

IUZ3-06

Every Passing Breeze

A One-Round D&D LIVING GREYHAWK[®]
Iuz's Border States Meta-regional Adventure

Version 1.0

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Some say death rides on every passing breeze, but a little wind won't stop you from a trip to the top of the Yatil Mountains, where you are told there is an ancient weapon to be found; a weapon that you may be able to use against the machinations of the Old One. The Organization has sent you on a quest key to the survival of the free peoples of the Flaness. Part Four of the Machinations plot line, an adventure for APLs 8 to 14. To participate in this scenario, each table must include at least one PC who has played the previous three parts in this series. The same PC need not have played all three parts as long as all three modules have been played amongst the PCs represented.

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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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Living Greyhawk Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Iuz's Border States. Characters native to Bandit Kingdoms, Furyondy, Highfolk, Perrenland or Shield Lands pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

Schemes of the powerful rarely go entirely unnoticed. Given that these are schemes of gods and near gods, it was inevitable that all parties involved would become aware that plots had begun even if the details were not yet known. Unfortunately, Iuz does not always see fit to inform the lords of the Abyss of his plans and sometimes, they become, curious. One of the dread lords of the Abyss has begun to investigate those who oppose Iuz's movements already, and set into motion a scheme to learn what they know. Two weeks ago, some of the PCs met with who they believed to be The Shade. In fact, this trusted friend was simply a succubus in the service of the abyssal lord, appearing as The Shade, and deployed to send the PCs on a journey not only to the roof of the world, but beyond into the depths of the Abyss.

Adventure Summary

Introduction. The PCs begin traveling together, having been brought together by various members of the Drinkers of the Cup of Midnight who they may have met in the past. They are in the Yatil Mountains during the season of autumn, looking for a cloud giant castle that guards some unknown artifact, although not all members may be aware of this until the PCs share information from their starting handouts.

Encounter One. The PCs arrive at the small cloud giant keep where they must infiltrate the walls and dispose of the few obstacles left behind while the majority of the clan is away on a hunt. While there they have the opportunity to free three slaves, one of whom is actually a spy for the abyssal lord.

Encounter Two. The PCs climb to the top of the tallest tower in the keep only to find it is a gate leading to the Abyss. Once there, a group of demons seals the way home and likely captures the PCs in the name of their master, Rzasanet.

Encounter Three. The PCs are brought before a vrock called Rzasanet, the Master of the Blood-Drenched Sky and Lord of the Castle of Foul Breezes. Rzasanet has arranged to acquire the PCs in the name of his master in order to question them about their knowledge of the Old One's plans. Rzasanet insists the PCs stay for some dinner and entertainment.

Encounter Four. The PCs are placed in the care of Bazhon the Torturer. Bazhon tortures several of the PCs in various gruesome manners, but offers some of the PCs a deal. If they allow him to make a copy of their memories to study later, he will give them their belongings and let them go. If none of the PCs accept Bazhon's deal, he tortures them for whatever information he can get.

Encounter Five. If none of the PCs have accepted the deal, they are taken in front of Rzasanet for the entertainment portion of their stay. They are forced to fight each other in a maze to the death in order for one of them to secure their freedom. Little do they know, when one of the PCs is slain, they are offered another chance at the deal.

Encounter Six. Should the PCs have survived the torture sessions and the fight with each other and still no one has taken the deal, a PC who has played *IUZ3-02 Experimentation* is given the key to the cells by the imp Zezaxittaz who they have previously befriended.

Encounter Seven. Now with a way out of the Castle of Foul Breezes either by taking Bazhon's deal, with Zezaxittaz's aid, or by their own devices, the PCs must fight their way out of the demonic castle and back to the gate.

Conclusion. The PCs meet with the Shade and explain their ordeal only to find out that she never sent them on this mission.

Introduction

Before beginning the adventure, have each player fill out Player Handout Two, the PC Questionnaire Determine which PCs have played previous modules in the Machinations plot line, and distribute the appropriate Player Handout One to them. Each PC should receive only one handout. In those cases where a PC has played more than one of the modules in the series, give them only one handout so as to repeat each handout as few times as possible.

The wind is biting as you look back over the side of the mountain. Far down in the Highvale, it is a pleasant autumn day. No doubt farmers are enjoy the fine day as they harvest their crops, but you are surrounded by snow and driving wind uncharacteristic of the lower altitudes. After gearing up in Highfolk town, your group made for the Yatils where you have been climbing for nearly three days. Somewhere nearby you should be able to locate your destination. Isolated from your companions by the howling of the wind and the mists of the clouds you are passing through, your thoughts drift back to the first meeting of your fellowship in the Hero's Rest Tavern of Highfolk.

Have the players make character introductions at this time. Remember they have been traveling together for eight days, three of them in the mountains. The PCs know nothing of whatever the other PCs might know of the mission, unless they mention it at this time.

Encounter One: Every Passing Breeze

Your path winds along a sheltered shelf that over looks a snowy crevasse. As you slowly make your way past yet another potentially dangerous fall, your scout motions for your party to stop. Looking to the right and above you, a crude castle of gigantic proportions rests at the edge of your snow-hampered vision. The simple wooden door is nearly twenty feet tall, and twice as wide with a single handle nearly the size of a pony. The crude gray blocks that make up the wall show little skill or imagination. Two towers, one wide but squat and the second tall and thin, rise behind the door, not that they would be of much help to a sentry given the driving snow.

The PCs have arrived at the home of a small group of cloud giants. They have been lead to believe that this is the location of a powerful item that can be used against the Old One. When the PCs arrive, most of the tribe is away hunting. Should they wait, they see a dozen giants return in three hours. Those giants leave each morning for roughly six hours to hunt for food or raid.

The Keep

Unless otherwise stated, all rooms are dark and have ceilings of forty feet. All furnishings are sized for huge individuals. All the doors and walls have the following statistics unless stated otherwise:

❖ **Keep Walls:** 1 ft. thick; hardness 8; hp 120; AC 5; Break DC 35.

❖ **Internal Wooden Doors:** 4 in. thick; hardness 5; hp 40; AC 5; Break DC 25.

Front Gate

The wooden door is huge, easily able to accommodate several men marching abreast. A crude metal handle is present on the right side, slightly above the height of an average man and an obvious metal lock is placed below it.

❖ **Front Door:** 8 in. thick; hardness 5; hp 80; AC 5; Break DC 25, Open Locks DC 20.

The front door is a huge, locked wooden door made from timbers. It is not well watched, but if the PCs attempt to force or destroy the door it is likely that Velfic (room 1) hears them.

Room 1 - Front Hall

Sputtering torchlight, lost in the high rafters, flickers across this long hall. The smell of baked bread and savory meat is palatable as you step from the blustery wind of the outside. Quiet voices and light come from the west, while the hall turns north into shadow to the east. A huge door stands closed directly in front of you next to a tall but slim archway too narrow for a man to pass through easily.

This front hall is largely the domain of the slaves and their overseer, Velfic. The eastern alcove is filled with stolen booty, largely consisting of foodstuffs and furs in various sacks. None of it is especially valuable. To the west, is a kitchen area. A hearth sits on the north wall near the well where Velfic tends the meal. Three slaves draw water and cut vegetables for the stew. A quick search of the stew notes that the source of the meat is humanoid.

Creatures: While the slaves are not likely to pose any threat to the PCs, Velfic moves to investigate any disturbance he becomes aware of before sounding an alarm, unless it is obvious that the castle is under attack. If the castle is clearly under attack he screams for help (which arrives from room five after 20-APL rounds, provided they hear his shouting) immediately.

APL 8 (EL 7)

🐉 **Velfic:** hp 79, see Appendix One.

APL 10 (EL 9)

🐉 **Velfic:** hp 101, see Appendix One.

APL 12 (EL 11)

🐉 **Velfic:** hp 123, see Appendix One.

APL 14 (EL 13)

🐉 **Velfic:** hp 145, see Appendix One.

Tactics: Velfic is not a terribly imaginative combatant. He charges the nearest foe while bellowing a warning to the rest of the castle. He attempts to break up any formations to protect spellcasters with his Improved Bull Rush (at appropriate APLs) and then uses Power Attack on lightly armored foes.

Development: Should Velfic manage to sound the alarm (by screaming, banging pots, etc....) the rest of the keep (room five) is aware that something is afoot and arms themselves appropriately to come and investigate the disturbance, likely by preparing to defend the keep from room four.

Treasure: If the PCs take the time to search Velfic, they may find a few items of value.

APL 8-14 – *hide armor* +1 - (97 gp), *greatclub* +1 - (192 gp).

Room 2 - Slave Pen

A door of metal bars blocks passage to this small room filled with straw and refuse. The smell from the dark room is offensive. Three small piles of rags are all that serve for beds.

This room is used to lock up the three slaves (currently in room one) when they are not being put to work. There is room for more captives, though none are currently present. There is nothing of value here.

Creatures: All three of the slaves wish to escapee and attempt to help the PCs in any way possible; however, two of them are not as helpful as the PCs might like, and the third is actually a spy. See *Questioning the Captives* below for more information on role-playing these NPCs.

All APLs

☞ **Vilnt:** hp 32, see Appendix One.

☞ **Marna:** hp 7, see Appendix One.

☞ **Palthenia Zernea:** hp 34, see Appendix One.

Development: Vilnt volunteers to assist the PCs in any way they think appropriate, especially if given some weapons and armor allowing him to fight against his former captures. Marna is terrified if the PCs are going to leave her behind, and she would rather follow the PCs than wait for them to come back for her, as the giants may come back at any moment. Both of them have never been beyond this hall and thus have no useful information beyond rooms one, two, and three. Both can tell the PCs several of the giants left on a hunt, and will likely be back soon. Palthenia is of more help, as she secretly wants the PCs to succeed so her true master can meet with them. She has been in rooms four and five and can describe them, as well as the giants that are still present. She also says that she believes that the tower (room seven) is where the giants keep their treasure, as she saw them take her belongings there.

Room 3 - Velfic's Room

A large bed sits in the far corner of this room while a moth eaten and singed rug lies in front of a small fireplace. An ironbound chest sits next to the head of the bed with a platter of dirty dishes resting atop.

Velfic's room is in far better shape than the slave quarters, but it is still far from clean. Inside the locked chest (he has the key) the PCs find changes of dirty clothes and some loose coins that compose all of Velfic's wealth.

☛ **Wooden Chest:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18, Open Locks DC 25.

Treasure: Mixed in among dirty clothes and a few crawling bugs are all the coins that Velfic has managed to save. The coins are a mixture of Perrenland and Highfolk mint. There are two stoppered bottles in the chest as well. A silvery liquid fills a clear bottle two thirds of the way. The second bottle is a green ceramic and is filled with a fishy smelling oil.

APL 8-12 – coin - (65 gp), *silversheen* - (21 gp), *unguent of timelessness* - (13 gp).

APL 14 – coin - (165 gp), *silversheen* - (21 gp), *unguent of timelessness* - (13 gp).

