

The Mist Key Door

By Andrew Shields, 1/14/2024 for Return to Perinthos

Origin. The Temple of the Veil built the Mist Key Door to support the clerics based in the temple (west side), and questing knights based in the shrine (east side). Original plans indicated the Door was to be symmetrical, but the clerics exerted influence to enhance their side and diminish the knight side. "Lo, the Knights oft say they walk the narrower path" is inscribed on the floor of the Landing (1). No element of the Key is symmetrical. The Mist Key Door was used to bestow blessings on those departing on a quest, or on those returning.

Elevation. The Key entry is an arched slot 60' wide, 40' deep, and 600' tall, aligned with the murals of the Lower Apron.

- Balcony Level and Upper River: 420'
- Falls drop to 120' and angle down to the balcony level on a steep sluice.
- Lower Apron: 20'.
- Landing: 0'.

Decoration.

- The Landing and Lower Apron have massive braziers that were kept burning bright.
- The 3 murals on the west side of the Lower Apron are about 30' tall and 10' wide. They depict clerics in the aspect of Cursebreaker, Advisor, and Healer. Opposite are murals depicting knights in the aspect of Locator, Protector, and Assassin.
- The Sonorous Pulpit at the southern end of the Balcony Level is enchanted; all those within the mist of the falls can hear the one who speaks from the pulpit as though they were in front of it.
- The three statues at the back of the Balcony Level are 20' tall. They depict the First King in the center, with the Founder of the clerical order to the west and the founder of the knight's order to the east.

Stairs.

- Slippery stairs rise northward to the Landing in turbulent mist and wind, flanked by thundering water. From the Landing, split staircases cross over the rushing water to the Lower Apron. *Visibility is at best 15'.*
- Two curving staircases rise from the Lower Apron to the Balcony Level, with sheer rock on one side and a long drop on the other. These slippery stairs have no railings. *Visibility is at best 20'.*
- To the east, the northern curving stair goes up to the questing knight shrine. The southern spiral staircase descends to the questing knight high priest quarters.
- To the west, the northern curving stair goes up to the cleric temple. The southern spiral staircase descends to the hierophant's quarters.

Defenses. The **gatekeepers** are jackal-headed guardians determined to keep intruders out. (Stats as gnolls, they can see in the dark and through mist without penalty.)

- Two **gatekeepers** are posted on either flank of the exterior Lower Apron (2) along with **mistcrawler** reptilian predators (stats as a wolf) that are always alert. If intruders approach, a **gatekeeper** blows a *hunting horn*. **Gatekeepers** use *slings* to harry those on the slick stairs, trying to make them slip and tumble down.
- Four **gatekeepers** crouch around a fire at 3. In case of intruders, they try to stealthily flank anyone turning back to the exterior wings of the Lower Apron to attack the guards there.
- The **Keymaster** (stats as flind) has a pavilion set up in 6 with 3d6 **gatekeepers** attending him, and 3d6 **mistcrawlers**. In case of disruption, he will go to the **Sonorous Pulpit** (5) and warn intruders to leave, flanked by growling **mistcrawlers**.
 - In a locked chest under his throne, the **Keymaster** has 550 gp and a *dagger of wayfinding*.
- Two **gatekeepers** will go to each column on the Balcony Level (4). One will fire *arrows* at those trying to mount the slippery stairs, and the other will hurl pots of *bat sauce* at them. Once the *bat sauce* is on intruders or the stairs, a **swarm of bats** will ascend from the abyssal pits and harry those affected for 1d10 rounds, possibly pushing them to fall down the stairs.
- The **Mistgazer** soothsayer has a small round pavilion in 7. She brews the *bat sauce* and conducts divinations; unlike the **Keymaster**, she is neutral if approached peacefully.
 - The **Mistgazer's potion rack** is animated and puppy-like. It may share 1d6 **healing potions** and a **potion of clarity**. (The **Mistgazer** may have other concoctions available as well.)



