

COR7-12



Heart's Desire

A One-Round Dungeons & Dragons® Living Greyhawk™ Core Adventure

Version 1

by Eric Menge

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The thief showed his heart's desire to his wife. The stolen pendant promised a new life for them if only they could get far enough from Greyhawk and the criminals for whom he worked. Running would make many enemies, but he knew of a small village near the Gnarley Forest where he could lay low until the heat passed. "I'll send for you in a month," he told her. "It will all work out. Don't you worry about a thing." A one-round Core adventure set in the Domain of Greyhawk for characters level 1-11 (APLs 2-8).

Resources for this adventure [and the authors of those works] include *City of Greyhawk* [Mike Breault], *Complete Arcane* [Richard Baker], *COR2-10 Forgotten Echoes* [Jason Bulmahn and Chris Tulach], *COR5-05 A Marked Man* [Matthew Maddy], *COR7-04 Freak of Nature* [Eric Menge], *Expedition to the Demonweb Pits* [Wolfgang Baur and Gwendolyn F.M. Kestrel], *Fiendish Codex I: Hordes of the Abyss* [Ed Stark, James Jacobs, Erik Mona], *Living Greyhawk Gazetteer* [Gary Holian, Eric Mona, Sean K. Reynolds, Frederick Weining], *Libris Mortis* [Libris Mortis], *Magic Item Compendium* [Andy Collins, Mike Mearls, and Stephen Schubert], and *Player's Guide to Greyhawk* [Anne Brown].

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the MM.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as

part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to Living Greyhawk games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To calculate the Average Party Level (APL), follow the process below:

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Living Greyhawk adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing

this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in Domain of Greyhawk. Most characters pay 2 time units per round but characters with the Domain of Greyhawk as their home region only pay 1 time unit per round.

Adventurer's Standard Upkeep costs 12 gp per time unit. Rich Upkeep costs 50 gp per time unit. Luxury Upkeep costs 100 gp per time unit. Characters that fail to pay at least Standard Upkeep retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in Survival and succeeds on a DC 20 Survival check, he heals temporary ability damage as if he had Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). PCs may Take 10 on this roll.

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

ADVENTURE BACKGROUND

Reth Hakerb worked for the Thieves' Guild of Greyhawk as hired muscle. He was involved in their extortion schemes, where he provided any needed violence, and in many other operations as a thug and a killer.

Years passed, and Reth fell in love with a woman named Lisera. Lisera was a pleasant, sweet-natured woman who tamed Reth's violent tendencies. Her influence had such an effect that the constant death began to wear on him and he wanted out of his role with the Guild. Unfortunately, he had no money and he knew too much, so the Thieves' Guild was not about to let him walk away.

About two months ago, on one operation, Reth found himself in possession of "Heart's Desire," a beautiful pendant stolen from Count Merleche's townhouse in Greyhawk. He took the opportunity presented and claimed the jewelry for himself. Knowing that the Guild would be after him, he told Lisera they needed to flee the city. He would head west to a ruined tower near Mardin's Field, a small village on the edge of the Gnarley. He would send word for her to meet him when things cooled down.

Reth headed west to Mardin's Field, cutting cross-country. His efforts to avoid the Thieves' Guild proved futile as they caught him at the ruined tower, where they killed him but were unable to find Heart's Desire. They are still scouting the area, looking for it.

The ruined tower is the home of a rather unusual dryad: Mistletoe. She took a liking to Heart's Desire and stole it from Reth while he slept. She kept the pendant with her in the tree, while the thieves tortured and then killed Reth. She played with the jewelry for a time, enjoying the sparkle and that someone would kill for it, but eventually she bored of it. She traded it to the Aspect of Graz'zt imprisoned in the dungeons beneath the tower.

Meanwhile, Reth's spirit did not rest easy. Whether it was his unfinished quest, his anger at the loss of Heart's Desire, his torture and death, or the evil legacy of that ruined tower, his spirit rose. It had one thought on its mind: to get word to Lisera of what happened. This spirit treads back toward Greyhawk before vanishing with the dawn, only to start again at the tower at the next sunset.

Back in Greyhawk, Lisera has grown worried about Reth. The Thieves' Guild have been by and asked her hard questions. They searched her place but left her unharmed. Two months have passed and he has sent no word. She is desperate to find out what has happened, so she goes looking for adventurers to help her.

ADVENTURE SUMMARY

The PCs begin the adventure by being asked to guard a soup kitchen by the clerics of St. Cuthbert in the City of Greyhawk. While there, they are approached by Lisera, who asks the PCs to help find her husband. He stole a valuable piece of jewelry during a Thieves' Guild operation and left town to escape the Guild's wrath. He went to a ruined tower near Mardin's Field and was supposed to send her word when things cooled. She hasn't heard from him in two months.

On the way out of town, the PCs are stopped by a Greyhawk Watch officer. He tells the PCs that Lisera's "beau" is a thug and a killer and wanted for numerous crimes in Greyhawk – not the least of which would be the theft of a valuable pendant called Heart's Desire from Count Merleche. He encourages the PCs to tell him what they're up to and to report back to him if they learn anything. He mentions there is a reward for information or the return of the pendant.

Encounter 1: PCs meet Aimely Derrit and Skaelin of the Thieves' Guild. Skaelin encourages the PCs to sell him Heart's Desire. After he leaves, Aimely mentions that she saw a ghost in the area, which she can identify as Reth. She takes them to where she saw him.

Encounter 2: The PCs meet the ghost of Reth at Aimely's old campsite. The ghost tells them his story if they promise to take word back to Lisera. He says that a couple of thieves caught up with him. They demanded Heart's Desire back. He was ready to give it, but he lost it somewhere. They tortured and killed him. If they agree to sell the pendant and split the proceeds with Lisera, he tells them that he last had the pendant at the Tumbled Tower.

Encounter 3: The PCs head to the Tumbled Tower, where they meet Mistletoe, who is playing a game of chess with Reth's skeletal remains. Mistletoe tells them

that she stole Heart's Desire from Reth, but found it too glittery and it gave her a headache. She traded it to a creature that lives beneath the Tumbled Tower. She is willing to take them below. Unlike other dryads, Mistletoe has the ability to *transport via plants* 1/day. She takes the PCs down through the taproot of her tree into the dungeons below the ruined tower.

Encounter 4: This encounter gives an overview of the dungeons beneath the Tumbled Tower.

Encounter 5: PCs go below the tower, where they discover that it was an ancient Maure stronghold to imprison an Aspect of Graz'zt. The Aspect of Graz'zt is still here and in his prison, but his continual presence over the centuries has poisoned the local area, including Mistletoe.

The Aspect has Heart's Desire. He is willing to give the PCs Heart's Desire, if they set him free to return to the Abyss. To free the Aspect of Graz'zt, the PCs must collect four "keys". They must be used simultaneously on the statues that surround his prison to interrupt the magic that binds him. He can then return to the Abyss. The PCs can explore the dungeons to find the four keys.

Encounter 6: If the PCs use the four keys to free Graz'zt, they disable his prison. However, this activates the remaining two statues that defend the prison and attempt to slay the PCs. If the PCs free Graz'zt, he is amused by them and offers his Pleasure as a reward. He then *plane shifts* back to the Abyss.

Alternatively, if the PCs refuse to disable his prison, Graz'zt summons Mistletoe to destroy the PCs. If the PCs are not careful, they could kill her and will have to find an alternative way out of the dungeon.

Conclusion: The conclusion depends upon the PCs' actions. If the PCs choose to free the Aspect of Graz'zt, the removal of the demon lifts a terrible evil from the countryside. The evil aura that surrounds the Tumbled Tower diminishes. Mistletoe starts losing her taint. However, the PCs have empowered a demon lord.

If the PCs refuse to free the Aspect of Graz'zt, his taint remains there but they have kept an ancient evil locked away.

If the PCs take word back to Lisera of Reth's death, she is heartbroken, but Reth's spirit is at rest.

If the PCs give Heart's Desire to the Thieves Guild, they make a powerful friend but earn a poor reputation with the City Watch. If the PCs give the pendant to the Copper, they get a good reputation with the City Watch but make an enemy of the Thieves. Either way, they get a small reward for returning the pendant.

If the PCs keep the pendant for themselves, they make two enemies. When they try to sell the Heart's Desire, they find that it is too hot to sell in Greyhawk and have to sell it for a greatly reduced price.

PREPARATION FOR PLAY

Favor/Disfavor of the City Watch: During the adventure, PCs will speak with a constable of the

Greyhawk City Watch. There are numerous favors or rewards that could influence his reaction with the PCs.

Favor/Disfavor of the Thieves' Guild: During the adventure, PCs will interact with an agent of the Thieves' Guild of Greyhawk. There are numerous favors or rewards that could influence his reaction with the PCs, in particular the Disfavor of Skaelin from COR5-05 A Marked Man.

Weapons Policy: The City of Greyhawk has the following weapons policy: armor and daggers, darts, slings, staves, clubs, and knives are permitted freely. PCs may only carry a weapon not on the above list with a license from the city (5 gp for one-handed, 20 gp for two-handed, non-reach weapons). Licenses are not granted for reach or ranged weapons. Licenses are valid for one week. If the PCs enter the city, refer to the *Greyhawk Ruins Sourcebook* for more information on the Domain's laws.

Note that the PCs do not need to enter Greyhawk City and thus need not buy a license unless they wish to enter.

NEW RULE ITEMS

Core adventures often utilize new rules items—including new classes, prestige classes, races, feats, spells, and equipment (including magic items)—that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *MM*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. All information required to run these characters is presented in this adventure. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

INTRODUCTION

The adventure begins on a hot, sunny High Summer day in the middle of Goodmonth in CY 597 near the City of Greyhawk. The potential for war with the Orcish Empire of the Pomarj continues to threaten the Free City, and much of Greyhawk's resources are deployed in the south to guard against the orcs. Even though Turrosh Mak has recently demanded peace with Greyhawk, the Directing Oligarchy is taking no chances and continues to strongly garrison its southern border. Refugees are fleeing north from the Wild Coast and settling outside the city in camps.

A hot summer sun shines down on canvas tents that stretch in chaotic disarray to the south and east of the City of Greyhawk. Hundreds of refugees have fled the Wild Coast and the brutal orc armies with little more than the clothes on their back.

The poor and wanting are seen to by the Church of St. Cuthbert, which has organized clothing drives and soup and bread lines. Their massive charity

efforts stretch the church's resources but are all that stand between the refugees and starvation.

The efforts of St. Cuthbert are led by Father Nicholi Nortoi, who has just asked if you will assist his efforts. With so many refugees, keeping order at the charity distribution is difficult. Thieves filch food and clothing while tempers flare often in the High Summer heat.

The refugees are dependent upon charity to survive, and the Oligarchs of Greyhawk's Ruling Council are not known for their generosity. They provided tents and a field to the south of town for the refugees, but little else. Into this vacuum has stepped the Church of Saint Cuthbert. Father Nicholi Nortoi heads their efforts. He makes do as best he can but supplements his presence with volunteers.

Father Nicholi needs help in three different areas: preparing the food, serving the food, and maintaining order. If the PCs accept, they spend several hours helping the poor. In return, they get the Favor of Nicholi Nortoi.

If the PCs have absolutely no interest in helping feed starving people, then Father Nicholi offers to pay them – 1 gp each. He's helping the poor and he's not a rich man. PCs who are paid do not get Father's favor.

◆ **Nicholi Nortoi:** male human cleric 5 (Diplomacy +13, Sense Motive +10).

Father Nicholi is a rail-thin older priest who has lived in Shack Town for his entire ministry, tending to the needs and souls of the poor and oppressed in Greyhawk. Age hasn't slowed this completely bald priest down, and he is busier than ever. He distributes an astonishing amount of food and clothing to those in need along with the wisdom and common sense of Saint Cuthbert. He is much respected within the church and among the lower classes. Even the rich donate to his charities because of his reputation and force of personality. PCs succeeding on a DC 15 Knowledge (local [Core]) check have heard of him.

The refugees stand in long lines, awaiting the half-loaf of bread, bowl of soup, and piece of cheese which is likely to be their only meal today. Hunger and heat make the crowd unruly, but other than a few fist-fights things run smoothly.

After you spend many hours serving food and keeping the peace, the line runs out. As the crowd melts away, you notice a woman standing nearby looking anxious. From her dress and demeanor, she appears to be a commoner from the town and not a refugee.

She finally works up enough courage to approach Father Nicholi. They discuss matters for a few moments before he leads her over to you. "This is Lisera Hakerb," he says. "She's got a problem and you may be able to help."

Lisera Hakerb is a laundress from the Thieves' Quarter in Greyhawk. She has asked Father Nicholi to help find her

husband Reth Hakerb. She is a lay follower of the Cudgel and admires Father Nicholi. If the PCs are helping him, then that makes them good people in Lisera's eyes.

The woman is almost shaking she is so nervous. "Father Nicholi trusts you so I guess you're upright. It's about my husband Reth. He's been gone for two months. I should have heard from him by now. Please help me. I don't know what to do. He could have fallen in a hole. Or the Guild got him. Or, or, or... eaten by a bear!" She gasps and her eyes widen at the thought of bears. "I need to know if he's alive. Something awful has happened; I just know it!"

If the PCs agree to help her, Lisera tells them everything she knows. She starts in the middle and rambles from there. She throws facts in as she thinks of them. She's very nervous and concern for Reth is eating at her.

- Who is your husband? *"Reth Hakerb. He was a basher for the Greyhawk Thieves' Guild but got tired of the killing and violence. He would have left but the Guild doesn't let you walk away like that and we hadn't any coin anyway."*
- Who is the Guild? *She looks at you incredulously. "The Thieves' Guild of Greyhawk."*
- Why is the Guild after him? *"During a heist of some country noble's house here in town, Reth ended up with a pendant with this big gem that was worth a lotta clink. He scragged the pendant for himself and slipped away from th'others. He came by, showed me the pendant, and said he needed to skip town for a while."*
- He stole from the Thieves' Guild? He's not very bright, is he? *"No, he's not. But I love him. We were so desperate to start a new life. It's what we wanted more than anything else."*
- Where did he go? *"Reth knew a place. It's a ruined tower out by Mardin's Field – some two-horse village on the edge of the Gnarley. He was supposed to send word for me to meet him when things cooled down."*
- What can you tell us about this tower? *"It's about a dozen miles southeast of Mardin's Field. It fell over in a big storm, so the villagers call it the Tumbled Tower. Reth said I couldn't miss it. It's supposed to be haunted, but he said that's all superstition."*
- Have you heard from him? *"No, I haven't, and it's been two months! I'm worried sick."*
- Why don't you go looking for him? *"The Guild would notice if I left town, and the Watch is sniffing around."*
- Did the Guild come looking for him? *"The Guild has been by several times. I gave them a line that he fled town without talking to me. They searched my kip from top to bottom but they didn't find anything."*

- Who came from the Guild? *"A guy named Skaelin did most of the talking."*
- Anyone else? *"The Watch came by too. They asked a lot of questions and then searched my kip. Then they took me in and asked more questions. I kept my lips buttoned and didn't tell them nothing."*
- Which constable was in charge? *"Constable Ranek."*
- How will we recognize Reth? *"I have this locket. There's a painting of him on the inside. Give it to Reth so that he knows I sent you."* Lisera gives the PCs a copper locket. Inside is a very poorly done painting of a broad-chested human man in his late 20s with a weak moustache, a closely trimmed beard, and a nose that has been broken and healed poorly. He's wearing a vest that shows off his physique.

Lisera wants the PCs to find out what happened to Reth. She needs to know if he's alive or dead. If he's dead, she wants to know what became of him? She offers her life savings – 3 gold orbs, 18 silver nobles, and 7 copper commons.

♦ **Lisera Hakerb:** female human commoner 2 (AL N; Profession [Laundress] +7).

Lisera is a laundress in the City of Greyhawk. She is only in her mid-twenties, but they haven't been easy years. She would be pretty if her teeth weren't so big and her ears didn't stick out so much. She is a pleasant, sweet-natured woman who is very devoted to Reth. She is not very bright or original, letting her husband do most of the decision-making for both of them.

WORD ABOUT TOWN

The PCs may want to do some investigating before leaving Greyhawk for the Tumbled Tower. Knowledge checks and gather information checks are addressed below.

Knowledge Checks

DC 10 Knowledge (geography): Mardin's Field is in the Domain of Greyhawk near the eastern edge of the Gnarley Forest. It is a temperate land that sees plenty of rainfall.

DC 15 Knowledge (history): The old ruined tower to the southeast of Mardin's Field predates the establishment of the Domain of Greyhawk. It is believed to have been built by the ancient Ur-Flan.

DC 20 Knowledge (history): Mardin's Field was founded 60 years ago by Hugh Mardin, a wealthy and prosperous farmer.

DC 15 Knowledge (local [Core]): About 10 years ago, Count Merleche was named lord of Mardin's Field by bribing the Directing Oligarchy of Greyhawk.

DC 20 Knowledge (local [Core]): The real power in Mardin's Field is Henric Mardin, the grandson of the founder. Mardin's popular support and friendship with

the local druid has stayed Merleche's heavy hand for now.

DC 15 Knowledge (nobility): Count Merleche is a cruel and evil warrior who treats his subjects at his other estates little better than slaves. His largest holding (and source of his title) is the village of Phlandish.

DC 15 Knowledge (religion): Mardin's Field is very close to the Harrowstone, a stone sacred to the Old Faith. It is tended by druids who see to the stone and two magical trees that grow there.

Rumors

DC 10 Gather Information: Count Merleche is a cruel and tyrannical lord who bribed the oligarchs to be made lord of Mardin's Field and Phlandish. He's done nothing but raise taxes and make demands on the villagers.

DC 12 Gather Information: Yellow sails have been seen on the Woolly Bay which can only mean that the Slavers are active again. Are they working with Turrosh Mak and the orcs of the Pomarj?

DC 14 Gather Information: Count Merleche has recently misplaced a beautiful gold pendant set with a jacinth called Heart's Desire. He has offered a reward for its return.

DC 16 Gather Information: The ruin to the southeast of Mardin's Field is called the Tumbled Tower. It is a wicked place and draws evil things to it. No one in their right mind goes there willingly.

DC 18 Gather Information: The war with the Pomarj is proving costly. Some of the Oligarchs want to make peace with the orcs.

DC 20 Gather Information: Count Merleche's townhouse was robbed a couple of months ago. It was a Guild operation and should have gone like silk, but the count had bought some trained mastiffs from a dog-trainer in Mardin's Field. The dogs tore the thieves up and chased them off, but not before the crooks made off with some jewelry.

DC 22 Gather Information: A number of powerful artifacts have been found in the Bright Sands. Rary and Tenser are fighting over possession of them using adventurers.

DC 24 Gather Information: One of the Thieves' Guild thugs stole a valuable piece of jewelry and went rogue. The Guild is livid and is offering a huge reward for the head of Reth Hakerb and another one for the pendant.

OFFICIAL OBSERVERS

The PCs may suspect Lisera is under observance. They are right. One of the constables of the Greyhawk City Watch is keeping tabs on Lisera. Being a bunch of chauvinists, the Thieves' Guild did believe Lisera's story that she knew nothing. Instead, they sent Skaelin after Reth who eventually caught him.

Deputy Constable Hans Ranek has many contacts throughout the City of Greyhawk. Because the PCs met with Lisera in a public place, Ranek hears of the meeting

several hours after it occurs. He doesn't know what was said, which is something that he means to remedy.

Before the PCs leave the city or while they are gathering information, the PCs are stopped by Ranek. (Being a resourceful fellow with a lot of connections, Ranek is able to find the PCs quite easily).

You are approached by a burly man with a thick mustache. He is dressed in a non-descript leather coat and dark plaid pants instead of a uniform but he pulls out an insignia of the Greyhawk City Watch. "Deputy Constable Ranek," he says. "I need to speak to you for a moment."

