the necessary gate key), they can lead the Leprechaun King to Osbornius, if they so choose. If they refuse to cooperate, Execrabilia indicates that she can lead the Leprechaun King to the pocket universe. However, if she is their guide, they must charter passage on a Githyanki astral ship. That is the only route to the pocket universe known to Execrabilia (who has reclaimed her journal), unless the party has shared the information that they have a direct portal. If they have shared such information, then Execrabilia offers that information to the Leprechaun King.

One way or the other, the Leprechaun King intends to visit Osbornius. He gives the party the choice of coming along willingly or being destroyed. Presuming that the party either agrees willingly or unwillingly surrenders to the Leprechaun King, he leads them out, saying, "Let's pay a visit to your friend, Osbornius."

(If the party never lets on that they possess a portal key, then the DM must improvise a week long astral journey on a Githyanki voice cruiser with the tiefling and the Leprechaun King. That unlikely situation is not described here. Google Githyanki void cruiser for a start. Githyanki are described in the [Monster Manual](#), 4th Ed. p. 128-129 and [The Planes Above: Sailing on the Astral Seas](#), 4th Ed. p. 142-149.)

If the party finds some clever way of eluding the Leprechaun King, the DM should reward their ingenuity by allowing the escape to succeed. However, the DM should make sure that the party has already picked up the fallen necklace from the assassin devil, which acts, more or less, like a tracking device, allowing the Leprechaun King to discreetly follow the party to Osbornius' pocket universe.

Part 5. The Pocket Universe of Osbornius

Summary: The party arrives back at the pleasure palace of Osbornius. By hook or crook, the Leprechaun King arrives. (The party either has knowingly or unknowingly led the king there.) The Leprechaun King harasses Osbornius until both the origin of his wealth and the current location of the magical coin are revealed. Here, Osbornius blames the party, who retrieved the original coin for him.

If the party arrives via portal (at location **P** in the Portal Hall, building **1**, on the map, titled *The Palace of Osbornius*, provided in [Appendix 2](#)), they find themselves trapped in the Portal Hall of the palace of Osbornius. The doors at the bottom of the spiral staircase are metal and require an athletic (DC 40) check to break off its hinges. If they arrive without the Leprechaun King, then shouting can summon Osbornius rather quickly. (He is keen on an update.) The necklace of the assassin devil will shortly (two or three rounds) bring the Leprechaun King to the palace. Beyond the door, the tunnel leads from point **A** in building **1** to point **A** in the construction yard, location **2**.

If the party arrives with the Leprechaun King, then the Leprechaun King dispatches the door of the cell with one carefree application of *The Pugilist*. If the party arrives by Githyanki ship, then they have to come ashore the island at the beach and hike up the forested slope to the palace.

In any event, the Leprechaun King and Osbornius come face to face somewhere within the incomplete palace with the party and presumably Execrabilia as audience. The construction workers at the site, though well paid, feel no allegiance to Osbornius who treats them with contempt. They will not interfere in the proceedings. On the contrary, they will continue their work making every attempt to ignore Osbornius' uninvited guests.

In the exchange, Osbornius is instantly terrified of the Leprechaun King. He needs no demonstration of power. He drops to his knees and confesses to the following information, only some of which are true:

- He was tricked by Hebeloma into taking the scroll with the location of the seven wondrously replicating elemental coins. She told him it would be okay.
- He was never going to find these coins, but these adventurers (gesturing at the party) twisted his arm and forced him to do so.
- He is a weak wizard, skilled only in teleportation. The party is responsible for reclaiming all of the coins.
- He hid the magical coins in the vault on the southern island, Lower Osbornia.
- Something has tampered with the coins while they sat in the vault. There's only one coin now and it has been turned black and it doesn't duplicate for him anymore.
- That's all he knows. He swears. He would never lie to a leprechaun. He has always loved leprechauns, even when he was a child.

After allowing the party sufficient opportunity to declare their innocence, the Leprechaun King demands that, since the party was instrumental in obtaining the coins the first time, the party must now travel to the vault and reclaim the magic coin again. The Leprechaun King resolves to wait patiently here at the palace with Osbornius. Execrabilia is too beat-up to travel and she is allowed to stay behind as well.

Thus the party must now embark on the final part of this adventure. They must travel to Lower Osbornia and reclaim the Leprechaun King's coin, in whatever form they find it.

Part 6. The Dilemma of Dolum the Forgotten



Summary: The party travels to Lower Osbornia, where the shadow coin lies. They must bargain with Dolum, the shadow mephit for the coin. Dolum wanted only that the coins be removed. He summoned something to remove the coins, but that creature has chosen to take up residence in the vaults. In order to retrieve the coin, the party must dispatch this beast. Once they have the coin, they can return it to the Leprechaun King who repays them each with a bag of shadow coins, which can be melted down and cast into armor or a weapon imbued with the powerful magicks of both shadows and leprechauns.

The body of water that separates the two islands of Upper and Lower Osbornia is a narrow channel, scarcely a mile wide, but extremely deep. The seas are rough. All travelers must make a save vs poison or succumb to the nausea of sea sickness. Depending upon the interests of the party and the DM, feel free to insert an attack or a threatening near attack by a leviathan or some such creature during the crossing. Typical aquatic wandering monsters include (roll d8 or choose a monster from an available reference)

- gelatinous cube (floating by, partially buoyant per an ice cube) (Monster Manual 4th Ed., p. 202)
- fleshtearer shark (Monster Manual 4th Ed., p. 182)
- sea kraken (Monster Manual 3 4th Ed., p. 122)
- baleen whale (Monster Manual 3rd Ed., p. 203)
- pod of 20 porpoises (Monster Manual 3rd Ed., p. 200)
- craud king, 2 craud crushers and 3 craud impalers (near shore) (Monster Manual 3 4th Ed., p. 36)
- drowned (Monster Manual 3 3rd Ed., p. 46)
- water elemental (Monster Manual 3 3rd Ed., p. 83)

Note: This module contains statistics for the 4th Ed. Where monsters from 3rd Ed. references are listed, simply multiply the hit points and damage by a factor between 2 and 3 to quickly convert to 4th Ed.

