

HOUSE OF MADNESS

A ONE ~ROUND DUNGEONS & DRAGONS® MARK OF HEROES ADVENTURE FOR 10TH~LEVEL CHARACTERS

Version 1.0

by Greg Marks

Aehion Hayttar, decedent of the Dreambreaker, has fled Wroat in possession of the Delirium Stone and threatens to become one of the greatest threats since the Aberrant Lords of old, despite having been slain by the Diggers' Union once already. Now you must end the threat that you began, before madness finds its way home.

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit www.wizards.com/d20

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, Living Greyhawk, D&D Rewards, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc, in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2005 Wizards of the Coast, Inc.

Visit the LIVING GREYHAWK website at www.rpga.com.

DUNGEONS & DRAGONS MINIATURES

To run this adventure it's recommended you have the following miniatures:

From the Giants of Legend™ set:

Protectar (11/72) to represent Charisma (while she doesn't have wings, this represents her strange otherworldly countenance)

From the Angelfire™ set:

Caravan Guard (01/60) to represent the orderlies
Talenta Halfling (24/60) to represent Pean
Scorpion Clan Drow Fighter (34/60) to represent the wormspawn
Ghostly Consort (41/60) to represent Lerella Brey
Ogre Mage (46/60) to represent Kazargundim
Feral Minotaur (53/60) to represent the minotaur guards
Troll Slasher (59/60) to represent the troll guards

From the War Drums™ set:

War Troll (42/60) to represent Sinnorgan

From the War of the Dragon Queen™ set:

Bonded Fire Summoner (10/60) to represent Doctor Rhenethtan
Purple Worm (21/60) to represent the purple worm

ADVENTURE BACKGROUND

During the War of the Mark, an aberrant lord known as the Dreambreaker created a powerful dragonshard focus known as the *delirium stone* that was designed to channel his powers over others' minds. The item was retrieved by the Digger's Union from Undersharn for one of his descendants Aehion Hanius Hayttear during the events of *EMH-7 The Delirium Stone*.

In possession of the *delirium stone*, Lord Hayttear began his plot to control the most powerful people in Sharn during a ball he hosted in honor of his induction into the Sixty. Fortunately, the Digger's Union discovered their error and sent operatives, working with members of the criminal organization known as House Tarkanan, to steal the shard away from the gnome before he could spread his madness amongst Sharn's elite citizens (during *EMH-8 Freely Given*). During the robbery, Lord Hayttear was seemingly slain, and his head exploded, due to his use of the *delirium stone*. This was only the beginning of the threat that Lord Hayttear would pose to the Digger's Union.

Lord Hayttear's soul stewed in the *delirium stone*, locked away in a vault in Grea Tower, attempting to reach out to others; his madness growing every day. Eventually he learned to access more of the focus' powers and has begun to control several members of the Union (*EMH-12 Escape from Grea Tower*). As his powers grew, he put into motion a plan of escape, only mildly hampered by his lack of a body. He influenced several members

of the Union and used them to affect his escape and steal the *delirium stone* for himself.

Fleeing Wroat, Hayttear fled back to familiar territory around Sharn to plan his next move and explore the powers of the *delirium stone*. Once fully possessed of the power of the dragonshard, he plans to lead an assault upon Sharn, and destroy Central Plateau and the Dragon Towers district, which contains the seat of the Dragonmarked Houses in the City of Towers. His plan has two parts. First he hopes to control several purple worms that will burrow out the bedrock that currently supports the plateau. Second, he is using the residents of an asylum to breed wormspawn, a horrible mix of purple worm and man, which he intends to use to slay survivors of the collapse and cause general mayhem amongst his enemies.

Having greatly injured the Digger's Union during his escape, he has begun to target the only other group aware of his existence: House Tarkanan.

ADVENTURE SUMMARY

Introduction: The PCs begin the adventure on a lightning rail bound for Sharn, having just received a House Sivas communication from Charisma of House Tarkanan. She claims to have information concerning the Dreambreaker and his descendant.

Sharn, Sweet Sharn: The party arrives in Sharn and meets with Charisma in the City of the Dead. They arrive just in time to be attacked by strange creatures that all wear uniforms of the personnel or inmates from a nearby asylum in the countryside.

Give and Take: Charisma explains that she never sent the message, and instead received one she thought was from the Diggers. House Tarkanan operatives have been frequently attacked in the recent past and she is on the run. She has been researching how to kill the Hayttear and thinks there is an item that they could use, but it is in the hands of a private collector and will not be easy to acquire.

Acquisition: The party must devise a plan to recover the item through whatever means they desire: theft, negotiation, purchase, or magic.

House of Madness: In the company of Charisma, the party travels to the asylum where all initially seems as it should be. As the PCs investigate, it becomes clear that the inmates run the asylum and all report to a small boy. Further research suggests that the inmates are preparing for an attack on Sharn.

Riot!: Responding to the PCs' investigations or to the ever-increasing level of madness, the asylum bubbles over in a riot of violence.

Into Insanity: The party discovers caves below the asylum where Hayttear is using *delirium stone* to lure the purple worms that he plans to use to tunnel under Sharn and cause it to collapse. The PCs have no choice but to attempt to stop his madness.

Conclusion: Having defeated Hayttear the PCs must destroy the *delirium stone* in order to free themselves and the rest of the world from the influence of the Dreambreaker's line.

TROUBLESHOOTING

Important Story Objects

There are several story objects that may have been gained from previous play of modules in this series.

The DM should check with each player to determine if his or her character has any of these.

It is important to note which PCs, if any, possess the story object *Enmity of Lord Hayttear* from the event *EMH-8 Freely Given*. These PCs “killed” Lord Hayttear once, and he has not forgiven them. Also, some PCs may have *Taint of the Delirium Stone* from *EMH-12 Escape from Grea Tower*. These PCs have been twisted by the *delirium stone*’s powers and possess a madness of their own.

Finally, those PCs that have previously played *EMH-7 The Delirium Stone* may have previously met the ogres Huraskal and Shrulustra that reside in Khyber’s Gate. If so, the story object *Friends in Khyber’s Gate* or *Enemies in Khyber’s Gate* will tell you how that meeting went.

INTRODUCTION

The lightning rail from Wroat to Sharn has so far been peaceful. Your private coach rattles back and forth with a rhythmic sway making it easy to forget the gravity of your situation. Aehion Hanius Hayttear, a descendent of the original Dreambreaker has somehow cheated death, stolen the delirium stone, and attacked Grea Tower itself.

One day ago, a House Sivas messenger arrived to deliver a message from Charisma of House Tarkanan, a criminal organization in Sharn with whom the Diggers have worked along side in the past. Charisma’s message claimed that she has uncovered important information on the Dreambreaker and Hayttear and begged the Diggers to send aid immediately. You left five minutes after the message was received.

The PCs are traveling via lightning rail from Wroat to Sharn. They have been tasked by Matron Martra of the Digger’s Union to learn what Charisma (last seen in *EMH-8 Freely Given*) has discovered and if possible use it to defeat Aehion Hayttear.

