



## The Daughter of Time

The **Knights of the Falling Star** are a small, obscure order of knights, one of several sponsored by the Church of Sant Ysabella aka House Navarr.

**Saint Ysabella** (f), Justice. Saint of Lord Anso, the God of Nobility. The most powerful church in Rioja and the patron saint of Capital is the Church of Saint Ysabella, the Bright, the Just Handed, the Seeker.

**Lady Orozivaar** is a loyal member of the Falling Star and has deeply contextualized the racism and sexism of House Navarr. “They built the great church, they built their family into a great house, and now they rule. They fought and died and worked hard for what they have, as have I. It is meet that they should rule. I would not deny them what they have earned. Would you deny me my knighthood because I have scales instead of skin?”

Orozirak, like many Dragonborn in Capital, is a Gemstone Dragonborn descended from **Vorokazirak, the Time Hunter**, a Ruby Dragon from Khoursir who manifested 100 children, the Daughters of Time.

“Six of you! The gods shit on my pillow as I go to rest my head!”

She is willing to fight the heroes, but hopefully cooler heads prevail.

She overheard some locals in the church talking about a “haunting.” Underground sounds. She investigated and saw three members of the Pact entering the Butcher’s Shop via a back alley. A secret door the heroes don’t know about. She drank a potion of invisibility and followed.

She watched as one, a Witch, used a ring to open the door. At this point, she charged. She wounded one, who disappeared, wounded another, who fled, and the Witch ran through the door. Lady Orozivaar sensed something deeply wrong about the door being open and, acting on instinct (she would say the Hand of Saint Ysabella was acting) she closed the door, trapping the witch inside, she thinks.

She hid and licked her wounds, and then came back to find the one who fled. Another woman. A priest, she thinks.

## Plunder

Black Iron **Breastplate** +1

Black Iron **Leather** +2

**Ring** of Air Science. (Air Elemental Command) Made in Alloy

Black Iron **Rapier**; *Dancer*; a +2 rapier. If two of your attacks against one creature hit in one turn, you gain one extra attack against the same target.

**Oil** of Etherealness

**Potion** of Mind Reading

Scroll; *circle of death*

Their non-magical gear is very fine and worth about 700gp if sold, but they're not carrying gold and gems. It's all in belt-buckles, cuff-links

# Ringwell

If the players dawdle, especially near the entrance, three Xorn attack! But not normal 5E xorn, that's boring. MCDM Xorn!

## **Xorn (3)**

**Sink:** At the end of its turn, the Xorn sinks into the ground and their AC goes up to 21.

**Undermine:** The Xorn uses its movement to burrow its movement and attacks one enemy in touch with the ground. If successful, the target is restrained until it saves. The xorn remains underground during this grapple.

## **Villain Action**

**Nom:** The xorn uses its reaction to try and eat any metal weapon it was just attacked with. The attacker must make a dex save. If successful, the xorn grapples the weapon.

**Earthquake:** the xorn shakes and the earth shakes with it, everyone needs to make a dex save or eat falling boulders.

## B. The Entrance

The antechamber that leads to several sealed doors. There is a door in the west wall that stands open. It is carved with runes and there is a pool of melted gold on the floor.

This is the First Seal. It broke when the Sun Elf was freed. It cannot be repaired and the door cannot be resealed without some entity of equal power.

This is Ringwell. Already ancient when the Caelian Empire knew of it, and when the Last Emperor Octavius Maximus explored it in his school days, it was built by the Shauraseni Empire in the Age of Wonder. It's original purpose has been lost, it may have been a crypt, or the headquarters of a secret society.

The walls are so eroded from time it is now impossible to make out the carvings that were once there. There are flecks of lapis-lazuli in the corners of the floor. The floor is tiled with thousands of tiny tiles that were once painted like a mosaic but while some of the paint remains, it is faded and now impossible to see what it depicted.

One thing is certain, the empire that built Ringwell made it a point to cover every surface in art.

### C. The First Prison Cell

The walls of this chamber are metal, patterns have been pounded into it by artisan tools but some great conflagration in this chamber has warped the metal and in some places it appears to have melted.

