

# Hall of the Seer

This small underground complex has been cut directly from the solid ice of Seer's Hill in central Ezrute. The ice is opaque and as solid as stone. While the temperature inside the Hall is within typical Human tolerances, it is moderately cold all the time. While this is comfortable enough for the regular denizens of the Hall, visitors may find it less welcoming. Access is by two Entrances (1 & 2) cut into the Great Ice Cliff (C) at the northern side of Seer's Hall Village (detailed by a separate Atlas map). A broad, ice-cut stairway (A), edged by blue-grey granite railings, ascends the Cliff to a platform for ceremonies atop the Hill (not shown on this map). Both Entrances are open archways, each around 15 feet high (4.5 metres) at their centre, which height drops slightly to about a 12-foot arched ceiling (3.5 m) along all the passageways inside the open section of the complex up to rooms 7 & 8. The chambers within all have flattened ceilings, with most retaining a similar maximum height beyond their entryways, unless noted. All the doors inside are 9 ft high (2.7 m), and slide sideways into their adjoining wall. The ordinary doors are obvious enough, but the secret doors blend-in so perfectly they are nearly impossible to locate or open for those unfamiliar. The floors all have a thin scattering of blue-grey granite grit, much like that on the paths and roadways outside (B), providing a reasonably secure footing on the ice.

The internal Hall map's layout was randomly determined using a pair of designs from the Inkwell Ideas "Explorer" set of Dungeonmorph Dice, with a couple of adaptations. Part of the contents as described was similarly determined from tables and notes in the Shadowdark RPG's main rules, with elements added from the supplementary zine "Cursed Scroll #3 - Midnight Sun", both published by The Arcane Library. "SD" in the notes following, sometimes with page numbers, provides references to those main rules, where items have been reused or adapted from them.

The primary inhabitants of the Hall are hardy Ice Dwarfs, a stocky Dwarfen folk with rosy cheeks, sparkling blue eyes, and often especially long, bushy beards. Possibly thanks to the magical nature of the local area, almost directly beneath the midline of Nibirum's Polar Auroral Circle that often enhances magics on and near the surface, all seem to be immune to the cold, and they can change shape at will into that of a small animal and back. In addition, they all have at least one or two Alpine Mastiff hounds as their constant, loyal companions. These dogs too seem to thrive in the cold of the region. (SD: The Ice Dwarfs draw on aspects of the Dverg in Cursed Scroll #3, p. 45. **Ice Dwarf.** A stocky, hardy, cold-loving Dwarf with rosy cheeks, sparkling blue eyes and impressive bushy beards. **AC** 13 (mail), **HP** 15, **ATK** 1 greataxe +2 (1d10), **MV** near, **S** +2, **D** +0, **C** +2, **I** +1, **W** +1, **Ch** +0, **AL** N, **LV** 3. **Impervious.** Cold immune. **Shapeshift.** Instead of attacking, change into a small animal, or back to original form. The Alpine Mastiffs have the usual Mastiff stats (p. 232), with the addition of an identical cold-immune Impervious ability to the Ice Dwarfs.)

The whole complex enjoys a curious, low, level of lighting throughout. This is a magical effect, enhanced by the presence of a Ley Line passing directly over, and through, part of the complex close to the line of the corridor opening into Halls 3 & 4, and the magical enhancement by the aurora. This lighting is sufficient to see by inside the Hall, while not being quite bright enough to see fine details, or to read by, for instance. Those magic-using folk ordinarily present within the Hall can increase or reduce the brightness level in individual chambers or corridors when they wish to.

Number-labelled places within the Hall are detailed in order below.

## Number-Labelled Locations

**1 & 2. East & West Entrances:** Each archway has a permanent guard of at least two Ice Dwarfs and their accompanying Alpine Mastiffs. They are there to welcome visitors wishing to consult the Seer, to guide them appropriately within, and to keep troublemakers out. General querents are advised to use the West Entrance (2), while more important or complex queries are dealt with via the East Entrance (1).

Further pairs of Alpine Dwarf guides/guards and Mastiffs are located inside at the first passage junctions after the Entrances, and the ones following, by the foot of the stairways up to rooms 5 and 6. All visitors must first enter either Querent Hall 3 or 4, whichever is nearest to their path of entry, to state their request, from where they will be either advised, guided further on into the complex, or back to their original entrance to leave after a consultation, depending on what happens during their interview.