Ranek allows the PCs to examine his insignia. The PCs can make an opposed Forgery check to tell that it's official. If the PCs follow up with other sources in the city (such as going to the local watch station), they can confirm that Ranek is a deputy constable. PCs have heard of him with a DC 20 Knowledge (local [Core]) check.

If the PCs are reluctant to talk to him, Ranek suggests that they can have this conversation with them in custody. He does not arrest them at this time, but he suggests that he may. Assuming the PCs agree to talk with him, he says:

"I'm aware that you have met with Lisera Hakerb. She is under investigation as an accomplice in a burglary case. What did she talk to you about?"

Ranek interrogates the PCs as to what was said in their conversation with Lisera. He attempts to find out as much as he can from the PCs. If the PCs seem more mercenary than concerned with justice, he mentions that Count Merleche has offered a reward (50 gp x APL) for information leading to the return of the jewelry.

If the PCs ask about what Ranek knows, he says:

"I figured she gave you some sob story, but you should know a few things about her and her 'beau.' He's a thug and a killer and wanted for numerous crimes in Greyhawk. Extortion, assault, and robbery – not the least of which would be the theft from Count Merleche of a valuable pendant called Heart's Desire. So, what did Lisera want to talk to you about?"

If asked, Ranek can describe Heart's Desire. Read,

"The Heart's Desire is a white gold pendant that features a heart-shaped jacinth, two inches in length, deep red in color, and surrounded by eight round diamonds in a prong setting."

Lisera and Reth never paid for an official marriage license, so as far as Ranek's concerned they weren't married.

Before he goes, Ranek asks the party to let him know if they learn anything about Reth Hakerb and Heart's Desire. The PCs may suggest that they could follow up on

Reth and bring him back to face justice. Ranek accepts their suggestion if the PCs seem good and honorable.

☛ **Deputy Constable Hans Ranek:** male human warrior 2/expert 5 (LN; Forgery +10, Gather Information +8, Intimidate +8, Knowledge (local: core) +10, Listen +9, Sense Motive +9, Spot +9).

Ranek first appeared as a Sergeant of the Watch in COR2-10 *Forgotten Echoes*. He has since been promoted. He is a tough, no-nonsense officer of the law, and unlike many watchmen he's not overly corrupt.

If the PCs cooperate, Ranek is friendly and informative. If the PCs are secretive, he is more inquisitorial. Ranek wants Reth to be brought to justice and this case closed. He's not overly interested in the pendant but wouldn't mind splitting the reward with the PCs.

1: WHAT AIMELY SAW

The Tumbled Tower is 12 miles southeast of Mardin's Field. Its location is marked on the Greyhawk Countryside in DM's Maps. How long it takes the PCs to arrive and what time of day it is depends on how and when they traveled. If the PCs are mounted, they arrive at the tower after one-and-a-half-days. If the PCs walk, the journey takes them two-and-a-half-days.

No matter which way the PCs go, they encounter Aimely and Skaelin. If the PCs are flying or using *wind walk*, they see the confrontation between farmer and thief below them. If the PCs ignore the encounter or are somehow able to bypass it without noticing it, they arrive at the Tumbled Tower (Encounter Two).

Aimely Derrit is a villager from Mardin's Field. She was out hunting rabbits before the hay mowing starts in a few weeks, accompanied by two hunting dogs – Rags and Sport. She first appeared in COR7-04 *A Freak of Nature*.

Last night, she encountered Reth's ghost as it made its way toward Greyhawk. The sight unnerved her and she began making her way back to Mardin's Field. Shortly before the PCs arrive on the scene, she ran across Skaelin and his companions. They are interrogating her to see if she knows anything about the lost Heart's Desire.

The weather is hot but pleasant as you travel west through the Domain of Greyhawk. Clouds drift on the summer breeze while dragonflies buzz lazily in your wake.

A few hours journey from the Tumbled Tower, you come across a group of people beneath a large maple tree. A young country woman with a couple dogs at her heels is talking to a group of city folk. Their hard cold edge looks distinctly out-of-place in this rural setting. While no blades are drawn, you get the definite impression that the conversation is not congenial.

If the PCs attack the thieves, they use smoke sticks to create concealment and then hide. They then attempt to

sneak away through the tall grass. Skaelin uses his *cape of the mountebank* to *dimension door* as far away from the PCs as possible and behind cover; he then hides and sneaks away. They only fight if cornered.

If the PCs approach openly, read:

The gathering notices you as you draw closer. The country woman looks relieved, while the city folk adjust so that they can see both you and the woman. The fourth – a portly man who was doing most of the talking with the woman – gives you a broad smile. His voice is deep and raspy. “Greetings, strangers. What brings you to these parts?”

The woman is Aimely. The portly man is Skaelin, who first appeared in COR5-05 A *Marked Man* and he's just as cruel and greedy as he was then. He has since officially joined the Greyhawk Thieves' Guild and made a name for himself as competent and persistent. If any of the PCs have the Disfavor of Skaelin from that adventure, he immediately recognizes that person. He'd love nothing more than to stick a knife into the PC, but he's got a job to do.

Skaelin has been ordered by the guild to reclaim Heart's Desire and make an example of Reth. He managed to track Reth down, but he couldn't get a straight answer as to what happened to the pendant. He ended up killing Reth in the interrogation. A thorough man who does not want to admit failure to his superiors in the guild, Skaelin has been alternately using a *wand of locate object* in likely places and watching Mardin's Field for news that someone has found the pendant.

Skaelin presumes that an adventuring party appearing where a very valuable piece of jewelry was lost is no coincidence and is already thinking of how he can use the PCs to his advantage. He immediately turns on the charm to try to weasel as much information out of the PCs as possible. During the conversation, Skaelin strongly hints about his membership in the Thieves Guild as most people are terrified of the gang and he likes using this to his advantage.

If the PCs ask what he and Aimely have been discussing, he replies that they're just having a nice chat about the sights of the area. Aimely reluctantly agrees, obviously terrified of the man.

If the PCs ask what he is doing out here in the countryside, he says that he likes traveling off the beaten path as that is where you find all sorts of treasure. He asks the PCs to tell him if they find any treasures. He would gladly buy it from them. He offers 50 gp per APL.

If the subject comes up directly, Skaelin makes it clear that Reth is a low-life scumbag who stole from a certain unnamed organization from Greyhawk. He suggests that the PCs could make some very good friends in Greyhawk, if they have information about Reth and Heart's Desire.

If the PCs reveal that they are working for Lisera, he is surprised that she was able to keep her involvement secret from the guild. She will face repercussions when

he gets back to the city and will be found face first in the Selintan River a few days later.

Skaelin has no desire to fight the PCs at this time. His job is to find that jewelry, not get into fights with heavily-armed adventurers. If it appears that combat is imminent, Skaelin backs off. If combat does start, he and his minions flee as detailed above.

All APLs (EL 11)

☛ **Skaelin:** male human rogue 10; hp 62; Bluff +20, Diplomacy +21.

☛ **Sneak:** male human rogue 5; hp 25.

☛ **Thug:** male human fighter 5; hp 38.

☛ **Tracker:** female human ranger 3; hp 25.

If the PCs fight these individuals, use the statistics from chapter 4 of the DMG to run this fight.

When Skaelin has gotten all the information he thinks he can get out of the PCs, he urges them to let him know if they find anything of value in these parts. He and his thugs then leave.

With a smile and a nod, the men from Greyhawk head off toward the south. Once they are a good distance away, the country woman breathes a sign of relief. “Thank the Makers you showed up. I thought he was gonna cut me up or somethin’. Them thugs’ve been hangin’ around Mardin’s Field for the past month and into everyone’s business. Between them and the ghost, it’s been an eventful summer.”

If the PCs have not met Aimely before, continue:

“Oh, I’m being rude. I’m Aimely Deritt.” She’s a young woman in her late teens, dressed in worn and comfortable hunting clothes. She is more cute than beautiful with a good number of freckles across her upper cheeks and nose.

Aimely is the eldest daughter of a widow in Mardin's Field. Her twin brother, Tobe, was mustered into the Greyhawk army, leaving her to see after the farm. She has a mischievous spirit, but is a capable and resourceful 18-year-old. She is looking for a good husband and to start her own family. If there are any eligible young human men in the party, she flirts with them.

☛ **Aimely Deritt:** female human commoner 2.

If the PCs ask what Skaelin wanted to know, she says that he was asking if she had seen some other stranger from Greyhawk, who might be using the name Reth. She told him that she hadn't seen any strangers and didn't know anyone by that name.

If the PCs ask about the ghost, read:

“There’s been a ghost hauntin’ these lands. I’ve done seen him. I was just a touch east of the Tumbled Tower last night and had set up camp. Somewhere in the dead of night, I woke up, feelin’ mighty cold. I huddled deeper in my blanket and that’s when I saw

the ghost. He was walking – or gliding I suppose – due east. He was no more’n twenty feet away. Never looked over at me, just slid right on by.”

After the ghost passed Aimely stayed very still for some time to make sure it was gone. She then gathered up her belongings and high-tailed it out of there. If the PCs show her the locket (or give an accurate description of Reth), Aimely recognizes him as the ghost. With the PCs as company, Aimely is willing to go back to where she saw the ghost.

Aimely also mentions recent events in Mardin’s Field if the PCs talk to her at length

- Count Merleche’s raised taxes again over the summer to pay for the war. The villagers are hoping for a good harvest, otherwise they won’t be able to pay.
- Count Merleche has hired Voss Arnor, a sellsword leader with a brutal reputation, to back up his steward in town. Can we expect another round of taxes soon?
- The woodcutters say that a number of orcs have been traveling through the forest. They are likely scouts for Turrosh Mak. Are the orcs trying to cut the Western Road between Greyhawk and Dyvers?

DEVELOPMENT

If the PCs decide to investigate Aimely’s campsite, proceed to Encounter 2.

If the PCs go to the Tumbled Tower, proceed to Encounter 3.

2: THE GHOST OF RETH

Aimely guides the PCs to her campsite where she saw the ghost of Reth. The location is marked on the Greyhawk Countryside in DM’s Maps.

Aimely’s camp is near a small copse of trees not far from a small creek. A ring of small stones marks where she made the fire.

Once the PCs arrive at her campsite, they must wait until night for the ghost to appear. Reth arrives at the camp two hours after dusk.

The PCs can search the area for clues. If they do so, with a DC 10 Survival (Track) check they can find a trail of wilted grass that runs absolutely east and west. PCs can make a DC 10 Knowledge (geography) check to know that it is heading straight for the City of Greyhawk. If the PCs follow the trail east, it disappears after 18 miles. If the PCs follow the trail west, it leads to the Tumbled Tower.

If the PCs wait for night and Reth, read:

The twin moons shine down on the open fields and rolling hills. A warm summer breeze blows the tall grass so that it looks like waves in the silver

moonlight. Across the sea of grass, you see a glowing human figure. It is walking purposefully through the grass, heading east. His path leaves a trail of wilted vegetation.

The ghost of Reth Haukerb yearns to tell Lisera what has befallen him and it is this desperate desire that has caused his spirit to manifest as a ghost. Reth always rises at the Tumbled Tower as soon as the sun slips completely below the horizon. He then begins walking east toward Greyhawk at a standard human walking pace. Unfortunately, he can only manifest at night and fades back to the ethereal at sunrise. At sunset, he reforms at the Tumbled Tower. Since it would take him days to reach Greyhawk at his pace, he will never reach the Free City and Lisera.

All APLs (EL 7)

☛ **Reth Haukerb:** male human ghost fighter 5; hp 38; MM 116.

If the PCs approach Reth, read:

When you get closer, you can tell that it is the figure of a man. His eye sockets and gaping mouth are full of darkness and an aura of despair surrounds him. His appearance is roughly that of the crude portrait in the locket.

Reth is consumed with his desire to talk to Lisera and does not notice the PCs until they attract his attention. When they do so, Reth stops and looks at them. He does not attack the PCs unless he is attacked first. He makes no response until they mention Lisera’s name or show him the locket. He then says in a feathery whisper:

“Slain...slain by the Guild...left for dead. Tell her not to wait...Promise me that you will tell her what has become of me.”

Reth is desperate to tell his tale to Lisera so he begs, threatens, and pleads with the PCs as needed until they agree to take news of his end back to her. Assuming that he can get the PCs to listen, he tells them his story.

He was heading west to Mardin’s Field to lay low for a few weeks. Unfortunately, Skaelin caught up with him. He doesn’t know how they tracked him down as he had been covering his tracks.

Skaelin demanded Heart’s Desire back. Reth was ready to give it, but when he went to find it in his packs, it was gone. Skaelin would not believe that Reth had lost it and began torture to force him to tell where he had hidden it. Reth could not answer as he did not know, and Skaelin ended up killing him.

After telling his story, Reth offers to tell the PCs where he last had Heart’s Desire if they promise to sell the bauble and split the proceeds with Lisera. If they agree, Reth tells them that he last had the pendant at the

Tumbled Tower. They can find the tower if they walk due west from this point.

Aimely does not accompany the PCs to the Tumbled Tower.

DEVELOPMENT

If the PCs try to fight or destroy Reth he avoids battle as much as he can; the fight only distracts him from getting to Greyhawk City. If they destroy him, he may reform in 2d4 days.

3: MISTLETOE CROPS UP AGAIN

The Tumbled Tower is 12 miles southeast of Mardin's Field. Its location is marked on the Greyhawk Countryside in DM's Maps.

EXPLORING THE RUINS

When the PCs approach the tower for the first time, read:

The ruined tower fell on its side probably a century ago. It shattered, and rubble is scattered in a line down the side of the hill on which it once stood. The land around the tower has an evil look to it. The trees are desiccated and twisted into grotesque shapes. A lone fir tree manages to grow upright, but thick and sharp needles grow from its dark branches. The wind whistles through the broken masonry, making an unnerving whispering sound.

A map of the above-ground ruins of the Tumbled Tower can be found in the Tumbled Tower Map in DM's Maps.

If the PCs search the site, they can find the following:

- With a DC 15 Knowledge (history) or a DC 10 Knowledge (architecture and engineering) check, the PCs can tell that the tower has many elements of architecture indicative of the Suel Imperium.
- With a DC 10 Search check, the PCs find a mass grave that was dug nearly a year ago in a field near the tower. The villagers from Mardin's Field buried the remains of some brigands here in COR7-04 A *Freak of Nature*.
- With a DC 20 Search check, the PCs find the foundation stone of the tower, obscured behind thick weeds. It has the word "Maure" on it and "S.D. 5172" both in Ancient Suloise. With a DC 10 Knowledge (history) check, PCs know that S.D. stands for Suloise Dominion which counts the years from legendary founding of the Suel Imperium. It corresponds to CY -344. With a DC 20 Knowledge (history) check, the PCs know that House Maure was a noble Suel house composed of depraved wizards who commonly consorted with demons. The Maure eventually founded a castle in the Duchy of Urnst that is in ruins.

MEETING THE DARK DRYAD

In addition to the information given above, as the PCs explore the ruins of the tower, they run across Mistletoe.

You hear a woman's sultry voice say, "No, no, no. That's a rook. Only bishops move on the diagonal. Where's your head? It's just not in the game."

The source of the voice is the dryad, Mistletoe. While she is fey, Mistletoe is slowly being corrupted by the evil that lurks under the Tumbled Tower. She enjoys the barren, haunted look of the ruins, finds pain enjoyable, and is attracted to ugliness. For Mistletoe's stats, see Appendix I.

If the PCs approach Mistletoe (marked M on the map), they see the following.

A decidedly female creature with a wild look about her lies indolently next to a chess board. She wears a pale green velvet veil, dotted with gems, over the left side of her face. Her dress covers her left side of her body from head to toe, but leaves the right side scandalously exposed.

Across from her is a human skeleton, propped up with sticks so that it looks like it is sitting and contemplating the board. It is dressed in a leather vest, but most of the flesh has been consumed. Only a bit of hair remains along with a few ribbons of skin here and there.

Mistletoe is currently playing a game of chess with Reth's skeletal remains. She's annoyed because his moves are so predictable. She has no concept that Reth is dead.

If the PCs approach, she greets them cautiously. She is also a little bit annoyed that she allowed the PCs to sneak up on her. Strangers make her nervous – especially well-armed, dangerous strangers, doubly so if they carry cold iron weapons.

Mistletoe asks why the PCs are here because not many people visit the tower. The last ones to visit were her skeletal opponent and his friends. She'll make small talk as long as the PCs do not threaten her. If they do, she flees to her tree, where she hides, as discussed below.

If the PCs ask her about her opponent, she says she calls him Tatters and he has never protested.

"Oh, Tatters stayed overnight here awhile ago. Then some friends of his showed up. They talked for a while then roughhoused. His new friends played 'Can you get out of this?' with him. Tatters wasn't a very good player since he couldn't. The others started evoking penalties – fingers and thumbs to start. Tatters was yelling and screaming something awful – what a poor sport! Eventually they got tired of the game and all went to sleep. The other mortals went off, but Tatters stayed here."

Mistletoe watched as Skaelin tortured and eventually killed Reth, which she presumed was all a game. If the PCs point out that Tatters is dead and that the other mortals killed him, she does not understand what they mean. Death is not something that fey (even corrupted and deranged fey) comprehend all that well.

The PCs may wish to take Reth's body with them back to Lisera. Mistletoe is willing to let them take the skeletal remains if they offer her a gift. She would like another playmate for her chess game. Any corpse will do. However, Mistletoe's desires may change based upon the PCs actions below the Tumbled Tower. See the conclusion for more information.

If the PCs think to examine the chess set, a DC 15 Knowledge (architecture and engineering) or Knowledge (history) check reveals that the chess set is in the artistic style popular in the Suel Imperium.

As the PCs talk to Mistletoe, those succeeding on a DC 15 Spot check, notice that the entire left side of her body is rotting and crumbling. Her left eye is nothing but a hollow pit. Mistletoe does not like having this pointed out and chastises the PCs for being rude, if they do.

If the PCs ask about Heart's Desire (even vaguely), Mistletoe gets a knowing look and hints that she might know something about it. She offers to help them...

MISTLETOE'S GAME

...if they can help Tatters in the chess game they are playing. The game is chess with only a few pieces remaining. Because Mistletoe is bored with the game and wants it to end, the PCs must checkmate her in two moves.

For an arrangement of the board, see Player Handout 1. Mistletoe plays the blue pieces (far side of the chess board in the hand out), while Tatters is the red (near side). A simplified version of the board and a brief summary of the pertinent rules of chess are included in the handout.

Mistletoe permits the PCs to reset the board to its original configuration as given in player handouts as many times as they want. Mistletoe refuses to move the PCs' pieces, as it would be against the rules. Mistletoe will not restart the game from the beginning, insisting on finishing this game. Mistletoe does not purposefully throw the game as that is against the spirit of the game.

Each time a humanoid moves a piece, it activates the trap. Mistletoe is fey, so she does not trigger the trap and does not know it exists. If the PCs use proxies to move the pieces (animal companions, familiars, *unseen servant*, or even a stick), they can avoid setting off the trap. The spell effect must be disabled on each piece individually.

APL 2 (EL 1)

↗ **Inflict Minor Wounds Trap:** CR 1; magic device; touch trigger; automatic reset; spell effect (*inflict minor wounds*, 1st-level cleric, 1 point of damage, DC 10 Will save negates); Search DC 25; Disable Device DC 25.

APL 4 (EL 2)

↗ **Inflict Light Wounds Trap:** CR 2; magic device; touch trigger; automatic reset; spell effect (*inflict light wounds*, 1st-level cleric, 1d8+1, DC 11 Will save half damage); Search DC 26; Disable Device DC 26.