Once on Lower Osbornia, the party must trek through the rain forest to reach the ruins of the old castle. Either in the forest or once the party reaches the ruins, a wandering monster attack is not unreasonable. Presumably the attack comes from a non-sentient creature, simply combing the forest in search of food. Weakening the party at this point serves to increase the challenge presented in the vaults below. Wandering monsters typical of these forests include (roll d10 or choose a monster from an available reference)

- crushgrip constrictor (Monster Manual 4th Ed., p. 240)
- blood web spider swarm (Monster Manual 4th Ed., p. 246)
- spectral panther (Monster Manual 4th Ed., p. 213)
- feymire crocodile (Monster Manual 4th Ed., p. 45)
- dire tiger (Monster Manual 2 4th Ed., p. 199)
- silverback ape, 5 adult apes + children (Monster Manual 3 4th Ed., p. 10)

- ambush vine (Monster Manual 2 4th Ed., p. 204) & elysian thrush (lures party into ambush) (Planar Handbook 3rd Ed. p. 118)
- murklord frog (Monster Manual 3 4th Ed., p. 91)
- orcwort tree and 1d10+10 pods (Monster Manual 2 3rd Ed., p. 165)
- fetid fungus (Monster Manual 5 3rd Ed., p. 56)

Eventually, the party descends into the dungeons beneath the castle ruins. A map of these ruins, titled *The Shadow Vaults on Lower Osbornia*, is provided in [Appendix 2](#).

The party enters the vaults at location **E** on the map. This is not a constructed entrance, but rather a place in the ruins where the earth has given way and a hole leads down into the vaults.

In location **1** on the map, the party finds a maze of small chambers. This maze serves to block all light from the hole from reaching the long central corridor that leads from this section to the east (right). The central corridor is utterly dark. PCs must provide their own light source.

In Location **2** on the map, the party encounters, Dolum the Shadow Mephit. A detailed description of Dolum is given in appendix [I.F. Dolum the Forgotten \(Shadow Mephit\)](#). Dolum is a somewhat pitiful creature. He poses no threat to the party. He will admit to having lived in the shadows of these vaults for time out of mind. He admits that he listened to the reverberations in the stone and the hum of the air in the stony chambers. He adores the echo of water dripping from the stalactites. He is outraged that the idiot magician started filling up the vaults with useless metal coins, which have totally ruined the acoustics of the vaults. "I loved those echoes," weeps the mephit. "I just wanted someone to take the coins away. He said he would take the coins away! But he decided just to fall asleep on top of them!" Caught up in sobs, Dolum will say no more. If attacked, he will flee, disappearing into shadow.

There are four hemispherical tubs full of a black liquid in this room. This liquid is *shadow ink*. Dolum enjoys listening to the echoes in the room as they reflect off the surface of the pools. The tubs are five feet in diameter and two and a half feet deep in the center. Immersion in the pool provides an individual with either (flip a coin) shadow stealth (+5 stealth checks) or shadow dance (+2 Reflex and AC) lasting d4 hours. Drinking a cup of the *shadow ink* provides darkvision and renders a character completely blind in sunlight for d4 hours. On a roll of 1 on a d6, the imbiber also immediately experiences severe cramps and diarrhea lasting one turn.

Dolum, a shadow mephit, wanted the coins removed. He recalled that dragons are reported to love coins, in fact to covet shiny hoards of all sorts. So, Dolum naturally contacted a shadow dragon and offered him these coins, free of charge. All Dolum asked was that the dragon take the coins with him back to its lair. However, the shadow dragon, found the dark vaults under Lower Osbornia much to his liking and chose to simply position himself atop the hoard where he found it, there to stay for who knows how long.

In Location **3** on the map, the party encounters an empty vault. This room also contains four hemispherical tubs full of a *shadow ink*, analogous to those found in location **2**. If the DM is feeling ornery, a trap of some kind can be placed here.

Location **4** is a vault containing about four million gp in various elemental coins.

In Location **5**, the party encounters, Ysbryd the Shadow Dragon. A detailed description of this dragon is given in appendix [I.G. Ysbryd of the Umbra \(Shadow Dragon\)](#). The shadow elemental coin is located in the pile upon which the dragon sits. It can be identified by a *detect magic* spell. It is the only magical coin. Alternatively, Dolum can identify it for them. The dragon too can detect that one coin in the hoard is magical, though he will not identify which coin it is to the party. The party can attempt to obtain the



Ysbryd, the shadow dragon

coin by whatever means they choose—stealth, guile or force. The dragon will not willingly give up even a single coin in its hoard; such is the greed of dragon-kind. If the coin is won from the dragon in a contest of some sort; even then the dragon is likely to break his word and attack the party, rather than surrender the coin.

Should battle commence, when reduced to one quarter of its hit points, Ysbryd will flee, disappearing into the shadows of the dungeon. If the party attempts to follow him, they will find that the dragon disappeared through an impossibly thin crack in the rock that eventually leads to a deeper network of caves. It is impossible for the party to follow. Thus the party is unlikely to slay the dragon. Still, forcing the sorely damaged dragon to flee is sufficient to claim all of the requisite experience. This room contains about eight million gp in various elemental coins.

In Location **6**, stairs lead deeper underground. This is the direction that Ysbryd will flee, if he is so able.

Adventure Conclusion

The Fate of the Coins, of Osbornius and of the Pocket Universe

Once the party has the coin, they must return through the forest, across the channel, and back to the palace under construction on upper Osbornia, where the Leprechaun King waits with Osbornius and Execrabilia.

The most likely outcome is that the Leprechaun King leaves this adventure with the magical, replicating coin. Each member of the party receives as a reward, a large sack of shadow coins from the leprechaun. These coins can be used to forge any number of metallic shadow-based armor or magical weapons. The party may also be able to reclaim some of the non-magical coins in the vault on Lower Osbornia, if they managed to defeat or drive off the shadow dragon. If they can manage to get this wealth back to the portal, they can cart it via wheelbarrow into Sigil, where they can redeem it for goods of far more value to multiplanar adventurers.

If all turns out to the satisfaction of the Leprechaun King, he offers Osbornius a job. The king has need of a mage skilled in teleportation in his court. He insists that it is an offer too good to refuse, a hint that Osbornius clearly understands. The Leprechaun King orders Osbornius to send home all of the laborers involved in the construction of the palace and to cancel all future work. He has a different suite reserved for Osbornius at the Leprechaun court.

Also, although this is a detail, if one of the PCs is in possession of the magical necklace that fell from the assassin devil, the Leprechaun King asks them to return it before departing. This necklace is tied to him and he will likely have need of it again.

As for the pocket universe, the party likely still possesses a portal key connecting it to Sigil. It is certainly possible that they may end up using this pocket universe as a personal retreat in future adventures.