Room 4 - Guard Post

This room is obviously a guardroom of some sort. A wide arrow slit watches over a long hall to the south and a rack for weapons and a wooden stool stands nearby to the west. Two giant sized doors exit this dark room on the north wall.

Due to the giants being away on the hunt, this room is currently unoccupied unless the PCs allowed Velfic to warn the giants in room five. If that is the case, the giants attempt to barricade this room, fighting from behind the cover of the arrow slits, if they have time to prepare. The northeastern door leads to a small closet, which contains pots of oil, torches, and shortspears; all of them are giant-sized. The weapons rack is currently empty.

Room 5 - Main Room

The description of this room assumes the PCs have captured the giants unaware; the DM may have to adjust accordingly if this is not the case.

This vast room contains a hearth, well, beds, and several chairs. The ceiling rises higher than a good spear throw and comes to a point in the center. Seated by the hearth (is one/are a number of) blue skinned female giant(s) watching some smaller giants at play. (She/They) shout(s) an alarm as you enter and move(s) to attack.

This is the main living chambers for the giant clan, and is the most resistance the PCs are likely to find in the giant castle. The ceiling here starts at fifty feet and rises to nearly one hundred and twenty feet in the center of the room.

Creatures: The majority of the giant tribe is away hunting, but they have left the children behind. There are four infants (still larger than most normal PCs) and

their nursemaid(s). At APL 8 Josil is only a juvenile giant. At all APLs, Josil wears a *ring of protection +1*.

APL 8 (EL 9)

🔥 **Josil:** hp 66, see Appendix One.

APL 10 (EL 11)

🔥 **Josil:** hp 178, see *Monster Manual* p. 120.

APL 12 (EL 13)

🔥 **Clauda, Josil:** hp 170, 186, see *Monster Manual* p. 120.

APL 14 (EL 15)

🔥 **Berthid, Clauda, Josil, Termina:** hp 170, 174, 182, 186, see *Monster Manual* p. 120.

Tactics: The cloud giants fight as a well-organized unit if possible. They prefer to fight from a position above their opponents, using their *levitate* abilities. A favorite tactic is to circle the enemies, barraging them with rocks while some of the giants use other magical abilities.

Development: After the combat, the PCs have to decide what to do with the infants (who likely outweigh them by quite a bit). The giant babies do nothing by cringe and cry, and are incapable of fighting back. This is a moral dilemma that tests the PCs' alignments. Clearly these children, if left behind, will be raised to become man-eating threats to the farmers of the Highvale and the mountain clans of Perrenland. However, the PCs can't safely take the giants with them, and it is morally questionable to murder infants in their cribs, even if they are five feet tall infants. This is the DM's first opportunity to drive a wedge between PCs in preparation for later encounters.

Treasure: Josil wears a ring that the PCs may claim.

APL 8-14 – *ring of protection +1* - (167 gp).

Room 6 - Chief's Room

Captured standards of Highfolk and Perrenland decorate this room and surround a bed that could accommodate a dozen men. A pleasant fire burns away in the hearth while the wind batters at two tall windows in the western wall. A huge bear rug warms the floor and quiets your footfalls.

When not away hunting, Chief Milmont makes his home here with his wife and children. He is currently not present. While this room is well appointed, there is no obvious treasure to be found, as most treasure has been taken with the giants or given as tribute to the demons on the other side of the gate. A Search DC 10 + APL finds a secret compartment in the headboard of the bed. It is

currently empty except for a blue-skinned cloth doll the size of a halfling (left here by one of the chief's young children) and a large wood and cloth fan with a flying griffin proudly displayed upon it.

Treasure: Those PCs that discover the secret compartment may help themselves to the child's doll, or the magic fan.

APL 8-14 – *wind fan* - (458 gp).

Room 7 - Tower

Large stairs wind around the side of this cold square tower past a slim open window and up into a dense fog. The floor and stairs are wet with moisture.

The stairs wind for sixty feet through a normal fog that is created when the heat from the abyssal gate interacts with the cold air on the top of the mountain. It is not harmful or magical in any way, but it does feel strangely warm and may unnerve some PCs. Treat the effects of the fog as though an *obscuring mist* had been cast at the top of the stairs. Note the thickness of the vapor effectively limits darkvision to the same effectiveness as normal vision. The stairs themselves are nearly five feet tall each, making the climb difficult for shorter characters. It also makes it unlikely that any PC is waiting on the stairs when the first PC enters into the fog shrouded room at the top of the stairs. When the PCs come to the top of the stairs read the following:

The stairs end a wide landing and a large stone door. The temperature here is much warmer than at the bottom of the stairs, and the thick fog is still present. As you push through the fog, you note a plain stone door that appears to be locked, at the end of the landing.

🔨 **Stone Door:** 4 in. thick; hardness 8; hp 60; AC 5; Break DC 28, Open Locks DC 25.

The landing is twenty five by forty feet and made of solid stone. The door is not decorated in anyway. It is important that the DM do everything possible to get the PCs into the room behind the stone door, or standing on the landing. If the PCs do not specifically state their locations, assume they are in one of these two places. When the PCs are prepared to enter through the door, move to Encounter Two.

Questioning the Captives

It is likely that the PCs want to question the captives (room one) in some detail. All three of them have different motives and experiences and have an impact on the rest of this scenario.

Vlint: Vlint is a male human of Clan Rosrijder from the nation of Perrenland. While still a young lad of only 17, he has had some experience as a soldier and is happy to assist the PCs in any way they believe is appropriate. The giants captured him three weeks ago when the small mercenary company he was serving with was attacked on their way home after spending time in Furyondy. He sees the PCs as an opportunity to escape and payback the giants for the death of his comrades.

☛ Q: Who are you?

A: *"I'm Vlint, of Clan Rosrijder from the Highlands of Perrenland."*

☛ Q: Do you want to come along with us?

A: *"I may not be as skilled as you, but I've campaigned here and there, and I've served some time along the Fireline in Furyondy. I can help you if the giants come back."*

☛ Q: What can you tell us about the keep?

A: *"I haven't seen much. I've only been here three weeks. The ogre's name was Velfric and he wasn't much of a cook, that's for sure. I know there are small children too, I've heard them crying. They're still here, but about a few hours ago I think most of the adults left. They've done this before, usually they come back with game or other food."*

Development: As the scenario continues, Vlint generally follows the lead of the PCs, and is happy to play any combat support role the PCs ask of him. He is against fighting the demons if possible, realizing how outclassed he is, but does so if the PCs provide him a weapon capable of harming them.

Marna: Marna is a middle aged human woman from the Highvale. She was abducted ten mornings ago while gathering firewood and wants to get back to her family's farm not far from Stoutstump. She is terrified of being in the giant's keep and expected to die until the PCs arrived. Marna is also incredibly nervous around magic and tends to view it distrustfully; in particular, she is completely against transportation magic like *teleport* or *plane shift*. She tries to stay close to the main group of the PCs so she is not left behind at any point.

☛ Q: Who are you?

A: *"I'm no one. Really, please take me home. You can call me Marna; please just take me home."*

☛ Q: What can you tell us about the keep?

A: *"I don't know anything. Please don't hurt me - just don't leave me alone. The giants will be back any moment. You have to help us, don't leave us behind."*

☛ Q: Will you let us teleport you home?

A: *"No, please. I just want to use my own legs like a natural person. I've seen what that magic will do and please don't make me be a part of it. Just take me home."*

Development: As the scenario continues, Marna becomes more and more difficult. She begins as genuinely afraid, but once it becomes clear that the PCs have traveled to another plane of existence and there are demons, she becomes catatonic and must be carried. It is an evil act to leave her behind for random demons to feast upon.

Palthenia Zernea: Palthenia appears to be a gray elf of Clan Volmiryth from the Vesve Forest who was captured three days ago while she and two other companions were searching for a well-known ancient Suel ruin known as Sallowhold. Her magical skills are nearly exhausted now (or so she claims), but she is aware of how many giants there are as well as the general layout of the keep, as she was taken to the chief to be interrogated. In reality, she is a spy placed here to make certain the PCs find their way to the gate and divulge the information that her dread lord requires. At no point does she combat the PCs unless she has somehow been discovered and directly confronted. Otherwise, she hopes to escape with the PCs and find her way back to her allies to divulge any information she has gained. The only flaw in her disguise is that she is not actually a member of Clan Volmiryth. While she has studied them (Knowledge [local] +14) she does not necessarily know everyone the PCs might know. She tries to play this off by pointing out it's a big clan. Members of the clan might think to look for the clan tattoo on her neck. She tries to keep her neck covered at all times, but should the PCs forcibly look, she has a burn there. She claims the tattoo is there, but she was burned by orcs in the Vesve (Bluff +14).

☛ Q: Who are you?

A: *"I am Palthenia Zernea of Clan Volmiryth from the northern Vesve. I am a wizard of some skill, although my captivity has left me drained of most useful spells."*

☛ Q: What can you tell us about the keep?

A: *"A great deal. When I was captured, my companions and I were looking for an ancient Suel ruin known as Sallowhold. It is known to be*

in the Yatils somewhere. The giant chieftain, a huge specimen, was interested in what we were doing, thinking it might bring him wealth. As such, he had me brought to him. I have seen that the next room is a guard area, although I do not think it is manned at the moment. Beyond that room is a huge round area where the main bulk of the clan live. I believe there are some giants there now. There are two doors from this room - one leads to the chieftain's room and is a slim tower; the other must be where they keep their treasure, as I saw them take my belongings there. Also, there was a fourth captive, a human female, when last I was taken to the chief and I think she may be held atop the tower as she was taken inside it as well."

● Q: *What can you tell us of Sallowhold and what might be there?*

A: *"Nothing exciting. It is a well-known ruin. I was accompanying two other elves of my clan on an archeological expedition. Unfortunately, both of them have been eaten."*

Development: As the scenario continues, Palthenia is the most engaging of the NPCs. She questions the PCs about why they are captured by the demons, and what they may know that the demons wish to learn about (possibly using *detect thoughts* while questioning the PCs if she can safely cast it). She also tries to be helpful as the adventure progresses, casting spells to aid the PCs. She does not use any of her rogue abilities, as that may cause her to become suspect.

Encounter Two: Welcoming Party

As you clear the mists, you enter into a windowed room with a pedestal in the center upon which rests a large glowing green gem. The windows and a large archway show a blasted and burning landscape that does not match the snowy peaks you expected, but you have little time to consider that as a large demonic creature pulls the gem from the pedestal, causing the mist, and the door you entered through, to disappear. A green glow begins to emanate from you, the demons, and the pedestal. "Welcome travelers. It seems you have had a long trip indeed. If you would be so kind as to come with myself and my companions, we will be certain you find a comfortable place to rest before meeting my master."

