

GAME OF MIRRORS

The legend of the gloomy lady is old, it has never been proofed to be true or verified. It is so because most people claiming to see her turn up dead in strange circumstances with generally almost no evidences or not all. It is said when an individual try to contact the dead they may attract on themselves the attention of the gloomy lady. Stories say death should follow swiftly with horrible pain. No one has ever seen her.

PLOT

Over the past few days children have been found dead in their home. Parents have seen nothing and could only hear their children screaming for help. Authorities investigation did not reveal anything, they do not have any suspect. Parents all over the city are growing restless and ask for answers...

PARTY'S INVOLVEMENT

The party could be answering to an offer by a collectif of parents the reward would be 500gp but also mix of fabric and favor from merchants being the parents. To flavour to the DM discretion. Or a child npc could a victim or a future victim pushing the party to take on the job.

INVESTIGATION

Parents will not have much information to go on, the children knew each other, they seemed more agitated than usual days prior their death. The children knew each other and use to play together, they suddenly stop seeing each other and all started to have nightmare.

The party can investiage any family and will end up with the same amount of informations. After hearing scream at night the parents would run to the room of their child but too late. On the floor would lay the lifeless body of their child, eyes gouged out and covered in cuts completely bled out.

Ivestigating the bedroom of the children clues can be find :

BEDROOM

Investigation DC	Clues
5	nothing out of the ordinary
10	found a mirror covered and wrapped up
15	shards of broken mirror and other reflecing surfaces
20	page of a journal metionning their attempt to magic

Victims name : Mereh, Orith, Matai and George. Only one more child is alive from the group his name is Berny. Berny is silent and do not talk since the murders started. The party can persuade him to talk or intimidate him DC15. Berny will reveal that last week Mereh found a wizard book and has been attempting magic with success but then decided to scry on her dead dad to know if he was ok beyond death. From this point the goal will be to save the boy as well as eliminating the menace

The Children then proceed to a secret location after obtainning a mirror for the ritual. Mereh followed the incantation and the spell but something went wrong she did not make contact or saw her dad. Soon after that night they all started to see a spectral vision. An old elven lady with a bloody face and her eyes gouged out. Sitting in the corner of a room always watching them, repeating the phrase "I see you". They would only see her in the mirror soon as they turn to see her she would disappear. Berny believes he is next and the gloomy lady will take his life.

The children used an abandonned house in the city, in there the party will find the wizard tome and diverse spell component on the floor. Also the mirror used to scry and allowed the wraith to find them. Shards of mirror are found everywhere in the basement.

KILLING THE GLOOMY LADY

Now the party has choices to make to save the boy. The party can attempt to make research to the local archives, a DC15 investigation will reveal this kind of wraith is powerful and feed on diviners that attempt to pierce the veil between the living and the dead. Living on their own demi-plane, they travel from mirror to mirror or reflective surfaces. The wraith can be killed on the material plane but it is not easy.

The party can find holy water from the temples in the city, merchants will not have much to help with or with luck and a DC 15 investigation will find an old shop that will have a mirror of life trapping. Such item will cost 3000gp. If the wraith is trapped in the mirror it is not destroyed, the party can seal it away or submerge it in holy water and then destroy the mirror.

The party will have to save the boy to successfully fulfilled the quest. In case the boy dies there will be no reward even if the wraith is successfully killed.