Experience Points

The monsters in this module all have assigned a proper amount of experience points. That said, many players and dungeon masters feel better about a module that results in each character increasing a level. I unreservedly encourage such DMs or DMs of campaigns with such characters to increase the experience points awarded so that all characters go up one level upon completion of this adventure. Whatever additional experience required to make this happen can be dubbed “Quest Experience Points”. It does not have to be distributed uniformly across all members of the party as some may need more experience than others to go up one level.



the eight elemental coins

A Bridge to the Alignment Coins

The same Kickstarter campaign from the Rare Elements team that resulted in the production of the shadow elemental coin (successfully funded in May, 2014) also resulted in a set of ten excellent coins corresponding to the nine alignments (LG, LN, LE, NG, N, NE, CG, CN, CE) and an “alignment rune” coin. The Poison Pie Publishing House has plans to release a subsequent role-playing module that allows the party to travel to nine different planes in the Planescape cosmology (each with an alignment corresponding to one of these coins) in order to collect these new coins. This forthcoming module is tentatively titled “Numismatists of the Great Wheel” and begins with the party in Sigil. Thus, this current adventure has served to connect the original “The Seven Wondrously Replicating Elemental Coins” module, in which the elemental coins were introduced, to the “Numismatists of the Great Wheel”, in which the alignment coins will appear.



the ten alignment coins

Appendix I. Non-Player Character Histories and Statistics

In this appendix, character statistics are provided. They correspond to Fourth Edition Dungeons and Dragons. The details will have to be ported to other systems, but the characteristics required for role-playing are system independent.

I.A. Osbornius the Wizard (Human)

Osbornius is a human wizard. As detailed in the original module, Osbornius is exceptionally talented in the area of teleportation spells. Importantly, he developed the ability to simultaneously cast Group Teleportation and Planar Teleportation, aka Osbornius' Planar Group Teleportation. Teleportation spells cast by Osbornius succeed 99.9% of the time. (Roll a d00. If 00, roll a d10. If 0, spell deposits party 1d10 miles from intended location. In all other areas of magic, Osbornius is inept and any such spell has a 50% chance of back-firing, usually in an annoying but comical way.

Although incredibly wealthy, Osbornius is greedy and will haggle over compensation for the party. Osbornius is also desperate and will eventually agree to the party's terms so long as he is able and it does not involve him losing his magical coins. Osbornius' statistics are provided below (unchanged from the original module).

Osbornius the Wizard				Level 10 Controller			
Medium natural humanoid				XP 1000			
Initiative	+5	Speed	5	Senses	Perception +3;		
HP	63	AC	19	Fortitude	14	Reflex	17
Immune	-	Resist	+5 save vs teleport	Vulnerable	-		
Dagger of Bleeding (standard; at-will) Weapon							
+11 vs AC; 1d6+5 dam and 3 HP/turn on-going bleed damage until a healing surge is successfully spent.							
Teleportation (standard; at-will)							
Osbornius can at-will teleport himself, 1 enemy or ally (up to medium), or 1 item up to 10 spaces.							
Extended Teleportation (standard; encounter)							
Osbornius can at-will teleport himself, 1 enemy or ally (up to medium), or 1 item an arbitrary distance.							
Planar Teleportation (standard; twice daily)							
Osbornius can at-will teleport himself, 1 enemy or ally (up to medium), or 1 item to another plane.							
Group Teleportation (standard; daily)							
Osbornius can at-will teleport everyone within 3x3 square within 10 squares of Osbornius (it need not include Osbornius) an arbitrary distance.							
Alignment Chaotic Neutral				Languages Common			
Skills Insight +1							
Str	9	(+4)	Dex	11	(+5)	Wis	12
Con	10	(+4)	Int	16	(+7)	Cha	8
Equipment dagger of bleeding; ring of protection +3; "Spellbook of Teleportations Great and Small"							

Treasure: Of the three magical items listed in his equipment, the dagger of bleeding cannot be used by a character of good alignment. All of the spells in his spell book contain errors except those dealing with teleportation. They can be learned. "Osbornius' Planar Group Teleportation" can only be learned as a ritual and is not to be memorized. Osbornius has a singular talent in that regard.

I.B. Execrabilia the Astral Prospector (Tiefling)

Tieflings are humans with a mixed heritage. Somewhere in their family tree, one of their ancestors made what most of us would consider a poor decision, which resulted in the introduction of devilish blood into the family line. Perhaps, that ancestor was down on her luck, or had reached the end of her wits. Suffering from poverty and illness, her prayers to the powers of good went unheeded, or so it seemed to her. Perhaps she recognized the error of her ways before she sealed the infernal pact. Perhaps, her children were starving and the power from Hell offered her succor in exchange for the use of her womb for nine months. We can construct many sympathetic situations for the origin of tieflings. We need not simply assume that the mixture of man and devil was the result of a power-hungry mortal, who cared nothing for the long-term consequences of his deal with the devil.

Such a point of view is useful when considering Execrabilia. The manifestations of her heritage were clear in the horns on her head and the barbed tail. Still, she herself had not made the deal; she merely represented a manifestation of the repercussions. All of us possess traits inherited from our forebearers. As many of these traits are vices as they are virtues. Some of the traits directly reflect the poor choices of our parents; we need think no further than the abnormal physical development of children due to fetal alcohol syndrome. In short, we can excuse Execrabilia for the shortcomings of her person and this understanding is well earned in her case for she largely forsook her infernal heritage and lived the kind of life most of live—doing the best one can, trying to get by, valuing one's friends, taking advantage of opportunities when they arise.

This is not to say that Execrabilia was a saint. The life of an astral prospector, sailing the seas onboard a ship with Githyanki crew, admittedly an evil race, is not for the faint of heart. Execrabilia is therefore tough as nails and more than capable of taking care of herself, whether it be in a tavern brawl, a back alley fight, or holding her own on the deck of an astral pirate ship. She wields a poison sword without regret, for she trusts in her own moral compass and knows well that those whom meet their end by this sword have earned such a fate through their own actions.

As far as she knows, Execrabilia is a native of Sigil. At least, she has lived there as long as she remembers. That port is a home where Execrabilia maintains both an extensive network of low-level business associates as well as a social support system of acquaintances if not friends. She is recognized by both as fair and reliable, so when she escapes, bloodied and beaten, from the captivity of Amanida and Yawa there is a local community that is willing to hide her from pursuit.

However, there are also rumors that Execrabilia has come into an enormous fortune (her finder's fee for Osbornius' private pocket universe). One can't blame those that help her of imagining that their good will may yet meet with some measure of largesse. Similarly, one can't ignore the possibility that wagging tongues in Sigil will aid the slaad and devil in her recovery, hoping for a piece, if not of this same pie, then of another.

In appearance, Execrabilia appears as a young, tough but beautiful woman. Rather than diminish her beauty, the horns and tails provide an exotic touch that is, after all, not all that uncommon in Sigil, where all races, good and evil, lawful and chaotic, may be routinely found. The life of an astral prospector is an active life and Execrabilia is fit and athletic. She wears her long black hair tucked behind her horns. She has no time for the pleasantries of finer women and uses no make-up nor wears any dresses. She is found in the dusty trousers, leather jerkin and boots of her trade. Her penetrating gaze is part of her overall expression and reveals her close observation, scrutinizing both her surroundings and its occupants, so that she is seldom taken by surprise.