The PCs have crossed through the gate to the Abyss; however, the mist makes it impossible to see much until they clear the door by several feet. Once they do so, Avehovna removes the key gem closing the gate and activating the extended *dimensional anchor* (as those cast by a 19th level sorcerer) effect on all those present as well as the pedestal. Those within fifty feet of the door are shunted through to stand in the room. Should the PCs consider splitting up, Vlint will council against it and Marna is afraid of not going with the larger group. The gate cannot be reactivated for the duration of the spell (38 minutes) without first dispelling the effect upon themselves and pedestal. Avehovna does leave the green gem behind should the PCs return later looking to reactivate the gate. At this point, Marna collapses into catatonia, Vlint eyes the demons (aware he is not likely to be of help), and Palthenia does her best to stay away from any of the demons.

In most cases, the Abyss behaves as the Prime Material except in the case of alignment. The Abyss is mildly aligned to both chaos and evil. This means that those PCs that are lawful or good receive a -2 penalty to all Charisma-based checks. Lawful good PCs receive a -4 penalty to all Charisma-based checks.

While Avehovna wishes to attend her master shortly, she is not above a little idle conversation should the PCs have some questions. She does not spend more than five minutes in conversation.

Q: *Who are you?*

A: *"Now that would be telling! Why don't you just call me Avehovna for now."*

Q: *Where are we?*

A: *"This is my lord's domain, in the depths of the Abyss."*

Q: *What do you want from us?*

A: *"My Lord requests that you attend him in his audience chamber. He wishes to know why you have entered into his domain and how your acquaintance might benefit you both."*

Q: *What stops us from killing you all now?*

A: *"You are welcome to try, but it will now doubt delay my Lord dinner plans ... or perhaps speed them up?"*

Q: *How did you know we would be here now?*

A: *"I didn't. My lord said to come and retrieve and I have. From his description though, I thought you'd be taller."*

Q: *What is this green light on us?*

A: "It prevents magical transportation from this room for a few hours."

Creatures: This is not intended to be a combat, and despite the general menace of the demons, they have strict orders not to kill the PCs at this point. Avehovna (the most powerful demon at each APL, a glabrezu or a marilith) chats pleasantly with the PCs until they are willing to meet with her master. It is possible the PCs are not be prepared to go with the demons and determine what is going on. If so, they may initiate a combat.

APL 8 (EL 14)

➤ **Glabrezu** (hp 174, see *Monster Manual* p. 43.

➤ **Vrock** (2): hp 110, 120, see *Monster Manual* p. 48.

APL 10 (EL 16)

➤ **Glabrezu** (3): hp 170, 174, 178, see *Monster Manual* p. 43.

APL 12 (EL 18)

➤ **Marilith**: hp 216, see *Monster Manual* p. 44.

➤ **Glabrezu** (2): hp 170, 178, see *Monster Manual* p. 43.

APL 14 (EL 20)

➤ **Marilith** (2): hp 213, 219, see *Monster Manual* p. 44.

➤ **Nalfeshnee** (3): hp 175, see *Monster Manual* p. 45.

Tactics: The demons attempt to incapacitate the PCs using subdual or spell-like abilities. They are willing to capture a few of the PCs instead of all, if some of the PCs are especially difficult to defeat.

Development: It is unlikely but possible that the PCs may be capable of defeating the demons sent to retrieve them. In this case it is a simple thing for the PCs to dispel the *dimensional anchor*, open the gate, and go home; this ends the adventure. Or the PCs may walk to the abyssal palace evident in the distance to further investigate who is trying to capture and interrogate them. In this case, the DM will have to modify the following encounters appropriately to continue.

Encounter Three: Dinner Fun

Your demonic companions lead you down the volcanic rock face from the gazebo-like gate building to an ebon castle of wicked spires and twisting towers. A scouring wind howls through the valley blowing the wretched stink of burning flesh and burnt hair. A murder of ravens peck at the remains of dozens of unrecognizable creatures hung from the

spikes at the top of the dark walls. Blood and other ichors drip from the gateway above into your hair as they lead you into the dank halls. Screams and moans are interrupted by echoing cackles from deep within this pit of the damned. The flickering light of flames is obvious well before you enter into a large audience chamber filled with all manner of sanity shaking demonic creatures. At the far end of the room, sits a throne of skulls, and on that throne sits a huge sinewy winged demon with vulture like head. Its head swaying at the end of its long neck, it addresses you. "Ah, I see our friends have joined us." A chorus of mad laughter and cackles erupts from the assembled demonic host. "Please come forward and introduce yourselves."

Rzasanet, the vrock seated upon the throne, is master of this realm and works for a more powerful demon lord who has set this entire adventure in motion. Rzasanet does not mention his true master for any reason. Rzasanet hopes to do this with a minimal amount of bloodshed (at least for now). He is willing to undergo the pretense of the gracious host in order to further his game, and as such he answers some of the PCs questions before proceeding to the next step of the game, especially since both transportation magic (*teleport*, *plane shift*, etc.) and summoning magic is not possible inside the castle and they are surround by hundreds of powerful fiends.

Q: Who are you?

A: "You may call me Rzasanet, Master of the Blood-Drenched Sky."

Q: How did you know we were coming?

A: "A little bird told me." (laughter from the court)

Q: What do you want of us?

A: "Some conversation, some pleasant company, perhaps an exchange of knowledge."

Q: What kind of knowledge?

A: "What do you have?"

Q: Can we leave?

A: "Oh course, you can leave as soon as I have all I want. Until then, you are one of my honored guests." (laughter from the court)

Q: Why is your realm connected to the cloud giant's tower?

A: "We have similar friends, and enjoy the occasional visit. Do you like to call on friends now and then?"

Once the PCs have had the opportunity to ask a few questions or are threatening to start a combat, Rzasanet makes a declaration to the PCs and the assembled demonic court.

"I think we have had enough of this talk. I tire, but am pleased your group has decided to spend the evening and offer us entertainment and dinner. You are most gracious to give of yourselves so. Guards, take them to their rooms until we are ready for them." Dozens of huge demonic creatures close in around you, and lead your group away.

Should the PCs attempt to resist, use the group described in Encounter Two in order to subdue them; however, another such group joins the fray every two rounds.

Encounter Four: A Little Torture Between Friends

Dozens of rough hands strip your gear and clothing from you, leaving you with less than your modesty. Those that resist are beaten until they can no longer resist, and then they join the rest of you; naked in separate cells with little more than a few rags and some dirty straw. The metal door is shut, leaving you in darkness. In the darkness, red glowing eyes skitter across the floor waiting for their new meals to die.

The PCs are in 10' by 10' cells, each facing inward toward the center of the room. They have no items of any kind, except those that cannot be separated from their body (tattoos and permanent marks being examples). Any PCs that wish to be unconscious from subdual may be so. The NPCs are nervous, but Marna is still catatonic. Vlint asks any likely leaders what the plan is and what he should do. Palthenia inquires as to why the demons seem to know the PCs. Have they had any dealings with powerful fiends? Give the PCs a minute or two to discuss their predicament before the demons return.

🔪 **Iron Bar Doors:** 2 in. thick; hardness 10; hp 60; AC 5; Break DC 28, Open Locks DC 30.

The slamming of the iron door and the flood of bright light draws your attention to a massive humanoid toad with long wicked spines running down his back that ambles into the room. After letting out a massive belch, he looks about the room. "Alright, who's first?"

Bazhon is a Hezrou demon that enjoys his work as the senior torturer in the service of Rzasanet. While some might claim to be interrogators or butchers, such a life is not for Bazhon. He is a torturer, and that means the subtle application of pain to get what he wants, and learn how to do it better the next time. He is fascinated by mortals, and studies them as he goes. In the end, he looks at himself as an artist, and the time has come to create his art.

As the PCs are removed from the room, each of these scenes should be done separately, DM to player, without interference of the other players. Appendix Three lists possible tortures he might use. It is very important to consider the sensibilities of the players while describing these scenes. It is not necessary (or desired) that the DM be graphic in descriptions of pain or gore. Simple explanations should be sufficient to encourage the PCs to talk. He begins with Vlint. Choose a torture from the list and have Vlint's unconscious form returned to his cell after an hour or so. Then choose another PC and institute the torture listed while asking questions from the list below. For choosing the initial PC, preference goes to a PC who has not participated in any of the Iuz Machinations plotline and failing that, is unlikely to break under pressure (paladins are a favorite). When you get to the second PC, attempt the deal as illustrated below the questions list.

At all times during the torture sessions, there is a float quill that records the questions and responses upon a stack of parchment, the pages flipping when one fills.

Questions Bazhon is likely to ask:

- ☛ Who are you?
- ☛ Who sent you?
- ☛ Tell me what you know of fiends.
- ☛ Have you ever been in the Empire of Iuz?
- ☛ Are you a servant of the Old One?
- ☛ What do you know of the machinations of the Old One?
- ☛ There are armies forming under the Old One's watchful gaze, why?
- ☛ There are new creatures being created in Doraaka. What are they? How are they made? What is their purpose?
- ☛ Who does the Old One scheme against?
- ☛ How are you involved?
- ☛ Why do you oppose/serve him?
- ☛ The forges in Doraaka work day-round, why? What are they making?
- ☛ What other schemes is the Old One planning?
- ☛ How did you find out about these schemes?
- ☛ Who are the Drinkers? Are you a member? How does one join? Where do they meet? Who are their members?

The Deal

After Vlint and at least one PC have undergone a torture and question session with Bazhon, choose a PC who seems least likely to break under torture and who has played at least one of the previous Machinations plotline modules. Pull that player aside as you would any other and describe the torture set-up, but before proceeding with the session, Bazhon has a deal to offer the victim.

"Hmmm... You look like a reasonable fellow," the rumbling demon offers while examining your bonds. "Perhaps we can make a deal, you and I. What do you think? I'm sure you have no wish to experience my skills."

Allow the PC a chance to respond; if they seem interested, continue:

"Well you must understand, I don't have the opportunity to learn about many mortals and I always have been curious. Maybe we can skip this torture. You won't tell anyone, will you?" The Hezrou grins, his giant teeth larger than your head. "I want to know more about your kind; I'm sure you can help me do that. Allow me to make a copy of your mind," he says pulling out a large gem, "and then I can study the way your kind thinks and behaves at my leisure. If you agree, I will skip torturing you. In fact, I might forget to lock your cell when I take you back. It would be a shame if you escaped with your gear after you accidentally overheard me talking about the way out of the castle, wouldn't it?"

The deal is basically that Bazhon is offering to stop the torture, let the PCs free, give them their gear, and tell them how to escape (the way out of the castle and how to use the gate room) in exchange for making a copy of the PC's mind so he may study it in depth at a later date to learn more about how mortals think and behave. Of course, his master wishes to know more of the fine details about what the PC may know about Iuz's machinations that the PC has experienced. The fact that Bazhon gets the memory copy afterward is a small detail. Anyone making the deal receives the Dark Taint on the Adventure Record.