As the PCs have been tasked on this mission together and travel in the same coach, the PCs should take this opportunity to introduce themselves to each other if they are not already familiar. The lightning rail journey from Wroat to Sharn takes fifteen hours.

Once the PCs are acquainted and understand their mission, proceed with **Sharn, Sweet Sharn**.

SHARN, SWEET SHARN (EL 12)

Your offloading in Tavick’s Landing went smoothly and you were able to procure a coach to the far side of the Sharn easily enough. A short walk brought you into the City of the Dead, an ancient district where Sharn’s deceased were once interred. Now only the very rich can afford to find rest here.

Entering the secluded gardens and mausoleums, you follow the directions provided to a tall grey statue depicting an angel of Syrania. At the statues feet kneels a woman, head bowed. The glimmerweave of her white dress shines with a soft faint light all its own as though she were a spirit sent by the Host themselves. Looking up at your approach, her gold eyes survey your group with a calm smile, as the wind plays with her white mane.

Those PCs that have played *EMH-7 The Delirium Stone* or *EMH-8 Freely Given* recognize Charisma as member of the House Tarkanan guild based in Sharn. She is an exotic elf with pale hair and golden eyes, who typically dresses in white clothing (most likely kept unnaturally fresh with *prestidigitation*, allowing her to be as comfortable in the sewers as she would be in a ballroom). She is one of the primary facemen of House Tarkanan; possessing an aberrant mark of *charm* and excellent diplomatic skills.

Charisma greets the PCs warmly, like long lost friends, and inquires why they have summoned her to meet. Confused PCs will likely ask why she summoned them, to which she can only respond that she did not. Clearly this was a set up to get the PCs and Charisma in the same location. Charisma knows the following:

- She received a message delivered by a House Sivas courier yesterday. The message claimed that the Diggers wished to meet with her concerning the resurfacing of Aehion Hayttear.
- In the last few weeks members of House Tarkanan have been disappearing, likely attacked. Given this new mystery, she felt she might need new allies.
- The district they are in now is virtually deserted, making it the perfect place for a private meeting, or an ambush. Charisma recommends leaving as soon as possible.

Creatures: The exchange is being monitored by a group of wormspawn that lie just beneath the surface of the loamy ground. Once the party begins to consider leaving, the creatures, horrible crossbreeds between a man and a purple worm, rise from the ground to attack.

Wormspawn (2): hp 200; see combat statistics.

Tactics: The creature’s surprise round action is to rise from the soil and move near a foe. Any PC able to detect the subterranean creatures may also act in the surprise. Once combat begins in earnest, the creatures do their best to slay all present, though they use only rudimentary tactics. Driven utterly insane by their transformation, the creatures attack until dead.

Development: Once defeated, the wormspawn may be searched, but the only possession on any of their bodies is a dirty white jumpsuit uniform. The back of white is stitched with the name “Idyllic Reflections Asylum.” The front of each has a number stitched into it (293 and 672).

WORMSPAWN	CR 10
CN Medium monstrous humanoid	
Init -2; Senses Listen +11, Spot -1; Tremorsense 30-ft.	
Languages Cannot speak but understands Common and Gnomish	
<hr/>	
AC 23, touch 8, flat-footed 23	
hp 200 (16 HD)	
Fort +17, Ref +8, Will +4	
<hr/>	
Speed 20 ft. (4 squares); burrow 20 ft. (4 squares)	
Melee 2 slams +29 (1d8+12)	
Space 5 ft.; Reach 10 ft.	
Base Atk +16; Grp +28	
Atk Options Constrict (1d8+12), Improved Grab	
<hr/>	
Abilities Str 35, Dex 6, Con 25, Int 6, Wis 8, Cha 6	
Feats Cleave, Improved Bull Rush, Improved Natural Attack (slam), Improved Overrun, Power Attack, Weapon Focus (slam)	
Skills Listen +11, Swim +16	
Possessions Idyllic Reflections asylum uniform	
<hr/>	
Description A humanoid with purplish, segmented skin and large black eyes in a dirty, tattered uniform.	
Hook <i>*hellish gurgling noise*</i>	

Scaling the Encounter

11th-level characters (EL 13): Add one wormspawn.

12th-level characters (EL 14): Add two wormspawn.

13th-level characters (EL 15): Add three wormspawn.

GIVE AND TAKE

Once the PCs have had a moment to rest or heal, Charisma recommends they exit the City of the Dead for the greater Sharn area. The burrowing worm-men/things likely will have a much harder time finding or surprising them when the party is several hundred feet in the air surrounded by stone.

Charisma recommends that they stick together till they figure out what is happening, but if the PCs push her away she does not force the issue. The rest of the module assumes Charisma is present to assist and guide the PCs. If this is not the case, the DM will need to adjust the adventure where appropriate.

Quietly exiting the City of the Dead by skycoach, Charisma guides the driver deeper into Sharn, heading for the Tavern district of Olladra's Kitchen. Morning conversation wafts from dozens of open doors and windows as the coach touches down near several busy eateries. Charisma appraises you and suggests, "I could do with a spot of breakfast. Will you join me?" Like a wave of sunshine, she

floats into a quaint café emanating the smell of fresh bread.

Charisma claims a table in the back corner of the restaurant, with a view of the outside, but also near the back door, and after ordering breakfast, suggests the PCs share information. She knows nothing of the events of *EMH-12 Escape from Grea Tower* and is disturbed to learn that Aehion Hayttear is still alive despite his death at his Skyway home during the initial theft of the *delirium stone*.

Once the PCs have explained what they know, she offers up the following:

"I have been devoting considerable time and resources to researching the delirium stone and the Dreambreaker since our last encounter, given the history of the Aberrant Lords and House Tarkanan. I believe from the description you have given me that Hayttear is using the delirium stone as a sort of phylactery in which to hide his mind after his current body is destroyed. Given that assumption, I may have something of interest to us given the current situation. During the initial creation of the delirium stone, the Dreambreaker used a set of enchanted jeweler's tools and among them is a mallet. Perhaps if we were to smash the delirium stone with the mallet used to carved it while he was inhabiting it, he could be slain forever? We'll want to confirm my theory before we go after the mallet, and getting the tools will not be easy. They are in the hands of a reclusive private collector in Khyber's Gate known as Kazargundim. I'm willing to bet he won't just give them up, so we'll have to come up with a plan."

Assuming the PCs are interested in ending the threat posed by Hayttear, Charisma recommends they do some legwork to confirm her theory and learn more about the reclusive Kazargundim. In addition, anything that can be uncovered concerning the worm men or the Idyllic Reflections asylum would be of interest. Charisma suggests that the party split up and meet for dinner tonight at The Coin and Barrel, an inn just north of the café. Hopefully they will then have enough information to formulate a plan by this evening, and Charisma knows the innkeeper well enough to procure rooms for everyone. If Charisma is paired with any PC, assume she is able to Aid Another in any necessary skill checks.