Execrabilia's statistics are provided below. Her preferred approach to encounters is to rely on her relatively high charisma, diplomacy skills and beauty to talk her way out of the situation. If that first line of defense fails, she will either choose to fight or flee based on the strength of the opposition. If she is clearly outmatched or even evenly matched, she may choose to flee. She knows all of the back roads and short cuts of Sigil and can easily lose her pursuit. If she is forced to fight, she immediately teleports to a position of combat advantage using her *cloak of lurking*, summons her *infernal wrath* and strikes with the poisoned short sword. For this tiefling, the adage, "in for a penny, in for a pound", describes her approach to combat.

Execrabilia the Astral Prospector (Tiefling)						Level 10 Lurker	
Medium natural humanoid						XP 600	
Initiative	+12	Speed	6	Senses	Perception +5; low light vision		
HP	82	AC	23	Fortitude	20	Reflex	21
Immune	-	Resist	12 fire	Vulnerable	-		
Poisoned Short Sword (standard; at-will) Weapon, Poison							
+15 vs AC; 1d6+7 dam secondary attack, +10 vs For; ongoing 5 poison damage (save ends).							
Cloak of Lurking (move recharge 6) Teleportation							
Teleport up to five squares and become invisible until end of next turn							
Infernal Wrath (minor; encounter)							
+1 power bonus to next attack against enemy that already hit it, +3 damage							
Alignment	Chaotic Neutral			Languages	Common, Supernal		
Skills	Bluff +13, Stealth +15, Diplomacy +13						
Str	13	(+4)	Dex	20	(+8)	Wis	14
Con	16	(+4)	Int	13	(+4)	Cha	16
Equipment	poisoned short sword, cloak of lurking, gate key to the nine hells, spell key to the nine hells, journal containing various information about locations of portals, gate keys, spell keys, written in code						
Source:	Tiefling Darkblade, Monster Manual 4 th Ed., p. 250, increased 3 levels						

Treasure: The possession of Execrabilia of most value is the knowledge in her journal, which contains information regarding location of portals to many gate cities of the Outlands and other planes. It also contains information regarding the form of the gate keys and their respective calendars of operation if they are not continually present. Finally, there are some observations on spell keys in various planes. This information is all written in a personal code. The easiest way to acquire some of this information is to befriend Execrabilia. Taking it by force, as Amanida and Yawa did, requires a scholar (intelligence 18 or higher, trained in religion, planar arcana and history) six months of dedicated decoding work to break the code.

I.C. Amanida the Tracker (Red Slaad)

Exploring the psychology of a slaad is an unpopular profession for two reasons. First, slaadi are notoriously unstable and the sort of provocation that accompanies thorough psychiatric evaluation has resulted in the death of more than one doctor. Second, slaadi are not known for their imaginations and thus any in-depth interrogation of their minds is, pardon the pun, invariably mind-numbing. If one tries to interpret the dreams of a slaad, one finds that the only dream that any slaad will reveal involves an orgy of killing in which all of the victims have a slaad embryo implanted in them. The dream ends with an explosion of tadpoles from the corpses. No, there is not much to be gained from providing a personal history of Amanida, a red (or blood) slaad. Still, it is useful to provide some background regarding how she came to be partnered with a devil in the employ of the Leprechaun King.

Limbo, the home plane of the slaadi, attracts a variety of pilgrims and petitioners. The ambiguous and highly malleable state of Limbo appeals to those who have grown tired of endless predictability. Limbo has a special appeal for anarchists, those with the ability to reshape the nebulous soup of Limbo into mini-domains. As it turns out, the Leprechaun King has some modest ability as an anarchist. He therefore periodically vacations in Limbo, where he creates a pavilion in fields of clover surrounded by peat bogs and imagines whatever Leprechaun Kings imagine when they are on vacation. Certainly, he hasn't shared the nature of these thoughts with commoners, such as the author.

When a traveler in Limbo happens to invade his realm, temporarily though it is, the Leprechaun King considers it trespassing, and prosecutes violators to the fullest extent of the law, which in this case, since the Leprechaun King *is* the law of this realm, boils down to whatever he feels like on the spur of the moment.

Therefore when Amanida stumbled into a peat bog, pulled herself out, then trampled clover and ransacked a hive of honey from the royal apiary that the Leprechaun King had imagined and intended to accompany his breakfast, the slaad found herself forcibly hauled by a garrison of leprechauns before the king, where she was sentenced to death by a multitude of bee stings. Any who have encountered slaadi know that they adhere to the adage of "might makes right" and do not question this philosophy regardless of whether they are the superior or inferior force in the situation. In this case, Amanida accepted that she was clearly outmatched. However, it turns out that even the gigantic honey bees of the Leprechaun King were unable to penetrate her thick slaad hide, so after an hour or so of eliciting nothing but ticklish giggles from Amanida, the Leprechaun King gave up.

"What are you good for?" the king demanded.

"I've a nose for finding things," answered Amanida, as the giggles subsided.

"Like a bloodhound?"

"Like a blood slaad."

"Is that the same thing?" asked the king, suspiciously.

"It's what I am," answered Amanida.

Thus Amanida entered the service of the Leprechaun King. He gave her free rein to implant embryos in whomever she passed along the way, so long as it wasn't a leprechaun and it didn't interfere with her business. She has proven herself very useful to the Leprechaun King over the years in tracking down

extraplanar fugitives. As to the nature of the job satisfaction that Amanida obtains from this role, this remains unclear. As noted above, one should exercise a great deal of caution when investigating the motivations and psyche of a slaad. With this in mind, we ask for understanding from the reader in our admittedly incomplete description of the deeper motivations of this particular red slaad.

Slaadi are intelligent (enough) to understand that reckless violence is not permitted by the Lady of Pain in Sigil. Therefore, while in Sigil, Amanida holds her natural impulses in check. However, should combat break out, the slaad will embrace it headlong, leaping into the middle of the fray, biting, clawing and croaking with abandon.

