# Temple of the Lady of the Door.

Entering through the Shadow Mirror, the players are once again in a dome-shaped hall, covered with mirrors. Only now, there is a pervasive darkness, and all colours seems to have been drained from every surface. When all the players have entered the Shadowfell, the gate closes, symbolized by the sudden shatter of its mirror-like surface. The shards turn to fine dust. It is possible to re-open the gate, but they will all have to expend a spell slot TOGETHER to re-open the gate.

Important rules about the shadowfell: even with darkvision, it is still hard to see in the Shadowfell. They at least need a light. All radiant-based damage is reduced. All Necrotic damage is increased.

When exiting the Endless Crypts, the players find themselves on a small plaza. To the north of the plaza is a waterbed, with a small pier. The plaza itself has roofs on the sides of the buildings. Looking upwards, through the vague darkness it’s possible to see multiple gargoyle statues. If the players don’t try stealth, they will react to every movement they make while not underneath the roofs. Until the gargoyles reaches the ground, they can back away slowly to underneath the roofs. If they are back underneath the roofs, the gargoyles will retreat to their original location. If not, engage combat.   
The plaza has multiple doorways. A couple of them lead to walls of sand, impeding progress and provoking dex saving throws (Easy).

**‘Destruction room’**

One of the doorways lead to a room filled with rusty items of all sorts. Many of the artefacts crumble to dust the moment they are touched. If investigated (>16), the players can find an old large lockbox in the corner of the room. It is magically locked, though the magic has almost dissipated. It is possible to smash it open, or by thoroughly investigating the room for the key (>=18 or at least half an hour).   
Inside is an old weapon, still intact. It shines of a very, very dim light in the darkness, though due to the nature of the Shadowfell, it is noticeable. If the sword is magically repaired (a simple repair/rebuff will not do), it is revealed to be an old moonlit blade/mace/spear, depending on who gazes upon it first. It is unusable before repairing.

Moonlit weapon: Magical weapon, properties depending on the type. It gives +2 to attack rolls in visible moonlight, as if guided by it. If wielded in the moonlight, it reflects the light of the moon, shining bright for 15 feet, and dim for an additional 15 feet.

**‘Kitchen room’**

One of the doors lead to what seems like a kitchen-like room. Dusty plates and old rusty forks and knives lie about. Nothing else of interest is here.

**Dining hall**

One of the larger rooms, with large tables and benches against them. A couple of plates and cutlery are on top of these. A wall of sand has flown through the windows, making it impossible to look outside. A couple of patches of Shadowstuff is inside this room. It is possible to collect this shadowstuff for later.

**Entryway**

One of the doors leads to the entryway to the Temple of the Lady of the Door. A large hall with a door on the opposite side of the room. The left and right walls of this room are adorned with mirrors. A couple of statues are stand to next to the opposite door.

When approaching the statues, ghosts appear from them. They are benign spirits, not intent on hurting the adventurers. The ghosts speak while inhaling. They will not interact unless interacted with. Generally, they do not release much information. They will react to ‘Lady of the Door’, and tell them it is up ahead. The ‘artefact’: “It has saved us all. It was the gift of the Lady of the Door’. How to get out? “Trust in the Lady of the Door”. Where are we? “The Mirror’s Edge”.   
The ghosts become aggressive if they show them the Moonlit Sword. They warn the adventurers to put away the sword. If not, they will engage in battle (4xPoltergeist)

The faces of the statues are hard to discern. Upon investigation (14) Elven ears are noticed. On 18+ you can make out gemstones as eyes. These can be removed. On 21+ you can make out the outlines of a disc on their robes.

The temple at the other side of the building is rather ominous. You look to a huge wall, spanning far to the left and right. It is a couple of meters high. The wall is adorned with only a few pillars. It looks to be built of a certain type of sandstone, but the grey shades make it hard to discern. A tower juts out of the structure, more to the back.You can make out a bell being rung from the tower. https://www.youtube.com/watch?v=KMBMv3k90xo&list=PL775B69251EBCA1E7&index=94

Once inside, you find yourself in another hall with mirrors as walls. Once everyone is inside, the door to the outside disappears. The mirrors show everything slightly warped. If one looks at himself in the mirror, he feels like it might even be someone else, something seems off.

In the halls, a creepy laughter can be heard, which sounds like it gets closer.

*She is an angel no one knows*

*Only I may see  
the Lady of the Door  
they cannot walk along her Halls   
of Thread they crawl from the sight  
of their eyes.*

*Like blind and pious priests*

*Their faith she welcomes them  
belief and believer alike she saves  
me she is an angel.*

*(Original: She is an angel no one knows only  
I can see the Lady of the Door  
they cannot walk along her Bridge  
of Thread they fall from the weight  
of their crimes.  
  