Gathering Information

The PCs may send out some of their members to find the word on the street about a number of subjects. Feel free to role-play out these brief encounters, or use the Gather Information skill as fits the temperament of the table. Those that role-play these encounters may receive any of the following information as the judge sees fit based upon whom they speak with. For those rolling skill checks, natives of Breland and members of a Dragonmarked House receive a +10 to this roll (representing either ability to speak with fellow

Brelanders, or the weight of a Dragonmarked House). The PCs should receive an additional +1 to their check for every extra 10 gp they spend (up to +5 for 50 gp spent). Assume rolling Gather Information costs the PC 3d4 gp in drinks and bribes and takes three hours. Depending on whom the PCs specifically approach, the DM may also allow Bluff or Diplomacy checks with certain NPCs.

Idyllic Reflections Asylum: Given the uniforms worn by the worm creatures that attacked them in the cemetery, it seems likely the PCs will wish to learn all they can about the source of their enemies. The DM should give a +4 circumstance to any PC who thinks to look for answers at any place likely to care for the sick or mentally unstable, such as the House Jorasco enclave.

- DC 10: *I've heard of the place. It's somewhere nearby in the countryside.*
- DC 15: *Sure I know Idyllic Reflections. When my poor Soffee went off her nut, my pa put her there. I try to go there twice a year to visit my unfortunate sister. Let me give you directions.*
- DC 25: *I just arrived in Sharn yesterday, and we passed the asylum on the way. *Tick* I didn't see anything untoward, but I just got this weird feeling looking at the place. *Tick* You know the feeling, like there is more going on than you can see on the surface.*

Kazargundim: Kazargundim is a relative unknown in all places of Sharn. Unless the PCs search for information in the Khyber's Gate district, they suffer a -10 penalty to Gather Information rolls concerning him. Any benefits or penalties from *EMH-7 The Delirium Stone* are cumulative with this penalty.

Should any PC with the story object *Friends in Khyber's Gate* specifically search out the ogres Huraskal and Shrulustra for help, the pair is very familiar with Kazargundim and can offer all of the information below with no roll necessary. In addition they will warn the PCs that Kazargundim is very dangerous, but has been known to make deals with those who are appropriately polite.

- DC 10: *"Name sounds familiar, I think there might be a guy by that name in Khyber's Gate."*
- DC 15: *"Sure I've heard of him. Some sort of giant or ogre of something. Lives in a rundown mansion in Khyber's Gate."*
- DC 20: *"Do ye mean Kazargundim the ogre mage? I have heard tales of him. Supposed to be some sort of collector, though I don't fancy being part of any of his collections, if you take my meaning. Let me write down where he lives so you can steer clear of it."* (The PCs know the exact location of his home.)
- DC 25: *"Ah yes, Kazargundim. I know of him. He has a staff of minotaurs in his home caring for his random trinkets. I'm*

told that has even consulted Flamewind the Sphinx on several occasions concerning some of his treasures."

Knowledge Skills

Some PCs may already know some useful information due to their extensive knowledge.

Knowledge (local: Sharn or Breland): PCs who succeed in a DC 25 Knowledge (local) check specific to Breland or Sharn, have heard of Kazargundim as a collector of the esoteric. It is said that his house in Khyber's Gate is a museum of the odd and valuable.

Knowledge (arcana): Any PC succeeding in a DC 15 Knowledge (arcana) check can confirm that it seems possible that the tools used to craft the *delirium stone*, if also magical, might be usable in its destruction. It also seems likely that if the stone is destroyed while inhabited by Achion Hayttar, that he would be killed permanently. Any body he was possessing would have to be destroyed or protected from his possession first however.

Research

PCs with the Research feat may attempt to utilize the vast resources of Morgrave University in order to learn more about their foe or the possibilities of destroying the *delirium stone*. Those using the City Archives or other library sources will find nothing. Only Morgrave University has the records the PCs seek.

Morgrave is located in the University district of Upper Menthis Plateau, and is easily located with a successful DC 10 Gather Information or Knowledge (local) check. Directions lead studious PCs near the top of Dalannan tower (just underneath Lareth Hall where the office of the university president can be found). Each day of research requires the expenditure of 1 gp to access university resources. Each attempt requires a successful DC 10 Knowledge check, takes 1d4 hours, and gains one fact in the order listed, if more than one fact is listed for the same skill. Due to the quality and focus of the University Library, researchers gain a +6 circumstance bonus to the Knowledge (history) checks and a +4 circumstance bonus to the Knowledge (arcana) checks listed here.

The tools used to create the *delirium stone*: It is likely that the PCs wish to investigate the existence of the jeweler's kit used to make the *delirium stone*. Charisma's previous research gives the PCs a +2 circumstance bonus to locating this information.

- Knowledge (history): In an untitled scroll written in Goblinoid, the hobgoblin scholar Girt the Half-Blind details the history of Sharn. In it, he mentions that Lord Tarkanen gave each of his aberrant lords a gift. To the Dreambreaker, he gave a set of fine jeweler's tools.
- Knowledge (history): A half-elven scholar named Shareen Silvermoon details the tools further in a brief work entitled "Jewelry Making and the History of Khorvaire."

The work describes magical enhancements made a set of jeweler's tools own by the Dreambreaker. The book claims these magical tools were used to craft the *delirium stone*.

Destroying the *delirium stone*: Confirmation of Charisma's plan to destroy the *delirium stone* is a priority for many PCs. Charisma's previous research gives the PCs a +2 circumstance bonus to locating this information.

- Knowledge (arcana): Ilodroth Shanthothoran of Arcanix describes a number of dragonshard items that augment mental powers. While not mentioning the *delirium stone*, his work "Cerebius Enpermatica" does consider those items that serve as a focus for the possession of others. In each case, destroying the focus while the entity inhabits it can eliminate the possessing entity.
- Knowledge (arcana): Ashlayan Felecius, a scholar who eventually disappeared in the Demon Wastes mentions the *delirium stone* briefly in one of her travel journals. This journal mentions the near indestructibility of the dragonshard focus. Ashlayan suggests that the focus could be destroyed using the fires at the heart of Khyber. If such a volcanic fire was not readily available, the scholar suggests that the tools used to create it may suffice.

Researching Kazargundim: PCs trying to find the current owner of the tools vital to Charisma's plan may search current periodicals to locate information on Kazargundim.

- Knowledge (local): The Sharn Inquisitor mentions a large ruin of a mansion carved from the tunnel rock as one landmark for the Khyber's Gate neighborhood. The owner is listed as a collector of the esoteric named Kazargundim.
- Knowledge (local): A news clipping from the gossip column of an unknown source mentions Kazargundim the ogre mage as an acquaintance of Flamewind the gynosphinx. The two of them have met on several occasions.

Researching the Idyllic Reflections Asylum: A search of current maps and periodicals can locate some information describing the asylum whose uniforms were worn by the creatures that attacked the party.

- Knowledge (geography): The PC is able to locate the asylum in a book of maps that depict the area of Breland near Sharn.
- Knowledge (local): A copy of the Sharn Inquisitor from two years ago mentions the Idyllic Reflections Asylum as a place that many of Sharn's elite families use for those family members that are a bit off. The end of the story lists Sharn notables that have donated to its cause of mental health. Lord

Aehion Hanius Hayttear is the second name on the list.