APL 6 (EL 4)

↗ **Inflict Serious Wounds Trap:** CR 4; magic device; touch trigger; automatic reset; spell effect (*inflict serious wounds*, 5th-level cleric, 3d8+5, DC 14 Will save half damage); Search DC 29; Disable Device DC 29.

APL 8 (EL 6)

↗ **Mass Inflict Light Wounds Trap:** CR 6; magic device; touch trigger; automatic reset; spell effect (*mass inflict light wounds*, 9th-level cleric, 1d8+9 to 9 individuals with 30 ft. of the chess board, DC 17 Will save half damage); Search DC 30; Disable Device DC 30.

The *mass inflict light wounds* affects everyone within 30 ft. of the trap, including Mistletoe. Mistletoe coos in delight when the trap is set off. If she actually gets close to dying, she moves away when the PCs touch a piece.

Solution: With the way the pieces are arranged, it is impossible to win in two moves. Let the PCs stew about it for a while and set the trap off a few times. When they begin to get frustrated, have them make a DC 10 Intelligence check. Tell the PC with the highest check that they do think it is impossible to win in two moves.

To beat Mistletoe, the PCs must alter the game board or the rules. They can use Bluff, Sleight of Hand, or other tricks to move a piece or to replace one piece with another. The PCs could convince Mistletoe of a rule change as she does not have the best understanding of how to play chess. A successful Bluff check opposed by Mistletoe's Sense Motive check convinces her of any alternative rules the PCs dream up. The PCs could also destroy the gameboard. If they can convince Mistletoe that this is a valid move (with a Bluff check), she accepts it.

If the PCs refuse to play the game, she refuses to help them. If the PCs threaten Mistletoe, she flees to her tree as addressed below.

WINNING THE GAME

If the PCs win the chess game, Mistletoe keeps her side of the bargain.

Mistletoe leans in and whispers, "Before Tatter's friends showed up, I snuck down to where he was sleeping and looked through his stuff. I found this pendant and wanted to see how it looked on me so I took it back to my tree where I have a mirror. While I was inside, Tatters' friends came. I hid and watched.

"Eventually the others left but Tatters stayed behind. I asked him if he minded if I kept the pendant. He didn't say no so I did."

"I spent several days – or was it weeks? Time is tricky – admiring the pendant before I got tired of it. The pendant was too glittery, and it gave me a headache. So I traded it to the Dark Man who lives beneath the tower. He gave me this chess set for it."

Mistletoe knows that there are extensive dungeons below the Tumbled Tower. She knows of the Dark Man who lives at the center of it. She has never been beyond the room where the Dark Man stays and can only give information up to that point.

Mistletoe is infatuated with the Dark Man and praises him extensively on his wit, looks, knowledge, and personality. She does not know that he is a demon or recognize the name Graz'zt.

If the PCs ask how she gets below the dungeon, she mentions that she goes through her tree. The tap root of the fir extends down into the chambers below. She mentions that she could take them if they want.

HEADING BELOW

When the PCs win the game, Mistletoe takes the PCs below the ruins of the Tumbled Tower. Unlike other dryads, Mistletoe has the ability to *transport via plants*, (CL equal to her racial hit dice) as the spell, once a day because of her close proximity to all the magic in this area. Mistletoe insists on taking them right away, but is willing to wait a few minutes for the PCs to cast spells or make other short-term preparations.

When the PCs are ready to travel, read:

Mistletoe takes you by the hand. Her skin is surprisingly bark-like and your hand immediately begins to itch. "I like it when they squirm," she says with a wicked grin and steps into her tree.

You find yourself on a staircase made of living wood that spirals around an open shaft. Although it is larger than the size of the tree would make possible, the space is dark and dreary. The dryad leads down, deeper into the darkness. "Wanna hear a story," she asks. "I made it up myself."

If the PCs say yes, she tells them the following tale.

"A Fairy Tale" by Mistletoe.

Once upon a time there was a good little dryad. She made me look bad, so I offed her. The End."

Whether or not the PCs hear the story, they reach the bottom of the stairs.

Eventually the stairs end at a trapdoor. Mistletoe undoes a latch and lifts up the door. Through the opening, you can see a worked stone floor lit by flickering flames. "Just follow the stairs down," the dryad says. "They'll take you to the Dark Man."

The PCs can hop down to the room below. It is only a 5 ft. jump and the PCs take no damage. This places them in the Atrium, Room 1 in Encounter 5. Mistletoe holds the door open until all the PCs are through.

MISTLETOE HIDES

If the PCs drive Mistletoe off, she bolts for her tree and hides there. At this point, she is unfriendly to the PCs and they must improve her reaction to friendly through a DC 25 Diplomacy check to convince her to come out. Once she is out, the PCs can talk to her as detailed above.

The PCs could force her out of the tree by causing harm to the fir. Either setting it on fire or starting to chop it down causes her to emerge and surrender. She tells them everything and takes them into the dungeon as described above.

DEVELOPMENT

Once the PCs convince Mistletoe to take them to the dungeons below the tower, proceed to Encounter 4. If the PCs do not convince Mistletoe to take them to the dungeon, the adventure is likely over for them. If they have learned of the dungeon beneath the tower, they could begin to randomly try to dig down to it. After three days of such effort, they get lucky and discover the stairs in Area 1, Encounter 5.

4: BENEATH THE TUMBLED TOWER

When the PCs venture beneath the Tumbled Tower, they discover an ancient Maure stronghold that imprisons an Aspect of Graz'zt.

HISTORY OF THE MAURE HALLS

The builders of the tower belonged to House Maure – wicked Sulioise wizards who settled in the Flanaess after the fall of the Suel Imperium. The Maure were drawn together by their shared ambition, pride, greed, and disdain for any limitations on their lust for power. Several generations of Maure lived in the tower before it fell into ruin. In the depths, they sought to preserve the legacy of magic from the Suel Imperium while pushing the boundaries of power.

The last two Maure wizards to dwell beneath the Tumbled Tower were Lorveck, a conjurer who was skilled in making constructs, and Esmanti, an enchanter. Together, the two summoned an Aspect of Graz'zt and bargained with it for power. To hold the Aspect, Lorveck created a special prison that combined anti-magic fields, walls of force, and guardian monsters. The wards could only be breached if four keys were simultaneously used.

While they did gain much knowledge from the fragment of the demonlord, its corruption infected the halls and the Dark Prince seduced Esmanti, getting her with child. Meanwhile, the head of House Maure – known to the wizards imply as "Uncle" – founded Castle

Maure in what would become the Duchy of Urnst. Uncle had gained the patronage of a demonlord only known as "Y." Y was jealous of the attention paid by Lorveck and Esmanti to the Aspect and Uncle demanded that the two end their relationship with it.

Completely enthralled by the Aspect of Graz'zt, Esmanti refused the command and turned on Lorveck and House Maure. She unleashed the summoned and captured monsters, destroyed vast parts of the complex, and stole much of the magic and wealth kept beneath the tower. Lorveck was kissed by a vargouille then trapped below ground where he transformed into a vargouille. Because four people were needed to breach the wards on the prison, Esmanti had to flee the halls without releasing the Aspect. She intended to come back to free the demon, but neither Esmanti, nor the unborn child she carried, returned to the halls. What became of them is another story.

Tainted with evil from the corrupt magic of the Maure and continual dealings with fiends, the abandoned tower became a haven for monsters. About 300 years ago, the tower collapsed during a violent storm, giving it its current name, but the lingering evil of Graz'zt continued to draw wicked things to it. Shortly thereafter, Mistletoe took root in the ruins of the tower. Her tree grew large and tall and eventually her tap root pieced the ceiling of the halls beneath the Tumbled Tower. For the first time in centuries, a new being walked the Maure halls and spoke to the Aspect of Graz'zt.

The Aspect knew that he needed four creatures to breach the wards so he encouraged Mistletoe her to bring others down into the Halls to speak with him. The Dark Prince is very persuasive and the dryad was already in his thrall.

KEYS TO THE PRISON

A large part of the exploration of the Maure Halls involves locating and retrieving the four keys needed to breach the wards around Graz'zt's prison. The keys can be found in on a shelf in Room 8, in Xaric's hand in Room 9, on the statue in Room 14, and in the chest in Room 18. See Map of the Maure Halls in DM Maps.

DUNGEON FEATURES

The dungeon beneath the Tumbled Tower has several features that remain similar throughout unless noted otherwise.

Illumination: The Maure illuminated the chambers with *continual flame* spells. Even after they succumbed to the teachings of Graz'zt, they preferred to emphasize the disparity of light and darkness. However, the presence of the Aspect has darkened the halls, reducing the radius of all light sources by half. Assume that all corners – and the squares adjacent to them – of the Maure Halls are hidden in shadow.

Ceilings: The halls use barrel vaults, so the ceilings are 15 ft. high in the center and arch down to 10 feet high against the walls. The chamber ceilings are flat and 15 ft. high.

Walls: The walls are finished masonry but in most places beyond the masonry is solid dirt or rock. They are commonly painted with frescos or tempera.

Masonry Walls: 1 ft. thick; hardness 8; hp 90; AC 5; Break DC 35; Climb DC 20.

Doors: Internal doors are all good wooden doors. They are locked or unlocked as noted.

Good Wooden Doors: 1-1/2 in. thick; AC 3; hardness 5; hp 15; Break DC 18 (if locked); Open Lock DC 20.

Lingering Magic: The continued presence of the Aspect of Graz'zt has tainted the halls with evil. Like the tower above, the entire dungeon radiates ambient magic (DC 23 Spellcraft check identifies Faint abjuration, conjuration, necromancy, and evil). Due to this lingering evil, the entire tower and the halls below are under the perpetual effect of a *desecrate* spell (CL 18). Furthermore, a character must succeed on a DC 18 caster level check to cast *consecrate*, *hallow*, *magic circle against evil*, or *protection from evil* here.

Detect Magic Results: Ambient magic on the halls (Faint abjuration, conjuration, necromancy, and evil).

Listening: The sound of faint whispering extends throughout the dungeon. If the PCs stop and listen carefully, they can almost make words out, which seem to be uttering terrible secrets of eldritch power, but nothing definite can be made out. The effect causes a -2 circumstance penalty to all Listen checks.

Resting: Unless of evil alignment, anyone sleeping here has terrible nightmares, involving torture, fiends, and sadistic magical experiments. These nightmares are so unsettling, a PC must make a DC (15+APL) Will save to get the rest needed to regain hit points or memorize spells.

5: THE MAURE HALLS

The following locations are marked on the map of the Maure Halls in DM's Maps.

1. ATRIUM

The PCs begin in this room after jumping down from Mistletoe's tree.

The thick tap root from Mistletoe's fir tree extends several feet from the ceiling of this chamber. A lamp glowing with magical flames hangs from the ceiling. The walls are painted with vibrant frescos depicting abstract vegetation. One wall is pierced with two sets of stairs that lead up and down. The opposite wall has a basin in which a lion's head spout is pouring clear water.

Mistletoe leans out of her root – the trap door is gone. "When you're ready to come back out, just stand beneath my root and blow me a kiss. I can't take you through till tomorrow though, so don't hurry." Mistletoe then vanishes back into her tree, leaving you in the halls beneath the Tumbled Tower.

This chamber was used by the Maure to wash themselves when returning to the dungeons beneath the tower. The water in the basin is magically conjured, clean, and refreshing.

A DC 20 Spot check reveals that the shadows are deeper in the corners than they should be. When the PCs shine a light in the corners, the shadows reluctantly melt away. This trait occurs throughout the dungeon and is described in Encounter 4 under illumination.

The stair leading up once provided access to the cellar of the Tumbled Tower. The stairway collapsed when the tower fell over. Now tons of rubble completely block the stairway. The PCs could dig their way out with sufficient magic, manpower, and time. Depending upon the APL, centipedes or carrion crawlers slumber, buried deep in the rubble. The PCs can only find them through extensive digging. The vermin do not attack the PCs at this time.

The stair down ends at the Star Doors.

2. THE STAR DOORS

The stairwell ends in double bronze doors, which are still brightly polished. They are engraved with a large and ornate eight-pointed star and a circle of text surrounding it. The joining of the doors splits the star in half with an enormous handle in the center of each half. Ornate 'M's are carved in the four corners.

PCs succeeding on a DC 15 Listen checks hear faint cello music through the door. The doors are not locked and are perfectly balanced so that they swing open effortlessly.

If the PCs can read Ancient Suloise, the words read

"Only those who desire power are fit to wield it."

Players may recognize this as a corruption of a quotation of Plato: "Only he who does not desire power is fit to wield it."

3. CAGE OF THE DARK PRINCE

When the PCs pass through the Star Doors, they enter the great chamber that has been converted into a prison for an Aspect of Graz'zt.

The doors engraved with the eight-pointed star open onto a balcony that overlooks a massive domed chamber. The floor is tiled marble that forms an intricate mosaic. Pilasters along the wall support ribbed vaulting shaped like bundles of serpents. The vaulting soars far overhead to meet together in a boss carved with an elaborate letter 'M'.

Directly under that boss is an enormous six-sided cage sheathed in shimmering green energy. Inside the cage is a man-like creature that is playing a cello. A haunting yet beautiful melody fills the air.

Stairs from the balcony curve down along the north side of the circular hall to the floor below. The chamber is an

architectural wonder, but the most interesting feature is the prison of the Aspect of Graz'zt. The PCs must approach to see more.

As you approach the cage, you notice that it seems to be made out of cold iron and fashioned into chaotic patterns. Statues of monsters stand at each corner with either hands raised in warning or snarling like dogs to scare intruders off. There is a notch in the chest of each statue about where the heart would be.

The cage is luxuriously decorated and furnished in a style that passed out of fashion centuries ago. The bed is little more than a couch and the tables low.

The sole resident of the cage is a tall man with obsidian skin. His eyes glow a fell green and six short horns push through his thick and tousled dark locks of hair. The creature is watching you intently as you approach, but he does not stop playing. His six-fingered hands sensuously coax music from the instrument.

The cage consists of three layers. The core is the physical cage made of cold iron. The exterior of the cage is sheathed with a wall of force. If that wall of force is dispelled, another wall is formed immediately in its place. The wall replaces twice before it stays down. The interior of the cage is filled with an anti-magic field. There is a small drawer that the Maure used to slide food and other small items through to Graz'zt. This is how Mistletoe gave him Heart's Desire and how he returned the chess set.

Around the cage are six statues (marked 1 through 6 on the map) that act as anchors for the wall of force. Each statue is actually a guardian monster, bound by Lorveck and turned to stone. The monsters vary by APL. A list of the monsters and their position around the cage is presented in DM Aid 1.

The cage is specifically designed to hold its occupant – an Aspect of Graz'zt.

Creature: Graz'zt is a powerful demon lord who rules multiple planes of the Abyss. As the Prince of Darkness, he fosters tyrants and promises magical secrets to those who serve him. Graz'zt's greatest weapons, however, are his mastery of seduction and guile. He prides himself on being the most cunning and intelligent creature in the Abyss; considering the competition, he is probably correct. The demonlord is quite willing to enter into pacts with mortals exchanging fiendish knowledge for service or favors. The PCs know the following with a Knowledge (the planes) check (with a successful result revealing all information gained with a lesser check):

- **DC 20:** Graz'zt, the Dark Prince, is the patron of corrupt rulers and decadence. Sorcerers and wizards often revere him as well, for he is said to be the keeper of innumerable secrets.
- **DC 25:** Graz'zt fights with an acid-dripping bastard sword that he wields with great and deadly skill.

- **DC 30:** Graz'zt's sneer and voice can inspire fear in even the bravest soldier.
- **DC 35:** Graz'zt is at war with Demogorgon and Orcus, and he has been known to grant audiences with those who can provide him with aid and intelligence concerning this war.

Fortunately, for the PCs, the creature inside the cage is an Aspect of Graz'zt and only has a fraction of the power of the true demon Prince of Darkness. He was summoned and trapped here by the Maure wizards who bartered for power with Graz'zt.

The Aspect taught them much and even sired a child with one of his summoners. However, the Maure abandoned these halls centuries ago, leaving the demon aspect trapped in his cage. His continued presence for centuries has corrupted these halls and tainted them with evil. While the Aspect of Graz'zt does not need to eat or drink to survive, he is bored out of his mind and desperately wants to return to the Abyss to rejoin with the true Graz'zt.

The Aspect is the Dark Man to whom Mistletoe referred. He traded a chess set to the twisted dryad in exchange for the Heart's Desire because it has a passing resemblance to the fabled *Jacinth of Inestimable Beauty*. He has since discerned that it is not that marvelous item and is annoyed that he gave away his chess set.

For the Aspect of Graz'zt's stats, see Encounter 6.

When the PCs first arrive, the Aspect of Graz'zt finishes his piece before talking to the PCs. This gives him a chance to study them and size up how to best exploit them. When he has looked them over thoroughly, read:

The six-fingered dark man concludes his composition and sets down the bow. "I was not expecting guests today and my hospitality is not what it should be. You must understand that I cannot see to your needs personally. What brings you to these abandoned halls of a fallen house?"

The Aspect of Graz'zt talks with all of his legendary charm. He is a clever and educated conversationalist. He does not hide who he is, if the PCs ask. Indeed, he hints that he could make similar offers to the PCs in exchange for favors at a later date.

- So who are you? *"I am the Prince of Darkness. I am known by many names, but the ones who summoned me called me Graz'zt."*
- Who summoned you here? *"Scions of an Ancient Suloise house. They sought to bargain for secrets and power."*
- What sort of secrets did they want? *"If you wish to make your own bargain, I would happily tell you."*
- What happened to them? *"They feuded and turned on one another. I was powerless to stop it as I am bound to this cage against my will."*

- Do you have a pendant called Heart's Desire? *"I do. It was given to me by the dryad who is slowly becoming more my servant with each passing year."*
- Give us the pendant. *"I will give you your Heart's Desire, if you give me mine. Free me from this prison."*

Some PCs may be hesitant to set a demon aspect free. The Aspect uses the following arguments to convince the PCs to let him go.

- He is trapped here against his will by evil wizards. Freeing wrongly imprisoned creatures is a noble thing to do.
- They will be rewarded for their actions. He will see to it that a great reward is given to them.
- His presence here is corrupting the land around the tower. As long as he is here, the tower will continue to draw evil things from far and wide.
- He promises to leave Oerth immediately. Those who bound him have long since died so he has no need for vengeance. He only desires to go home.
- The cage can't possibly last forever. Eventually, he will escape and return to the Abyss. Why not profit by it?
- There is a mortal settlement nearby. The longer he is on this plane, the greater his influence stretches. Soon he will be able to reach this idyllic village. If the PCs free him, the village will be spared.

Ultimately, the PCs have the choice of setting the Aspect of Graz'zt free or leaving him there. He refuses to give them Heart's Desire until they release him. The PCs can still explore beneath the Tumbled Tower if they refuse to free him.

If the PCs agree to free him, the Aspect of Graz'zt tells them how to do so. The PCs must collect four "keys" which look like batons made of silver. The batons can be twisted and pulled apart to reveal the bit of the key. The four keys must be inserted simultaneously into the keyholes in four of the six statues – which four is up to the PCs. The Aspect does not know where the keys are located other than they are in the dungeon.

There are four archways at the cardinal points from this room. The northward arch opens onto the balcony and not at room level. Over this arch is carved the word "Ruthlessness" in Ancient Suloise.

The eastward arch leads to a collapsed tunnel. The PCs can see the heaped stone. Over this arch is carved the word "Pride" in Ancient Suloise.

The southward arch leads to the Shrine of Suel Gods. PCs can see the flickering light and part of two of the shrines. They are too far away to get any details. Over this arch is carved the word "Vehemence" in Ancient Suloise.

The westward arch leads to the Hall of the Forum. The PCs can see flickering lights along the hall and see that the wall is painted, but no further details. Over this arch is carved the word "Ambition" in Ancient Suloise.