Should the PC refuse, go through with the standard torture session. However when it ends, Bazhon takes the PC to another room to recuperate. When he returns for the next PC, inform the other PCs that the previous victim didn't survive the experience. Then choose another PC to try the deal on. Proceed until you run out of PCs or someone breaks. Bazhon continues torturing PCs until he copies the minds of enough PCs to learn the

details of IUZ3-01, IUZ3-02, and IUZ3-04; whether this takes one, two or three PCs. This entire encounter takes approximately one day, so all spellcasters, with the exception of wizards without the feat Spell Mastery, have time to regain their spells.

Bazhon needs to learn the details of all three modules. Once enough of the PCs have accepted the deal, proceed to Encounter Seven. If not, proceed to Encounter Five.

Encounter Five: Amok Time!

This encounter takes place only if none of the PCs accept the deal offered by Bazhon in Encounter Four.

Beaten but not broken, your group is brought before the demonic court once again. Rzasanet sways back and forth from his high perch, so much like a vulture waiting for you to die. "I hope you have enjoyed your accommodations; I'm sorry I couldn't offer you more, but as you can see, I have a lot of visitors." With a wave of his clawed hand, Rzasanet motions to the hundreds of fiends that surround you. "So as I was saying before you left so rudely, you have traveled so far just to offer us some entertainment. You must be so very devoted to providing happiness for others, almost willing to do anything." Pushing a hidden button on his horrible throne, the floor rapidly falls away, dropping you down a chute that deposits you alone in a deep pit. High above you, you can see the demonic court gazing down with glee. Rzasanet's voice echoes down to you, "I have decided to let one of you go free from my court; whichever one of you survives the others in a battle to the death!"

The PCs have been thrown into pit maze in order to fight to the death while thousands of demons watch, shout, and jeer; or so they think. While the PCs are dropped through chutes into the maze, the floor of the hall opens up so the demons can gather around (some 100' up) to watch the fun. The PCs thrown into the maze appear to kill each other, however when any PC appears to be knocked unconscious or slain, their body disappears.

Rules for running PC on PC combat:

- ☛ The PCs begin in the maze at the positions marked with an asterisk (*). None of the three captive NPCs are in the maze with the PCs, it having been determined that they are not relevant to gaining the information.
- ☛ The PCs begin with nothing. However, there is a wooden club (appropriate to their size) on the

ground near them. Note that spell casters have no material components.

- The PCs may do anything they wish to survive. Players do not lose their PCs for attacking another PC, however some alignments may be changed. For example, any paladins attempting to kill their unarmed wizard friends may be forced to lose their paladinhood.
- The items chosen by the PCs in the PC questionnaire are placed randomly throughout the maze. Each time a PC comes to a turn, intersection, or dead end (besides the start point), roll 1d20. On a 19 or 20 they find one of the items. Determine which item is found randomly.
- When a PC would be slain, their body disappears. Pull the player and offer them the second deal (see below). The player may not talk to the other players for the rest of this encounter.
- Some PCs may refuse to participate. This fine as long as someone is attempting to kill the other PCs. If all the PCs are refusing, choose the instigator and make an example of him. Rzasanet orders one of the Mariliths in attendance to place a *blade barrier* on the PC. This continues until the PC is "slain" and disappears or the PCs begin to combat each other.

The Deal, Again

You remember the killing blow and the pain, but this can't be the afterlife. You are lying on a stone slab surrounded by several demons. You recognize Bazhon's huge grin and rumbling voice. "I've always liked you, mortal. That's why I'm going to give you one more chance. Just let me make a copy of your memories, and I'll make sure you can get away."

The deal is the same as before, only now, the PC is facing dozens of demons. The PC has no wounds and no gear found in the maze, but any spells cast have been used. If the PC agrees, Bazhon uses the gem to make a copy of the PC's mind. If the PC refuses, tell them the last thing they see is all the demons closing in on them.

If none of the PCs accept this deal proceed to Encounter Six. If one of them took the deal, move to Encounter Seven.

Encounter Six: Old Friends

This encounter only occurs if against all odds none of the PCs have taken the deal, the first or second time it was offered, and they have not yet been able to contrive a way to escape their captivity. In this case, they get a visit from an old friend. This occurs to one PC who has played

IUZ3-04 Burning Cliffs. If there is more than one such PC, choose whichever PC has had the easiest time of it as of yet.

"Wake up stupid flessshbag, you don't have much time. Zezaxittaz say he be seeing you again. Besssidesss, I owe you and I hate owing anyone." Looking up through the bars at the horned head, past the needle like fangs, to the winged imp beyond, a dim recollection from the warm summer comes back to you. A slim silver key bounces across the cell and comes to rest next to your hand. "Here's the key to your cellssss. Now we are even. Your belongingssss are in the next room over to the left and you can returns to your boring worldsssis by the gate that brought you here. Now you owe me. Don't worry flessshbag, we'll see each other again." The imp vanishes from sight.

Zezaxittaz has taken an interest in the machinations of the Abyssal Lords since his forced servitude at Ashen Pit in the Burning Cliffs a few months ago. Finding out what is truly going on might be worth it to the Lords of Hell, and that means a promotion for Zezaxittaz. Realizing that the repercussions for the fleshbags that freed him couldn't be far off, he has been following them for a few months. While he hasn't quite figured out what's going on, he knows enough to know that the PCs have to stay alive if they are going to lead him to more clues. Besides, the operatives of the Old One and the Boneheart have yet to catch the PCs and he doesn't want to miss out on seeing that fun.

Now that the PCs have the means to free themselves, proceed to Encounter Seven.

Encounter Seven: The Great Escape

This is the final encounter of the module. For the PCs to have arrived here, they should have undergone hours of torture, possibly over two days if they fought in the maze, and be fleeing for their lives having escaped by the grace of Bazhon, Zezaxittaz, or their own skills. If Bazhon or Zezaxittaz are responsible for their escape, the PCs are aware of the location of their gear (room fifteen) and the general way out. If they are doing this on their own, they may not know either of these things.

The following is a summary of what the PCs may find on the ground level. If the PCs stray up or down, the DM is encouraged to offer descriptions of the floors as appropriate.

Unless otherwise stated, all rooms are dark and have ceilings twenty feet high. The quasit servants keep lit

torches in the hallways every thirty feet. All the doors and walls have the following statistics unless stated otherwise:

☛ **Castle Walls:** 1 ft. thick; hardness 8; hp 120; AC 5; Break DC 35.

☛ **Stone Door:** 4 in. thick; hardness 8; hp 60; AC 5; Break DC 28, Open Locks DC 25 (if locked).

Room 1 – Entrance Hall

This hall is ankle deep in foul humors as ichors drip from unseen sources in the ceiling. It is hard to stifle your gags from the charnel smell, as loud moans and insane cackles drift from deeper in the castle on a foul breeze.

The entrance way to the demonic Castle of Foul Breezes is not guarded regularly; few would come here willing. Should the PCs wish to inspect the foul dripping liquids, they can determine that it flows from hundreds of fine holes in the ceiling sixty feet above and is humanoid in origin. Dozens of poor victims on the second floor above the holes serve no other purpose than to drip their lives onto those that enter this forsaken place.

Room 2 – Guard Barracks

Several piles of filthy rags that suggest nests litter this room amidst broken weapons and picked over meals. This is either a garbage dump, or a despicable barracks.

The gate guards sleep here, but are often found carousing with the rest of the castle inhabitants in the dungeons below or in the Audience Hall. It is empty at the moment.

Room 3 – Servant's Quarters

Piles of dirty sheets rest below a strange scaffolding of bones in this unkempt room. There appears to be no one present.

Perched in this room are two quasits whose job is to serve the guards. They spend most of their time hiding (Hide +17, in addition to *invisibility*) here under the cover of *invisibility* in case someone has work for them to do.

All APLs

☛ **Quasit (2):** hp 11, 14, see *Monster Manual* p. 46.

Tactics: The quasits do not attack any nosey PCs if possible, but move to warn any available demons once the PCs leave them. If forced to fight, they attack using their poison claws and flee.

Development: Should the PCs enter this room, and not deal with the quasits, they immediately move to raise an alarm as soon as the PCs leave.

Room 4 – Main Intersection

A large intersection is obvious up ahead with a mosaic worked into the floor. The tiles depict vultures and other carrion birds with glowing red eyes descending upon a pile of bodies. While most are clearly deceased, some poor souls struggle to crawl away while the feather fiends attack them.

The main intersection is perhaps the second most well traveled area of the castle after the Audience Hall. Should the PCs tarry here for more than a few rounds, it is likely that a wandering quasit servant notices them and flees to raise the alarm, alerting the guards in room fourteen. If those guards are found to be dead or missing, a similar group is dispatched from the Audience Hall ten rounds after the warning is delivered.

Room 5 – Play Room

Blood stains the walls of this small room. A number of wooden practice dummies lay in various states of disrepair. Closer inspection notes that some of the dummies possess restraints that might be used to tie down a victim so that the dummy might scream and bleed as the soldier practiced.

This despicable room is currently empty except for the blood splatters and four practice dummies, two of which are bloody and utterly destroyed.

Room 6 – Stairs Down

A wide set of stairs descend into darkness. Foul cries and demonic howls rise from the deep pit.

This leads to the catacombs where most of the demons live. Should the PCs choose this path the DM should note that it is completely dark, and is likely not the way out. If they choose to continue, they meet a group of demons similar to that of Encounter Two; they attempt to capture the PCs. If the PCs defeat those demons but choose to continue, they meet several other groups of demons; alternate between groups similar to Encounter Two and Encounter Seven, room 14; a new group arrives every two rounds until the PCs flee or die.

Room 7 – Stairs Up

These wide stairs rise up and turn after a short way. A red glow can be seen emanating from above, and a strong wind blows down the stairs, bringing with it the stench of death.

This leads to the upper levels where most of the powerful demons live. Should the PCs choose this path the DM should note that from what the PCs saw from the outside it likely moves to the high second floor and is likely not the way out. If they choose to continue, they meet a group of demons similar to that of Encounter Two; they attempt to capture the PCs. If the PCs defeat those demons but choose to continue, they meet several other groups of demons; alternate between groups similar to Encounter Two and Encounter Seven, room 14; a new group arrives every two rounds until the PCs flee or die.

Room 8 – Dining Room

This large room appears seldom used. A massive slate topped table surrounded by stone benches dominates the room and iron sconces in the shape of clawed talons are placed randomly along the walls. There are no torches to be found.

This room is designated as a dining area, however Rzasanet prefers to take meals in the Audience Hall with his Court in attendance. As such this room has seen little use.

Room 9 – Kitchen

Prior to opening the door, the smell of cooking meat and sounds of food preparation are obvious. Inside the room is a large hearth against the wall opposite you and a short hall to the left. Several small spike-covered creatures with bat-like wings work busily at making more food to feed the demonic court.

Four quasits work day and night to feed the rest of the assembled horde. There were once six quasits, but demons are often too hungry to wait for more food.

All APLs

☛ **Quasit (4):** hp 11,12, 13 14, see *Monster Manual* p. 46.

Tactics: The quasits do not attack any nosey PCs if possible, but move to warn any available demons once the PCs leave them. If forced to fight, they attack using their poison claws and flee. If the PCs offer them the chance, they surrender without a fight.