Flamewind

Given that Flamewind and Kazargundim are mentioned in the same circles repeatedly, some PCs may attempt to gain an audience with enigmatic gynosphinx. Unfortunately for thorough PCs, she is not in residence at Morgrave and no one knows where she has traveled too though all suggest it is likely that she is still in or near the city. Flamewind has no particular involvement in this adventure. Flamewind, where she has gone, and her connection with Kazargundim, may be a good focus for your next DM's Mark.

ACQUISITION (EL 10)

This encounter describes Kazargundim, his residence, and the some of the ways the PCs might attempt to acquire the mallet. How this encounter proceeds varies drastically with how the PCs choose to approach the problem. As the DM, you may need to make adjustments for creative plans.

Kazargundim's Manor

The PCs can find the location of Kazargundim's home through any number of ways during the previous encounter, but once they do so, there is little choice but to travel there. Parties that do not acquire the jeweler's mallet will face significant problems in the second half of this adventure. The DM should encourage the PCs to have a plan for destroying the *delirium stone* before proceeding to the asylum.

Once they do so, read or paraphrase the following text.

The district of Khyber's Gate is in the undercity, where tunnels become streets and homes and shops are carved from the walls of natural stone. While not heavily industrial like Ashblack or Blackbones, the smell of smoke and garbage is still prevalent and most of the residents on the busy street appear to be goblinoids.

Up ahead, the façade of a great mansion protrudes from the wide tunnel thoroughfare giving the pretense of wealth. That image fades as it comes more fully into view and the crumbling of the stone decoration becomes obvious. A minotaur stands out front and the goblins on the street give it a wide berth.

Kazargundim's home is in a wide tunnel that approximates a busy street. It is well lit with everbright lanterns, unlike most of the district. At all times, one of the guards is on duty at the front (and only) door; serving as a both doorman and threat to would-be salesmen. Should anyone suggest they have business with the master of the house, the guard sends a message inside with the visitors' names and proposed business. If intrigued, Kazargundim sends for them. If not, he sends a message to the guard to send them away; forcibly if

necessary. Any meetings with Kazargundim will involve his maximum contingent of guards being present.

Like the rest of Khyber's Gate, the household and the street it is on are more active during the evening hours and finds rest during the day.

The following statistics apply to the home unless otherwise listed:

Lighting: No one living in the home requires any light to see by, so unless noted, there are no light sources active in the tunnels of the manor.

Walls: per 5 ft. of thickness; hardness 8; hp 900; AC 5; Break DC 65.

Wooden Doors: 2 in. thick; hardness 5; hp 20; AC 5; Break DC 20, Open Locks DC 25. All doors to a bedroom or the street are locked.

Windows: The home is carved into the rock that supports the towers of Sharn. There are no windows.

1. FOYER

A large statue of a refined looking ogre, a book in one hand and a large sword in the other, dominates the vaulted chamber. The ceiling is decorated with a mural of the night sky, and scenes of wild landscape cover the walls.

The foyer sometimes sees use during small gatherings, but otherwise only serves to impress visitors with Kazargundim's wealth and refinement. A DC 15 Knowledge (geography) suggests that the paintings depict Droaam.

2. GUARD'S QUARTERS

This musty smelling room is crowded with large bunk beds that list to one side or another.

The minotaur guards (and trolls at higher levels) reside in this room. They patrol the house, watch the front door, eat, and sleep in shifts such that at any given time one quarter of their number can be found here asleep.

Guards (4 total): Hp 39, male and female minotaur; *Monster Manual* p. 188.

Tactics: The guards' tactics depend on the situation. In general they attempt to kill any intruders in the most direct manner possible while baring the way to Kazargundim and his wife. If is clear that the party has already gotten passed them to Kazargundim, the guards attempt to rendezvous with their master as quickly as possible.

3. CAPTAIN'S QUARTERS

A bed and a statue of the Fury make up the few accoutrements of this room.

This room is home to Sinnorgan, a troll hunter who serves as the captain of the guard. At lower APLs, Sinnorgan is not present, out on a shopping trip with the mistress of the house. If present, she is wherever her mistress Dubhghlaidh is found.

Treasure: In a chest under the bed, the PCs can find a sack with 150 gp, three *potions of cure serious wounds*, a *potion of resist fire* and a *potion of resist acid*.

4. SERVANT'S QUARTERS

Foul smelling nests of dirty rags and sacks stuffed with straw pass for beds on the southern half of the room. The northern half of the room has been converted to storage and is filled with crates and barrels.

The goblin servants that work for Kazargundim call this room home. Half of their living space is used as additional storage for supplies the household might require. During the day two thirds of the staff can be found asleep here, while at night that number drops to one third.

Household Staff (12): hp 5, male and female goblins, *Monster Manual* p. 133.

Tactics: If attacked, the goblins attempt to flee while screaming as loudly as possible. They do not stand and fight.

5. DINING HALL

Vast tables and solid looking benches dominate this warm, damp room. Banners and pennants hang from the walls and a large hearth blazes on the western wall.

Daily life at the manor revolves around the dining hall and one quarter of the guards can be found here at all times with a handful of goblin servants catering to their needs.

6. KITCHEN

Unlike the previous rooms, this dirty kitchen has been crafted for smaller folk. A ruddy light illuminates the room from the hearth and the sound of sizzling meat is prominent.

The kitchen is busy at all times with four to eight goblins working hard to meet the vast dietary requirements of the household. The staff is run from here by a female goblin woman named Gairta; a terror who brutalizes any goblin that does not follow her commands. Gairta sleeps in the kitchen to prevent the other goblins from stealing food.

Gairta: hp 9, female goblin, *Monster Manual* p. 133.

Tactics: Gairta vigorously defends her kitchen with a handy cleaver (treat as dagger) if anyone should trespass.

7. MASTER BEDROOM AND LIBRARY

Passing through a long hallway filled with artwork placed in niches to the sides, you come to a room packed with shelves of books, scrolls, statuettes, and other esoteric knickknacks. In the back, a

cylindrical curtain lies half open revealing a bedroom.

Much of this room is devoted to Kazargundim's vast collection, a museum of the odd and unusual that rivals many nations' collections. In the back behind a curtained off area, he and his wife reside in a huge canopied bed surrounded by many chests filled with her collection of expensive clothes and shoes (size large). At lower levels, Kazargundim's wife Dubhghlaidh and her troll guards are out shopping at the time of the party's arrival.

Amidst the clutter, there is a glass case in which an antique jeweler's kit is displayed. The mallet the PCs seek is here. The whole kit radiates faint divination and moderate transmutation magic.

Kazargundim: hp 43, male ogre mage; *Monster Manual* p. 200.

Tactics: If forced into combat in his own home, Kazargundim relies on his spell-like abilities as much as possible. Flying up to the ceiling, turning *invisible*, or catching the PCs in a *cone of cold*. If forced to, he enters melee but if it is clear that he is beaten, he will attempt to flee.

Treasure: If the PCs defeat Kazargundim in combat, they may raid his horde. The chests in his room are filled with fine clothing and jewelry all sized for his wife that may be sold for 12,000 gp.