**3 & 4. East & West Querent Halls:** A pair of nearly identical, large chambers. Each has a broad, doorway-height opening into the east-west corridor to their south, which has a curtain of vertical rod-like, translucent icicles from the floor to the inside top of the opening. A guide Dwarf can stroke these, causing them to magically slide aside like curtains, allowing access to the chambers, and close once the querents are inside. These icicle curtains are as solid as any of the other ice walls when closed, providing privacy for querents. In

the ceiling of each room, a little more than halfway along their inner long wall from the corridor, is a pastel-shaded, multicoloured, crystalline circle of ice that connects directly through the floor into Chamber 5 above, allowing voice communication between the two rooms, magically translating the language, so those on either side of the device can understand one another. The colours glow palely, and change, when in use, and prevent sounds meant for one Querent Hall being heard in the other, despite both linking to Chamber 5. Visitors will be asked to state their reasons for coming to The Hall of the Seer, allowing the Seer in Chamber 5 to decide if a simple answer can be provided, or if a private audience will be needed. If the latter, the audience will usually be held in Chamber 10. Both Querent Halls are quite plain and featureless beyond this.

**5. Public Audience Chamber:** When querents are expected, the Seer will often be in this Chamber before enquirers are led in to the Querent Halls below. The Chamber has a 10 ft ceiling (3 m), and lies directly over parts of Halls 3 & 4, with a connecting circular ice-crystalline communicator set in the southern floor linking to each separately, as described in the notes for Halls 3 & 4. Depending upon the enquirer, the person occupying this Chamber may be the Seer herself (see area 13 for details), or one of the three Oracles, Ice Dwarfs with magically clairvoyant powers. All are simply referred to as "The Seer", as if there were only the one. The Oracles deal with the more mundane enquiries in the main, although the Seer will handle some of these from time to time too. Answers are, of course, up to the GM, but may be cryptic, though usually accurate and useful in some manner, if sometimes open to interpretation. (SD: For the Oracles, use the Human Oracle details from Cursed Scroll #3, p. 46, substituting the higher stats for the Ice Dwarf where appropriate - so giving S +2, C +2 and I +1 - and adding the Ice Dwarf's Shapeshift ability, to reflect their different ancestry.) One or more of the Oracles is usually either in here, the Preparation Room (6) or the landing at the top of the stairs between the two places, when not out in the Village. The three Oracles are Huldor Karlson, who habitually wears a silver lion pendant on a braided chain around his neck (SD: worth 10 gp), Gunhilde Kron, who drinks only from her silver chalice set with a diamond-shaped cut ruby that she always carries with her (SD: worth 80 gp), and Runa Olander, who wears white silk robes with golden embroidery (SD: worth 40 gp). Each has four spell-like abilities, able to increase the fighting power of friendly folk nearby, improve their prospects in performing tasks, magically attack like a mighty hammer blow from a distance, or strike a nearby target temporarily blind. For physical defence, each has a stout wooden staff, and all three wear pale-coloured outer cloaks (and robes for Haldor and Gunhilde, though not so fancy as Runa's).

**6. Preparation Room:** A small, 10 ft high (3 m) chamber opposite the Public Audience Chamber at the top of the stairs. The Seer and/or one or more of the trio of Oracles may be here, using it as a waiting area, as there are comfortable seats and a table here, along with cupboards for the official robes the Oracles wear when meeting querents in person. The Seer's robes are kept elsewhere (see areas 11 & 13). Stores of refreshments are kept in separate cupboards here, along with suitable eating and drinking vessels and cutlery.

**7. Seer's Entryway:** The concealed part of the complex, areas 11-17, is where the Seer spends most of her time. This area is where she comes to prepare for a spell in public elsewhere in the complex, or occasionally out in the Village. One or more of the Oracles may be in here conversing with the Seer at such times, including giving advance notice of what querents are expected, as well as receiving instructions and advice from the Seer. The room is commonly empty. It is the primary access route when one of the Oracles needs to contact the Seer at other times, as by touching the secret door, a chime is magically rung in whichever room the Seer is at the time, when not in a more accessible part of the complex, or the Village. This will not open the secret door on its own, but if the door should be opened by anyone other than the Seer, an alert chime sounds similarly, as a warning to the Seer that all is not as it should be. This alert sounds wherever the Seer may be.