Three Vampiric Mists emerge from the room to the north and attack the heroes.

#### **Vampiric Mist (3)**

An archway in the north leads to another chamber.

### D. The Staff of Count Rhodar von Glauer

The scepter of a vampire lord, it was earned in battle by the fifteenth Caelian Emperor, the third of the Five Crusading Emperors (or just the Five Crusaders). It is a Minor Ward, but still very dangerous. It's possible the soul of Count von Glauer resides within.

It makes vampiric mists. Among other things.

#### **The Forbiddance**

The staff sits on a raised pedestal. Before it is a small stone obelisk, only four feet high, on top of which are carved words in ancient caelian, which now cannot be read except by magical means, reads the riddle;

**“Your Idle Hands Are His Tools. What Work Shall Ye Do With Them?”**

The answer is the phrase *“I do the devil’s work.”* Which is the motto of House von Glauer. Why the Caelian Empire would seal a ward with such a phrase is unknown but it may speak to their attitude toward the value of knowledge and history. They would presume only a sage would know this bit of obscuriana.

This knowledge is actually referenced in the *Chronicle* because the Chain of Acheron served the Caelian Empire several times in its 3,000 year history. The House of von Glauer is referenced as is their motto. There’s a picture of their standard with the motto on it in the book.

There is a ring around the pedestal. Walking inside the ring without saying the passphrase causes you to be hurled back against the wall (10d8 damage) and **Disoriented**. Disoriented is a condition I just made up where you no longer gain your proficiency bonus, and can’t maintain concentration spells.

## Checking the Chronicle

In those days the Chain was in service to the Emperor Gaius VIII, third of the Five Crusading Emperors, and 27th Emperor of Caelia. Gaius continued the crusades started by his illustrious grand-uncle. Those were profitable days for the Chain, the Wheel, and the Gate. While the other Helltroopers waded into the deserts of Khoursir and Khemhara, we battled in the forests of Vaslor. We had it easy. I hate deserts.

Count Rhodar von Glaur waited until he was fulsome in his strength before trying to extend his dark realm into Caelian territory. Thinking his vampiric power would save him. But we know how to deal with Vampires. The black and gold standard of the von Glaur family reads "*I do the devil's work.*" We can attest to that. We lost many souls to that long siege, but in the end, we staked him. An old woman howled at us saying "he is the land!" but we hear that stuff all the time. We sacked his castle, burned his forest/orchards, and delivered his staff to the Emperor. That was harder than it sounds. Finger had to drop it in one of his bottomless sacks to stop the mists from coming. What the Emperor will do with it, I don't know. I fear that staff may hold more than the power to make the mist.

### E. The Tomb of Sunlight Reflecting Off Your Lover's Eyes

A giant diamond rests here. Fifteen feet tall, it once imprisoned a Solar Celestial who volunteered to have himself bound within. The diamond is now brittle, worthless. It's still diamond, but it flakes and turns to powder when handled.

The BIP did not cause the disintegration of the diamond prison that powered the ward. When Ajax used the Jade Hand to destroy Orion, the Master Sword, the energies that bound the Wurm of the World's End weakened. And with it the wards that sealed Your Lover's Eyes away from the world. The BIP took this information, and began searching.

### F. The Door

This is the sealed door that leads further into Ringwell. The door has runes and channels that once held gold, but the gold is melted.

There is a tube, five feet off the ground, in the middle of the door. The tube is about the width and length of a human arm. There are small bumps and channels around the inner surface of the tube, as though a very complex mechanism is designed to be inserted here.

The ward regenerates and cannot be broken except via the proper cylinder. **Each** of the Great Houses has an opening Cylinder, but none of them...with perhaps one exception...knows what the item's significance is.

Carved in the stone around the metal door is an elaborate *frieze* depicting a cycle of civilizations rising and falling. Three civilizations are depicted; the Shauraseni Empire (ancient India, the First, the Age of Wonder) the Xin empire (the Second, the Age of Magic) and the Caelian

Empire. Each frieze depicts a point, after the height of the empire, where a cult arises. The first appears to worship a figure on a burning pyre. The second worships a gravestone with a figure beneath the soil. The third, the Caelian, worship a mausoleum, with a figure inside.