4. HALL OF THE FORUM

The walls of this long hallway are painted with a scene from a busy marketplace in an ancient city. Hundreds of fair-skinned, fair-haired men and women engage in commerce, ranging from rich cloth to spices. Splendid towers rise up in the distance.

The marketplace fresco is a glorification of the prosperity of the fallen Suel Imperium. It too has been corrupted by the evil of Graz'zt's presence. If the PCs take a close look at the fresco (DC 10 Spot check), they notice small disturbing details. Each round they study the fresco, more of it is revealed to the PCs.

On the first round, in addition to other goods, the merchants are selling slaves, instruments of torture, and opiates.

On the second round, they notice that massive serpents are hidden in the branches of the trees that surround the forum.

On the third round, they notice demons with predatory grins and eager claws hiding in the shadows of buildings and under carts.

On the fourth round, they notice that one of the towers is actually made of silver. Though they can't see anything there is a disconcerting feeling of being watched.

When the PCs stop studying the fresco, they must make a DC 11 Will Save or suffer the effect of a *doom* spell for the next hour as a creeping dread fills them. For each round studying the fresco, the PCs get a cumulative -2 circumstance penalty to the save.

5–8. LORVECK'S SANCTUM

One of the four keys can be found in the sanctum of Lorveck. He lived and conducted his experiments in this series of chambers. The rooms are wrought with danger, not the least of which is Lorveck, who has transformed into a vargouille.

Each of the rooms is described separately below, but the combat occurs across all three rooms and is discussed here.

Lorveck was one of the two principle Maure mages living in these halls. He specialized in transmutation magic and the creation of constructs. His experiments were horrific and inevitably ended in the death of those he mutilated and deformed.

He was taken by surprise when Esmanti turned on the Maure and began her assault. She destroyed his guardians and unleashed the vargouilles on him that were held captive in the Menagerie. Lorveck managed to slay them, but fell victim to their foul kiss. Trapped belowground without a way to remove the curse, he slowly transformed into a vargouille that is still here today. At APLs 6-8, Lorveck's manservant also was kissed and became a vargouille.

When the PCs first enter Lorveck's Sanctum, the vargouille(s) (V1 and V2 on the map) is/are resting atop one of the book shelves in Room 7. Allow the vargouilles

a Listen check opposed by the PCs' Move Silently check. If they hear the PCs exploring the antechamber they hide atop the bookshelves, waiting patiently for two or more PCs to come into view. When this happens, the vargouille(s) spring(s) forth and shriek(s).

A hideous distorted human head suspended from leathery wings flaps through the air toward you. Its hair is writhing tendrils and its eyes burn with a menacing green flame. It opens its mouth unnaturally wide to scream.

The rat swarm(s) lairs (R1, R2, and R3 on the map) in the wall. The shriek stirs up the rat swarms which emerge from the walls on their next initiative. When the rat swarm(s) emerges, read:

A squirming, squeaking horde of feral rats surges out of a myriad of rat holes. Their teeth glisten and their eyes hunger.

The phase spider does not begin on the map as it is ethereal. It arrives at the start of round 2 of combat. When it appears, place it in a place where it can attack a PC immediately. When the phase spider materializes, read:

Seemingly out of nowhere, a giant wolf spider appears. Its body has prominent white, gray, and blue markings and its eyes glow silver-white.

APL 2 (EL 2)

🐉 Vargouille: hp 5; MM 254.

APL 4 (EL 4)

🐉 Vargouille: hp 5; MM 254.

🐀 Rat Swarm: hp 18; MM 239.

APL 6 (EL 6)

🐉 Vargouille (2): hp 5 each; MM 254.

🐀 Rat Swarm (2): hp 18 each; MM 239.

APL 8 (EL 8)

🐉 Greater Vargouille (2): hp 16 each; Appendix 1.

🐀 Rat Swarm (3): hp 18 each; MM 239.

🕷 Phase Spider: hp 42; MM 207.

Tactics: The vargouille(s) begin(s) combat with its shriek attack, hoping to paralyze many of the PCs. Assuming that one of the PCs fails the save, the vargouille lands and attempts to kiss that PC. If no PCs are paralyzed, the vargouille(s) bites and attempts to poison them.

The rat swarms are mindless and start attacking anything on the ground, including the phase spider.

The phase spider is hungry and the rats attracted its attention, but PCs are bigger and juicier so it attacks them instead. The spider shifts in, bites its victim, and retreats to the Ethereal. Shifting out is a move action and can be done if it is distracted by the rats.

5. LORVECK'S OUTER CHAMBER

Lorveck received visitors in this room.

The door to this chamber is standing open. Beyond is a sizeable antechamber. Several padded benches have been knocked over. A small fountain bubbles merrily at the center of the room, heedless of the variety of stains that mar the beauty of the tiled floor. Chunks of marble form two piles in the room.

A great deal of the battle between Lorveck and Esmanti and the vargouilles took place in this chamber. Esmanti used charmed monsters from the menagerie to destroy Lorveck's construct guardians while the vargouilles attacked him directly.

The fountain holds no secrets but its subject matter is a bit macabre. If the PCs take a closer look at the fountain, read:

The fountain is fashioned out of bronze which has turned green with verdigris and depicts a heap of writhing human bodies begging for mercy. The water spouts from gaping wounds and flows down into a basin.

The piles of marble are the remains of the constructs. If the PCs pick through them, they can determine that the pieces were once part of two statues. A successful DC 24 Knowledge (arcana) check reveals them as pieces of a stone golem.

The stains are either dried bloodstains or ichor stains. They are too old to be identified further.

6. LORVECK'S LABORATORY

Lorveck conducted his gristly experiments in this room. He was in this room experimenting when Esmanti attacked.

This chamber is a ghastly laboratory. Two large tables dominate the center of the room. On one of the tables is a corpse with runes traced on its half of its skin. It would appear that the process is unfinished as large portions of gray dead skin have not been inscribed.

Notes and reference books are spread out on the other table beside vile-looking instruments, quills, and inks. The shelves of this room hold beakers and jars filled with eldritch ingredients

In each corner is a magical circle. Three of them still pulse with mystic energy, but the last is dark.

The four magical circles are magical circles of protection from good, evil, law, and chaos (Each is marked on the map.). The taint of the dungeon prevents the protection from evil spell working, but the other three function just fine. If combat spills into this room, the vargouilles make use of the circles.

The first lab table has a spellstitched zombie on it. Lorveck just began it so it still requires all the time and money to make, but necromantic magic lingers on the corpse, keeping it reasonably fresh.

The second lab table holds a number of knives and tools that Lorveck uses in his experiments. The books are on the anatomy of humans and various monsters. They are graphic and disturbing to look at, but have decayed with time and are valueless. The papers on the second table are Lorveck's laboratory notes. They are undated but details what he was working on. If the PCs can read Ancient Suloise, they can peruse the journal and glean important information (Player Handout 2).

The ingredients on the shelves have decomposed with time and are valueless. Feel free to make up disturbing ingredients that were once here.

7. LORVECK'S INNER CHAMBER

Lorveck used this room as his personal chamber.

This chamber is a combination of bedroom and study but is in a serious state of disarray. One of the two tall bookshelves has been toppled; the bedding from the four poster bed has been ripped apart; and a headless human skeleton lies beside a beautifully carved wooden desk.

Lorveck spent his last hours of life in this room as he transformed into a vargouille. As the hours passed, he became increasingly agitated until he tore the room apart in frustration.

The bookcases once held a number of ancient books, but both books and case have decayed with time and are valueless.

The desk is also rotting away, and most of Lorveck's personal notes have disintegrated with time. If the PCs search the desk, they find a small silver coffer with a DC 12 Search check. The coffer radiates moderate conjuration magic (DC 19 Spellcraft check).

Lorveck used a small magical coffer to communicate with the rest of House Maure. If a piece of paper is placed inside the box and a command word is spoken, the paper is transported to a similar box that was kept by Uncle. The box still functions, but the command word died with Lorveck. The PCs can use magic to determine the command word. If they do so, they can send notes through the box.

When Lorveck realized that he had been kissed by the vargouille, he immediately sent notes to the head of House Maure – a man he referred to as Uncle. The box currently has a number of slips of parchment in it. They are still intact because of its magic. If the PCs can read Ancient Suloise, they can read (Player Handout 3).

The skeleton next to the desk is Lorveck and is headless. If the PCs search him they find the key to Room 8 with a DC 10 Search check.

8. LORVECK'S SECRET VAULT

Lorveck kept the door locked and warded with an *alarm* spell. The *alarm* spell silently warned him if the door was opened. Since he's dead, the trap has no discernable effect.

🔒 **Lorveck's Secret Vault:** 4 in. thick; AC 3; hardness 8; hp 60; Break DC 28 (locked); Open Lock DC 28.

Inside the PCs find Lorveck's treasure neatly stacked on the shelves in this room. They also find one of the key rods for Graz'zt's prison.

Treasure: The PCs find a number of items here depending upon the APL. APL 2 and higher – *potion of spider climbing*, *potion of cure light wounds*, *pearl of power* (0 level); APL 4 and higher – *wand of false life* (10 charges); APL 6 and higher – 2 *potions of lesser restoration*, *artificer's monocle*; APL 8 and higher – *spined shield*. See *Treasure Summary*.

Development: The PCs can find the written last thoughts of the Lorveck as well as one of the keys to open Graz'zt's prison.

9. DORMITORY

One of the four keys is held in the dormitory of the Maure dungeons. This set of rooms was the living quarters for the Maure and their servants. The servants degenerated into wights and still lurk here. A cloaker, who was kept for experiments by the Maure, escaped from the menagerie and lairs here as well.

This large hall has suffered more than the rest of the dungeon. The tables have been smashed, and debris scattered throughout the room. A cloak hangs from the one of the large iron chandeliers. Numerous doorways lead to smaller living chambers.

One table across the far end of the room is still intact. On the other side, an emaciated corpse sits primly on a throne made of haphazardly piled debris.

Creatures: Xaric, one of the apprentices who served the corrupt Suel house, was slain by the wights but arose as a deathlock instead of a wight because of his magical power. He has since gone completely insane and treats the wights as his personal servants. He carries the key as a symbol of authority.

Xaric (X on the map) sits silent and still at a table in the darkened hall until the PCs enter the chamber. At which point he takes action, read:

The skeletal figure on the throne turns its head to face you. "I am Xaric, lord of these Maure Halls! I hold the Rod of Rulership and the Pearl of Speech!" As he hisses the words, he holds up his hands. In one he holds a silver beautiful pearl with golden

veins. "You have come to pay homage?"

No matter what the PCs say, Xaric replies:

"Insolence! You think I cannot see the treason in your hearts? Servants, dispatch them!"

Xaric and the creatures in the room attack the PCs. At APL 2, Xaric has no servants but has not realized that yet.

The wights (W1 etc. on the map) lurk in the dormitory chambers off to either side. When the wights emerge, read:

Gibbering creatures burst out of the dormitory rooms. Their long blond locks are greasy strains and their clothing is rotted tatters. Any delicate Suel features have been consumed by undeath.

If present, the wraith (Wr on the map) lurks in the walls and only emerges upon Xaric's command. Read:

A sinister, spectral figure robed in darkness drifts through the wall and into the room. It is shapeless malice with glowing red pinpoints for eyes.

If present, the cloaker (C on map) is draped over one of the chandeliers 10 ft. off the ground. When it takes flight, read:

The garment that was hanging over the chandelier stirs and takes flight. Glowing red eyes open on the inside of the cloak, along with a gaping maw.

APL 2 (EL 3)

🔒 Xaric the Deathlock: hp 19; Appendix 1.

APL 4 (EL 5)

🔒 Wight: hp 26; MM 255.

🔒 Xaric the Deathlock: hp 28; Appendix 1.

APL 6 (EL 7)

🔒 Wight (3): hp 26, 26, 26; MM 255.

🔒 Xaric the Deathlock: hp 19; Appendix 1.

APL 8 (EL 9)

🔒 Cloaker: hp 45; MM 36.

🔒 Wight (4): hp 26, 26, 26, 26; MM 255.

🔒 Wraith (1): hp 32; MM 257.

🔒 Xaric the Deathlock: hp 19; Appendix 1.

Tactics: The undead are all under the *unhallow* effect of the dungeon. This spell grants them a +1 profane bonus on attack rolls, damage rolls, and saving throws. The hit point totals above and Xaric's stats and the hit points for the other undead include the profane bonus. Be sure to include it for the attacks and damage of the wights and the wraith. Each Charisma check made to turn undead in this dungeon takes a –3 profane penalty.

Xaric attempts to keep the table between himself and the PCs so that he can use his spell-like abilities without being engaged in melee. The table also gives him cover (+4 to AC, +2 on Reflex saves). The deathlock has created two invisible *ghoul glyphs* on either side of him (G on the map). He uses *cause fear* at lower APLs, and then switches to *magic missile*. At higher APLs, he tries to summon monsters to flank with the undead. If the PCs seem capable of hurting him quickly, he switches to *magic missile*.

The wights and wraith fight in pairs if they can and attempt to flank the PCs. Being servants of the Maure, they understand the danger of spellcasters and know that their energy drain consumes spells. They also know that arcane spellcasters have trouble resisting their energy drain ability and attack them first.

The cloaker keeps to the air and to the shadowy areas against the walls. The ceiling is 15 ft. high, so it is reachable by anyone attacking from the ground. It uses its *dancing images* ability on the first round. It then cycles through its moans on its next actions, using a different moan each round. It starts with nausea, then fear, then stupor, and finally unnerve. The undead are immune to these mind-affecting abilities. Once it has used all its moans, it attempts to engulf a PC.

Treasure: Xaric is holding a *pearl of speech* (Ancient Suloise). See Treasure Summary.

Development: The PCs find one of the four keys they need on Xaric.

10. KITCHEN

This room was a kitchen. It collapsed when the tower fell a few hundred years ago.

11. SHRINE TO SUEL GODS

This room is a shrine to honor several of the important Suel Deities. The Maure never willingly passed a chance to appease greater powers and receive their favor. They diligently maintained these shrines and would worship as needed to gain the gods' blessings.

Four halls meet in this octagonal room. The floor is a star-patterned mosaic. On each of the four diagonal walls is a shrine to a different deity.

If the PCs inspect the shrines, read:

In one shrine, a bowl of flames sits before a tempera portrait of a beautiful woman. As you watch, she slowly moves, tilting her head slightly or brushing one of her long red curls.

The next shrine has a crescent moon superimposed on full moon. Fourteen stars surround the moon. They twinkle with cold clinical light. A bowl of pristine water sits before the shrine. Its surface is undisturbed.

The third shrine is obscured by mists that rise from a shallow bowl placed before it. Through the mists you can barely make out a pair of women's lips. They are moving slightly, as if whispering. Occasionally, you see the flicker of a forked tongue.

The fourth shrine appears to be nothing more than a tempera painting of a door. It is cracked open, allowing you to see hints of movement beyond. An ornate key hangs from a peg on the wall beside the painting of the door.

The shrines are to Wee Jas, Lendor, Syrul, and Dalt. PCs can identify Wee Jas and Lendor with a DC 10 Knowledge (Religion) check. PCs can identify the other two with a DC 15 Knowledge (religion) check. Suel PCs gain a +2 circumstance bonus to this check.

The magical effect on each of the shrines is a *permanent image*.

Treasure: The key can be removed from the shrine of Dalt. It is a *lesser key of Dalt* and acts as a *chime of opening*. See Treasure Summary.

12. MENAGERIE

This room was a menagerie where the Maure kept their prisoners and captive animals in cells. It collapsed when the tower fell a few hundred years ago.

13. HALL OF ANCESTORS

On the walls of this room are deathmasks of great members of House Maure.

The walls of this chamber are adorned with a score of wax masks. Flickering flames behind the masks cause them to glow eerily. The masks are slightly different as if each formed to fit a different face. Brass name plates are affixed to the wall beneath each mask. In the center of the room is an unlit brazier with a small amount of oil in the bottom.

Although members of the house are related by ambition and power rather than by blood, the Maure revered their predecessors in a way that is similar to ancestor worship. There are 24 masks on the wall. Each of the masks is identified by a name in Ancient Suloise. Most of the names have been scratched out but a few are still readable, such as Barzohis, Kalktian, Tinaloi, Olpham, Ulbrath, Eglaint, and Hevied.

If the PCs light the oil in the brazier, read the following:

You light the brazier and the oil burns a vivid green. The air in the room seems to waiver and darkens, as the masks start to wail and whisper. Dozens of voices speak at once, trampling each other, but you can make out fragments. "I want power to crush my foes..." "I will have eternal life..." "I demand her love..." "Give me wealth beyond imagining..." The

chattering dies away into all the voices gibbering "I want. I desire. I want. I desire."

The fire in the brazier burns out and the air clears. The masks are motionless faces on the wall.

The vision of the gibbering masks is a side effect of the evil that permeates this place. Refilling the brazier with oil and lighting it again has no effect. The masks are nonmagical.

14. GARDENS

One of the four keys can be found in the gardens. This large cavern was used to grow food for the Maure. Graz'zt's evil has caused the growth of a nasty plant called razorvine (*Expedition to the Demonweb Pits*, page 107) which has choked out all other vegetation. The key is in the hands of a statue standing in the middle of a pool at the center of the cavern.

Past the door, the hallway ends in an enormous cavern. You are standing on a narrow ledge, overlooking the bottom of the cavern. A curving ramp spirals around the irregularly shaped walls.

Magical sunlight shines from a disk set into the ceiling high above, illuminating this vast place. The cavern is overrun with a twining climber with lush, glossy-black leaves. The air is thick with humidity and the smell of vegetation. To your right a waterfall tumbles down the wall to a small pool in which stands a white marble statue of a man.

The disk overhead is actually a magical item – the Rainbow Tambourine. The Maure were never overly impressed with Lydia, thinking that she was too timid, but they were more than willing to use a magic item enchanted by her followers. It provides the magical light to grow the garden, and Lorveck used it to bind the Aspect of Graz'zt.

The tambourine is set into the ceiling directly over the statue in the pool. The PCs must either climb up to it, use magic, or other abilities. The walls of the cavern count as very rough natural rock surfaces (DC 15 Climb check). The ceiling is 20 feet above the ledge where the PCs enter and is likewise very rough and provides handholds but no footholds (DC 25 Climb check).

The tambourine is secured to the ceiling by two metal bars. It is simple enough to slide the tambourine out.

The bottom of the cavern is filled with razorvine, which is described below. If the PCs overcome the hazard, they can approach the statue:

The marble statue is of a tall, handsome man, slender and youthful-looking. Around his feet is the carved representation of a garden. In one hand he holds a scimitar. In the other, he holds a silver baton.

PCs can identify the statue as that of Phyton with a DC 15 Knowledge (religion) check. (Suel PCs receive a +2 circumstance bonus to this check). The silver baton is one of the four keys the PCs need. It is tightly wedged in his grip and does not come out easily; it takes a DC 15 Strength check to remove. Application of a *grease* spell reduces the DC by 5, while oil or other mundane lubricant reduces the DC by 2. The PCs could also break the statue (hardness 8; hp 90; AC 5) to get at it.

Hazard: The Aspect of Graz'zt's presence has poisoned the native plant life of the garden and caused razorvine to grow here instead. This nasty but unintelligent plant has covered the bottom of the cavern and has climbed halfway up the wall. While it does not attack or move, its leaves conceal blade-sharp stems that slash unprotected flesh.

Just reaching in with an unprotected hand causes 1d6 points of slashing damage. Entering a square covered in razorvine can inflict up to 3d6 points of damage. Armor and a thick hide help reduce the damage; subtract the PCs natural armor bonus plus half the PCs' armor bonus from damage caused by razorvine.