**8. Waiting Room:** Querents bringing complex, difficult or important requests, once they have been assessed in the Querent Hall (usually Hall 3) and a private audience has been granted, will be brought here until the Seer is available in the Private Audience Chamber (10). The Room is comfortably appointed with chairs and tables, where refreshments can be brought, if appropriate. An Oracle or one of the guides, or both, will wait here with the visitors until the Seer is ready. The querents will then be escorted through the small connecting vestibule (with its 12 ft, 3.5 m, arched ceiling) into the Audience Chamber for their consultation.

**9. Seer's Room:** A mirror-image chamber to the Waiting Room (8) in shape, this serves a similar purpose for the Seer, with a secret entrance from the hidden part of the Hall complex in the short west wall from the Reading Hall (12). There is a large, comfortable, armchair and a table here, where the Seer can prepare for a private audience with querents in room 10. Sometimes, one or more of the Oracles may be here too, receiving

instructions, assistance, or providing information to the Seer regarding expected querents, or events happening beyond the complex. There are several other seats to accommodate such visitors. The secret door has the same “doorbell” and “alarm” chime functions as that in area 7.

**10. Private Audience Chamber:** Largest of the three main rooms in this part of the complex, querents with especially important, secret or delicate matters to consult upon will normally be brought here for their meeting with the Seer. There is a large, throne-like seat near the middle of the western wall where the Seer sits, and the ice walls of the Chamber are moulded into vertical flutings, suggesting the folds of a vast curtain. The Chamber is 15 ft high (4.5 m), with a circular, crystalline ice design in translucent pastel colours that fills much of the central ceiling. This looks, and acts, like a greatly enlarged version of the magical translating communicators between chambers 5, and 3 and 4. It permits the translation of all spoken words here, so everyone in the room may understand one another. Like those lesser versions, this circle glows with soft, changing, multicoloured hues when active. A large, low, circular ice table is fixed in the middle of the floor, with chairs around it facing towards the Seer’s chair, and additional seats nearer the walls where one or more of the Oracles may sit during a consultation. The nature and accuracy of the information imparted is, as normal, for GMs to determine, albeit while sometimes cryptic and open to interpretation, the details provided should always provide something of positive use as well.

**11. Dressing Room:** Areas 11 to 17 are the Seer’s private domain, and it is rare for any of even the Oracles to be invited here, let alone anyone else - and even then, usually no further inside than this Room or the Reading Hall (12). Such visitors are always accompanied by the Seer. The arched passageway linking the rooms in this section is 15 ft high (4.5 m). While this Room is quite a simple chamber in form, it has an 18 ft ceiling (5.5 m). There is a chair and table here, a substantial mirror-ice panel that forms a large part of the south wall, and cupboards containing various of the Seer’s robes and other clothing along parts of the eastern wall. This is where the Seer comes to change before entering the outer parts of the complex (whether that is into area 7 or 9), or to venture outside the complex into the Village. For exactly what this “change” means, see the room 13 description.

**12. Reading Hall:** This is a 15 ft high (4.5 m) room, whose walls are lined with bookcases filled with a variety of written items in book, scroll and tablet forms of many kinds and materials. The shelves extend from floor to ceiling, yet there are no ladders to reach the upper shelves. There are though two long wooden tables in the middle of the floor, of a typical Human-sized nature, albeit there are no seats. The texts here cover a broad range of scripts, languages and times. There are many tabular forms among them, and numerous, commonly obscure, diagrams. All seem to pertain to subjects such as mythology, predictions, omens and their lore, astronomy/astrology, and the like, extracted from a great many cultures over an extremely long period of time. The Seer has a mental catalogue of everything here, and can tell at once when anything has been moved in (or removed from) the room. There are also spaces on some shelves, and a range of materials for writing and scribing with and onto, in drawers set just below the tabletops. There are also gaps where both doors are, allowing easy access to either (so the secret door into chamber 9 is not well-hidden from this side).