Dealing with Kazargundim

There are several routes that the PCs might utilize when attempting to recover the mallet. Each is briefly discussed here. Kazargundim is an ogre mage with pretensions of civilization. He sits the PCs down and serves them tea and biscuits while they speak of history gone by, but a rage boils beneath his smooth veneer. If the PCs anger him, he orders them slain and served as dinner. His initial attitude toward the PCs is Indifferent.

Purchase: The PCs may pose as interested buyers and attempt to buy the mallet once they determine Kazargundim is indeed the owner. Kazargundim is quite proud of this particular piece and he knows its history and thus its value, but he does have a soft spot for fellow collectors so he is willing to entertain the offer. He will sell the mallet and the rest of the kit to the PCs if they meet his price, but he will not break up the set. He demands 20,000 gp but will lower the price by 2,000 gp for each category the PCs positively move his attitude. Charisma can call in a few favors on short notice and scrounge up 3,000 gp to donate towards the purchase.

Negotiation: It is possible the PCs might consider coming clean and telling Kazargundim the truth about why they need the mallet. Doing so moves his attitude to Friendly. He is intrigued about working with the Digger's Union to stop a menace to the city. If the PCs are willing to meet his demands, he will agree to loan them the mallet. First the PCs must be willing to give credit to Kazargundim in some manner, publicly acknowledging the Union's debt to him. They might name a room after him in Grea Tower,

sponsor an expedition in his name, or post a series of announcements in the Inquisitor detailing his many (untrue and grossly exaggerated) philanthropic deeds in support of the Union. Second the PCs must leave a deposit of 5,000 gp and one of their number as a hostage until its return. Safe return of the mallet returns the hostage and the money but failure to return the mallet results in permanent forfeiture of both. Charisma will volunteer to be the hostage, but in this case she will not put up any of her own money.

Theft: It is possible the PCs may try to steal the mallet. The outcome of this is left to the DM to adjudicate using the details provided in the section above. If they succeed in stealing the mallet with none of their number being captured, there will be no repercussions. The Sharn watch rarely makes it down to Khyber's Gate. However, if any of them are captured, they will be executed and eaten if the other PCs do not return the mallet, or they might be ransomed but Kazargundim requires 10,000 gp per PC.

Violence: Some PCs may resort to violence or threats to recover the mallet. Kazargundim defends his home and possessions with all of his abilities and does not blink at any threat against anyone in his household, not even his wife. He can always get another but the mallet is unique. If the violence goes astray, see above for the repercussions.

Scaling the Encounter

11th-level characters (EL 11): Add Kazargundim's wife Dubhghlaidh, an ogre mage.

12th-level characters (EL 12): Add Kazargundim's wife Dubhghlaidh, an ogre mage, and her four troll guards.

13th-level characters (EL 13): Add Kazargundim's wife Dubhghlaidh, an ogre mage, her four troll guards, and Sinnorgan, a troll hunter who serves as the captain of the guard.

HOUSE OF MADNESS

The PCs may arrive at the Idyllic Reflections Asylum following any number of clues. Once they do, they begin a chain of events that ends with the eventual discovery of the catacombs below the asylum and their dark secret.

The asylum can be found upon a lightly forested low hill in the Brelish countryside. Besides the asylum and the handful of homes owned by the staff, there is no civilization within sight. Many believe the pursuit of mental health is aided by the isolation. Anyone investigating any of the homes finds them to be particularly simple affairs of two to three rooms, vacant during daylight hours.

The following statistics apply to the asylum unless otherwise listed:

Charisma: If Charisma is present for these encounters, you may use her to guide the PCs but as usual she avoids combat when possible. When forced into combat, she takes minor roles such as stabilizing downed allies, or providing a flank and

attacking to aid. At no time should Charisma outshine the PCs.

Lighting: All rooms on the first and second floors are lit by hooded *everbright lanterns*. The basement is not generally lit unless otherwise listed in the individual room description. There are no lights in the catacombs at all.

Quirks: Detailed NPCs have a quirk listed. This quirk represents the beginning symptoms of Hayttear's nearby use of the *delirium stone* and the insanity it causes. You should make certain to role-play these quirks such that it is obvious that something is amiss at the asylum.

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

Strong Wooden Doors: 2 in. thick; hardness 5; hp 20; AC 5; Break DC 20, Open Locks DC 25. All doors are kept locked at all times. Doors generally have a slot at eye level to allow hospital staff to look through the door before opening the.

Surveillance: Aehion Hayttear is regularly possessing residents of the asylum, particularly Pean, and thus it is likely that he will observe many of the PCs actions. It would be virtually impossible for the PCs to avoid his notice.

Windows: 2 in. thick iron bars; hardness 10; hp 30; AC 5; Break DC 35. All windows are permanently barred and protected by wooden shutters. No windows have glass panes.

1. SECURITY

A desk stands at the intersection of two hallways with a clear view of both.

There is a security station at the intersection of the hallways on the first floor. At all times, an orderly stands guard at this position. When not on guard, the orderlies work throughout the asylum assisting the doctor or rest in their room.

Creatures: The orderlies are Indifferent towards any PC that comes to the asylum openly, and Unfriendly towards those they find trying to sneak in. If an orderly suspects trouble, he or she blows their whistle to alert the rest of the asylum while trying to subdue the troublemaker. Questions about the asylum are directed to the doctor. The orderlies are all veterans of the last war and are not easily fooled by poorly conceived plans. As the orderly encountered is random, the security guard's quirk should be randomly determined.

ORDERLY CR 5

Male or female half-orc expert 1/warrior 5
CN Medium humanoid (orc)

Init +2; **Senses** darkvision 60 ft.; Listen +5, Spot +5;

Languages Common, Orc

AC 12, touch 12, flat-footed 10

hp 43 (6 HD)

Fort +6, **Ref** +3, **Will** +2

Speed 30 ft. (6 squares)

Melee sap +9 (1d6+6 nonlethal) or
unarmed strike (1d3+4)

Base Atk +5; **Grp** +13

Abilities Str 18, Dex 14, Con 14, Int 10, Wis 8, Cha 6

Feats Alertness, Improved Grapple, Improved
Unarmed Strike

Skills Heal +3, Intimidate +7, Jump +9, Listen +3,
Profession (orderly) +3, Spot +3, Sense Motive +3

Possessions Idyllic Reflections asylum uniform,
sap, ring of keys, whistle

Description A half-orc in a clean white uniform

Hook *"Lets all stay calm, just put your arms into this straightjacket."*

Quirk: (determine randomly) 1: hysterical laughter,
2: compulsive eater, 3: nervous tick; 4: paranoia, 5:
talks rapidly and constantly, 6: hears voices

2. ACTIVITY ROOM

Several comfortable chairs and tables are spread throughout the room. Throw blankets, a bucket of colored blocks, and some sticks of chalk are set upon the tables.

Most of the non-violent patients spend most of their day light hours in one of the activity rooms supervised by one of the orderlies. At night, during mealtimes, or during a one on one session with Doctor Rhenethan, the patients are lead from this room by one or more orderlies. Violent patients, or those currently being turned into wormspawn, are never found in one of the activity rooms. Most patients babble incoherently or sit quietly, incapable of interacting with the world around them. Many of the patients have fresh red scars on their heads. Each patient has a three-digit number stitched into his or her clothing.