Development: Should the PCs enter this room, and not deal with the quasits, they immediately move to raise an alarm as soon as the PCs leave. They cannot be trusted to keep their word should they accept some sort of deal with the PCs.

Room 10 – Larder

Several barrels are stacked against the opposite wall as you enter this room. Your attention is drawn deeper

in the room to your right where a number of sides of meat hang from the ceiling amidst buzzing flies. Some of them look distinctly humanoid.

There is little here but diseased meat and stale wine and ale. Nothing is safe for consumption.

Room 11 – Rzasanet's Sanctuary

A statue of a feathered humanoid dominates the center of this circular room. Flickering torches are space evenly about the room and a number of metal rods crisscross the room, offering dozens of perches.

Rzasanet makes his lair here, although he is never found alone. For nearly the entirety of the PCs stay he is found in the Audience Hall. The door to this room is locked.

Room 12 – Audience Hall

A loud cacophony of demonic voices fills this dimly lit hall. Steep amphitheater seating rises toward the ceiling on both sides. The seats are filled with hundreds of unspeakable creatures that appear to be pointing and laughing in your direction.

The audience hall is the main focal point of the demonic life in the Castle of Foul Breezes. It is here that Rzasanet holds court, and here that he sees that his subjects are entertained. The raucous party continues days at time, and those that fail to keep up with the others become the entertainment, or meal, at the next party. When the PCs arrive, the party has only just begun. Any attacks lead by the PCs on this room is doomed to failure.

Room 13 – Armory

A number of wicked looking weapons are stacked on racks in this room. None of them appear to be of particularly good quality, and haven't been cleaned since their last use.

Three weapon racks are the dominant feature of this room. While the arms are not in particular quality, there are several falchions, flails, longswords, morningstars, scythes, and spiked chains. All are covered in old gore, some of which is still tacky.

Treasure: The weapons are worth 15 gp each, given their condition, although if the PCs are unarmed, they may be useful. At some APLs, there is a longsword in a magic scabbard.

APL 8-10 – coin - 15 gp.

APL 12-14 – coin - 15 gp, *weightless scabbard* - (133 gp).

Room 14 – Guardroom

A table and several chairs are placed in the center of this room. Three clay mugs and a picked over roast hog dominate the table. A large keg with a spigot is on the far wall.

This room is a seldom used guardroom, where guards rotate in their duties when prisoners are in residence in room 17.

Creatures: Several powerful demons have been placed on guard here to make sure the valuable prisoners don't escape. Unfortunately, they have not been given orders to spare potential escapees, and given that they resent such lowly duty, they plan to have as much fun as possible with the mortals. The demons do not go looking for the PCs, should they trigger the alarm (room 16), as they realize the PCs have no other way to go.

APL 8 (EL 11)

➤ **Babau:** hp 68, see *Monster Manual* p. 40.

➤ **Hezrou:** hp 138, see *Monster Manual* p. 44.

APL 10 (EL 13)

➤ **Vrock:** hp 120, see *Monster Manual* p. 48.

➤ **Glabrezu:** hp 174, see *Monster Manual* p. 43.

APL 12 (EL 15)

➤ **Glabrezu (2):** hp 170, 178, see *Monster Manual* p. 43.

APL 14 (EL 17)

➤ **Marilith:** hp 216, see *Monster Manual* p. 44.

➤ **Glabrezu:** hp 178, see *Monster Manual* p. 43.

Tactics: The demons move so that they flank the doorway and are not seen from the hall. While waiting for the PCs, they cast any spells that may assist them, such as *darkness*, *mirror image*, or *see invisibility* as appropriate. They also communally use any of the magic items possessed by them as appropriate (for example, one of them who is in the front drinks the *potion of greater magic fang +2*). When the PCs enter, two of the demons attack, while the third uses an attack spell. They alternate this pattern as appropriate. Please note that due to the enchantments on the Castle of Foul Breezes, the both the demons and the PCs cannot use magic that summons creatures or magically transports a creature (such as *teleport*).

Treasure: At some APLs, the demons have several items in the room that may be of value to the PCs

APL 8 – Nothing.

APL 10 – *figurine of wondrous power: ebon fly* - (833 gp).

APL 12 – *figurine of wondrous power: ebon fly* - (833 gp), *hand of glory* - (667 gp), *potion of greater magic fang +2* - (100 gp).

APL 14 – *figurine of wondrous power: ebon fly* - (833 gp), *hand of glory* - (667 gp), *potion of greater magic fang +2* - (100 gp), *hand of the mage* - (75 gp), *amulet of proof against detection and location* - (2917 gp).

Development: The party should be able to defeat these guards without alerting the rest of the castle. However, if they are especially noisy it is possible that one of the quasits moves to investigate, and then warns the court. Should this happen, the PCs have ten rounds to escape the castle before they are attacked by waves of demons (similar to as if they had descended the stairs in room 6).

Room 15 – Bazhon's Quarters

A striking contrast to the rest of the rooms you have seen in the accursed place, this room is pleasantly decorated. Fine furniture carved in an elven style fills this room and a luxurious green Kettite rug covers the stone floor. There is a wide assortment of weapons and adventuring gear on a large darkwood table. The room smells faintly of smoke. A large painting of a busy city street hangs above the fireplace. In the painting, a sign that reads "Black Dragon Inn" hangs above the door to a tavern. An ornate bottle rests on the mantel.

The door to this room is locked unless the PCs have been aided by Bazhon in their escape. In this case, he has left the door open so they can retrieve their things. This room is spotless, almost to a questionable degree. The order in this room is in stark contrast to the chaos that fills the rest of the castle and is clearly the product of a deranged mind. All of the PCs' belongings are arrayed on a large darkwood table. They have been taken out, cleaned, and placed neatly. Those PCs that look closely at the painting realize it is a corner in Clerksburg in the city of Greyhawk (The Black Dragon being an inn frequented by many adventurers). Bazhon is not present. He is either with a victim in the Torture Chamber or with the rest demonic court in the Audience Hall.

All APLs (EL 11)

➤ **Bazhon the Hezrou:** hp 150, see *Monster Manual* p. 44.

Tactics: In all truth, Bazhon is fascinated with the PCs and has no wish to kill them. Given the choice, he copies their memories for study by himself and his true master, saving their bodies for more in-depth study later if

necessary. If forced to fight the PCs, he uses *blasphemy* and attempts to immobilize the offenders.

Treasure: The PCs may attempt to take the ornate bottle. The furniture is worth a great deal to collector (150 gp each) and the painting is well done (25 gp each), but both will be difficult to move without damaging them.

APL 8-14 – loot - (175 gp), *eversmoking bottle* - (450 gp).

Room 16 – Sentry

A five-foot tall statue of a nude winged woman raising a long iron horn to her lips stands in this alcove. The woman wears a cloak made of black feathers about her shoulders. The statue appears to be made of a black stone, veined with red.

This alcove actually contains an animated statue whose purpose is to watch over the prisoners in room 17. Those that make a Knowledge (the planes) DC 15 check before the statue attacks recognize it as a representation of a succubus.

All APLs (EL 2)

✦ **Animated Succubus Statue:** hp 31, Hardness 8, see *Monster Manual* p. 13.

Tactics: The statue sits endlessly, waiting for any non-demons to come down the hallway without a demonic escort, causing it to animate and sound its horn. It then moves to pummel the violators. While not an especially potent guardian, its purpose is to give warning to the guards in room 14.

Treasure: The cloak worn by the statue is made from normal raven feathers and is quite beautiful. It could be sold for 20 gp each, and at some APLs, the clasp is made of a broad bright blue feather that is magical.

APL 8 – loot - (20 gp).

APL 10-14 – loot - (20 gp), *Quaal's feather token: fan* - (17 gp).

Development: If the statue is given the opportunity to sound its horn, the guards in room 14 are alerted.

Room 17 – Cellblock

Ten small cells are placed next to each other in this straw-filled, dirty room. Manacles hang from the walls in each cell, rusted with blood.

The PCs are likely well acquainted with this room already. The door, unlike most doors in this place, is locked.

Room 18 – Torture Chamber

A large table with attached restraints dominates the center of this room. Several dark stains are obvious on the table. Two dull metal cabinets line the wall to the left of the door. A small stool sits next to a slim table, upon which is a white ceramic bowl filled with red tinted water. Two lit braziers are in the far corners.

Unfortunately the PCs are already familiar with this room as well.

Fleeing the Castle

Once the PCs flee the castle, they can return to the gatehouse on the volcanic hill and place the green gem upon the pedestal to activate the gate and go back to Oerth.

Conclusion

You stand around a table in a darkened basement, The Shade listening to the tale of your ordeal. "You have quite a tale, adventurers. I'm glad you made it out alive but it's too bad you didn't get the artifact to use against the Old One. More importantly though, we have a problem. I never sent you on any mission."

The Shade and the Drinkers of the Cup of Midnight never sent the PCs on any mission, but they realize now that they have been infiltrated. Anything the PCs have told the demons of the Abyss is yet one more leak to the enemies of good.

The End

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 role-playing) to each character.

Encounter One

Defeat Velfic

APL 8 – 210 xp; APL 10 – 270 xp; APL 12 – 330 xp; APL 14 – 390 xp.

Defeat the Nursemaid(s)

APL 8 – 270 xp; APL 10 – 330 xp; APL 12 – 390 xp; APL 14 – 420 xp.

Encounter Seven

Defeat the Sentry

APL 8 – 60 xp; APL 10 – 60 xp; APL 12 – 60 xp;

APL 14 – 60 xp.

Defeat the Guards

APL 8 – 360 xp; APL 10 – 420 xp; APL 12 – 480 xp;
APL 14 – 540 xp.

Story Award

Not Fighting the Welcoming Party (encounter two)

APL 8 – 30 xp; APL 10 – 60 xp; APL 12 – 90 xp;
APL 14 – 120 xp.

Not Allowing a Copy of Your Memories to be Made
(individual award to each PC)

APL 8 – 50 xp; APL 10 – 50 xp; APL 12 – 50 xp;
APL 14 – 50 xp.

Escaping without the aid of Bazhon or Zezaxittaz

APL 8 – 45 xp; APL 10 – 60 xp; APL 12 – 75 xp;
APL 14 – 90 xp.

Discretionary roleplaying award

APL 8 – 100 xp; APL 10 – 100 xp; APL 12 – 100 xp; APL 14
– 100 xp.