Amanida the Tracker (Red Slaad)				Level 15 Soldier			
Large elemental humanoid				XP 1,200			
Initiative	+13	Speed	8	Senses	Perception +8; low light vision		
HP	146	AC	29	Fortitude	28	Reflex	29
Immune	-	Resist	Chaos phage	Vulnerable	-		
Bite	(standard; at-will)						
Reach 2, +21 vs AC; 2d8+6 damage							
Claw	(standard; at-will) Disease						
Reach 2; +21 vs AC; 1d6+3 damage and the slaad makes a secondary attack: +19 vs Fort; contract chaos phage							
Chaos Phase	Level 16 Disease						
A slaad embryo is implanted, -2 to Will, once bloodied, madness occurs and attacks nearest creature, upon death a slaad tadpole burrows from its skull—Endurance check stable DC 26, Improve DC 31							
Four stages: Cured <> Infected <> Bad <> Dead,							
Leaping Pounce	(standard; recharge 5, 6)						
Slaad shifts 4 and makes 2 claw attacks; hit targets are marked							
Horrid Croak	(standard; encounter) Fear						
Close blast 5; +19 vs Fortitude; target is immobilized until end of next turn							
Alignment	Chaotic Neutral			Languages	Common, Primordial, Slaad		
Skills	Athletics +15; Stealth +16						
Str	17	(+10)	Dex	19	(+11)	Wis	12 (+8)
Con	18	(+10)	Int	11	(+7)	Cha	15 (+9)
Equipment	-						
Source:	Red Slaad, Monster Manual 4th Ed., p. 238						

Treasure: This slaad possess no treasure. It is possible to create a *chaos cloak* as appears in the treasure trove of the red dragon in Delve #6: The Volcanic Lair of the Fire Dragon of the original module, if the creature is promptly and properly skinned and the hide is brought to a taxidermist with arcane knowledge in such processes.

I.D. Yawa the Assassin (Devil)

Yawa the assassin manifests the two principal traits of all devils, namely it is evil, reveling in the downfall and misery of others, and it is lawful, bound by its nature to obey the contracts which regulate its existence. It is the latter characteristic of its unyielding adherence to contracts, which makes devils so appealing to sorcerers who summon them to complete a task or to provide information. Of course, the former characteristic, namely their inherently evil nature, ensures that the summoner will be killed, and killed in an excruciatingly agonizing manner if at all possible, should the terms of the contract not be flawlessly constructed.

The attorneys in the employ of the Leprechaun King meticulously crafted the terms of the contract that bind Yawa to the service of the Leprechaun King for one hundred years. Even royalty of leprechauns have need, from time to time, of the removal of a problem that refuses to quietly go away. In these cases, the presence of an assassin devil, a creature with no conscience, both mentally and physically developed for the lethal trade it plies, can come in handy. Deep into this century of service, Yawa receives the instructions of the Leprechaun King and completes them without question. It periodically embellishes the instructions with gratuitous violence in order to satisfy its own evil nature. Beyond this propensity for unnecessary violence, the devil utterly lacks imagination. The devil treats its comrade, Amanida, with contempt, although it recognizes that the slaad is useful in tracking down their quarry. The devil treats its employer, the Leprechaun King, with grudging respect.

The appearance of the assassin devil is provided in the source from which it is taken. It is a medium-sized humanoid, not all that different from a tiefling, though slightly less human and more diabolic. It is clothed in black. Upon even cursory inspection, its cloak and sword betray their insubstantial nature. Their darkness interacts too evenly with the air, as if they have no mass at all and thus experience no friction in their movements.

In contrast to the reckless approach of its slaad companion, the assassin devil prefers stealth and one-on-one combat in which it can create combat advantage, particularly through the use of darkness, when applicable.

Yawa the Assassin (Devil)					Level 16 Lurker				
Medium immortal humanoid (devil)					XP 6,000				
Initiative	+25	Speed	12	Senses	Perception +23; darkvision				
HP	120	AC	30	Fortitude	26	Reflex	30	Will	28
Immune	-	Resist	25 Fire	Vulnerable	-				
Shadow Sword		(standard; at-will)			Weapon, Necrotic				
+19 vs Fort; 3d6 necrotic dam and ongoing 5 damage (save ends)									
Shadow Net		(standard; recharge with Shadow Cloak)			Necrotic				
Area burst 2 within 10; +18 vs Reflex; target is restrained, weakened and ongoing necrotic dam (save ends all)									
Dangerous Shadows		(standard; encounter)							
Shadow sword attack deals 4d6 extra necrotic damage against any target granting combat advantage									
Shadow Cloak		(standard; recharge when Shadow Net ends)			Illusion				
Devil is invisible until it attacks									
Alignment	Lawful Evil			Languages	Common, Supernal				
Skills	Stealth +27								
Str	21	(+17)	Dex	28	(+21)	Wis	25	(+19)	
Con	17	(+15)	Int	17	(+15)	Cha	13	(+13)	
Equipment	shadow sword, shadow cloak dissipate upon death or separation from devil								
Source:	Assassin Devil, Monster Manual 2 4th Ed., p. 64, decreased 8 levels								

Treasure: The assassin devil typically carries no treasure. This particular devil possessed two pieces of fine jewelry, both of which are magically enhanced. The first is a chain necklace bearing a large green jewel (jade) which magically reveals the location of the assassin devil to the Leprechaun King and through which the king can observe the nature of the location from afar. It is through this device that the Leprechaun King knows of the location of the party. The second piece of jewelry is a large silver ring set with four matching green stones that serves as a portal key for the assassin devil to travel from Sigil to the court of the Leprechaun King if it is threatened with destruction. The portal appears as a pig trough (one must dive in wearing the ring) full of slop, located in a pig pen in the Hive. The assassin devil knows no cowardice and would, given its choice, likely fight to the end, regardless of the odds, but the devil is contractually bound to retreat and provide information to the Leprechaun King regarding the nature of the assault and the identity of its combatants, in the event that they prove of note to the diminutive monarch. The jewelry is valuable, worth 25,000 gp each. However, the devil will not part with it. If the devil is slain, the Leprechaun King will send a powerful phalanx of soldiers to reclaim the jewelry.

I.E. The Leprechaun King

Human understanding of the distinctions between the denizens of Faerie who occupy the Seelie Court and the Unseelie Court are incredibly crude and largely mistaken. Because humans have long considered themselves to be the center of the multiverse, they have ascribed to the belief that the distinction between the two courts lies solely on the relationship between faeries and humans, namely that members of the Seelie Court view humans favorably, enjoying peaceful, though distant, relations, while members of the Unseelie Court view humans with distrust and hostility, which they believe (perhaps rightly so) to be well earned. In fact, nothing could be further from the truth. Humans are not so crucial to the functioning of the multiverse that all species order themselves according to human perception. The origin of the Seelie and Unseelie Courts lies in a natural conflict that far predates the arrival of humans. That one side is generally predisposed toward a kindly disposition with respect to humans is only a fortunate but inconsequential result of this earlier conflict.