**13. Seer’s Quarters:** One of the two highest-ceilinged chambers in the complex, this room has a 20 ft ceiling (6 m). Its ice walls, floor and ceiling have moving, pastel colours within them. There are no furnishings here of any kind, although much of the central floor is smoother, and slightly hollowed, compared to the floors elsewhere. This is because the chamber is where the Seer spends most of her time, curled round in her natural form, that of an ancient, prophetic, Frost Dragon. Her name is Leminsiskiel, and her real form is that of a sparkling, horned, spiny, winged dragon, whose scales shimmer with a pearly lustre, glinting in many prismatic shades as she moves. She possesses the magical abilities of the ordinary Oracles, can shapechange to any form she chooses (for preference when with the locals, this tends to be a tall Ice Dwarf, whose eyes have the same shimmering pearlescence as her scales), can use telepathy to read the thoughts of any creature within 300 ft or so (90 m) whether she can see them or not, has an astonishing memory, an uncanny ability to foresee the future results of events, is extremely difficult to harm, and, naturally, possesses a draconic, icy, breath weapon. Able to read, comprehend and speak a great many languages, it is never clear how much use she may make of the magical translation devices in the complex. (SD: **Leminsiskiel the Seer**. *A pleasant, if sternly authoritative, tall figure in her humanoid Ice Dwarf form, Leminsiskiel is an ancient, prophetic Frost Dragon in her real form. How much of her power is innate, or how much may derive from the highly magical location of Seer’s Hall is unknown, since she seems never to leave the Hall, its adjoining Hill and Village area. The Village indeed is here because she is. She has the form of a prismatic, sparkling, pearly dragon, with horns, spines and wings that shimmer like ice in her native shape, retaining her sparkling, pearly eyes in any form.* **AC 18, HP 89, ATK 4** rend +11 (2d10), or 2 spells +8, or 1 ice breath, **MV** double near (fly),

**S +5, D +5, C +6, I +5, W +6, Ch +4, AL N, LV 19. Legendary.** Only damaged by magical sources. Hostile spells targeting Leminsiskiel are DC 18 to cast. **Frostblood.** Cold immune. **Shapechange.** Change form to any other creature instead of attacking. **Telepathic.** Read the thoughts of any creature within ten times near, even if not in sight. **Linguist.** Understand, read, write or speak any language. **Seer.** Recall events and predict future outcomes as the GM may require. **Ice Breath.** Fills a double near-sized cube extending from Leminsiskiel. DC 15 DEX or 4d8 damage and frozen for 1 round. **Berserk (WIS Spell).** DC 13. Focus. All allies within double near deal +1d4 damage per attack. **Fate (WIS Spell).** DC 12. One target in double near gains or loses a luck token. **Mjolnir (WIS Spell).** DC 13. Deal 2d6 damage to one target in double near. **Strike Blind (WIS Spell).** DC 11. One target in double near stricken blind for 1d4 rounds. [Elements of Leminsiskiel were adapted or reused from various SD creatures, especially the Frost Dragon, p. 211, and the Oracle from Cursed Scroll #3, p. 46.]

**14. Wardrobe:** This small room adjoining Leminsiskiel's Quarters (13) has a 15 ft ceiling (4.5 m) and contains a couple of spare sets of robes and clothes for those occasions when she needs to change to a humanoid form without being in the Dressing Room (11). There is also a wooden coffer here containing eighty golden coins, each stamped with a different long-dead emperor's head.

**15. Latrine:** A simple, magical, toilet facility for Leminsiskiel's use. There is also freshwater access here suitable for drinking. The room has just the standard height (12 ft, 3.5 m) ceiling, making it the smallest room in the complex.

**16. Treasure Hall:** Perfectly concealed behind its secret door, this is where Leminsiskiel keeps the bulk of her treasure. The ceiling is 20 ft high (6 m), like that in her Quarters (13), and the floor is strewn with gold coins (SD: 1,900 of them), with whatever other items the GM may prefer. A normal ice door leads off the northernmost wall to the Treasure Annexe (17).

**17. Treasure Annexe:** This small chamber off the Treasure Hall (16), with a 15 ft ceiling (4.5 m), has a series of shelves that contain whatever additional treasure items GMs may wish to keep separate from those in area 16. Among these is a faded papyrus scroll of blessings (SD: a Scroll of the Covenant with three Blessings of GM's choice, worth 840 gp), a cubic die that when rolled increases one of that character's stats permanently to its maximum, and then vanishes (SD: Brak's Cube of Perfection, p. 301, worth again 840 gp), and a magical, folded, velvet square that when unfolded is a hole into which items can be stored and retrieved, yet which weighs no more than a small piece of velvet fabric (SD: a Portable Hole, p. 309, worth 720 gp).