Squares covered with razorvine are marked by a dot on the map. Each square of the vine can be destroyed with 10 points of slashing damage or 5 points of fire damage. Since the plant doesn't respond to the PCs hacking or burning it, allow any reasonable effort by the PCs to get through the razorvine to succeed.

Treasure: The *rainbow tambourine* lights this room. See Treasure summary.

Development: The PCs find one of the four keys they need in the hands of the statue of Phyton.

15. BUILDER'S ROOM

The main passageway to this chamber has collapsed. The PCs can access it through the secret door in Esmanti's Sanctum.

This small chamber is undecorated. Several metal statues stand in ordered rows. They are bipedal with hammers and chisels where arms should be.

The Maure stored the constructs they used to make the dungeons in this place. There are four automaton constructs here, but only one of them is operational. The command word to activate it is "staccato" which Lorveck mentions in his notes to Uncle. If the command word is spoken while touching the single active automaton, the construct activates. The PCs can use it to tunnel through solid rock.

16. ESMANTI'S OUTER CHAMBER

Esmanti received visitors in this chamber. The door is closed and locked.

The chamber is pleasantly decorated in a feminine style. A number of couches are arranged in a grouping. The floor is a tiled mosaic and the walls are painted in elaborate floral patterns. The room has a sparse feel to it, as if many items have been removed.

When Esmanti fled the halls beneath the tumbled tower, she took most of her possessions with her. She left nothing of value or interest in this chamber.

17. ESMANTI'S LABORATORY

Normally Esmanti would research magic in this room, but she has turned it into a trap for Lorveck. It functions just as well for the PCs.

In the center of this long room is a small table. On the table is a small brass-bound wooden chest. A throne is set against the far wall and statues of snakes curl up the corners of the far side of the room.

The material of the snake statues varies with the APL. It is wood at APLs 2 and 4, and stone at APL 6 and 8. The wood and stone are weaker than normal at APLs 2 and 6.

The chest is firmly bolted to the table and is locked.

❖ **Small Wooden Chest:** 1/2 in. thick; AC 4; hardness 5; hp 5; Break DC 17 (locked); Open Lock DC 20.

Every time the chest is open (or once it is destroyed or damaged), a programmed image that Esmanti left years ago activates. The image speaks in Ancient Suloise.

As soon as the key is moved, a woman appears sitting on the throne. She is slender and fair skinned. Her golden blonde hair is a cascade of ringlets, and she is garbed in a silk robe of ancient fashion. All the wealth and splendor cannot hide the coldness in her face and the cruel look in her eyes.

"Lorveck, I see you finally became desperate enough to free Graz'zt's Aspect. Normally, I would be all in favor of liberating the father of my child." She stops for a moment and grins wickedly. "I suppose that is a bit of a surprise for you. Sorry you had to find out this way, but you just don't compare."

"Perhaps now you understand why I disobeyed Uncle? A mother's duty is clear and the child must come first. It's my first and only desire – even if that means betraying my house."

"As I was saying, while I want to see him free, I need to be the one who does it. He needs to be beholden to me as demons don't make the most devoted of fathers. I intend to bind him to me forever, and I can't let you get in the way."

With a tumultuous clang, a portcullis drop to block the exits and the eyes of the serpent statues glow green.

If PCs make a DC 15 Spot check, they notice that she is just beginning to show the early stages of pregnancy. The illusion vanishes when the trap activates.

Trap: The alarm spell is triggered as soon as the chest is opened or moved. Esmanti timed the trap to activate after her gloating illusion finished speaking.

The statues are traps and not animated objects. Each statue can be disarmed in a 1-round action, per *Dungeonscape* 121 (see Appendix 2).

Development: The PCs can find one of the keys to open Graz'zt's prison.

18. ESMANTI'S INNER CHAMBER

This room was Esmanti's Personal Chamber.

The chamber was a bedroom at one time but has obviously been vacated. While the furniture is well-made and beautiful, the wardrobe is open and empty, and the dresser is bare of any indication that someone lives here.

As with Room 16, when Esmanti fled the halls, she took most of her possessions with her. There is nothing of interest here.

19. ESMANTI'S SECRET VAULT

Esmanti once kept her valuables here. The secret door is hidden behind the throne in Room 17. It is neither locked nor trapped.

In the small chamber behind the throne you are met with empty shelves and a bare table. The room is devoid of anything of value. A small passageway leads off from the corner of the room.

Esmanti took her treasury with her, when she fled. The only thing of interest is the side passage that leads down to Room 15. The secret door to Room 15 is very easy from this side, requiring a DC 12 Search check. It is not locked or trapped.

6: DEALING WITH THE DARK PRINCE

Once the PCs have the four keys, they are faced with a choice. They can disable the wards on Graz'zt prison and free the demon or they can leave him there.

If the PCs return to the room where Graz'zt's prison, read:

The Aspect of Graz'zt has set his cello aside and is lounging on the throne-like chair. His green eyes are narrowed in thought as you enter the domed chamber. His eyes widen as he turns his attention to you. "You have found the keys?" he asks.

Graz'zt does his best to convince the PCs to free him. He uses all the arguments that are given in Encounter 5, Room 3 and any others that you can think of that could be persuasive to the PCs. Graz'zt desperately wants to be free.

If the PCs decide to set the Aspect of Graz'zt free, continue below. If the PCs leave him in his cage, go to Encounter 7.

PRISON BREAK

There are six statues which vary by APL. They appear very lifelike and are the product of a *flesh to stone* spell. The statues of the large creatures at APL 8 are only medium sized, but they return to full size when the wards are broken.

The PCs must choose which statues they are going to pierce through the chest with the keys. Which statues the PCs choose determines the guardians. The Aspect of Graz'zt recognizes what each statue is and can provide the name and one bit of information (as if he made a knowledge check) to the PCs of their choosing. For a list of which statues are at which position, see DM Aid 1.

Destruction of any of the six statues before the keys is inserted results in the wards being permanently jammed. The keys no longer work. The Aspect of Graz'zt knows this but does not mention it unless in dire need as he is afraid the PCs might be tempted to trap him. If the PCs seem intent on destroying a statue anyway, the demon warns them against it. He fabricates a lie, telling them that the destruction of a statue triggers a *contingency* that disintegrates everyone in the room. He adds on additional warnings as needed to dissuade them.

If the PCs do destroy a statue, Graz'zt is furious and summons Mistletoe to punish them. Go to Mistletoe remains caged below.

The keys must all be inserted at the same time or nothing happens. When they unlock the statues, read:

You simultaneously insert keys into four of the six statues that surround the Aspect's prison. The keys slide right into the chest of the statues. If they were real, you would have driven the dagger-like key through their hearts. A deep rattling sound echoes from inside the chest and cracks lace through the marble. The key falls to the ground as the statue crumbles to pieces.

The magic that sheaths the cage flickers, falters, and then fails altogether. The magical energy snaps apart, forming two large balls of eldritch energy about two of the statues that were slain.

The two statues that were not unlocked suddenly become flesh once again. The creatures look around to soak in the scene immediately notice you and move to attack!

If the PCs use the four keys to free Graz'zt, they disable his prison. However, this activates the remaining two statues that defend the prison and attempt to slay the PCs.

Graz'zt takes no actions during the fight as he is enjoying the entertainment.

Note: The EL has been adjusted down by one as the PCs can initiate the encounter when they please. The drifting balls of energy hazard described below counter this EL reduction.

Creatures: Which guardians remain depends upon which statues were not "slain" by the key.

APL 2 (EL 4)

- 🐉 Bugbear (o or 1): hp 16; MM 29.
- 🐉 Choker (o or 1): hp 16; MM 34.
- 🐉 Dretch (o or 1): hp 14; MM 29.
- 🐉 Kuo-toa (o or 1): hp 11; MM 163.
- 🐉 Thoquua (o or 1): hp 16; MM 242.
- 🐉 Worg (o or 1): hp 30; MM 256.

APL 4 (EL 6)

- 🐉 Aranea (o or 1): hp 22; MM 15.
- 🐉 Barghest (o or 1): hp 33; MM 22.
- 🐉 Gargoyle (o or 1): hp 37; MM 113.
- 🐉 Harpy (o or 1): hp 31; MM 150.
- 🐉 Sea Hag (o or 1): hp 19; MM 144.
- 🐉 Wereboar, Hybrid Form (o or 1): hp 34; MM

172.

APL 6 (EL 8)

- 🐉 Average Xorn (o or 1): hp 48; MM 261.
- 🐉 Babau (o or 1): hp 66; MM 40.
- 🐉 Digester (o or 1): hp 68; MM 59.
- 🐉 Gauth (o or 1): hp 45; MM 26.
- 🐉 Kyton (o or 1): hp 52; MM 53.
- 🐉 Xill (o or 1): hp 32; MM 259.

APL 8 (EL 10)

- 🐉 Destrachan (o or 1): hp 60; MM 49.
- 🐉 Erinyes (o or 1): hp 85; MM 54.
- 🐉 Gray Render (o or 1): hp 125; MM 138.
- 🐉 Dark Naga (o or 1): hp 58; MM 191.
- 🐉 Blue Slaad (o or 1): hp 68; MM 229.
- 🐉 Elder Xorn (o or 1): hp 130; MM 261.

Tactics: The freed guardians use their abilities to their utmost to kill the PCs. They do not work in concert with each other.

The choker spreads its attacks out.

The kuo-toa's shield comes with the adhesive.

The aranea remains in spider-humanoid hybrid form.

The wereboar remains in hybrid form.

The harpy sings regardless.

The destrachan does not use its sonic attack to destroy objects.

Hazard: In addition to the summoned guardians, the wards that protect the cage do not dissipate cleanly. Instead, they form two 5 ft.-radius balls of energy that bounce about the chamber. They begin at two of the statues that did not become guardians. Randomly determine which ones but make them opposite to each other if you can.

The balls of energy move in a straight line at 30 ft. per round. Use the grenade rules in the Player's Handbook to determine which direction they take. When the energy strikes a wall, it bounces at a 90 degree angle (or as close to it as possible).

Any creature that begins its turn inside the ball of ward energy must make a DC 12+APL Will save or be paralyzed for that round as if affected by a *hold person*. *Hold person* does not affect outsiders, so the summoned creatures are unaffected.

The balls of energy shrink to one 5-ft. square after 3 rounds. They disappear entirely 3 rounds after that.

Development: Once the PCs have defeated the guardians, they can release Graz'zt from his prison. The cage is still locked with an *arcane lock*.

Cold Iron Cage: 1 in. thick; AC 3; hardness 10; hp 30; Break DC 35 (*arcane lock*).

If the PCs open the lock or destroy the cage and intend to let Graz'zt return to the Abyss, read:

The aspect of the Prince of Darkness steps out of the cage that has held him for centuries. He stretches and breathes deep of the freedom. A smile spreads across his face, only slightly marred by his fangs. "You have done well. Your reward will match your service. I will see to it personally."

The PCs all receive the Pleasure of Graz'zt. If he has not done so yet, the Aspect gives the PCs Heart's Desire.

The Aspect flicks his wrist and a massive flamberge appears in his hand. He draws a circle in the stone around him then disappears in a flash of green flame.

If the PCs attack Graz'zt, he attempts to escape back to the Abyss as quickly as possible. It takes one round for him to summon his flamberge and a second to use his *meet thy maker* power. The PCs do not get the Pleasure of Graz'zt AR item in this situation.

GRAZ'ZT REMAINS CAGED

If the PCs make clear to the Aspect of Graz'zt their intention to leave him in the cage, he calls upon his final gambit to make the PCs help him.

Blinding rage consumes the Aspect, as his face twists in hate. "Mistletoe!" Graz'zt screams in his cage.

Almost immediately, the dryad walks through the open star doors. "Yes...?"

"Kill them," the demon orders, pointing at you. "But they're so much more fun than my other playmates," she protests.

"Do as I command!" Graz'zt snaps.

"But, I don't want..."

Graz'zt roars in anger. "Your wants are irrelevant. If you love me, kill them. NOW!"

Mistletoe quails before Graz'zt's fury. She tilts her head back and makes a high-pitched trilling sound, as if calling something.

Creatures: Mistletoe begins at the top of the stair. Her trill calls out the centipedes or carrion crawlers that lurk on the stair behind her. They move into the chamber on their turn. When they do so, read:

Vermin erupt through the door behind her, skittering down the stairs and the walls on hundreds of legs. Their feet skittle on the stone as they rush toward you.

APL 2 (EL 4)

☛ **Mistletoe:** female dryad, AL CN, hp 14; MM 90.

☛ **Small Monstrous Centipedes (4):** hp 2 each; MM 286.

APL 4 (EL 6)

☛ **Mistletoe:** female dryad, AL CN, hp 14; MM 90.

☛ **Large Monstrous Centipedes (4):** hp 13 each; MM 286.

APL 6 (EL 8)

☛ **Mistletoe:** female dryad warlock 3; hp 35; Appendix 1.

☛ **Carrion Crawlers (2):** hp 19 each; MM 30.

APL 8 (EL 10)

☛ **Mistletoe:** female dryad warlock 5; hp 45; Appendix 1.

☛ **Bloated Carrion Crawlers (2):** hp 59 each; Appendix 1.

Tactics: Mistletoe stays on the balcony as long as possible, to limit the number of PCs that can attack her at once. She first attempts to use her *suggestion* on the heaviest armored PC: "I suggest you urge your fellows to victory by singing and drumming on the Dark Man's cage, which will annoy him to no end!" The worse the PC plays, the more it annoys the Aspect of Graz'zt.

At APLs 2 and 4, she then uses *deep slumber* on PCs who are likely to have poor Will saves before using her bow. At APL 6 and 8, Mistletoe has warlock levels and uses *eldritch blast* to damage and sicken the PCs. Being a disturbed fey, she sighs in pleasure when a PC misses a save. She gasps in delight when she is injured.

When she uses her *eldritch blast*, Mistletoe lifts her veil to reveal her left eye. Her *eldritch blasts* originate from the hollow pit that was her left eye.

The centipedes and carrion crawlers are not intelligent but have some sort of connection with Mistletoe. They seek to protect her by staying between the PCs and the dryad and attacking those that threaten her.

If Mistletoe drops to 25% of her hit points, she surrenders.

The dryad falls to her knees and puts her hands up. "Enough, enough," she begs. "I give up. I want to live."

The PCs can deal with her as they choose. Mistletoe desires to survive most of all. She will do anything to make sure that happens, including giving the PCs her treasure and agreeing to take them out of the dungeon through her tree. If a day has not passed, since the PCs entered the dungeon, they must wait until sunrise for her power to renew. The Aspect of Graz'zt is not pleased with this outcome, but there is nothing he can do about it.

If the PCs kill Mistletoe, they killed their means for exiting the dungeon. The Aspect of Graz'zt knows this and was counting on it. If this happens, read:

The demonic aspect chuckles. "Excellent. Now you are trapped in these halls. Masterfully done. I have a slightly different offer for you. Release me from this cage, and I will take you anywhere you wish to go."

If the PCs let Graz'zt out, they must face the guardians described above. When he is freed, Graz'zt returns to the Abyss as quickly as possible.

All APLs (EL 13)

✶**Aspect of Graz'zt:** male outsider; hp 168; See Appendix 1.

It is much more likely that the PCs will want to find another way out of the dungeon rather than releasing the Aspect. The PCs have many other options. They can dig their way out of the stairs if they have adamantite, magic, or a great deal of time. They can turn gaseous and seep through the rubble and escape that way. They can *teleport* or *dimension door* to the surface.

If the PCs don't have their own means to escape, they can also use the automaton in Room 15. Lorveck gave the command word to activate it in his laboratory notes. The PCs can use the *construct* to either dig out the stairs or dig their own tunnel out. The *construct* is enchanted to cease functioning if it leaves the Maure Halls. So after it completes digging a tunnel for the PCs, the automaton shuts down.

Treasure: The PCs can gain Mistletoe's equipment if they kill her or if she surrenders. See Treasure Summary.

CONCLUSION

The PCs can either free Graz'zt or leave him bound. They must also determine what to do about Lisera and Reth, and what to do with Heart's Desire.

GRAZ'ZT LEAVES OERTH

The PCs have either allowed Graz'zt to return to the Abyss or have destroyed him. The whispering and dampened illuminations cease immediately. Depending upon how long the PCs were beneath the Tumbled Tower, they may have to wait for Mistletoe's power to refresh with the dawn.

When the PCs blow a kiss at the dryad's tap root, read:

Mistletoe drops out of her root and lands lightly on her feet. "Something's different," she observes and looks a bit confused. "Did you get your sparkly?"

She talks to the PCs about their exploits before mentioning that Tatter's friends are back. Skaelin arrived shortly after the PCs did and has been sitting around in the shadows doing nothing and being very boring. She asks if the PCs still want to go out here or if they would like to leave by another tree? She can send them out using any fir tree in Oerth. She even knows one near the City of Greyhawk.

If the PCs decide to go out of Mistletoe's tree at the Tumbled Tower, they are confronted by Skaelin who offers to buy the pendant from them. If the PCs refuse, Skaelin attacks if you have time to play it out and the PCs seem weak. Otherwise, Skaelin lets them pass but promises retaliation at a later date.

If the PCs choose to use Mistletoe's tree to avoid Skaelin and return to Greyhawk, read:

Mistletoe takes you by the hand and pulls you up into her tree. Again, you find yourself on that spiraling staircase, but the dreariness has diminished and there is the scent of fresh pine.

The dryad leads you up the stairs to a different door. She opens it onto a hillside overlooking the City of Greyhawk in the distance.

Mistletoe lifts her veil to touch the left side of her face. Skin that was once rotting is now smooth and whole. "My eye," she says in soft wonderment. "I can see."

GRAZ'ZT REMAINS BOUND

The PCs have left Graz'zt bound in his cage. If they have spared Mistletoe, she leads them out through her tree as soon as her power refreshes as detailed above. She also mentions that Tatter's friends are waiting and offers to take them to another tree, including the one near Greyhawk. If the PCs agree, read the descriptive text above, but drop the paragraph about Mistletoe being healed.

The PCs may wish to tell someone of the danger posed by Graz'zt. They are directed to the Church of St. Cuthbert.

At the Sacred Temple of St. Cuthbert you are met by Eritai Kaan-Ipzirel, the matriarch of the temple. The short, stocky, but extremely formidable high priest puts her hands on her hips. "Yes, children. What is it? Hmm?"

If the PCs tell her about Graz'zt, she listens carefully. When they are done, she says:

"It was good thinking to keep that monster trussed up. Who knows what mischief he would get up to if he got loose? You've done a service for the Cudgel.

"Unfortunately, the Church – and the city too for that matter – is a bit strapped for manpower what with the war with Pomarj. I'll send an inquisitor there to pound this square peg into a round hole as soon as possible. Or maybe you could take care of it in due time? Hmmm?"

Eritai can do nothing about Graz'zt at the moment. She has the temple make note of its presence and intends to do something about him eventually. The PCs receive the Favor of Eritai Kaan-Ipzirel.

RETH AND LISERA

The PCs can take word back to Lisera of Reth's death. She is heartbroken but is relieved to know what happened to him. She thanks the PCs profusely for finding him for her. This act puts Reth's spirit to rest.

If the PCs split the money from Heart's Desire with Lisera, she is very grateful and thanks them profusely. Unfortunately, she has little to offer them in gratitude. The PCs will have to take comfort that a good deed is its own reward.

If the PCs tell Deputy Constable Ranek about Reth's fate, they get a good reputation with the City Watch. The PCs receive the Watch Mate AR item.

WHAT BECOMES OF HEART'S DESIRE

If the PCs have obtained Heart's Desire, they have several options on what to do with it.

The PCs can give Heart's Desire to the Thieves' Guild. If they do so they make a powerful friend. The thieves pay the PCs 50 gp per APL and the PCs receive the Friend of Ours AR item.