Pean: Unlike the other patients, there is one small boy that the PCs run into who seems quite normal. Pean, a human boy of about ten years wears the same white clothes that the rest of the patients wear, but while he normally sits calmly, smiling, other times he seems quite lucid. As a former gnome, Aehion feels more comfortable in the body of small male humanoid, and spends a great deal in Pean's body interacting with the staff. For all their benefits, the purple worms below the asylum as not great conversationalists.

During these lucid periods when Pean is possessed by Aehion Hayttear, the PCs might witness any of the following odd behavior: drawing pictures of toppling Sharn-like towers before a horde of giant worms or snakes, ordering the staff or residents about and they listen to him, or putting the inmates through military-esque training exercises that the staff does not stop. When not behaving oddly, Pean is quite personable and follows the PCs around asking questions. If the PCs clearly suspect Aehion is possessing Pean, he returns his

consciousness to the caverns below. He does not fight in this body. If forced from Pean's body, his head explodes violently as *total connection* in Aehion's description.

Tainted by Madness

Sadly, the manifestation of insanity due to the *delirium stone* affects not only Lord Hayttear. Anyone that Aehion successfully uses his powers upon begins to develop a small insanity. The more the *stone* is used upon them, the worse they get. Effectively, every time the target is affected by Aehion's mental powers such as *charm person* or *crawling Fear*, roll on Table A. For every two characteristics acquired from Table A, roll another characteristic from Table B. These effects can be removed by a *remove insanity* or *heal* spell, but are otherwise permanent.

Table A: Minor Effects		
% Roll	Insanity	Effect
00 – 20	Laugh/Tick	The subject develops a facial tick, which manifests in social situations, or develops a nervous laugh, causing him/her to laugh at inappropriate times or when nervous.
21 – 40	Pica	The subject compulsively eats things that are not normally considered food.
41 – 60	OCD	The subject becomes compulsively obsessed with cleanliness.
61 – 80	Histrionic	The subject believes they should always be the center of attention and frequently goes to extremes to get attention.
81 - 100	DM Choice	The DM may choose one of the above, or create a new, minor insanity. The DM is encouraged to pick something appropriate to the PC affected.

Table A: Major Effects		
% Roll	Insanity	Effect
00 – 20	Paranoia	The subject believes that everyone is out to get them and suffers a –2 penalty to Diplomacy and Sense Motive checks.
21 – 40	Pathological Gambler	The subject can't stop gambling. Five percent of the subject's EV is always gone before the start of any

		adventure.
41 – 60	Fetish/Phobia (50% chance of either)	The subject is either unhealthily attracted to, or terrified of something (DM's choice). The subject must succeed in a DC 20 Will save whenever confront with the subject of his obsession/fear or move toward it/run from it.
61 – 80	Kleptomania	Once per encounter, the subject must make a DC 20 Will save or attempt to steal something that is not theirs.
81 - 100	DM Choice	The DM may choose one of the above, or create a new, major insanity (game affecting). The DM is encouraged to pick something appropriate to the PC affected.

3. KITCHEN

A hearth, solid looking table, and several wall-mounted cabinets mark this room clearly as a kitchen.

The cook, Lerella Brey, has been working at the asylum for sixty years. She has little interaction with any of the patients, spending all of her time cooking here, or in her house on the grounds nearby. Lerella is in the kitchen by first light, but retires to her home by nightfall.

The effects of the *delirium stone* and occasional possession by Aehion Hayttear have not been kind to the elderly Lerella. She has grown increasingly withdrawn and has begun to see others as little more than livestock to experiment with in her cooking. So far she has not slain any of the patients, but a DC 10 Search of the kitchen turns up a notebook of recipes, all of the most recent entries include at least human corpse as the meat.

Due to the presence of kitchen knives and other potential daggers, the door to this room has a good lock (DC 30 Open Locks).

Creatures: If any of the PCs have reason to interact with Lerella, she eyes them appreciatively and constantly licks her lips, salivating heavily. If it seems possible that she could capture a PC without serious danger to herself, she might try some of her new recipes.

LERELLA BREY	CR 3
Female human expert 4	
N Medium humanoid (human)	
Init -1; Senses Listen +6, Spot +6	
Languages Common, Elf, Gnome, Halfling, Orc	

AC 9, touch 9, flat-footed 9
hp 14 (4 HD)
Fort +0, **Ref** +0, **Will** +6

Speed 30 ft. (6 squares)
Melee dagger +2 (1d4-1/19-29)
Base Atk +3; **Grp** +2

Abilities Str 8, Dex 8, Con 9, Int 16, Wis 18, Cha 8
Feats Alertness, Endurance, Skill Focus (Profession)
Skills Bluff +6, Craft (sewing) +10, Diplomacy +10, Intimidate +8, Knowledge (nature) +10, Listen +10, Profession (cook) +14, Sense Motive +11, Spot +10
Possessions Idyllic Reflections asylum uniform, dagger, ring of keys, recipe for human leg

Description A half-orc in a clean white uniform
Hook "Sonny, I know just how you can help me with dinner."
Quirk: Cannibal Cook

4. DINING HALL

Long tables with rounded corners and benches nailed to the floor decorate this otherwise nondescript dining hall.

The staff and all the nonviolent patients eat in this room three times a day, otherwise this room is empty.

5. DOCTOR'S OFFICE

This well-appointed office features a prominent desk buried under a mountain of paperwork and thick tomes. A comfortable chair sits behind the desk opposite the door. The portrait of an attractive blonde woman hangs upon the eastern wall in a gilded frame.

The Idyllic Reflections Asylum was founded several decades ago by the then young Doctor Rhenethtan when his bride took ill with a disease of the mind. A dedicated healer, Rhenethtan devoted his considerable family fortune to curing his ailing spouse. Unfortunately it was not to be and his wife Keera died nearly twenty years ago. Despite his failure, Rhenethtan continues his alienist studies in an effort to find cures for diseases of the mind. He does appreciate the benefits of powerful magic and as dilettante has briefly delved into several areas of study, but still he hopes to find more mundane or generally available methods to cure insanity. In fact, House Jorasco recently sent several of their number to study some of his more invasive ways. His office is over flowing with books brought to him by his various colleagues and tomes collected from dozens of esoteric sources. Some border on blasphemous.

Doctor Rhenethtan, now an old man, delves into any mystery that might aid his in his quest to cure and prevent diseases of the mind. When not reading in his office, he might be visiting a patient, providing treatment in one of the many operating or therapy rooms, or resting at his nearby home.

Creatures: Should the PCs attempt to meet with Doctor Rhenethtan, he is always interested in meeting new colleagues or with those who might seek to commit a friend or family member. However, Rhenethtan is not without his personal madness. The proximity of the *delirium stone* has begun to wear upon the walls of his mind and already his sanity has begun to crumble.