Total possible experience:

APL 8 – 1125 xp; APL 10 – 1350 xp; APL 12 – 1575 xp;
APL 14 – 1800 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. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter One:

Defeat Velfic (room one)

APL 8: M: 289 gp

APL 10: M: 289 gp

APL 12: M: 289 gp

APL 14: M: 289 gp

Retrieve Velfic’s Wealth (room three)

APL 8: C: 65 M: 34 gp

APL 10: C: 65 M: 34 gp

APL 12: C: 65 M: 34 gp

APL 14: C: 165 M: 34 gp

Defeat Josil (room five)

APL 8: M: 167 gp

APL 10: M: 167 gp

APL 12: M: 167 gp

APL 14: M: 167 gp

Retrieve the Wind Fan from the Secret Compartment
(room six)

APL 8: M: 458 gp

APL 10: M: 458 gp

APL 12: M: 458 gp

APL 14: M: 458 gp

Encounter Seven:

Find the Weightless Scabbard (room thirteen)

APL 8: C: 15 gp
APL 10: C: 15 gp
APL 12: C: 15 gp, M: 133 gp
APL 14: C: 15 gp, M: 133 gp

Defeat the Guards (room fourteen)

APL 10: M: 833 gp
APL 12: M: 1600 gp
APL 14: M: 4592 gp

Loot Bazhon's Room (room fifteen)

APL 8: L: 175 M: 450 gp
APL 10: L: 175 M: 450 gp
APL 12: L: 175 M: 450 gp
APL 14: L: 175 M: 450 gp

Defeat the Sentry (room sixteen)

APL 8: L: 15 gp
APL 10: L: 15 gp, M: 17 gp
APL 12: L: 15 gp, M: 17 gp
APL 14: L: 15 gp, M: 17 gp

Total Possible Treasure

APL 8: L: 190 gp; C: 80 gp; M: 1415 gp - Total: 1250 gp
APL 10: L: 190 gp; C: 80 gp; M: 2248 gp - Total: 2100 gp
APL 12: L: 190 gp; C: 80 gp; M: 3148 gp - Total: 3000 gp
APL 14: L: 190 gp; C: 180 gp; M: 6140 gp - Total: 6000 gp

Special

☛ **Debt to Zezaxittaz:** This PC owes a debt to the lowly imp Zezaxittaz for his aid in escaping the Castle of Foul Breezes.

☛ **Demonic Tortures:** You have been the victim of Bazhon the Torturer and as have carried some lasting effects of that meeting. (check appropriate box)

- ☐ Permanent Stat Drain (stat)____ (loss)____
- ☐ Demonic Arm: The PC's left arm has been amputated and replaced with a demonic looking arm. It functions as a normal arm in all cases, but has no skin sensation and thus causes a permanent lose of one point of Dexterity. The victim is often plagued by dreams that he is being strangled in his sleep. Each time the PCs attmepts to sleep or meditate, there is 10% chance that the arm attempts to strangle the PC in his sleep. This wakes the PC immediately allowing him to exert control over the arm, but it prevents the PC from getting any rest that night and spending the next night *fatigued*. The arm can

be removed doing 7d4 damage to the PC and the old arm restored healed with a *regenerate* spell.

☐ **Demonic Blood:** The PC's blood has been replaced with a demonic block ichor. Whenever the PC is in the presence of a demon, he must make a DC ____ Fortitude save or become disposed toward that demon as though under the effects of a *charm monster* spell. This effect is permanent and applies to all demons the PC meets until he is healed by *heal*, *regenerate*, or similar magic.

☛ **Dark Taint:** You have been touched by the infernal in the Castle of Foul Breezes. Since that time you have found yourself better able to understand the minds of avian creatures. You gain a +2 profane bonus to Diplomacy, Handle Animal, and wild empathy when dealing with avian creatures or animals. Of course this dark taint may cause you further problems in the future, but for now, there seems no drawbacks.

☛ **Weightless Scabbard:** This magical scabbard grows and shrinks in size to accommodate any Large to tiny bladed weapon. This includes greatsword, falchion, scimitar, rapier, longsword, short sword, and dagger. While the weapon is in the scabbard, its weight is reduced to zero, although the scabbard retains its own weight.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *reduce*; *Market Price:* 1,600 gp; *Weight:* 1 Lb. (*From Arms and Equipment Guide*, p. 138.)

Items for the Adventure Record

Item Access

APL 8:

Eversmoking bottle (Adventure, DMG)
Silversheen (Adventure, DMG)
Unguent of timelessness (Adventure, DMG)
Wind fan (Adventure, DMG)

APL 10: APL 8 Items

Figurine of wondrous power: ebony fly (Adventure, DMG)

Quaal's feather token: fan (Adventure, DMG)

APL 12: APL 8 & 10 Items

Hand of Glory (Adventure, DMG)
Potion of greater magic fang +2 (Adventure, DMG)
Weightless scabbard (Adventure, see Above)

APL 14: APL 8, 10 & 12 Items

Amulet of proof against detection and location (Adventure, DMG)
Hand of the mage (Adventure, DMG)

Appendix One: NPC Statistics

Encounter One

Room One

APL 8 (EL 7)

🔥 **Velfic, male ogre Bbn4:** Large Giant; HD 4d8+4d12+35; hp 79; Init +0; Spd 40 ft; AC 18 (touch 9, flat-footed 18); BA/G: +7/+19; Atk: +16 melee *+1 greatclub* (2d8+13) or +6 ranged javelin (1d8+8); Full Atk: +16/+11 melee *+1 greatclub* (2d8+13) or +6 ranged javelin (1d8+8); SA rage; SQ darkvision 60 ft., low-light, trap sense +1, uncanny dodge; AL CE; SV Fort +12, Ref +2, Will +2; Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 4.

Skills and Feats: Climb +12, Hide -6, Jump +16, Listen +6, Profession (cook) +1, Spot +2; Power Attack, Toughness, Weapon Focus (greatclub).

Rage (Ex): 2/day, Velfic can fly into a screaming blood frenzy for 9 rounds. Velfic gains +4 Str, +4 Con, and a +2 morale bonus vs. fear, but suffers -2 to AC. After the rage, Velfic is winded.

Trap Sense (Ex): Velfic has an intuitive sense that alerts him to danger from traps, granting a +1 bonus on Reflex saves and a +1 dodge bonus to AC against attacks by traps.

Uncanny Dodge (Ex): Velfic can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC even when caught flat-footed.

Possessions: *hide armor* +1, *greatclub* +1, 3 javelins, leather apron, key.

APL 10 (EL 9)

🔥 **Velfic, male ogre Bbn6:** Large Giant; HD 4d8+6d12+43; hp 101; Init +0; Spd 40 ft; AC 18 (touch 9, flat-footed 18); BA/G: +9/+21; Atk: +18 melee *+1 greatclub* (2d8+13) or +8 ranged javelin (1d8+8); Full Atk: +18/+13 melee *+1 greatclub* (2d8+13) or +8 ranged javelin (1d8+8); SA rage; SQ darkvision 60 ft., low-light, trap sense +2, uncanny dodge, improved uncanny dodge; AL CE; SV Fort +13, Ref +3, Will +3; Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 4.

Skills and Feats: Climb +13, Hide -5, Jump +16, Listen +7, Profession (cook) +2, Spot +3; Improved Bull Rush, Power Attack, Toughness, Weapon Focus (greatclub).

Rage (Ex): 2/day, Velfic can fly into a screaming blood frenzy for 9 rounds. Velfic gains +4 Str, +4 Con, and a +2 morale bonus vs. fear, but suffers -2 to AC. After the rage, Velfic is winded.

Trap Sense (Ex): Velfic has an intuitive sense that alerts him to danger from traps, granting a +2 bonus on

Reflex saves and a +2 dodge bonus to AC against attacks by traps.

Uncanny Dodge (Ex): Velfic can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC even when caught flat-footed.

Improved Uncanny Dodge (Ex): Velfic can no longer be flanked. This defense denies a rogue the ability to sneak attack Velfic by flanking him, unless the attacker has at least four more rogue levels than Velfic has barbarian levels.

Possessions: *hide armor* +1, *greatclub* +1, 3 javelins, leather apron, key.

APL 12 (EL 11)

🔥 **Velfic, male ogre Bbn8:** Large Giant; HD 4d8+8d12+51; hp 123; Init +0; Spd 40 ft; AC 18 (touch 9, flat-footed 18); BA/G: +10/+23; Atk: +20 melee *+1 greatclub* (2d8+13) or +10 ranged javelin (1d8+8); Full Atk: +20/+15/+10 melee *+1 greatclub* (2d8+13) or +10/5 ranged javelin (1d8+8); SA rage; SQ darkvision 60 ft., low-light, trap sense +2, uncanny dodge, improved uncanny dodge, damage reduction 1/-; AL CE; SV Fort +14, Ref +3, Will +3; Str 27, Dex 11, Con 18, Int 8, Wis 10, Cha 4.

Skills and Feats: Climb +14, Hide -4, Jump +16, Listen +8, Profession (cook) +3, Spot +4; Improved Bull Rush, Power Attack, Toughness, Weapon Focus (greatclub).

Rage (Ex): 3/day, Velfic can fly into a screaming blood frenzy for 9 rounds. Velfic gains +4 Str, +4 Con, and a +2 morale bonus vs. fear, but suffers -2 to AC. After the rage, Velfic is winded.

Trap Sense (Ex): Velfic has an intuitive sense that alerts him to danger from traps, granting a +2 bonus on Reflex saves and a +2 dodge bonus to AC against attacks by traps.

Uncanny Dodge (Ex): Velfic can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC even when caught flat-footed.

Improved Uncanny Dodge (Ex): Velfic can no longer be flanked. This defense denies a rogue the ability to sneak attack Velfic by flanking him, unless the attacker has at least four more rogue levels than Velfic has barbarian levels.

Damage Reduction (Ex): Subtract 1 from the damage Velfic takes each time he is dealt damage from a weapon or a natural attack. Damage reduction can reduce damage to 0 but not below 0.

Possessions: *hide armor* +1, *greatclub* +1, 3 javelins, leather apron, key.

APL 14 (EL 13)

➤ **Velfic, male ogre Bbn10:** Large Giant; HD 4d8+10d12+59; hp 145; Init +0; Spd 40 ft; AC 18 (touch 9, flat-footed 18); BA/G: +12/+25; Atk: +22 melee +1 *greatclub* (2d8+13) or +12 ranged javelin (1d8+8); Full Atk: +22/+17/+12 melee +1 *greatclub* (2d8+13) or +12/7 ranged javelin (1d8+8); SA rage; SQ darkvision 60 ft., low-light, trap sense +3, uncanny dodge, improved uncanny dodge, damage reduction 2/-; AL CE; SV Fort +15, Ref +4, Will +4; Str 27, Dex 11, Con 18, Int 8, Wis 10, Cha 4.

Skills and Feats: Climb +14, Hide -3, Jump +17, Listen +9, Profession (cook) +4, Spot +5; Combat Reflexes, Improved Bull Rush, Power Attack, Toughness, Weapon Focus (*greatclub*).

Rage (Ex): 3/day, Velfic can fly into a screaming blood frenzy for 9 rounds. Velfic gains +4 Str, +4 Con, and a +2 morale bonus vs. fear, but suffers -2 to AC. After the rage, Velfic is winded.

Trap Sense (Ex): Velfic has an intuitive sense that alerts him to danger from traps, granting a +3 bonus on Reflex saves and a +3 dodge bonus to AC against attacks by traps.