If the PCs return the pendant to Count Merleche, he pays the reward of 50 gp per APL.

If the PCs keep the pendant for themselves and sell it, they find that it is difficult to sell in Greyhawk and they don't get nearly as much for it as they hoped. They receive the It's All Mine! AR item.

CAMPAIGN CONSEQUENCES

The PCs have either identified a terrible threat to the peace of the Dominion of Greyhawk or have sent the Aspect of Graz'zt back to the Abyss.

If the Aspect has left Oerth, the evil aura that surrounds the Tumbled Tower diminishes and it is no longer a haven of evil. Mistletoe heals and becomes more nurturing and less sadistic. However with the power he invested in his Aspect restored, Graz'zt gains an advantage in his war against Orcus and Demogorgon. This allows the Prince of Darkness to turn his attention to Oerth in the future.

If the PCs left the Aspect bound, then Graz'zt is slightly diminished in power. This weakening undermines his war efforts against Orcus and Demogorgon, keeping his attention away from Oerth. However, the corruption of the Aspect continues to spread, twisting Mistletoe and threatening the village of Mardin's Field.

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

3: Mistletoe Crops Up Again

Solving the chess puzzle

APL 2	30 XP
APL 4	60 XP
APL 6	120 XP
APL 8	180 XP

5: The Maure Halls

Defeating the undead in the dormitories

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

5: The Maure Halls

Defeating the creatures in Lorveck's Sanctum

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

5: The Maure Halls

Defeating the encounter trap in Esmanti's sanctum

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

6: Dealing with the Dark Prince

Defeating the guardians of the prison

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

or

Defeating Mistletoe and her vermin

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Story Award

Returning the Heart's Desire

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP

Making a decision about Graz'zt

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP

Discretionary roleplaying award

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,175 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

5: The Maure Halls: Room 8

APL 2: Magic 70 gp; potion of spider climbing (25 gp), potion of cure light wounds (4 gp), pearl of power (0 level) (41 gp); Total 70 gp.

APL 4: Magic 145 gp; potion of spider climbing (25 gp), potion of cure light wounds (4 gp), pearl of power (0 level) (41 gp), wand of false life (10 charges); Total 145 gp.

APL 6: Magic 320 gp; potion of spider climbing (25 gp), potion of cure light wounds (4 gp), 2 potions of lesser restoration (25 gp each), pearl of power (0 level) (41 gp), wand of false life (10 charges), artificer's monocle (125 gp); Total 320 gp.

APL 8: Magic 818 gp; potion of spider climbing (25 gp), potion of cure light wounds (4 gp), 2 potions of lesser restoration (25 gp each), pearl of power (0 level) (41 gp), wand of false life (10 charges), artificer's monocle (125 gp), spined shield (465 gp); Total 818 gp.

5: The Maure Halls: Room 9

APL 2: Magic 50 gp; pearl of speech (Ancient Suloise) (50 gp); Total 50 gp.

APL 4: Magic 50 gp; pearl of speech (Ancient Suloise) (50 gp); Total 50 gp.

APL 6: Magic 50 gp; pearl of speech (Ancient Suloise) (50 gp); Total 50 gp.

APL 8: Magic 50 gp; pearl of speech (Ancient Suloise) (50 gp); Total 50 gp.

5: The Maure Halls: Room 11

APL 2: Magic 250 gp; lesser key of Dalt (250 gp); Total 250 gp.

APL 4: Magic 250 gp; lesser key of Dalt (250 gp); Total 250 gp.

APL 6: Magic 250 gp; lesser key of Dalt (250 gp); Total 250 gp.

APL 8: Magic 250 gp; lesser key of Dalt (250 gp); Total 250 gp.

5: The Maure Halls: Room 14

APL 2: Magic 291 gp; rainbow tambourine (291 gp); Total 291 gp.

APL 4: Magic 291 gp; rainbow tambourine (291 gp); Total 291 gp.

APL 6: Magic 291 gp; rainbow tambourine (291 gp); Total 291 gp.

APL 8: Magic 291 gp; rainbow tambourine (291 gp); Total 291 gp.

6: Dealing with the Dark Prince

APL 2: Loot – 41 gp; Magic 33 gp – Quaal's feather token tree (33 gp); Total 74 gp.

APL 4: Loot – 41 gp; Magic 33 gp – Quaal's feather token tree (33 gp); Total 74 gp.

APL 6: Loot – 41 gp; Magic 431 gp – Quaal's feather token tree (33 gp each), +2 studded leather (348 gp each), potion of cure moderate wounds (25 gp each), potion of resist

energy (fire) (25 gp each), shadow nodule (83 gp each); Total 472 gp.

APL 8: Loot – 41 gp; Magic 764 gp – Quaal's feather token tree (33 gp each), +2 studded leather (348 gp each), potion of cure moderate wounds (25 gp each), potion of resist energy (fire) (25 gp each), shadow nodule (83 gp each); Total 805 gp.

Conclusion

APL 2: Loot 100 gp; Total 100 gp.

APL 4: Loot 200 gp; Total 200 gp.

APL 6: Loot 300 gp; Total 300 gp.

APL 8: Loot 400 gp; Total 400 gp.

Treasure Cap

APL 2: 450 gp.

APL 4: 650 gp.

APL 6: 900 gp.

APL 8: 1,300 gp.

Total Possible Treasure

APL 2: 835 gp.

APL 4: 1,010 gp.

APL 6: 1,683 gp.

APL 8: 2,614 gp.

ADVENTURE RECORD ITEMS

☛ **Watch Mate/Friend of Ours:** You have proven yourself a friend of the Greyhawk City Watch/ Thieves' Guild of Greyhawk. Until the favor is used, gain a +2 circumstance bonus on all Gather Information checks in the City of Greyhawk. You may spend this favor to improve any interaction with a member of the City Watch/Thieves' Guild to friendly for one encounter or to negate one disfavor with the City Watch/Thieves' Guild.

☛ **Favor of Eritai Kaan-Ipzirel:** You have contained a great evil and brought it to the attention of St. Cuthbert's faithful in Greyhawk. You may spend this favor for adventure access to one of the following: *close wounds* (Spell Compendium), axiomatic upgrade to one weapon, or the feat Divine Justice (Fiendish Codex II).

☛ **Favor of Nicholi Nartoli:** You have assisted Father Nicholi of the Church of St. Cuthbert in his charity work. In recognition of your service, he will cast up to three levels of spells at no charge. These spells must be from the PH, have no XP cost, and no material components.

☛ **Lesser Key of Dalt:** This ornate brass key functions as a *chime of opening* (including using charges), which is activated by touching the key to any lock. Along the shank are inscribed the words "Behind every door is adventure."

☛ **It's All Mine!** You fenced Heart's Desire and kept the proceeds. The buyer you found can only pay you in installments. You receive free rich lifestyle for the next 20 adventures set in the Domain of Greyhawk.

☛ **Pearl of Power (o-level):** This tiny pearl functions as a *pearl of power*, allowing the caster of a prepared spell to recall a o-level spell as a standard action.

Cost: 500 gp; Strong Transmutation; CL 4th, Craft Wondrous Items, caster must be able to cast spells of the spell level recalled.

☛ **Pleasure of Graz'zt:** You have done a favor for the demon lord Graz'zt, and it pleases him to reward you. You may exchange his favor for adventure access to any one item you had access to on a previous AR. Possession or use of this favor may have further implications in the future.

☛ **Rainbow Tambourine.** This brightly glowing tambourine is made of finely polished oak and studded with precious gems. Gold jingles are set into the circular frame, and the drumhead is soft doeskin, painted with a rainbow erupting from an open hand.

The item functions as the *Shard of the Sun*, *Magic Item Compendium* 185 except that using the Relic power requires the user to be a worshiper of Lydia.

ITEM ACCESS

APL 2 and 4:

- *Lesser key of Dalt* (Adventure; 3,000 gp; see above)
- *Pearl of speech* (Ancient Suloise) (Adventure; 600 gp; *Magic Item Compendium*)
- *Pearl of power* (o-level) (Any; 500 gp; see above)
- *Rainbow tambourine* (Adventure; 3,500 gp; see above)

APL 4 (all of APLs 2-4 plus the following):

- *Wand of false life* (10 charges) (Core; CL 3rd; DMG; 900 gp)

APL 6 (all of APLs 2-4 plus the following):

- *Artificer's monocle* (Adventure; 1,500 gp; *Magic Item Compendium*)

APL 8 (all of APLs 2-4 plus the following):

- *Spined shield* (Adventure; DMG)

APPENDIX 1: ASPECT OF GRAZ'ZT

ASPECT OF GRAZ'ZT*

CR 11

**Expedition to the Demonweb Pits* 184

CE Large outsider (chaotic, evil, extraplanar, tanar'ri)

Init +9; **Senses** darkvision 60 ft., see invisibility, Listen +20, Spot +10

Aura sanctuary (DC 27)

Languages Abyssal, Common, permanent *tongues*

AC 25, touch 14, flat-footed 20

hp 168 (16 HD); **DR** 10/good

Immune electricity, poison

Resist acid 10, cold 10, fire 10

Fort +16, **Ref** +15, **Will** +11

Speed 40 ft. (8 squares)

Melee +2 *greatsword* +21/+16/+11/+6 (3d6+8/19-20)

Ranged *eldritch blast* +20 touch (6d6; 1d20+18 to overcome SR)

Space 10 ft.; **Reach** 10 ft.

Base Atk +14; **Grp** +26

Atk Options Cleave, Combat Reflexes, Great Cleave, Power Attack; aligned strike (chaotic, evil)

Special Actions size alteration, *swift seduction*

Abilities Str 19, Dex 20, Con 22, Int 21, Wis 12, Cha 27

Feats Cleave, Combat Reflexes, Great Cleave, Improved Initiative, Power Attack, Spell Penetration

Skills Balance +7, Bluff +27, Concentration +25, Diplomacy +31, Disguise +27 [+29 acting], Escape Artist +24, Gather Information +27, Hide +1, Intimidate +6, Jump +10, Knowledge (history) +24, Knowledge (religion) +24, Knowledge (planes) +24, Listen +20, Sense Motive +20, Spot +20, Survival +1 (+3 on other planes), Tumble +24, Use Rope +5,

Possessions +2 *greatsword*

Sanctuary Aura (Sp) This aspect of Graz'zt is protected at all times by a sanctuary effect (Will DC 27 negates). Unlike the spell, however, this effect is a mind-affecting enchantment. A creature that makes its saving throw cannot be affected again by the same aspect of Graz'zt's aura for 24 hours.

Eldritch Blast (Sp) This aspect of Graz'zt can use an *eldritch blast* like that of a warlock (Complete Arcane 5) at will. The ray springs from its fingertips and streaks toward a single target. If the aspect makes a successful range touch attack, the *eldritch blast* deals 6d6 points of damage (no saving throw). The ray has a range of 60 feet and is subject to spell resistance.

Aligned Strike An aspect of Graz'zt's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Size Alteration (Su) As a standard action, this aspect of Graz'zt can shrink to Medium size or grow back to its normal size. It uses this ability in conjunction with its Disguise skill to seduce mortal females of various humanoid races.

Swift Seduction (Sp) As a swift action, this aspect of Graz'zt can try to make an ally of any creature within

120 feet. The target must make a DC 26 Will save or immediately make a single melee or ranged attack against one of its allies. Taking this action doesn't affect the subject's normal place in initiative order. *Swift seduction* is a mind-affecting compulsion effect equivalent to a 3rd-level spell, and it is usable at will. A creature that saves cannot be affected by the same aspect's swift seduction ability for 24 hours.

Meet Thy Maker (Sp) As a standard action, this aspect of Graz'zt can return to the Abyss, appearing in Graz'zt's Argent Palace in the city of Zelatar on the plane of Azzagrat.

5: THE MAURE HALLS

XARIC THE DEATHLOCK*

CR 3

**Libris Mortis* 94

NE Medium Undead

Init +6; **Senses** darkvision 60 ft., Listen +9, Spot +9

Languages Common, Abyssal, Infernal

AC 13, touch 12, flat-footed 11

(+2 Dex, +1 natural)

hp 19 (3 HD)

Fort +2, **Ref** +43, **Will** +5

Immune mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain or damage, effects requiring a Fortitude save (unless nonlethal or affects objects)

Resist +2 turn resistance

Speed 30 ft. (6 squares)

Melee bite +2 (1d4+1)

Base Atk +1; **Grp** +1

Spell-Like Abilities (CL 3rd):

At Will—*detect magic*, *inflict minor wounds* (DC 13), *read magic*

3/day—*cause fear* (DC 13), *magic missile*, *summon monster I*

2/day—*death knell* (DC 14), *ghoul glyph* (DC 14)

† Already cast *ghoul glyph* (2)

Abilities Str 11, Dex 15, Con —, Int 14, Wis 13, Cha 14

SQ undead traits

Feats Alertness, Improved Initiative

Skills Concentration +6, Hide +8, Knowledge (arcane) +8, Listen +9, Spellcraft +8, Spot +9

5: THE MAURE HALLS

ADDER'S BREATH TRAP

CR 2

Description When the trap is activated, a portcullis slams down over the exit. It can be lifted with a successful DC 22 Strength check. The two stone snakes, each 10 ft. tall, stand in the corners of the room, facing each other. Once the trap is activated, the statues begin to spit venom at random targets in the room. The trap shuts down if all snakes or the portcullis is destroyed. The trap does not reset.

Search DC 17; **Type** Magical

Trigger Touch (*alarm* on baton and statue); **Init** +1

Effect *Lesser acid orb* (Atk +2 ranged touch, 1d6 acid damage, no saving throw, CL 1st); two random targets per round.

Duration 5 rounds

Destruction AC 12; hp 5, hardness 2 (each spitting statue)

Destruction AC 12; hp 60, hardness 10 (portcullis); Bend Bars DC 22

Disarm Disable Device 26 (each spitting statue)

Dispel DC 12 (each spitting statue); if successful, that statue shuts down for 1d4 rounds

5: THE MAURE HALLS**XARIC THE DEATHLOCK*****CR 3****Libris Mortis 94*

NE Medium Undead

Init +6; **Senses** darkvision 60 ft., Listen +9, Spot +9**Languages** Common, Abyssal, Infernal

AC 13, touch 12, flat-footed 11

(+2 Dex, +1 natural)

hp 19 (3 HD)**Fort** +2, **Ref** +43, **Will** +5**Immune** mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain or damage, effects requiring a Fortitude save (unless nonlethal or affects objects)**Resist** +2 turn resistance

Speed 30 ft. (6 squares)**Melee** bite +2 (1d4+1)**Base Atk** +1; **Grp** +1**Spell-Like Abilities** (CL 3rd):At Will—*detect magic*, *inflict minor wounds* (DC 13), *read magic*3/day—*cause fear* (DC 13), *magic missile*, *summon monster I*2/day—*death knell* (DC 14), *ghoul glyph* (DC 14)‡ Already cast *ghoul glyph* (2)

Abilities Str 11, Dex 15, Con —, Int 14, Wis 13, Cha 14**SQ** undead traits**Feats** Alertness, Improved Initiative**Skills** Concentration +6, Hide +8, Knowledge (arcane) +8, Listen +9, Spellcraft +8, Spot +9

5: THE MAURE HALLS**ADDER'S BREATH TRAP****CR 4****Description** When the trap is activated, a portcullis slams down over the exit. It can be lifted with a successful DC 24 Strength check. The two stone snakes, each 10 ft. tall, stand in the corners of the room, facing each other. Once the trap is activated, the statues begin to spit venom at random targets in the room. The trap shuts down if all snakes or the portcullis is destroyed. The trap does not reset.**Search** DC 19; **Type** Magical

Trigger Touch (*alarm* on baton and statue); **Init** +2**Effect** *Melf's acid arrow* (Atk +4 ranged touch, 2d4 acid damage/round for 2 rounds, no save, CL 5th); two random targets per round.**Duration** 7 rounds

Destruction AC 14; hp 10, hardness 4 (each spitting statue)**Destruction** AC 14; hp 60, hardness 10 (portcullis); Bend Bars DC 24**Disarm** Disable Device 27 (each spitting statue)**Dispel** DC 14 (each spitting statue); if successful, that statue shuts down for 1d4 rounds

5: THE MAURE HALLS

XARIC THE DEATHLOCK*

CR 3

**Libris Mortis 94*

NE Medium Undead

Init +6; **Senses** darkvision 60 ft., Listen +9, Spot +9**Languages** Common, Abyssal, Infernal**AC** 13, touch 12, flat-footed 11

(+2 Dex, +1 natural)

hp 19 (3 HD)**Fort** +2, **Ref** +43, **Will** +5**Immune** mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain or damage, effects requiring a Fortitude save (unless nonlethal or affects objects)**Resist** +2 turn resistance**Speed** 30 ft. (6 squares)**Melee** bite +2 (1d4+1)**Base Atk** +1; **Grp** +1**Spell-Like Abilities** (CL 3rd):At Will—*detect magic*, *inflict minor wounds* (DC 13), *read magic*3/day—*cause fear* (DC 13), *magic missile*, *summon monster I*2/day—*death knell* (DC 14), *ghoul glyph* (DC 14)‡ Already cast *ghoul glyph* (2)**Abilities** Str 11, Dex 15, Con –, Int 14, Wis 13, Cha 14**SQ** undead traits**Feats** Alertness, Improved Initiative**Skills** Concentration +6, Hide +8, Knowledge (arcane) +8, Listen +9, Spellcraft +8, Spot +9

5: THE MAURE HALLS

ADDER'S BREATH TRAP

CR 6

Description When the trap is activated, a portcullis slams down over the exit. It can be lifted with a successful DC 26 Strength check. The two stone snakes, each 10 ft. tall, stand in the corners of the room, facing each other. Once the trap is activated, the statues begin to spit venom at random targets in the room. The trap shuts down if all snakes or the portcullis is destroyed. The trap does not reset.**Search** DC 21; **Type** Magical**Trigger** Touch (*alarm* on baton and statue); **Init** +3**Effect** Extended *Melf's acid arrow* (Atk +6 ranged touch, 2d4 acid damage/round for 4 rounds, no save, CL 5th); two random targets per round.**Duration** 9 rounds**Destruction** AC 16; hp 15, hardness 6 (each spitting statue)**Destruction** AC 16; hp 60, hardness 10 (portcullis); Bend Bars DC 26**Disarm** Disable Device 27 (each spitting statue)**Dispel** DC 16 (each spitting statue); if successful, that statue shuts down for 1d4 rounds

6: DEALING WITH THE DARK PRINCE

MISTLETOE

CR 6

Female dryad warlock* 3

**Complete Arcane 5*

CN Medium fey

Init +6; **Senses** see in darkness and magical darkness, low-light vision, Listen +10, Spot +10**Languages** Common, Sylvan**AC** 24, touch 16, flat-footed 18

(+6 Dex, +5 armor, +3 natural)

hp 41 (7 HD); DR 6/cold iron**Fort** +6, **Ref** +11, **Will** +10**Speed** 30 ft. (6 squares)**Melee** dagger +10 (1d4-1/19-20)**Ranged** mwk longbow +11 (1d8-1/x3)**Base Atk** +4; **Grp** +3**Special Actions** *eldritch blast* (2d6)**Combat Gear** potion of *cure moderate wounds*, potion of *resist energy* (fire), *Quaal's feather token* (tree)**Warlock Invocations** (CL 3rd):At will—*sickening blast* (DC 19), *dark one's own luck*, *devil's sight***Spell-Like Abilities** (CL 6th):At will—*detect magic* (CL 3), *entangle* (DC 14), *speak with plants*, *tree shape*3/day—*charm person* (DC 14), *deep slumber* (DC 16), *tree stride*1/day—*suggestion* (DC 16)**Abilities** Str 8, Dex 23, Con 14, Int 14, Wis 16, Cha 21**SQ** tree dependent, wild empathy +8 (+4 magical beasts)**Feats** Ability Focus (*eldritch blast*), Great Fortitude, Weapon Finesse**Skills** Concentration +12, Escape Artist +13, Handle Animal +12, Hide +13, Knowledge (nature) +11, Knowledge (the planes) +4, Listen +10, Move Silently +13, Ride +8, Spot +9, Survival +10 (+12 in aboveground natural environments), Use Rope +6 (+8 with bindings),**Possessions** combat gear plus masterwork longbow and +2 *studded leather***Detect Magic** (Sp) As the *detect magic* spell; at will; caster level 3rd.**Eldritch Blast** (Sp) An *eldritch blast* is a ray with a range of 60 feet. It is a ranged touch attack that affects a single target, allowing no saving throw. An *eldritch blast* deals 1d6 points of damage at 1st level and increases in power as the warlock rises in level. An *eldritch blast* is the equivalent of a spell whose level is equal to one-half the warlock's class level (round down), with minimum spell level of 1st and a maximum of 9th when a warlock reaches 18th level or higher.An *eldritch blast* is subject to spell resistance, although the Spell Penetration feat and other effects that improve caster level checks to

overcome spell resistance also apply to *eldritch blast*. An *eldritch blast* deals half damage to objects. Metamagic feats cannot improve a warlock's *eldritch blast* (because it is a spell-like ability, not a spell). However, the feat Ability Focus (*eldritch blast*) increases the DC for all saving throws (if any) associated with a warlock's *eldritch blast*.