The good doctor has become obsessed with harsher methods of treatment, without care for the actual physical wellbeing of the patient. Violent surgeries, submersion in water tanks, or violent electric shocks are becoming the norm at the asylum. Any PC committed to the asylum will be in for a painful surprise when the good doctor is alone with them and a handful of orderlies.

DOCTOR RHENETHTAN CR 11

Male human cleric 3/expert 1/telepath 3/wizard 3/mystic theurge 1/cerebremancer 1
N Medium humanoid (human)

Init +0; **Senses** Listen +3, Spot +3

Languages Common, Draconic, Elven, Halfling

AC 10, touch 10, flat-footed 10
hp 57 (12 HD)
Fort +5, **Ref** +3, **Will** +18

Speed 30 ft. (6 squares)
Melee MW dagger +4 (1d4-1/19-29)
Base Atk +4; **Grp** +3

Special Actions *mental ward* (1/day grant a +5 resistance bonus to the targets next Will save; range touch, duration 1 hour), *spontaneous cure spells*, *turn undead* (2/day)

Combat Gear *potion of cure serious wounds*

Cleric Spells Prepared (CL 8th):

2nd—*detect thoughts*^D, *hold person* (DC 16), *silence*

1st—*comprehend languages*^D, *deathwatch*, *remove fear*, *shield of faith*

0th—*create water*, *detect poison*, *light*, *mending*

D: Domain spell. Deity: None. Domains: Mentalism, Mind.

Wizard Spells Prepared (CL 9th):

3rd—*lightning bolt* (DC 17), *suggestion* (DC 18)

2nd—*false life*, *invisibility*, *web* (DC 16)

1st—*hold portal*, *mage armor*, *magic missile*, *silent image* (DC 15)

0th—*daze* (DC 15), *detect magic*, *flare* (DC 14), *prestidigitation*

Power Points/Day: 25; **Powers Known** (4th):
2nd—*aversion* (DC 16), *cloud mind* (DC 16),
concussion blast, *ego whip* (DC 16)
1st—*conceal thoughts* (DC 15), *empathy*,
mindlink, *sense link*, *telepathic projection* (DC
15)

Abilities Str 8, Dex 10, Con 10, Int 18, Wis 17, Cha 10

Feats Improved Toughness, Psionic Meditation,
Practice Spellcaster (cleric), Practice Spellcaster
(wizard), Scribe Scroll, Skill Focus (Profession:
Surgeon), Spell Focus (Divination), Spell Focus
(Enchantment)

Skills Autohypnosis +10, Bluff +1, Concentration +15,
Decipher Script +7, Diplomacy +2, Heal +10,
Knowledge (arcana) +15, Knowledge (nature) +10,
Knowledge (psionics) +14, Knowledge (religion)
+14, Profession (herbalist) +14, Profession
(surgeon) +21, Sense Motive +13, Spellcraft +13,
Use Magic Device +4

Possessions combat gear plus Idyllic Reflections
asylum uniform, masterwork dagger, ring of keys,
surgical tools (divine focus)

Spellbook spells prepared plus 0—*acid splash*,
ghost sound, *mage hand*, *resistance*, *touch of
fatigue*; 1st—*alarm*, *charm*, *hypnotism*, *protection
from chaos*, *shield*, *sleep*; 2nd—*detect thoughts*,
see invisibility, *Tasha's hideous laughter*, *touch of
idiocy*; 3rd—*deep slumber*, *rage*, *tongues*

Description An elderly balding man in a long white
coat with large spectacles

Hook “Everything will be okay. I can take away all of
your troubles, forever.”

Quirk: Mad Doctor

6. CELL

*This cramped, dark cell has only a straw filled mat
upon the floor. Writing in agony on the floor is a
slime-covered creature, half man, half... something
else.*

Under the influence of Aehion Hayttear, the good
doctor has begun experimenting with surgical
implantation of purple worm young into the most
violent of patients. With careful administration of
dangerous drugs and the proper enchantments from
the *delirium stone*, the doctor has been able to create
the wormspawn. Of course, what comes next has
never occurred to him.

The patient in each of these rooms is currently
harmless, going through the painful transformation,
but given time will become just like the creatures
that attacked the PCs in Sharn's City of the Dead.
They are so far transformed that only a *wish* or
miracle can reverse the effect, though a well-placed
blade will end their misery.

7. OPERATING ROOM

*Old blood bedecks the walls and floor of this tile
covered room. A large drain covered by a wire mesh
is in the floor and a sturdy table with manacles
built into it is in the center of the room. A table
with a basin and a small box atop it is close at
hand.*

These rooms are used for any number of surgeries
when the mood strikes mad Doctor Rhenethtan. A
patient is strapped to the table and the Rhenethtan
uses the surgical tools found in the wooden box to
investigate the diseased brain, either removing
portions, or adding his own special devices to aid in
their recovery.

8. GROUP BEDROOM

*Several bunk beds with unadorned mattresses are
crammed into this room.*

Nonviolent patients share rooms. They are locked
inside very evening, though the orderlies do bed
checks every hour or so. During the nighttime
hours the room will be filled with lunatics, but
during the day, it is usually empty.

Each bed had rails that restraints might be
affixed to, if necessary.

9. ORDERLY'S BEDROOM

*This room appears well lived in. Several beds,
trunks, and the occasional nightstand are placed
against the walls. Personal effects make it clear that
staff members, and not patients, occupy this room.*

The six orderlies take turns sleeping here. At least
four of them are on duty at any given time.

10. ISOLATION ROOM

*This dark, dank room is cramped and smells of
unwashed bodies. Brown russet stains darken the
floor.*

These isolation rooms are used to isolate violent
patients, or to house patients recovering from a
recent “treatment.” Depending on the sensibilities
of your players, the PCs might find any manner of
horrors in one of the isolation rooms from a
sobbing patients with a recently stitched up head, to
a rotting corpse with two heads, one clearly showing
stick marks at the neck.

11. HYDROTHERAPY ROOM

*A large tub with a hand pump leading into the wall
is the only feature to this room. The large tub
contains manacles chained to the bottom of the
basin.*

This room is used for all manner of water tortures
disguised as mental care. It is not uncommon for

one of the patients to be left underwater for hours, the chains shortened so their lips just barely protrude above the surface, if they strain.

12. SHOCK THERAPY ROOM

A table with affixed manacles is placed centrally. A nearby table is filled with all manner of strange devices with thin wires ending in contacts or clips. The main device is attached to a hand crank.

Doctor Rhenethtan sometimes attaches these leads or clamps to a restrained patient to test the effects of passing an electric current through their body using this device recently commissioned from a rogue artificer. Any PC touching any of the leads while someone is turning the crank is in for a nasty jolt.

13. STORAGE

Boxes and barrels stand silently in this dark hallway.

Supplies needed by the asylum are stored here. The containers contain foodstuffs, linens, and other mundane items.

14. ENTRANCE TO THE WORM CAVERN

Beyond the heavy metal door lays dark cavernous tunnels. A whistling wind blows from somewhere below, bringing with it a strange sound reminiscent of thousands of boots being randomly pulled from the mire of a swamp.

Behind this locked metal door lies access to the tunnels beneath the asylum.