Nothing makes the ambiguity more apparent than the fact that many residents of Faerie who are ostensibly aligned with the Seelie Court—eladrin, satyrs, pixies, dryads to name a few—view humans with a great deal of ambivalence. Even more uncertain are the views of leprechauns, who some scholars argue may even ally themselves with the darker members of the Unseelie Court. The leprechauns, in their wisdom, have chosen to perpetuate this uncertainty, refusing upon all occasions to provide humans with a definitive declaration of their alliances.

To be sure, leprechauns are not wholly committed to causes aimed at increasing human well-being. One should not hold this fact against them. In truth, the same could be said of many humans! Like many humans, leprechauns value individual freedom over communal well-being, but, if threatened with extinction by an external foe, will band tightly together irrespective of their internal differences. Another trait shared between humans and leprechauns is their inordinate love of money, even in excess of that with which they might have any practical use. Thus, we hear legends of cauldrons filled with golden coins located in the midst of sylvan woods where the only inhabitants are animals who have absolutely no need of the currency and where, even if animals did see fit to adorn themselves with precious silks and expensive gems, no such merchants exist to fulfill this commercial demand. It short, despite the differences in such abstruse matters as philosophy and religion, leprechauns readily embrace many of the same follies that humans do.

Like any good monarch, the Leprechaun King embodies all the characteristics, high and low, of his subjects. Despite his undeniable power and authority, he can be capricious and whimsical. He can be merciless in sentencing one convict to a cruel punishment while freeing another based on nothing more than the pleasant sensation that moved across his skin when he watched her hair shifted by the breeze. From one day to another he forgets the whimsy that governed his past actions and neither understands nor appreciates those who confront him with what they would argue are inconsistent, even unfair, judgments.

Relevant to this adventure, the Leprechaun King takes his charge of maintaining the secrecy of his people's magic very seriously. He sees no problem with becoming personally involved in making sure the secret of leprechaun alchemy remains known only to leprechauns. Besides, it's been a long time since he's traveled to a pocket universe, or even Sigil for that matter, and who knows what manner of pleasant surprises he might encounter?

In appearance, the leprechaun appears as any other leprechaun, standing about three feet tall, slightly rotund, red-cheeked with a well-trimmed beard. He speaks with an Irish accent as do all good leprechauns.

In the statistics below, the Leprechaun King is identified as a demi-god. He is to be considered too powerful to be killed, especially by the likes of a party of four to six adventurers, each roughly tenth level. In the highly improbable event that through some ingenious ploy, the party were able to reduce the Leprechaun King to 0 hit points, he would disappear and reappear in his court in a matter of days, his corporeal form temporarily but not irrevocably destroyed. In this module, this is a most unlikely event.

The Leprechaun King (Demi-god)				Level 30 Controller					
Small immortal humanoid, (faerie)				XP 1,200,000					
Initiative	+40	Speed	10	Senses	Perception +20; darkvision				
HP	516	AC	38	Fortitude	31	Reflex	38	Will	34
Immune	Magic below lvl 11, charm, hold, fear, etc.				Resist	20 Psychic, 15 Necro			
The Pugilist	(standard; at-will)								
+30 vs Ref; The Leprechaun King unleashes a devastating flurry of 2d4 blows, each doing 3d8+10 damage									
You Shall Feel Me Cane	(standard; at-will) Weapon								
+30 vs AC; 4d10+10 damage and opponent is knocked prone;									
Tip of the Cap	(standard; encounter)								
Area Burst 10; The Leprechaun King tips his cap, releasing a sparkling cloud of mist that immobilizes all within for 3d4 turns. (Initial save only ends.)									
Lucky Charm	(minor; encounter)								
Area Burst 12; The Leprechaun King juggles a charm around his neck that reduces all to hit rolls of enemies by 3 and all damage rolls by 2; and increases all to hit rolls of allies by 3 and damage rolls by 2									
Royal Guard	(standard; daily) Summoning								
The Leprechaun King summons 2d8 10 th level Leprechaun warriors to his aid, or 1d4 20 th level Leprechaun warriors.									
Return to Court	(immediate action; daily) Teleport								
The Leprechaun King can instantly teleport (across planes) back to his court. He can bring any one creature within five squares of him with him. (No save.)									
Alignment	Chaotic Neutral			Languages	Common, Elven, Supernal, Faerie				
Skills	Diplomacy +20; Bluff +20; Intimidate +20; Perception +20; Acrobatics +20;								
Str	21	(+16)	Dex	26	(+21)	Wis	17	(+10)	
Con	19	(+12)	Int	18	(+11)	Cha	25	(+19)	
Equipment	The cane, the cap and the lucky charm all maintain their properties in the absence of the Leprechaun King. He will not willingly give up any of these items. He will abandon them if his life were to depend upon it.								

I.F. Dolum the Forgotten (Shadow Mephit)

Social creatures who have lived alone for a long time, who have forgotten the comforts of communal living, unknowingly substitute other voices for those of their absent companions. In some cases, this voice takes the form of a second personality within their own mind. Other individuals draw forth the voices of the animals, trees or even inanimate objects around them. Most folks accept that the inanimate speak, on some level, though the living are usually too impatient to stand still long enough to listen to that voice. In solitude, one learns patience and the voices of stone, darkness and stagnant water eventually reach one's ears.

Dolum the Forgotten, a shadow mephit, has lived in isolation from his kind for time out of mind. In the churning interface between the Astral Sea and the Far Realm, pocket universes collide. Demi-planes of shadow crash into other bubbles, momentarily overlapping. The probability of transfer of material and energy between planes is heightened during such collisions. Perhaps, just such a cosmic event is responsible for how Dolum came to be forgotten.

Regardless, Dolum sought out a place of shadows, deep in the subterranean dungeons between the ruined remains of an abandoned castle, a locale in which any shadow mephit might find comfort. Here, he listens to the low frequency reverberations almost imperceptibly trembling through the rock around him and he is not unhappy. However, he does not appreciate the disturbance of these voices caused by Osbornius' maniacal generation of coins in the vaults, which long ago Dolum considered to be his own. The echoes are blunted by soft metal. The chink of new coins sliding down mounds of coins as they magically appear upsets the ear of Dolum.