Tree Dependent (Su) Each dryad is mystically bound to a single, enormous fir tree and must never stray more than 300 yards from it. Any who do become ill and die within 4d6 hours. A dryad's oak does not radiate magic.

Wild Empathy (Ex) This power works like the druid's wild empathy class feature, except that the dryad has a +6 racial bonus on the check.

5: THE MAURE HALLS

XARIC THE DEATHLOCK***CR 3****Libris Mortis 94*

NE Medium Undead

Init +6; **Senses** darkvision 60 ft., Listen +9, Spot +9**Languages** Common, Abyssal, Infernal**AC** 13, touch 12, flat-footed 11

(+2 Dex, +1 natural)

hp 19 (3 HD)**Fort** +2, **Ref** +43, **Will** +5**Immune** mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain or damage, effects requiring a Fortitude save (unless nonlethal or affects objects)**Resist** +2 turn resistance**Speed** 30 ft. (6 squares)**Melee** bite +2 (1d4+1)**Base Atk** +1; **Grp** +1**Spell-Like Abilities** (CL 3rd):At Will—*detect magic*, *inflict minor wounds* (DC 13), *read magic*3/day—*cause fear* (DC 13), *magic missile*, *summon monster I*2/day—*death knell* (DC 14), *ghoul glyph* (DC 14)‡ Already cast *ghoul glyph* (2)**Abilities** Str 11, Dex 15, Con –, Int 14, Wis 13, Cha 14**SQ** undead traits**Feats** Alertness, Improved Initiative**Skills** Concentration +6, Hide +8, Knowledge (arcane) +8, Listen +9, Spellcraft +8, Spot +9**VARGOUILLE****CR 3**

NE Small outsider

Init +1; **Senses** darkvision 60 ft.; Listen +5, Spot +5**Languages** Infernal**AC** 12, touch 11, flat-footed 11

(+1 size, +1 Dex)

hp 16 (3 HD)**Fort** +4, **Ref** +4, **Will** +4**Speed** fly 30 ft. (good)**Melee** bite +3 (1d4 plus poison)**Base Atk** +3; **Grp** -1**Atk Options** kiss, poison**Special Actions** shriek**Abilities** Str 10, Dex 13, Con 12, Int 5, Wis 12, Cha 8**SQ** outsider traits**Feats** Ability Focus (shriek), Weapon Finesse**Skills** Hide +11, Intimidate +5, Listen +7, Move Silently +7, Spot +7**Kiss (Su)** A vargouille can kiss a paralyzed target with a successful melee touch attack. An affected opponent must succeed on a DC 15 Fortitude save or begin a terrible transformation that turns the creature into a vargouille within 24 hours. First over a period of 1d6 hours, all the victim's hair falls out.

Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles spouts on the chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and becomes a vargouille.

The transformation is interrupted by sunlight and even a *daylight* spell can delay death, but to reverse the transformation requires removes disease.

Poison (Ex) Injury, Fortitude DC 12 or be unable to heal the vargouille's bite damage naturally or magically. A *neutralize poison* or *heal* spell removes the effect, while *delay poison* allows magical healing.

Shriek (Su) Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 feet (except other vargouilles) who hear the shriek and can clearly see the creature must succeed on a DC 14 Fortitude save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the vargouille's kiss. A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Constitution-based and includes a +1 racial bonus.

5: THE MAURE HALLS

ADDER'S BREATH TRAP**CR 8**

Description When the trap is activated, a portcullis slams down over the exit. It can be lifted with a successful DC 28 Strength check. The two stone snakes, each 10 ft. tall, stand in the corners of the room, facing each other. Once the trap is activated, the statues begin to spit venom at random targets in the room. The trap shuts down if all snakes or the portcullis is destroyed. The trap does not reset.

Search DC 23; **Type** Magical**Trigger** Touch (*alarm* on baton and statue); **Init** +4

Effect *Poison* (Atk +8 ranged touch, 1d10 points of Con damage, DC 16 Fortitude negates, save again after 1 minute, CL 7th); two random targets per round.

Duration 11 rounds**Destruction** AC 18; hp 20, hardness 8 (each spitting statue)**Destruction** AC 3; hp 60, hardness 10 (portcullis); Bend Bars DC 28**Disarm** Disable Device 29 (each spitting statue)**Dispel** DC 18 (each spitting statue); if successful, that statue shuts down for 1d4 rounds

6: DEALING WITH THE DARK PRINCE

MISTLETOE

CR 8

Female dryad warlock* 5

**Complete Arcane* 5

CN Medium Fey

Init +6; **Senses** see in darkness and magical darkness, low-light vision, Listen +10, Spot +10

Languages Common, Sylvan

AC 24, touch 16, flat-footed 18

(+6 Dex, +5 armor, +3 natural)

hp 52 (9 HD); DR 6/cold iron

Fort +6, **Ref** +11, **Will** +11

Speed 30 ft. (6 squares)

Melee dagger +11 (1d4-1/19-20)

Ranged mwk longbow +12 (1d8-1/x3)

Base Atk +5; **Grp** +4

Special Actions deceive item, *eldritch blast* (3d6)

Combat Gear *gloves of missile snaring*, potion of *cure moderate wounds*, potion of *resist energy* (fire), *Quaal's feather token* (tree)

Warlock Invocations (CL 5rd):

At will—*sickenening blast* (DC 20), *dark one's own luck*, *devil's sight*

Spell-Like Abilities (CL 6th):

At will—*detect magic* (CL 5), *entangle* (DC 14), *speak with plants*, *tree shape*

3/day—*charm person* (DC 14), *deep slumber* (DC 18), *tree stride*

1/day—*suggestion* (DC 16)

Abilities Str 8, Dex 23, Con 14, Int 14, Wis 16, Cha 22

SQ tree dependent, wild empathy +8 (+4 magical beasts)

Feats Ability Focus (*eldritch blast*), Ability Focus (*deep slumber*), Great Fortitude, Weapon Finesse,

Skills Bluff +9, Concentration +14, Escape Artist +13, Handle Animal +12, Hide +13, Knowledge (nature) +11, Knowledge (the planes) +4, Listen +10, Move Silently +13, Ride +8, Sense Motive +6, Spot +9, Survival +10 (+12 in aboveground natural environments), Use Rope +6 (+8 with bindings),

Possessions combat gear plus masterwork longbow and +2 *studded leather*

Deceive Item (Ex) When making a Use Magic Device check, a warlock can take 10 even if distracted or threatened.

Detect Magic (Sp) As the *detect magic* spell; at will; caster level 3rd.

Eldritch Blast (Sp) An *eldritch blast* is a ray with a range of 60 feet. It is a ranged touch attack that affects a single target, allowing no saving throw. An *eldritch blast* deals 1d6 points of damage at 1st level and increases in power as the warlock rises in level. An *eldritch blast* is the equivalent of a spell whose level is equal to one-half the warlock's class level (round down), with minimum spell level of 1st and a maximum of 9th when a warlock reaches 18th level or higher.

An *eldritch blast* is subject to spell resistance, although the Spell Penetration feat and other

effects that improve caster level checks to overcome spell resistance also apply to *eldritch blast*. An *eldritch blast* deals half damage to objects. Metamagic feats cannot improve a warlock's *eldritch blast* (because it is a spell-like ability, not a spell). However, the feat Ability Focus (*eldritch blast*) increases the DC for all saving throws (if any) associated with a warlock's *eldritch blast*.

Tree Dependent (Su) Each dryad is mystically bound to a single, enormous fir tree and must never stray more than 300 yards from it. Any who do become ill and die within 4d6 hours. A dryad's oak does not radiate magic.

Wild Empathy (Ex) This power works like the druid's wild empathy class feature, except that the dryad has a +6 racial bonus on the check.

BLOATED CARRION CRAWLERS CR 6

N Huge aberration

Init +2; **Senses** Listen +7, Spot +7

Languages None

AC 19, touch 10, flat-footed 17

(-2 size, +2 Dex, +9 natural)

hp 59 (7 HD)

Fort +9, **Ref** +4, **Will** +7

Speed 30 ft., climb 15 ft.

Melee 8 tentacles +109 (paralysis) and bite +4 (1d6+3)

Space 15 ft.; **Reach** 10 ft.

Base Atk +5; **Grp** +15

Atk Options Combat Reflexes, paralysis

Abilities Str 22, Dex 14, Con 18, Int 1, Wis 15, Cha 6

Feats Alertness, Combat Reflexes, Track, Weapon Focus (tentacle)

Skills Climb +14, Listen +7, Spot +7

Paralysis (Ex) Those hit by a carrion crawler's tentacle attack must succeed on a DC 17 Fortitude save or be paralyzed for 2d4 rounds.

Skills Carrion crawlers can always choose to take 10 on Climb checks, even if rushed or threatened.

APPENDIX 2: NEW RULES ITEMS

MAGIC ITEMS

Pearl of Power

Price (Item Level): 500 gp (3rd)

Body Slot: -

Caster Level: 17th

Aura: Strong; (DC 23) divination

Activation: Standard (command)

Weigh: -

This tiny pearl functions as a *pearl of power*, allowing the caster of a prepared spell to recall a 0-level spell as a standard action.

Prerequisites: Craft Wondrous Item, caster must be able to cast spells of the spell level recalled.

Cost to Create: 250 gp, 20 XP, 1 day.

Pearl of Speech

Price (Item Level): 600 gp (3rd)

Body Slot: Face

Caster Level: 7th

Aura: Moderate; (DC 18 divination)

Activation: - and standard (command)

Weight: -

This large blue pearl is shot through with crisscrossing brown, green, and gold veins.

These items were originally created by drow and used to command their slaves without stooping to learn their foul languages. The secret of creating pearls of speech long ago became known to bards and others who rely on languages. When you place a pearl of speech upon your tongue (a standard action), it is absorbed into your mouth until you speak the proper command word to release it. While absorbed, the pearl grants you the ability to speak and understand a specific language, such as Dwarven or Draconic. Each pearl is created for a specific language, and you can have only one pearl of speech active at a time.

In addition, while the pearl is active, it can be activated to produce a command effect once per day (Will DC 11 negates).

Prerequisites: Craft Wondrous Item, *command*, *tongues*.

Cost to Create: 300 gp, 24 XP, 1 day.

Source: Magic Item Compendium 118

Rainbow Tambourine

Price (Item Level): 250 gp (4th)

Body Slot: Held

Caster Level: 20th

Aura: Strong Transmutation

Activation: Standard (command)

Weight: -

This brightly glowing tambourine is made of finely polished oak and studded with precious gems. Gold jingles are set into the circular frame, and the drumhead is soft doeskin, painted with a rainbow erupting from an open hand.

The item functions as the *Shard of the Sun*, *Magic Item Compendium* 185 except that using the Relic power requires the user to be a worshiper of Lydia.

Shard of the Sun [Relic]

Price (Item Level): 3,500 gp (8th)

Body Slot: - (held)

Caster Level: 20th

Aura: Strong; (DC 25) evocation

Activation: - and standard (command)

Weight: 1 lb.

This brightly glowing holy symbol of Pelor is made of hammered gold and set with diamonds.

A *shard of the sun* is mentioned in several religious texts as "Pelor's gift, which I carry into darkness – a sun that never sets." When you hold this item, it continuously emits a warm light equivalent to a *daylight* spell heightened to 5th level, provided that you are neutral good, lawful good, chaotic good, or neutral. The symbol must be covered completely to douse its light.

Relic Power: If you have established the proper divine connection, you can command a shard of the sun to fire two simultaneous *searing light* spells, though each must be aimed at a different target. Each beam deals 10d6 points of damage to undead, 5d6 points to constructs and objects, and 5d8 points of damage to other creatures. Creatures particularly vulnerable to bright light, such as vampires, take 10d8 points of damage from these beams. This ability functions three times per day.

To use the relic power, you must worship Pelor and either sacrifice a 6th-level divine spell slot or have the True Believer feat and at least 11 HD. If you sacrifice an 8th-level spell slot or have the True Believer feat and at least 15 HD, you can fire four searing light beams with each activation (no two at the same target).

Lore: The first shards of the sun were hewn by Pelor himself from the orb of the sun and molded into the shape of his symbol. Over the centuries, he gifted them to his most favored high priests, and most of them remain in the hands of his clergy today (Knowledge [religion] DC 20).

Prerequisites: Craft Wondrous Item, Sanctify Relic, *daylight*, *searing light*.

Cost to Create: 1,750 gp, 140 XP, 4 days.

Source: Magic Item Compendium 185.

SPELLS

Ghoul Glyph

Necromancy

Level: Hunger 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Effect: One ghoulish glyph that must fit within a 1-ft. square.

Duration: Permanent until discharged

Saving Throw: Fortitude partial

Spell Resistance: Yes

You inscribe a glyph that paralyzes any living creature of Large or smaller size that enters, passes, or opens the warded area. You can scribe the glyph to be visible as faintly glowing lines, or invisible. You can inscribe a *ghoul glyph* on a portable object, but if the object is moved more than 5 feet, the glyph fades.

Conditions for triggering a *ghoul glyph* are stringent. It takes effect on any creature except yourself that moves to or within 2 feet of it. It affects invisible creatures normally but is not triggered by those that travel past it ethereally. Only a single *ghoul glyph* can be inscribed in a 5-foot square.

Ghoul glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. *Mislead* and *nondetection* can fool a ghoulish glyph.

Read magic allows identification of a *ghoul glyph* with a successful DC 13 Spellcraft check, if the glyph is noticed before it is activated. A rogue (only) can use the Search skill to find a *ghoul glyph* and Disable Device to thwart it. The DC in each case is 27.

When a glyph is activated, the subject is paralyzed for 1d6+2 rounds. Additionally, if the subject fails his Fortitude save, the paralyzed subject exudes a carrion stench that causes retching and nausea in a 10-foot radius. Those in the radius must make a Fortitude save or take a -2 penalty to all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks until the spell ends.

Material Component: You trace the glyph with earth from a ghoulish lair.

Source: *Libris Mortis* 66

INVOCATIONS

Dark One's Own Luck

Least: 2nd

You are favored by the dark powers if you have this invocation. You gain a luck bonus equal to your Charisma bonus (if any) on Fortitude saves, Reflex saves, or Will saves (your choice each time you use this ability) for a period of 24 hours. You can't apply this ability to two different save types at the same time. This bonus can never exceed your class level.

Source: *Complete Arcane* 133

Devil's Sight

Least: 2nd

You gain the visual acuity of a devil for 24 hours. You can see normally in darkness and magical darkness out to 30 feet.

Source: *Complete Arcane* 133

Sickening Blast

Least: 2nd; Eldritch Essence

This eldritch essence invocation allows you to change your *eldritch blast* into a sickening blast. Any living creature struck by a sickening blast must make a Fortitude save or become sickened for 1 minute. A sickened creature struck by a second sickening blast is not effected by the sickening aspect of the blast but still takes damage normally.

Source: *Complete Arcane* 135

ENCOUNTER TRAPS

This adventure features several encounter traps (*Dungeonscape* 120). The notes below provide a brief overview of encounter traps.

Initiative: Use the trap's initiative modifier to determine its place in the initiative order.

Duration: This section details how long a trap functions before it must be triggered again.

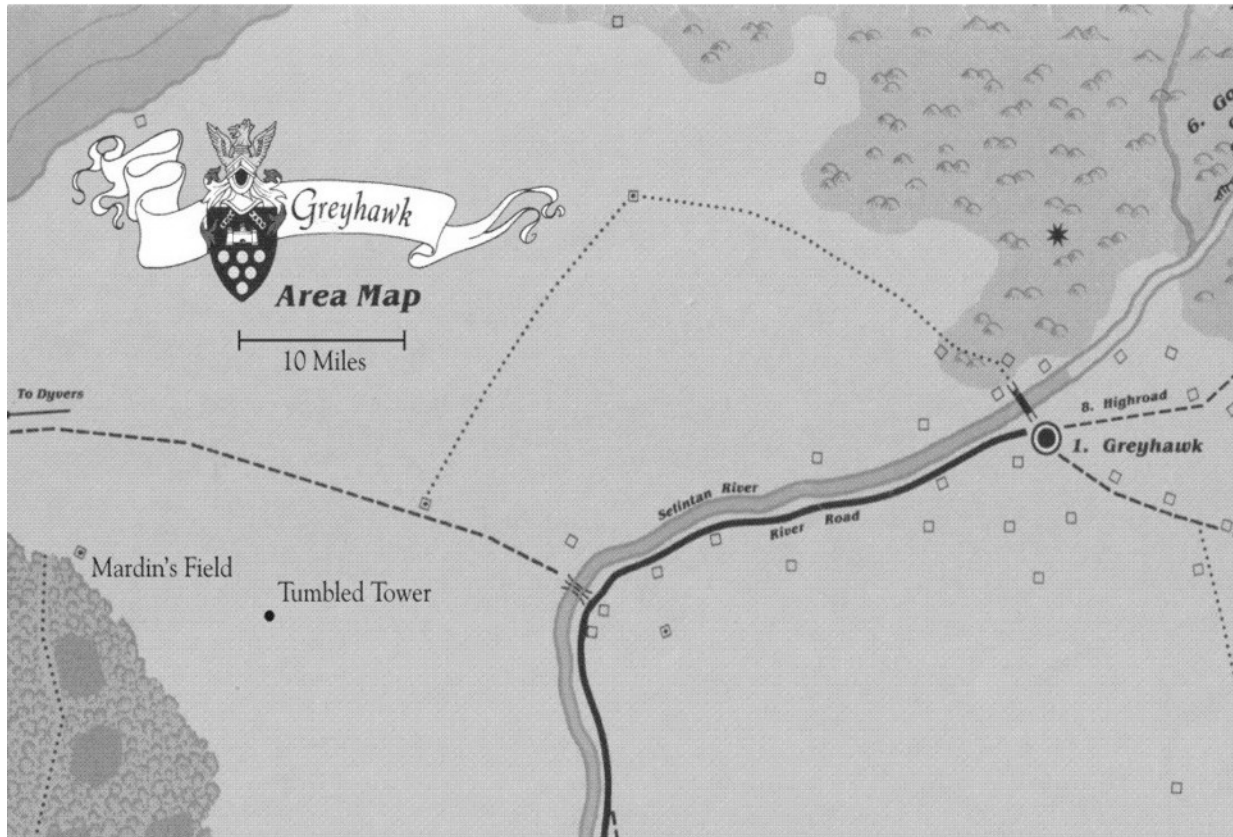
Destruction: This section of the encounter trap stat block gives the trap's physical statistics. An attack source can be attacked from any square in the area it affects or from a square adjacent to that area.