Uncanny Dodge (Ex): Velfic can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC even when caught flat-footed.

Improved Uncanny Dodge (Ex): Velfic can no longer be flanked. This defense denies a rogue the ability to sneak attack Velfic by flanking him, unless the attacker has at least four more rogue levels than Velfic has barbarian levels.

Damage Reduction (Ex): Subtract 2 from the damage Velfic takes each time he is dealt damage from a weapon or a natural attack. Damage reduction can reduce damage to 0 but not below 0.

Possessions: *hide armor* +1, *greatclub* +1, 3 javelins, leather apron, key.

All APLs (the slaves)

➤ **Vlnt, male human (Flan) Ftr4:** Medium Humanoid; HD 4d10+4; hp 32; Init +1; Spd 30 ft; AC 11 (touch 11, flat-footed 10); BA/G: Atk: +3 melee unarmed strike (1d3+3); Full Atk: +3 melee unarmed strike (1d3+3); AL NG; SV Fort +5, Ref +2, Will +3; Str 16, Dex 13, Con 12, Int 10, Wis 11, Cha 11.

Skills and Feats: Climb +10, Handle Animal +7, Ride +8; Blind-Fight, Iron Will, Point Blank Shot, Power Attack, Precise Shot, Weapon Focus (shortspear), Weapon Specialization (shortspear).

Possessions: Torn and dirty clothes.

Personality: Vlnt is a male human of Clan Rosrijder from the nation of Perrenland. While still a young lad of only 17, he has had some experience as a soldier and is happy to assist the PCs in anyway they

believe is appropriate. He was captured by the giants when the small mercenary company he was serving with was captured on their way home after serving in Furyondy three weeks ago. He sees the PCs the as an opportunity to escape and give a little payback to the giants.

➤ **Marna, female human (Suel) Com2:** Medium Humanoid; HD 2d4; hp 7; Init +0; Spd 30 ft; AC 10 (touch 10, flat-footed 10); BA/G: +0/0; Atk: +0 melee unarmed strike (1d3); Full Atk: +0 melee unarmed strike (1d3); AL CG; SV Fort +0, Ref +0, Will +0; Str 11, Dex 10, Con 11, Int 10, Wis 11, Cha 10.

Skills and Feats: Profession (cook) +8, Handle Animal +4, Survival +3; Martial Weapon Proficiency (shortbow), Skill Focus (Profession (cook)).

Possessions: Torn and dirty clothes.

Personality: Marna is a middle aged human woman from the Highvale. She was abducted ten mornings ago while gathering firewood and wants to get back to her family's farm not far from Stoutstump. She is terrified of being in the giant's keep and expected to die until the PCs arrived. Marna is also incredibly nervous around magic and tends to view it distrustfully; in particular, she is completely against transportation magic like *teleport* or *plane shift*.

➤ **Palthenia Zernea, female gray elf Wiz3/Rog5:** Medium Humanoid; HD 3d4+5d6; hp 34; Init +2; Spd 30 ft; AC 12 (touch 12, flat-footed 10); BA/G: +4/3; Atk: +3 melee unarmed strike (1d3-1); Full Atk: +3 melee unarmed strike (1d3-1); AL CN; SV Fort +3, Ref +8, Will +7; Str 8, Dex 15, Con 10, Int 20, Wis 14, Cha 14.

Skills and Feats: Bluff +14, Concentration +8, Decipher Script +11, Diplomacy +10, Disguise +10, Gather Information +10, Knowledge: Local (Highfolk) +14, Listen +12, Search +12, Sense Motive +10, Sleight of Hand +10, Spellcraft +13, Spot +12, Tumble +10, Use Magic Device +10; Eschew Materials, Scribe Scroll, Skill Focus (bluff), Spell Mastery (*detect magic*, *detect thoughts*, *mage armor*, *magic missile*, *touch of idiocy*).

Possessions: Torn and dirty clothes.

Spells Prepared (4/4/2; base DC = 15 + spell level): 0—*detect magic* (x2), *prestidigitation*, *touch of fatigue*, 1st—*mage armor*, *magic missile* (x2), *protection from evil*; 2nd—*detect thoughts*, *touch of idiocy*.

Personality: Palthenia appears to be a gray elf of Clan Volmiryth from the Vesve forest who was captured three days ago while herself and two other companions were searching for a well known ancient Suel ruin known as Sallowhold. Her magical skills are nearly exhausted now (or so she claims), but she is aware of how many giants there are as well as the general layout of the keep, as she was taken to the chief

to be interrogated. In reality, she is a spy placed here to make certain the PCs find their way to the gate and divulge the information that her dread lord requires. At no point does she combat the PCs unless she has somehow been discovered and directly confronted. Otherwise, she hopes to escape with the PCs and find her way back to her allies to divulge any information she has gained. The only flaw in her disguise is that she is not actually a member of Clan Volmiryth. While she has studied them (Knowledge Local +14) she does not necessarily know everyone the PCs might know. She tries to play this off by pointing out it's a big clan. Members of the clan might think to look for the clan tattoo on her neck. She tries to keep her neck covered at all times, but should the PCs forcibly look, she has a burn there. She claims the tattoo is there, but she was burned by orcs in the Vesve (bluff +14).

Room Five

APL 8 (EL 9)

☛ **Josil, female cloud giant:** Medium Giant; HD 9d8+18; hp 66; Init +1; Spd 40 ft; AC 26 (touch 10, flat-footed 25); BA/G: +6/+14; Atk: large morningstar +14 melee (2d6+12) or slam +14 melee (1d3+8); Full Atk: large morningstar +14/+9 melee (2d6+12) 2 slams +14 melee (1d3+8); SA spell-like abilities; SQ Low-light vision, oversized weapon, scent; AL NE; SV Fort +8, Ref +4, Will +8; Str 27, Dex 13, Con 15, Int 12, Wis 16, Cha 13.

Skills and Feats: Climb +9, Craft (stonework) +2, Diplomacy +2, Intimidate +2, Listen +4, Perform (harp) +2, Sense Motive +4, Spot +4; Cleave, Improved Bull Rush, Iron Will, Power Attack

Oversized Weapon (Ex): Josil wields a great, two-handed morningstar (big enough for large creatures) without penalty.

Spell-Like Abilities: 3/day—*levitate* (self plus 2,000 pounds), *obscuring mist*, 1/day—*fog cloud*. Caster level 15th.

Possessions: Large morningstar, chain shirt, *ring of protection* +1.

Appendix Two: New Rules Items

(From Arms and Equipment Guide, p. 138.)

Weightless Scabbard: This magical scabbard grows and shrinks in size to accommodate any Large to tiny bladed weapon. This includes greatsword, falchion, scimitar, rapier, longsword, short sword, and dagger. While the weapon is in the scabbard, its weight is reduced to zero, although the scabbard retains its own weight.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *reduce*; *Market Price:* 1,600 gp; *Weight:* 1 Lb.

Appendix Three: Methods of Torture

Each PC undergoes one of these forms of torture. Roll randomly or choose, but do not repeat any. It is very important to consider the sensibilities of the players while describing these scenes. It is not necessary (or desired) that the DM be graphic in descriptions of pain or gore. Simple explanations should be sufficient to encourage the PCs to talk. Regardless of the outcome, no PC ever dies from the torture. Bazhon is too much of an artist for that.

1) The PC is connected to several magical electrodes before being asked a series of questions. Each time the PC answers a question correctly, the Hezrou shoves a raw fish into his mouth and forces him/her to eat it. If the PC refuses to answer, gives an obvious lie, or does not swallow the fish, Bazhon delivers an electrical shock causing great pain and damage to the brain, nervous system, optic nerves, and heart. The PC takes 3d10 points of subdual damage each time this occurs. At the end of this torture, the PC acquires 1d10+2 permanent circular scars approximately the size of a coin. If this number is greater than 7, the PC loses one permanent point of Charisma and Dexterity until the damage is healed by *heal*, *regenerate*, or similar magic.

2) The PC is placed within a windowless box where the temperature, air-pressure, and water-pressure can be magically regulated. The combination of temperature and pressure is potentially lethal. If the PC proves immune to heat, Bazhon tries cold. If the PC is immune to cold, he tries drowning or high pressure. This continues with the PC taking 1d3+1, 1d4+2, 1d6+3, etc. Each time the PC refuses to answer, or gives an obvious lie, or fails to answer a question with the same answer as before the damage gets progressively worse. The PC is returned to his/her cell with one or more of the following: bleeding from the nose, mouth and ears, burns over half the body, throbbing headaches and nausea, or dead skin from frostbite over half the body. This results in the loss of one permanent and Dexterity until the damage is healed by *heal*, *regenerate*, or similar magic.

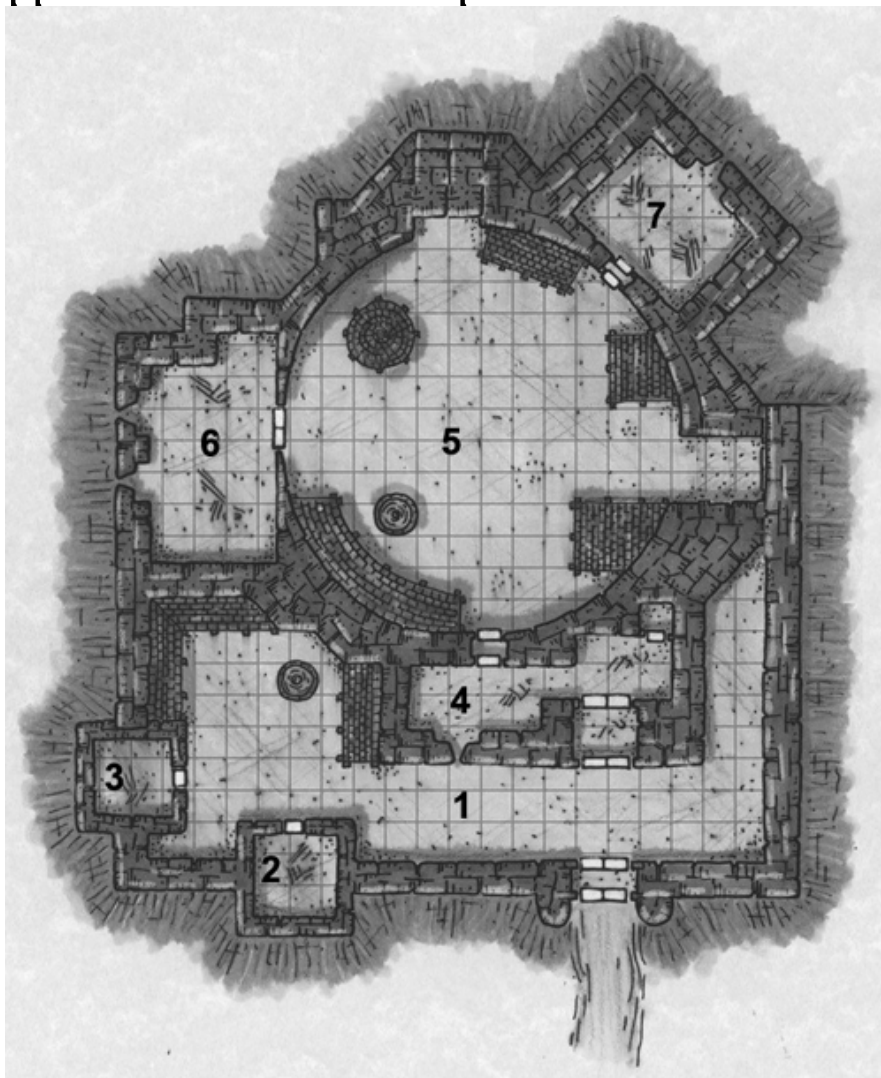
3) The PC is strapped to a table and all of his/her blood is removed while he watches. His/Her blood is stored conveniently in another cabinet while a black ichor is used to replace the real blood. After this done, the PC must make a Fortitude save (DC APL+10) or become disposed toward Bazhon as though under the effects of a *charm monster* spell. This effect is permanent and applies to all demons the PC meets until he/she is healed by *heal*, *regenerate*, or similar magic.