Dolum the Forgotten (Shadow Mephit)										Level 3 Soldier	
Medium elemental humanoid (negative)										XP 200 each	
Initiative	+5	Speed	4 (fly 7)	Senses	Perception +6						
HP	40	AC	18	Fortitude	15	Reflex	16	Will	15		
Immune	-	Resist	10 necrotic			Vulnerable	radiant +5				
Shadow Claw	(standard; at-will) Necrotic										
+15 vs AC; 1d6+3 necrotic damage;											
Shadow Ball	(standard; at-will) Necrotic										
Ranged 4; +10 vs AC; 1d8+3 dam + target is blinded for 2 turns (no save).											
Dying Burst	(immediate) Necrotic										
Burst 2; When reduced to 0 HP, the shadow mephit disappears in a flash of darkness. 1d12 + 7 necrotic damage											
Alignment	Unaligned			Languages	Common, Primordial						
Skills	Acrobatics +10; Thievery +10; Stealth +10										
Str	16	(+3)	Dex	18	(+4)	Wis	11	(+1)			
Con	16	(+3)	Int	6	(-2)	Cha	11	(+1)			
Origin	Smoke Mephit (D&D 2 nd Ed, Monstrous Compendium Fiend Folio Appendix) modified to 4 th Ed., modified again from smoke to shadow										

Treasure: The shadow mephit has no material treasure. It has learned various secrets of the pocket universe from listening to the voices of the inanimate, especially regarding the nature of the demise of the castle and its occupants. However, it is unlikely (diplomacy check, DC 35) that the characters can reason with the creature and engage him at a comfort level in which he is willing to share this wealth of information. As for the mountains of coins generated by Osbornius and now occupying the vaults, Dolum is eager for the party to carry it away. There are roughly twelve million gp worth of coins, weighing approximately 300,000 pounds.

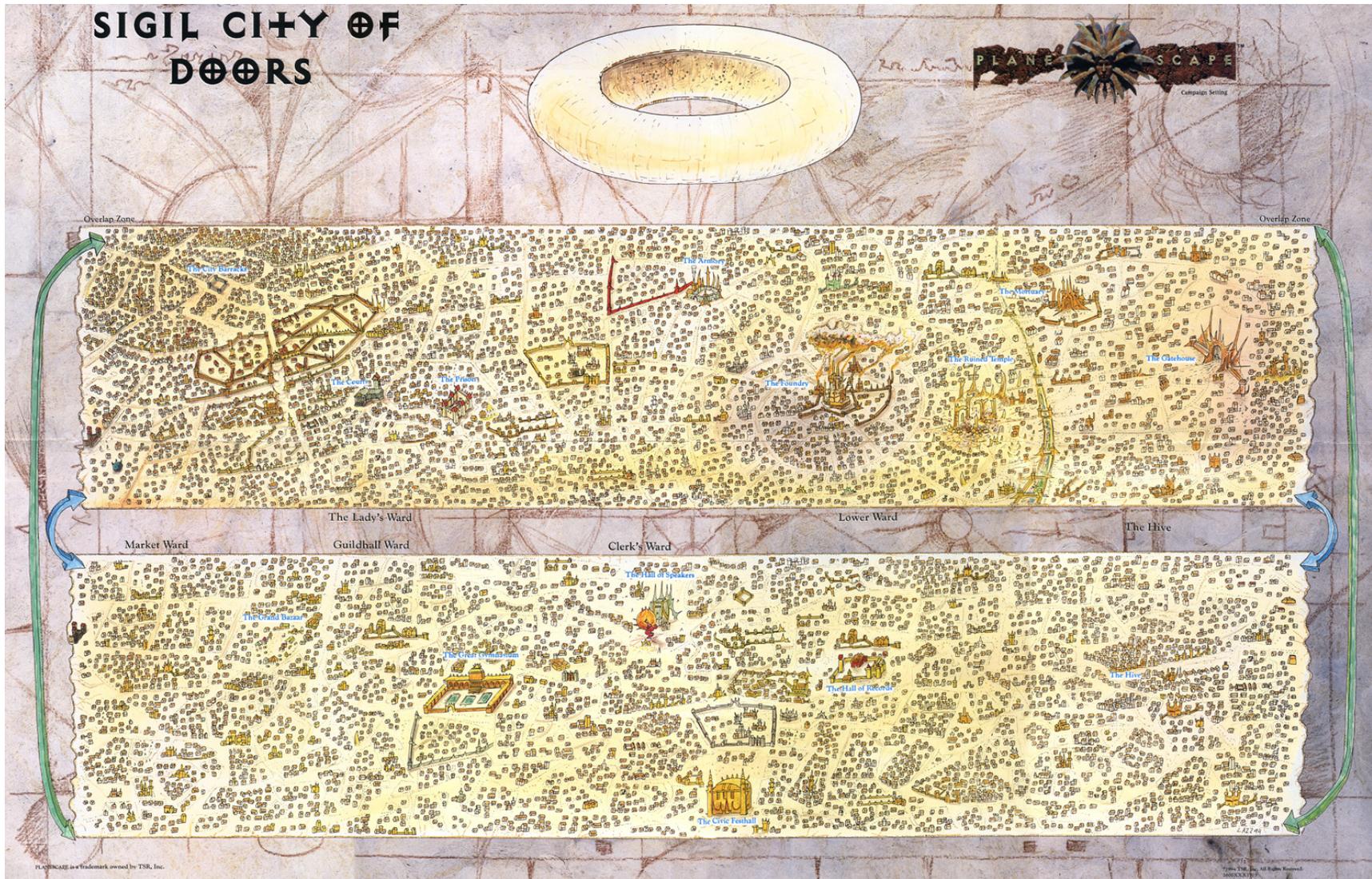
I.G. Ysbryd of the Umbra (Shadow Dragon)

That dragons meddle with necromancy is well known. The dracolich, a combination of dragon and lich, is the most common manifestation. Probably second most known are reanimated skeletal dragons. Most rare among undead dragons are spectral or shadow dragons, a combination of dragon and specter. These ghost-like, insubstantial dragons keep entirely to darkness, where their own darkness is perfectly camouflaged. Like any evil dragon, shadow dragons covet wealth. Ysbryd of the Umbra is no exception. Although Ysbryd was summoned with good intentions by a fellow creature of shadow, Dolum the shadow mephit, the shadow dragon had no readily available means by which to transport all of the coins in the vault on lower Osbornia back to his lair, deep in a network of subterranean caverns. Ysbryd therefore chose to remain, at least for a while, enjoying the feel of reclining upon a small mountain of coins.