Disarm: Each successful Disable Device check disables one attack source. Unlike standard Disable Device checks, trying to disarm a single attack source takes one round. Trying to disable a central disarm location takes 1d4 rounds. Characters injured while making a Disarm Device check must make a DC 10 + damage dealt Concentration check or their action fails.

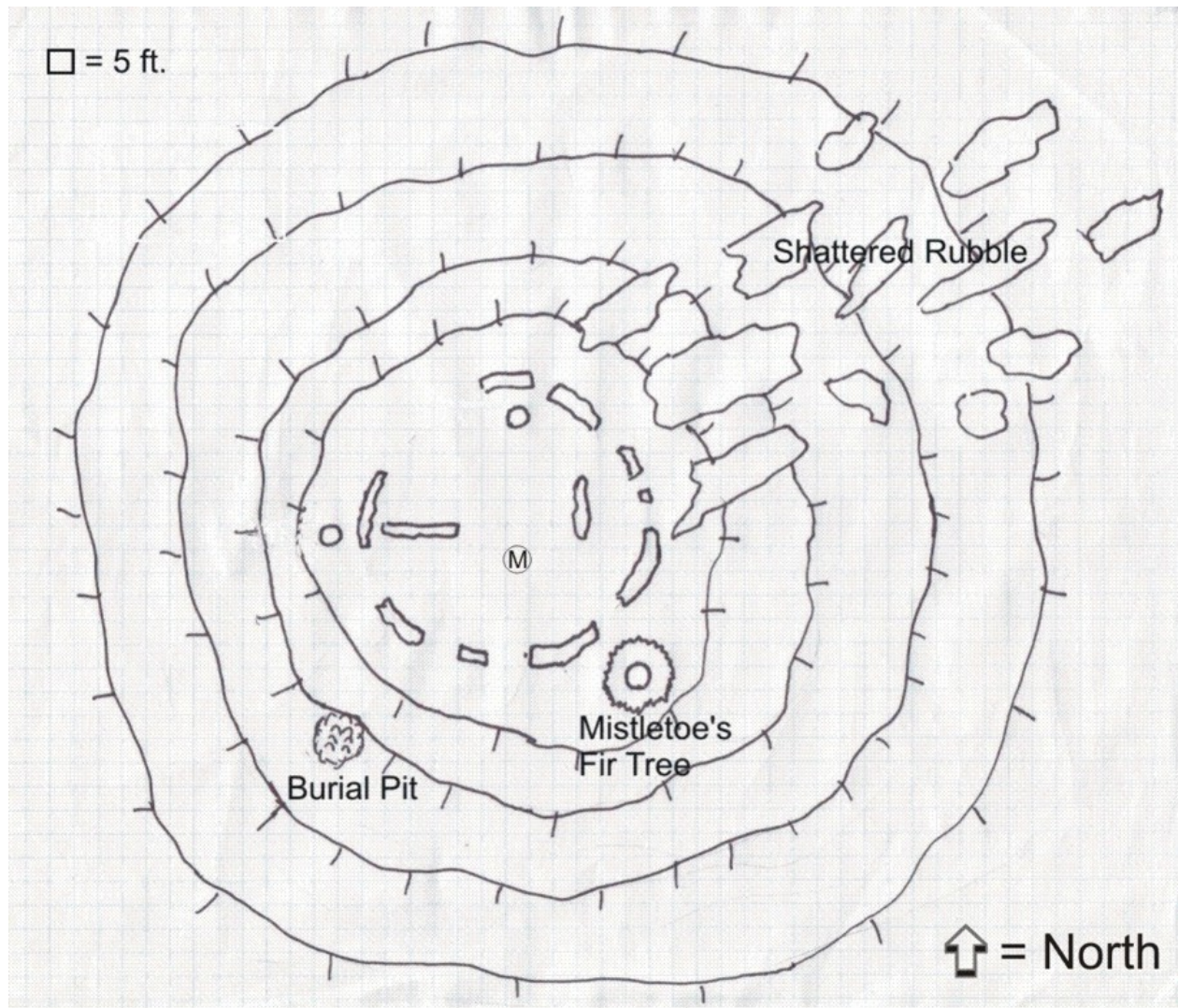
Dispel: Magic encounter traps can be dispelled through the use of *dispel magic* or similar effects. Usually one casting of dispel magic shuts down a single attack source, but some traps have a central dispel location that, if dispelled, shuts down the entire trap. An area dispel magic affects only one attack source, but the spell can be tested against each source until it succeeds.

Source: *Dungeonscape* 121.

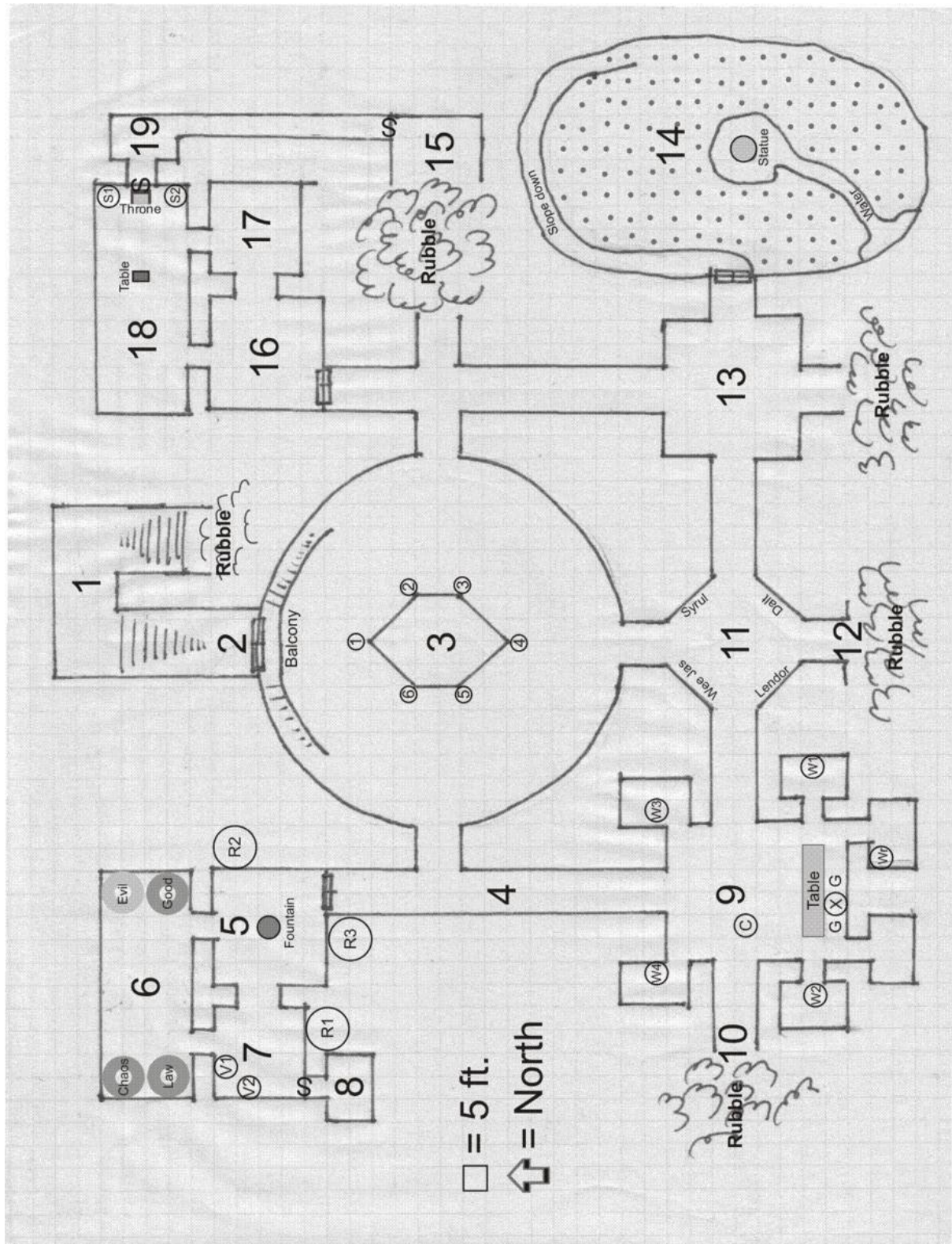
GREYHAWK REGIONAL MAP



MAP OF THE TUMBLING TOWER.



MAP OF THE MAURE HALLS



GUARDIANS OF THE DARK PRINCE'S PRISON

Statues stand at the six points of the cage that binds the Aspect of Graz't. Below are lists of what each statue is at the various APLs. Large-sized creatures at APL 8 only have Medium-sized statues. The numbers correspond to the position of the statues marked on Room 3 on the Maure Halls in **DM Maps**.

APL 2

- 1 – Dretch
- 2 – Choker
- 3 – Thoqqua
- 4 – Kuo-toa
- 5 – Bugbear
- 6 – Worg

APL 4

- 1 – Barghest
- 2 – Sea Hag
- 3 – Aranea
- 4 – Gargoyle
- 5 – Harpy
- 6 – Wereboar, Hybrid Form

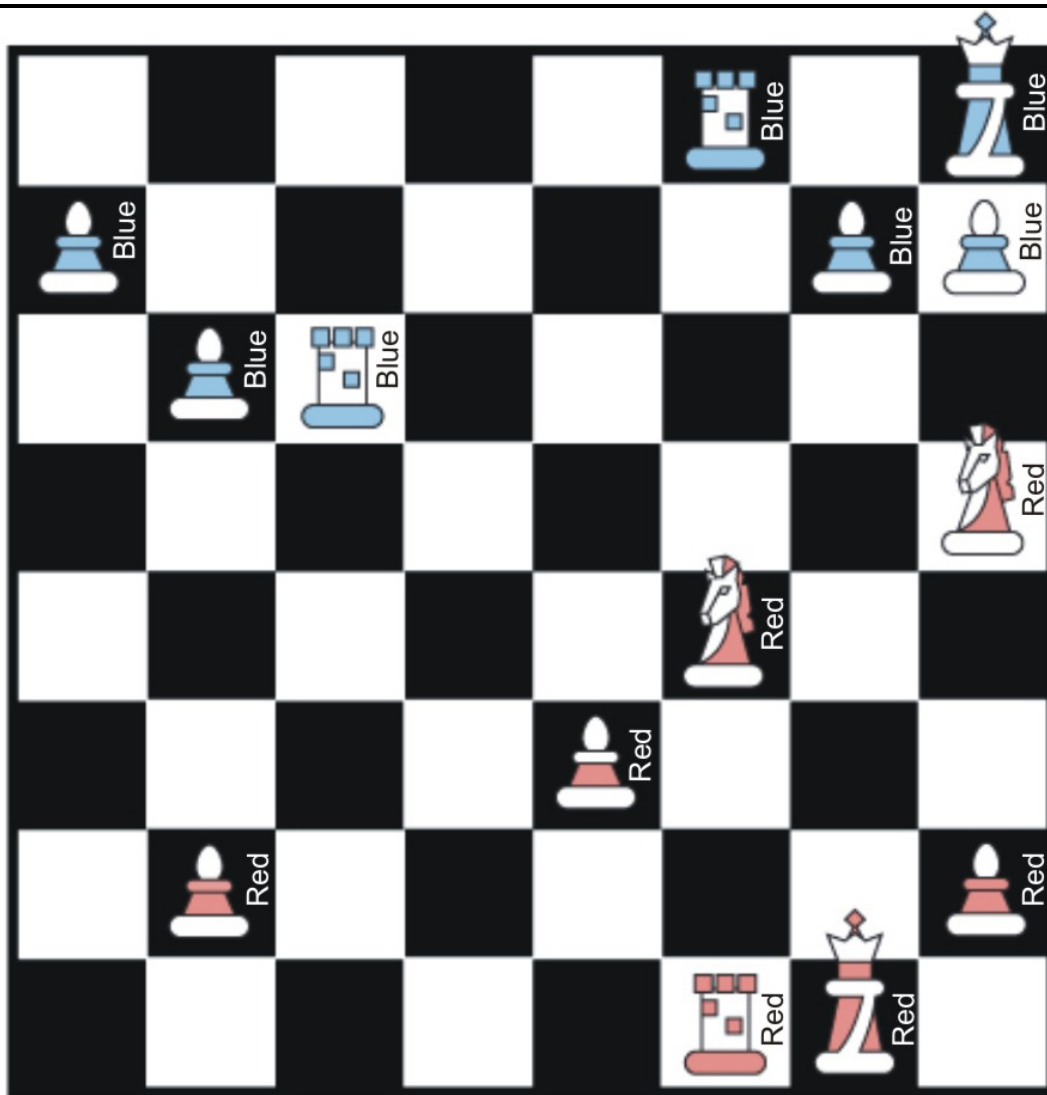
APL 6

- 1 – Xill
- 2 – Digester
- 3 – Babau
- 4 – Average Xorn
- 5 – Gauth
- 6 – Kyton

APL 8

- 1 – Gray Render
- 2 – Erinyes
- 3 – Dark Naga
- 4 – Blue Slaad
- 5 – Destrachan
- 6 – Elder Xorn

PLAYER HANDOUT 1



Art by Darcy Melton

Players alternate taking turns. Each may move one piece per turn. Red moves first.

King (the big piece) – moves one space in any direction.

Rook (the tower piece) – moves as many spaces as desired vertically or horizontally

Knight (the horse piece) – moves in an “L” of one space either horizontally or vertically then two in a perpendicular direction; or two spaces in horizontally or vertically then one space in a perpendicular direction.

Pawn (the little piece) – moves one space toward opposing side. May move two spaces on its first move. Can only capture a piece diagonally forward.

You capture pieces by moving onto their square on the board. This removes the piece from the game. If the king can be captured, he is “checked”. The king must move out of check, and the king cannot move into check. If the king cannot move out of check, then it is a check-mate and the game is over.

SELECTED EXCERPTS FROM THE LABORATORY JOURNAL PART 1

The demon is currently unformed and existing in a gaseous state. It does not respond to stimuli. I will continue using alternate methods.

Fascinating. Darkness clings to the demon and it detests strong light. I used the most powerful light source we have and forced the demon to take corporeal form. I almost banished it back to the Abyss by mistake. I have not been able to identify it but Esmanti intends to enchant it to be more compliant.

Success! Esmanti's enchantments have had their effect. The demon revealed itself to us. It is an Aspect of Graz'zt. This is unexpected. The possibilities for exploitation are endless. Anything we want is open to us.

Esmanti and I have constructed a cage suitable for our guest using the light of Lydia to keep it in check until then. It will take four keys to deactivate the wards. The keys with Esmanti and I will be safe. I'll give one to Varic and feed his ego. The other I'll put in the hands of a god. I have bound the guardians to the cage in case the wards fail.

PLAYER HANDOUT 2

SELECTED EXCERPTS FROM THE LABORATORY JOURNAL PART 2

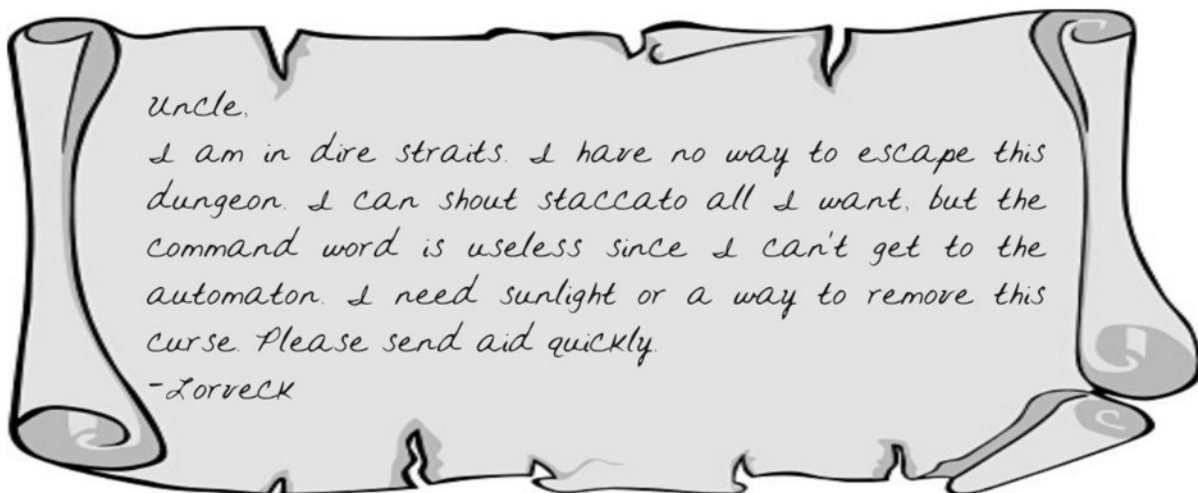
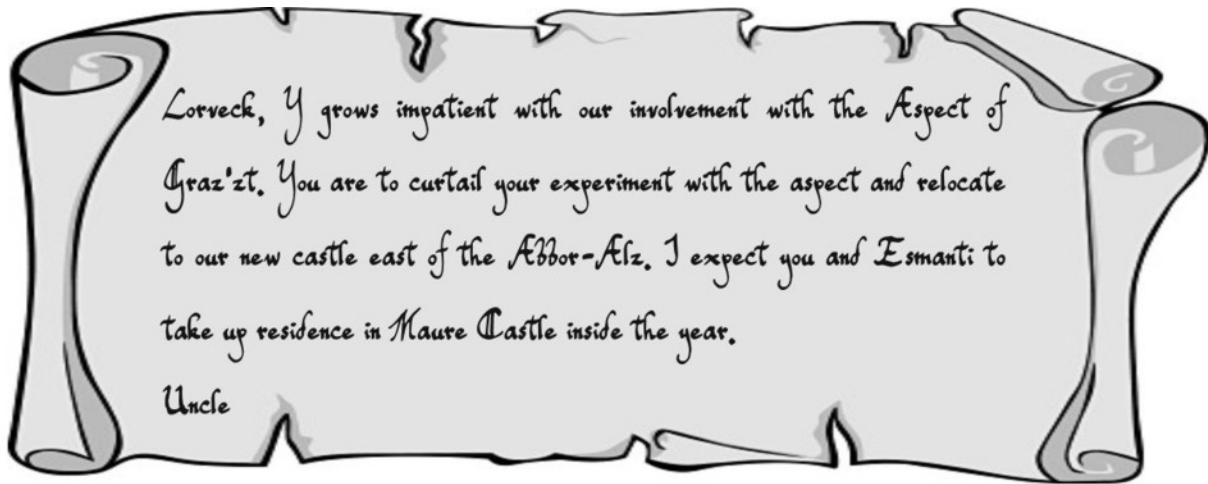
The Aspect barely acknowledges me but converses with Esmanti for hours. It has an insatiable carnal appetite of all sorts. It especially enjoys fine wines and women of an astonishing array of species. Esmanti says it is most eager to bargain with us.

The Aspect has proven a valuable if evasive instructor. I will have to thank Esmanti for her negotiations. It has revealed much to us and promises even more. The Aspect's offspring fill the menagerie. He's worse than a satyr.

Uncle found the shadesteel golem most intriguing. I can barely wait to begin creation of a spellstitched creature. At least all the trouble this demon is causing is worth it.

Esmanti's attachment to the demon is growing unhealthy. I will speak with her about it. The creature is a demon, after all, and cannot be trusted. But before I do so I'll have to ask her to bargain with the demon once more. But what do I desire most?

NOTES IN THE COFFER PART 1



NOTES IN THE COFFER PART 2