4) The PC is strapped to a chair with his/her left arm pointed away from him. Bazhon begins by asking questions. If the PC refuses to answer, or gives an obvious lie, Bazhon amputates the arm doing (APL/2)d4 points of damage. He asks again. If the PC is not forthcoming he eats the arm. He tries again, and if the PC is not helpful, he attaches a demonic looking arm. The arm immediately attempts to strangle the PC as soon as it is attached. Bazhon removes it if the PC is helpful. If not, he/she awakens in a cell. His/Her neck is bruised and the demonic arm is still attached. It functions as a normal arm in all cases, but has no skin sensation and thus causes a permanent loss of one point of Dexterity. The victim is often plagued by dreams that he/she is being strangled in his sleep. The arm can be removed (doing the above damage) and healed with a *regenerate* spell.

5) The PC awakens impaled upon a smooth metal spike, but feels no pain unless he/she attempts to move. His/Her arms and legs are tied firmly. Bazhon begins asking questions and each time the PC refuses to answer, or gives an obvious lie, or fails to answer a question with the same answer as before, he flays a long strip of skin from the victim's body, doing 1d4+APL points of damage. This continues until PC breaks or runs out of skin (hit points). For each twenty percent of hit points the victim loses, a permanent point of Charisma is lost until the damage is healed by a *regenerate* spell. For each forty percent of hit points the victim loses, a permanent point of Constitution is lost until the skin loss is healed by a *regenerate* spell.

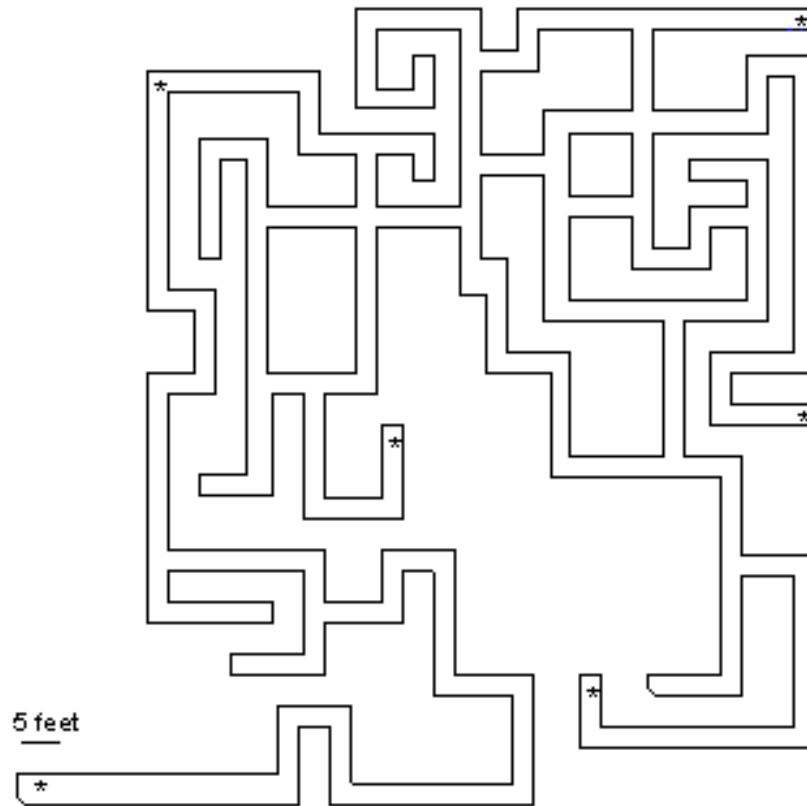
6) Bazhon lays the victim out upon a table, firmly clamped down with metal bands. While the PC watches, he melts several bars of lead in a large cauldron and begins to pour small drops of it upon the PC. Each drop does 1d3 points of damage. If the victim seems immune to heat damage, refuses to answer, or gives an obvious lie, or fails to answer a question with the same answer as before, he uses larger amounts, doing 2d10 points of damage until the PC is forthcoming or passes out.

Appendix Four: DM's Map of the Cloud Giant Stronghold



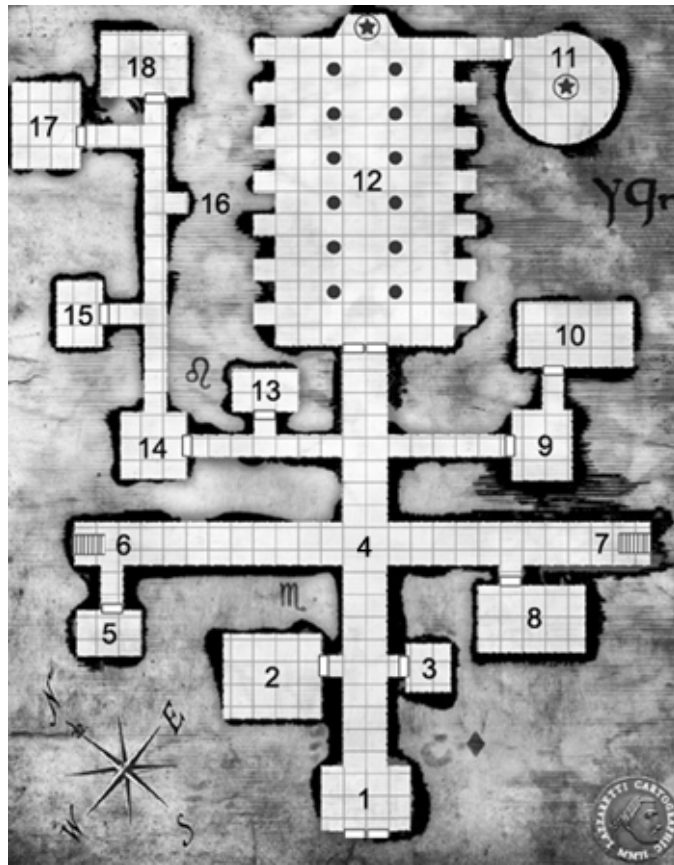
Each square is 10'x10'

Appendix Five: DM's Map of the Maze



The characters' start positions are indicated by "*" on the map. The DM is encouraged to not draw out the entire maze as the PCs move through it. It is a maze after all.

Appendix Six: DM's Map of the Demon Castle



Each square is 10'x10'

Player Handout #1: Introductory Handout

-----For those that have played IUZ3-01-----

Dear Cousin,

I'm sorry I didn't get a chance to share a Drink with you for your help in finding my way home. Things have been very busy here telling our mutual friends about the things I've seen in my recent travels. I was hoping you could help me retrieve a present for my aunt, I'm sure you remember her. You met her last spring while standing in the Shade of the large oak near my house. On my last trip I learned that there is a something her Old mean neighbor wants that I think would be better in her hands. If you would like to help retrieve this item before the Old neighbor does, meet with some of our cousins at the Hero's Rest in Highfolk town. Dress warm.

Felkas

-----For those that have played IUZ3-02-----

You have been contacted by The Shade whom you have worked for while traveling with in the Bandit Kingdoms. It seems another group of travelers need guards and you are just sure to be one of the people she's looking for. There is sure to be real adventure and treasure for the taking this time; really, honest. You will be meeting the rest of the team in the Hero's Rest Inn and then heading several days into the Yatil Mountains. She has given you a map to show where you are headed, it appears to be somewhere nearly halfway between Highfolk and Perrenland.

-----For those that have played IUZ3-04-----

The Shade has contacted you once again. While leaving an inn one evening, she approached you from an alleyway. It seems the Old One's plan involves some artifact held by a clan of evil cloud giants in the Yatils. The Drinkers' operatives have been unable to determine anything about the nature of this artifact, other than it's location. The Drinkers want to get that item first, and they are sending you to beat Old Wicked to it. You are to make all haste to the Hero's Rest Inn in Highfolk town and meet with the rest of your team. Once there, you will make for the giants' castle.

-----For those that have not played any of the previous modules-----

You met a savvy merchant named Jaedric one late night in the common room of some nameless inn nearly two weeks ago. Over several rounds with him and his bodyguard Halon, you got to talking about some of your previous adventures and some of his. It was through these discussions that you learned, like many, he was no friend of the Old One and was organizing a team of adventures to retrieve some item. While he was vague on the details, he was not vague on the stories of wealth waiting to be retrieved from the Yatils. He seemed to trust you, and so encouraged you to meet with the rest of his team at the Hero's Rest Inn in Highfolk Town. He warned you to come ready for a trip to the wintry peaks, as the team would be leaving as soon as they were assembled.

Player Handout #2: PC Questionnaire

Please answer the following questions and return this page to your DM.

1. What is your PC's name, race, class, and alignment?
2. What modules in the Machinations plotline (*IUZ3-01 Across the Border*, *IUZ3-02 Experimentation*, *IUZ3-04 Burning Cliffs*), if any, have you played with this PC?
3. Of the items owned by your PC, what is your PC's primary offensive weapon (*flaming longsword +1*, *wand of fireballs*, *longbow +2*, etc...)?

Player Handout #2: PC Questionnaire

Please answer the following questions and return this page to your DM.

4. What is your PC's name, race, class, and alignment?
5. What modules in the Machinations plotline (*IUZ3-01 Across the Border*, *IUZ3-02 Experimentation*, *IUZ3-04 Burning Cliffs*), if any, have you played with this PC?
6. Of the items owned by your PC, what is your PC's primary offensive weapon (*flaming longsword +1*, *wand of fireballs*, *longbow +2*, etc...)?

Critical Events

1. Did Bazhon succeed in making a copy of any of the PCs mind? YES NO
If so, what Iuz meta-regional scenarios has that person played?

2. Did the PCs escape (circle one):
On their own?
With the aid of Bazhon?
With the aid of Zezaxittaz?.

3. What information (in general terms) was learned by the questioning of Bazhon and Palthenia?