Like bloated and ugly corpses  
their sins she devours them  
sin and sinner alike she saves  
me she is an angel.)*

**Monsters of the temple:**

The Laughing Spectre (Base: Banshee), ‘Immortal’, returns after a set amount of time. Only attacks those who look at her. (Cross the Blades, Clown Attack, Clowning Around with Monsters)

Doppelgangers: Appear from the mirrors each time they make the loop.

(Gargoyles: outside of the temple)

Spectres: randomly appear in the temple. Only visible through the mirrors. (Water Rising)

Wraith:

**Rooms of the temple:**

**‘Room of statues’ 76**

A door leads to a room filled with statues, keeping their hands in front of their faces, in a weeping fashion. If listened to, a vague weeping can be heard from within the statues. In contrast to the Gargoyles, these statues are completely inanimate. All the statues are looking towards a pedestal in the middle, whereupon lies a statue of a seemingly deceased woman with her hands folded. On this statue’s hands, 2 silver rings are visible. It is impossible to take of these rings due to how the statue is folding her hands, which begs the question ‘how were they places around them in the first place?’. This room is safe from the Laughing Spectre. If the mirrors are investigated, one can see that there are no reflections of the pedestal, and all the statues are facing the one ‘real’ pedestal.

**‘Dissection room’ 118:**

A room with a table in the middle. Shadowstuff lies on the table, forming a humanoid figure. On first glance, there are no mirrors in this room. Close investigation of the walls show that the mirrors are still there, but a pervasive blackness fills the room behind the mirrors. Clearing out the shadowstuff reveals dissection materials inside the ‘figure’. These can be collected.

*Shadowy dissection material:* These dissection materials double your proficiency in Medicine checks using dissection materials.

**‘Altar Room’ 111:**

A room with multiple benches and an altar at the other end. On the altar are faded parchments, and of course the symbol of a disc. The disc is colourless in the Shadowfell. In the mirrors, it looks like there are people seated on the benches.

**‘Infectious room’ 123:**

A room with for the first time a clear mirror, and some sort of water put. At first, it looks like black ooze coming out of the corners of the mirrored room is going into the water put. After a while, a black ooze starts spreading from the water put. It does not look like its running over the floor, but is inside the floor itself. It slowly starts spreading all over the room. At a certain moment, all reflections of the people inside stop moving. Given more time, anyone still standing in the black ooze will instantly fall unconscious, with no possibility of a save.

If the black ooze is investigated, they only feel a great unease coming from it. Touching it has no effect whatsoever up until the point of no return.

**‘Doppelganger Room’ 62:**

Two doppelgangers are standing in the middle of the room. They take all traits, spells, inventory, … of the one they impersonate. They do not make a sound, but getting hit make a loud clanging noise. Getting great damage shatters a part of the body. On reaching 0 hit points, the doppelganger shatters into millions of glass pieces. The glass melts into shadowstuff.

***The Ringsmith 137.***

After solving the labyrinth’s puzzle, the 4th door will lead to a small dark square room, with a painting of the Lady of the Door on the wall. In contrast to the one in the Prime, this one is still very well maintained. It depicts an elven lady with white skin and olive brown hair. She is immensely beautiful.

The door vanishes after closing, thick darkness falls, and a slight weeping can be heard. If a PC closes his eyes, and pushes the painting, the walls swings open, revealing a new room.

There, a pleasant room appears, lighted by scores of candles, resting on wax rests of older candles. A dark figure looks up, seemingly unimpressed. He is working on a workbench, surrounded by many glistening metal pieces. On the walls are thousands of rings on little displays. On his workbench there are also many rings.

Apart from the workbench, there’s a little table with a chair, and another more comfortable looking chair. As with anything in the Shadowfell, only shades of grey are visible.

The shade’s appearance is hard to make out, as he looks as if darkness surrounds him. You can make out an old face with no hair. If not interacted with, the shade will not interact with the PC’s.

If interacted with:

I have long lost in my name. I’m the last of the cities Shadovar. I have been tasked with serving the Lady of the Door and maintaining her temple until the end of my long life.

He can give history of Bryyo when asked.

Bryyo, it was indeed the name. It was long my city. But more than a thousand years ago, our city has lost its prosperous river. Our prayers to the gods were not answered. Then, the prophet, the Lady of the Door, has saved us all. She instructed us to make a hall, covered with mirrors, and she would open a door to this world. Here, we rebuild our society at the banks of the River of Shadow. But as this world mirrors the Prime, sand started covering our city here as well over the many years. The other Bryyons have left this place, and I have taken up the task to maintain this temple.   
  
Not going back?

Many of our citizens attempted to journey back to the Prime, but we were persecuted for our belief in the Lady of the Door and her Goddess. Thus, we remained in the Mirror’s Edge.