Ysbryd of the Umbra (Shadow Dragon)				Level 18 Solo Soldier			
Large natural magical beast (dragon, undead)				XP 12,000			
Initiative	+12	Speed	6 (fly 8)	Senses	Perception +15; darkvision		
HP	620	AC	33	Fortitude	33	Reflex	30
Immune	-	Resist	20 fire; +5 save vs any	Vulnerable	-		
Bite	(standard; at-will) Fire						
Reach 2; +20 vs AC; 2d8+6 plus 3d6 fire dam							
Claw	(standard; at-will)						
Reach 2; +20 vs AC; 2d8+6							
Double Attack	(standard; at-will)						
The dragon makes two claw attacks.							
Breath Weapon	(standard; recharge 5 or 6 on d6) Necrotic						
Close blast 5; +20 vs Reflex; 2d12+5 fire; Miss: half damage							
Bloodied Breath	(when first bloodied) Necrotic						
The dragon's breath weapon recharges and is used immediately.							
Frightful Presence	(standard; encounter) Fear						
Close burst 5; +20 vs Will; target is stunned until end of next turn, then -2 to hit (save ends).							
Shadow Ray	(standard; at-will) Necrotic						
Ranged 20; +24 vs. Reflex; 10 necrotic damage, or 15 necrotic damage if the target is an arcane power user (such as a wizard).							
Life Siphon	(standard; encounter) Healing, Necrotic						
Close blast 5; +22 vs. Fortitude; 2d12 + 6 necrotic damage, and the shadow dragon regains 5 hit points for every creature damaged by the attack.							
Cloud of Darkness	(standard; sustain minor; recharge 4,5,6) Zone						
Close burst 2; this power creates a zone of darkness, blinding all creatures within the zone except the dragon until the end of the dragon's next turn.							
Alignment	Evil			Languages	Common, Draconic, Infernal		
Skills	Bluff + 14; Insight +15; Intimidate + 19;						
Str	25	(+15)	Dex	19	(+12)	Wis	16 (+11)
Con	22	(+13)	Int	24	(+14)	Cha	14 (+10)
Origin	adapted from Dracolich (D&D 4 th Ed, Monster Manual, p. 72) with attacks from Specter, Lich, Black Dragon and Red Dragon						

Appendix II. Maps

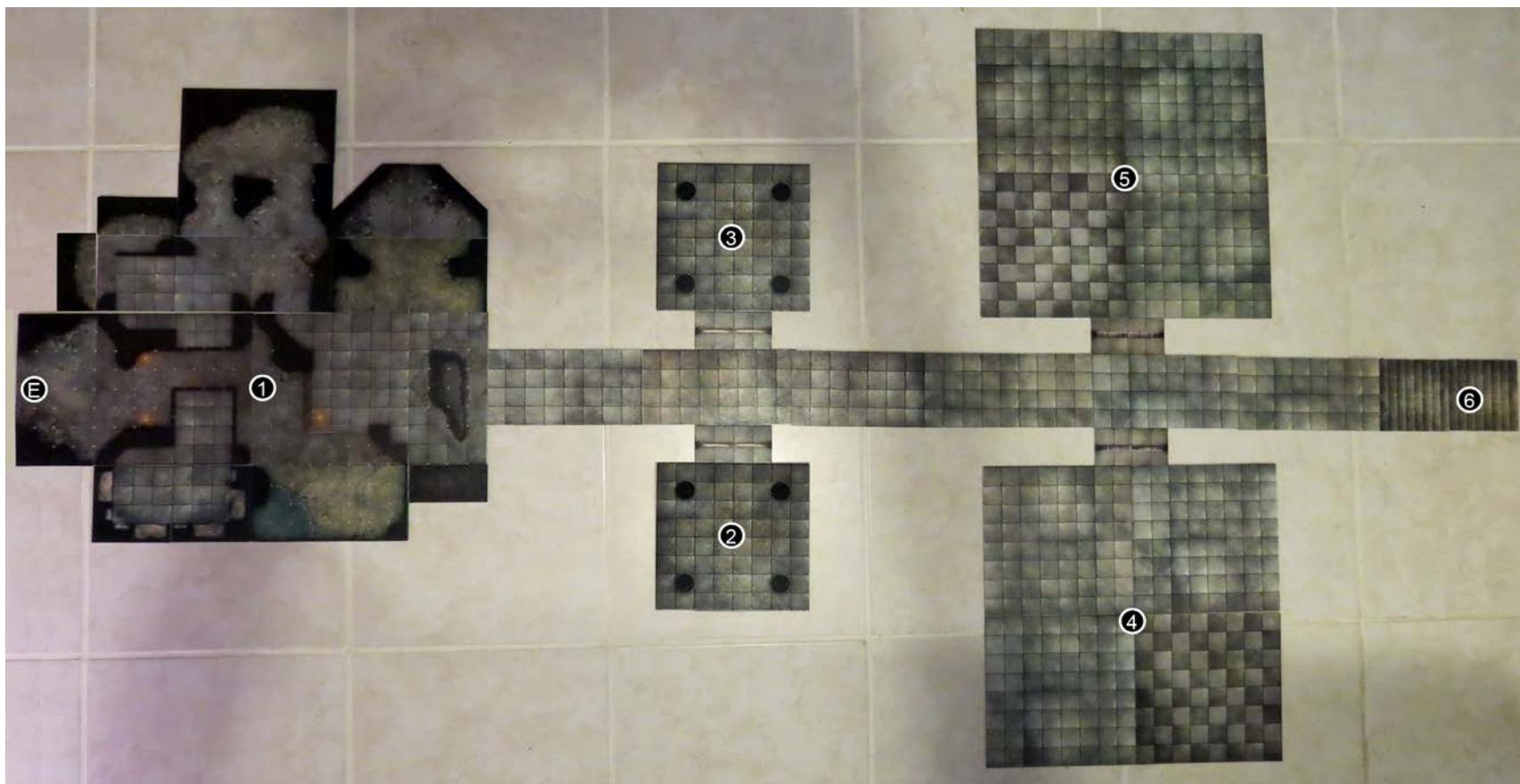
In this appendix maps are provided for the module. Most of the locales do not have maps, as, for example, the arrangement of streets in the Hive is not critical to the adventure. Where applicable, some attempt has been made to identify the commercial origin of the maps or tiles. In some cases, where tiles from several sources were used, only a generic attribution is provided.



Map #1. Sigil, City of Doors (Source: [Planescape Campaign Setting](#) (TSR 2600), 1994)



Map #2. The Palace of Osbornius, visited in Part s 1 & 5 of the adventure. Legend: **O** = Osbornius. **P** = Portal. A tunnel connects the two points marked **A**. **1**. Portal Hall. **2**. Construction Yard. **3**. Library. **4**. Palace. **5**. Construction Worker Graveyard. (Osbornius doesn't adhere to OSHA standards for workplace safety.) (Source: Various D&D Wilderness Tiles)



Map #3. The Shadow Vaults on Lower Osbornia, visited in Part 6 of the adventure. Legend: **E** = entrance. **1**. Maze of small chambers. **2**. Small vault with Dolum. **3**. Small vault with shadow ink tubs. **4**. Large Vault. **5**. Large Vault with Ysbryd. **6**. Stairs to lower levels. See text in Part 6 for additional details. (Source: D&D Dungeon Tiles)



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