Then in the first two instances the Gol arrive and annihilate the empire. Except the Caelian Empire's frieze depicts the building of Ringwell where the Gol invasion should be.

Written clockwise around the door are two lines of draconic letters, making two concentric circles, the outer one, read forwards, reads; "The cycle must be broken"

The inner one, read backwards, reads "The cycle cannot be broken."

Anyone who attempts to read, decipher, or understand the frieze or the language summons an INEXORABLE!

"THIS EFFECT, YOU CANNOT UNCAUSE."

"THE FORMS MUST BE OBEYED."

"THIS ONE PROTECTS THE SACRIFICE."

"IN MEMORY OF DEATH, I DEFEND."

"NIL NISI NULLIUS"

## G. The Repair Room

This is where Lady Orozivaar hid and healed herself. This is where much of the tools and supplies used to make this level were stored.

## H. The Planning Room

This is where the plans for the level were stored. Only this level, mind. The Caelians retrofitted an ancient empire's dungeon with their own new design, so the documents show a kind of double-image. The old dungeon, and the new one.

There are ancient drafting tables and many documents, now rotted. Some ancient Caelian can still be read;

“...thinks they were obsessed with curves and arcs. This may be. But I think they built this place for much the same reason we need it now. To keep something in. And the complete absence of straight lines, and lack of any symmetrical axis is part of the containment geometries. Of course, there is now way to...”

“...has agreed to remain here, as the final seal. Immortal, unending, to ensure the power within remains sealed away. Realizing the sacrifice his friend was making, the Emperor wept. We forget sometimes we are in the presence of a god.”

“...much debate we agreed the Greater Wards would be sealed inside the other vaults. Should this forbiddance fail, the future should not change.”

“...engineer disagreed, but speaking for the Gods, I agreed we would collect the evils in this level. Their proximity to Ill'ios, even in his prison, may restrain them further.”

“...work is done. Future generations will not know our sacrifice. I believe law and civilization will eventually lead to utopia and equality. I care not overmuch for the history of three thousand years the Emperor seeks to protect, but we live longer and enjoy more freedoms than our forefathers. Must we be destined to fall into barbarism? All it will take is sealing away the knowledge, and eradicating the cult of ██████. This we have done. These words should pass unread into eternity. If any read this, know then that we failed to...”

“...never found a use for the rest. They remain empty. Though I feel somehow this place will attract power. Evil, maybe, and other things too.”



## I. The Cauldron of Xorannon

The massive iron cauldron locked away here has a metal ladder reaching to its lip, 12" above the floor.

It is the Cauldron of Xorannon and it is *meant* to create oozes and slimes. Carved around its exterior are depictions of fungus and molds and a figure that is *probably* Juiblex. But it's hard to tell.

Because the Cauldron is innately evil, it attracted a Hydroloth centuries ago who hibernates in the cauldron. Looking like a slowly pulsing yellow membrane.

## J. The Trap

Violentia de Ellezano is trapped in this room. It is a **Godblind**. A powerful magical anti-screaming device (The Dead Stone) was pulverized and its dust used to build the walls and floors so that no magic works inside, and no arcane or divine magic can see inside. The only supernatural power that can work; is psionic.

Within the room there is a glyph, a *psionic cage*. Anyone with psionics can spend 12 charges and open it. Designed to be opened only by an ally of Ballisantirax.

Violentia knows she is trapped, knows the nature of the trap, and is ready to bargain to earn her escape. She is actually a **mole**. She killed the real Violentia a few weeks ago and assumed her identity. She, or rather her agents, had tried and failed a dozen times to infiltrate the Pact until finally Violentia...or whoever this entity really is...decided to take matters into her own hands and do it herself. She prefers to act through cut-outs.

“I can be a great ally to you. The Chain of Acheron needs allies. And we have all the same enemies.”

She will only reveal herself under *extraordinary* circumstances and then only outside this room, where she can use all her power, and if she feels she must kill them or escape.