The Monsters:

Conglomerations of the souls who have been trapped in the temple, and never got out. They succumbed to their madness and wander the mirror halls forever.

Lady of the Door:

She came to us when our city was at its direst. Our city was plagued by the worst drought Zakhara had ever known, as well as a horrible plague. She saved us by showing the way to the Mirror’s Edge.

She said she was sent by her Goddess. (Shar was indeed her name). She was the most beautiful creature anyone had ever gazed upon. She opened the gate to the Mirror’s Edge for us, but it gravely shortened her life. In her honour, we built this temple and bound her spirit here.

The Endless Crypt: “We need somewhere to store our dead, don’t we?”

Other information: “About a hundred years ago, this plane has changed. I could feel it in the air. Ghosts became trapped in the temple, seemingly lost. I freed them, and sent them to the Fugue Plane. None have been coming lately, bar from you.

Exiting this place: “I can lead you to the hidden entrance to this temple, but I have not seen the outside of this place for years. You will have to find out for yourselves. But let me ask you this, Have you not noticed how this place mirrors the Prime? It is quite possible that it is the prime that mirrors here. It might even mirror your journey. “ If the npc’s leave this room, any evidence of him being there instantly vanishes the moment they close the door. He is gone, no more candles are burning, not even the faintest smell of a burning candle is left there. In addition, all the rings are gone.

Artefact in the Prime: “Ah yes, our relic to escape our death. It is a magical item indeed, used to power our gate for a long time. It has helped us in escaping the impending doom that awaited us in the Prime. After we got here, we no longer needed it, as our lives where now in the hands of The Lady of the Door and her Goddess. “

Stolen? “Death is linked to how one perceives it. Death is in many forms. For some, death is being forgotten from history. Death can be a certain person. Death can be a disaster. For us, death was the doom of our lands. If someone has stolen it, it might be to escape from their version of death. “

If the Moonlit weapon is visible: “Put that thing away. It is not allowed here. You are disrespecting this place by carrying such a thing here.”

The rings: The Lady of the Door was fond of rings, and now, I have pledged to make her new rings, long after she is gone.

If someone asks one: I can give only one of you a ring. Choose one of you, and I will pick a ring for you.

Chuma: A silver ring with a head on it. In the Prime, it shows a skull. (You can use healing spells to damage the undead)

Thorean: A silver ring with a scimitar on it. In the Prime, it is a golden scimitar. (You can use your Channel Divinity to turn those who misuse their deities to do atrocious crimes)

Luna: A silver ring with a crescent on it. In the Prime, it resembles a crescent moon on a purple background. (Once per day, you may cast Darkness, and you are the only one who is able to see through this darkness)

Kor: A silver ring with an orcish skull in it. In the Prime, the skull is drenched in blood. (Once per long rest, you may use an extra action, but only to make an attack, disengage or dash)

Shaya: A silver ring with 4 symbols on it. In the Prime, the symbols are in 4 different colours. (Once per long, you may cast any transmutation spell without spending a spell slot).

Sirona: A silver ring with a circle, a horizon and an upturned crescent on it. In the Prime, the circle is a purple rim. (Once per Invoke Duplicity, your duplicate may make an attack on their own, using your bonusses for attack roll, but no bonusses for damage roll, dealing 1d6 poison damage.)

Extra tits and tats:   
Shar despises the moon. Selan is also a moon goddess know to Zakhara. Artefacts blessed by her were shunned by Shar and her priestesses, just like those belonging to Selune. In recent history, Shar has secretly killed Selan and took her place, in a perverse way of mockery of the moon. She has slowly started corrupting the followers of Selan, who have become more and more secretive. The ethoists have been confiscating moon artefacts, stating that ‘such beauties belongs only to Selan herself.’ Where individuals once could get help, the ethoists of Selan have been turning them away, except for the select few they knew could be indoctrinated.

Music list:

<https://www.youtube.com/watch?v=jD35b8NpB80&t=1814s> Dark arabian ambient

Gargoyles fight: <https://youtu.be/Jazh6rNGECE>

The 4 Guards: <https://youtu.be/J3QTabM8aq0> Post guards fight: <https://youtu.be/DY9EcLqt0v0>

First entrance Temple Lady of the Door: <https://youtu.be/VB9X_D3r75M>

Post Laughing Spectre: <https://www.youtube.com/watch?v=Jfqtu7OthTQ>

The Laughing Spectre: Ambiance: <https://youtu.be/Byci4VcSv7I>

Appearance: <https://youtu.be/b5MuCnt02no>

Doppelganger Fight: <https://youtu.be/jGfCp1VU2Lk> <https://youtu.be/PlwVgiNtzaM>

Mirror Haunts: <https://youtu.be/KEcN2TC9ZE0>

Scary random noise: <https://youtu.be/Arp-IXDTuJs>