## K. The Guardian

An iron golem would appreciate it if the heroes fucked off.

## L. The Phage

It took an immense struggle and many lives lost, but the Caelian architects of Ringwell sealed the last surviving victims of the *autophage* away in here. It could not be cured.

The disease was incredibly virulent in its time, but eons have weakened it such that it can now probably be cured by cure disease. But maybe not!!

Use the **spawn of kyuss**. Let's say 8 of them! Outnumber the PCs for once.

## M. The Mind-killer<sup>1</sup>

Loose in this area is the Mind-killer, an ethereal creature whose main attack is the ability to inhabit someone else's mind.

The Mind-killers were once corporeal and inhabited the Astral Sea. They were shapeshifters hunted to extinction by the Githzerai. But the mind-killers' thought patterns survived the death of their bodies, and they wander the Ethereal Plane as eternal parasites seeking a host.

They feed on thought patterns, eating memories.

The Mind-killer can only be seen via *see invisible* and *true sight* and other abilities that reveal ethereal creatures.

It does not "possess" its victims. It merely hides inside their mind. Whoever fails their saving throw, they are aware something's different, but they don't know what. They just feel a little 'off.'

Over time, the victim's desires become that of the mind-killer.

This is basically an **invisible ghost**. Once it possesses someone, that character attacks the others. It will leave if the body drops to 0 hp, but it is not undead and cannot be turned.

Pick a target, but have all players save, so they don't know who the target was or if they succeeded.

## N. Empty Rooms

The Caelieans never knew what these rooms were for, they were long-abandoned by the time they found it. They remain empty.

## O. The Escapee

Jade bound this door, but the jade now lies scattered on the floor, and whatever was inside here, is gone. It obviously escaped recently, some of the jade is still cracking and flaking as you watch.

## P. The Mind-killer's Cell

The door, floor, and walls here were made of the same psionic crystal Slim's is made of, but the rainbow patterns are now faint and whatever power they had has failed. As a result, the Mind-killer escaped.

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<sup>1</sup> I mean, we've had a lot of moments like this in the game so far? So I realize it seems repetitive, but this is 100% the kind of thing that would be locked up in here.

# Back To The City

## The Sausage Shop

On the way back up the heroes are met by two guards, members of the Chain. Frost and Soot. Frost is blonde, long hair, blue eyes, looks like a young Ajax. He has a scar across his cheek.

“Can’t go up this way, sirs. Angel says no senior officers in the Shop.”

## The Dancing Minstrel

Young Marcellus Scipio is there eager to hear what happened. Did they find Ringwell? They certainly saw action!

“A black iron ring...do you know what this means?”

It means we could pose as one of them. Infiltrate their organization.

# You Are Possessed!

A *mind-killer* is inhabiting your character's body. Your character is *aware* of what's happening, but cannot communicate.

**You are now playing the Mind-killer pretending to be you.**

The Mind-killers were once corporeal and inhabited the Astral Sea. They were shapeshifters hunted to extinction by the Githzerai thousands of years ago. You are an ancient being.

But the mind-killers' thought patterns survived the death of their bodies, and they wander the Ethereal Plane as eternal parasites seeking a host. **You are now that host.**

So you, aka the Mind-killer, don't know much about these people, these members of the Chain. You're surrounded by aliens in an alien world. Better to just bide your time, and wait until you're outside Ringwell, and then escape.

# You are NOT Possessed!

You're fine. Everything's fine. Relax. Probably everyone else got this same note. You're still you, you made your save. You're safe.

But folks would notice if, like, ONE of these notes was different from the others, so I made sure everyone's note was the same length.

Once again, you're fine. All these notes are the same. Or rather...most of them are the same. Certainly...certainly you're not the ONLY person not possessed?

Matt wouldn't do that, would he? Possess LITERALLY every other PC except you? Leaving you surrounded by enemies? Nah. That...even HE wouldn't do that.

You're fine. Relax. Just...continue playing normally.

Lolololololololol

-Your friendly neighborhood Dungeon Master