Metal Door: 2 in. thick; hardness 10; hp 60; AC 5; Break DC 28, Open Locks DC 30.

The caverns tunnel through a dark natural stone and a cool wind blows up from the depths of Khyber. The asylum stores some supplies and long forgotten damaged furniture near the door. Anyone traveling deeper into the cavern finds a large tunnel that leads down at a sharp angle. Careful travel for two minutes brings the PCs to a gigantic cavern of horrors. If the PCs follow the tunnel this far proceed with the encounter **Into Insanity**.

RIOT! (EL 10)

The level of general insanity reaches a culmination as the PCs find there was into the basement where they will uncover the passage to the catacombs below. At this time, as judged by the DM, the staff and the patients bubble over into a riot of chaos and mayhem. While they damage each other and cause general bedlam the mob possesses a strange motivation (directed by Hayt tear and the *delirium stone*) to specifically target the PCs.

Riot (2): Hp 135, mob of asylum residents, see Combat Statistics.

Tactics: As a group, the residents of the asylum surge forth and try to pull the PCs down and pummel them to death.

RIOT (MOB OF HUMANOIDS) CR 8

CN Gargantuan humanoid (mob of medium humanoids)

Init +4; **Senses** Listen +4, Spot +4

Languages Common

AC 6, touch 6, flat-footed 6

hp 135 (30 HD)

Fort +11, **Ref** +9, **Will** +17

Speed 20 ft. (4 squares)

Melee mob (5d6)

Space 20 ft.; **Reach** 0 ft.

Base Atk +22; **Grp** +34

Atk Options expert grappler (can maintain a grapple without penalty and still make attacks against other targets and is never considered flat-footed while grappling), trample (DC 25 Reflex, 2d6)

Abilities Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10

SQ mob anatomy (not subject to critical hits or sneak attacks, cannot be flanked, tripped, grappled, or bull rushed, takes 1.5 damage from area effects)

Feats Improved Initiative, Great Fortitude, Improved Bull Rush, Improved Overrun

Skills Listen +4, Spot +4

Possessions asylum clothing

Description A mass of ranting violent humanoids

Hook "One of us! One of us!"

Scaling the Encounter

11th-level characters (EL 10): No change.

12th-level characters (EL 12): Add two more mobs.

13th-level characters (EL 12): Add two more mobs.

INTO INSANITY (EL 14)

The following assumes that Aehion is aware of the PCs approach. If this is not the case, you will have to modify the text accordingly.

A red light emanating from a great chasm illuminates a cavern whose walls are lost in shadow beyond the range of your sight. The horrors the grand chamber contains are almost too much to behold. The sides of the crevice, an easy bow shot away, are studded with pulsing orbs that slowly drip a foul ichor. Each orb looks much like a snake's egg, except that each is nearly the size of a man. Nestled amidst the eggs is the dragonshead carved in the likeness of the Dragon Below that you have come to know as the delirium stone. Moving shadows suggest something below the lip of the crevasse stands watch.

Beyond the chasm, dozens of the man-worm creatures writhe and gibber toward a great

monstrous worm on your side of the chasm. The worm, easily the size of a dragon, is purple hued and moves in time to the unholy chant. Where it passes it deposits more of the orbs with great gouts of slime.

On top of the worm creature sits a small boy. Without moving his lips, you hear a voice. "Welcome to my master piece Diggers. You will bare witness to the fall of Sharn." Mad cackles fill your head.

The cavern is impossibly large with the occasional stone column that might be used for cover placed as you desire. The floor is relatively flat, allowing normal movement. The ceiling is forty feet from the floor, and stalactites and stalagmites occur randomly. The chasm is one hundred and twenty feet from the side the PCs enter from and it is an additional twenty feet across. The *delirium stone* is on the other side of the chasm nestled in between some of the purple worm eggs, glowing with a foul red light. In the pit, but out of reach of the surface are dozens more purple worms. They howl at any PC near the edge and snap towards them, but do not involve themselves in the combat. There are approximately one hundred of the wormspawn on the far side of the chasm as well, but they only gibber and dance.

While Aehion is happy to speak with the PCs and go into to detail about his deranged plan to use the *delirium stone* to breed an army of purple worms to tunnel out the supports of Sharn and wormspawn to murder the populace, he does not give them any extra time to approach the *delirium stone* or obvious cast spells to prepare for battle.

Foes: Perhaps Aehion's most treacherous gambit is that his intelligence does not currently inhabit the smiling boy perched upon the back of the purple. The boy is Pean unless he cannot possibly be present due to the actions of the PCs. In such a case it is a different boy who was brought down before the PCs arrived. The insane child is a distraction while Aehion inhabits the body of the purple worm!

Tactics: Aehion begins by utilizing powers like *crawling fear* to immobilize some of his foes. If the PCs approach to melee, he is more than happy to utilize the impressive abilities of the purple worm instead. With the first attack against him, he activates *tower of the mind* as an immediate action. If the PCs are invisible or flying he activates *sense thoughts* or *thoughts of air* as appropriate. His goal is to kill all of the PCs and keep them away from the *delirium stone*.

LORD AEHION HANIUS HAYTTEAR (WHILE POSSESSING A PURPLE WORM) CR 14

NE Gargantuan magical beast

Action Points 3

Init -2; **Senses** Listen +18, Spot -1; Tremorsense 60 ft.

Languages Common, Gnome, Goblinoid; Telepathy

AC 19, touch 4, flat-footed 19

hp 200 (16 HD)

Fort +17, **Ref** +8, **Will** +4

Weakness As a possessing entity, Aehion is vulnerable to spells that prevent mind-control such as *protection from evil* as well as the powers of the exorcism clerical domain. If forced from this body, it is destroyed, as per his *Total Connection* (see below).

Speed 20 ft. (4 squares); burrow 20 ft. (4 squares); swim 10 ft. (2 squares)

Melee bite +25 (2d8+12) and sting +20 (2d6+6+poison)

Space 20 ft.; **Reach** 15 ft.

Base Atk +16; **Grp** +40

Special Actions Delirium stone connection

Atk Options Improved Grab, Swallow Whole, Poison

Abilities Str 35, Dex 6, Con 25, Int 12, Wis 8, Cha 20

SQ Delirium stone connection

Feats Aberrant Dragonmark (*charm person*), Awesome Blow, Cleave, Heroic Spirit, Improved Bull Rush, Power Attack, Weapon Focus (bite), Weapon Focus (sting)

Skills Bluff +19, Diplomacy +25, Gather Information +19, Knowledge (History) +15, Listen +18, Sense Motive +15, Swim +20

Delirium Stone Connection (Su): Aehion is attuned to the *delirium stone* and has gained the following abilities because of it. He can use these mental abilities without drawing attacks of opportunity and does not even need to have the *delirium stone* on his person. The saving throw to resist these abilities (where appropriate) are Charisma-based. In all cases his caster level is 12. The use of each ability is a standard action unless it described otherwise.

Charm Person: Aehion may use his *charm person* (DC 15) aberrant dragonmark at will. Anyone affected by his *charm person* is tainted by madness (see sidebar in Part Five). If Aehion chooses, he may immediately follow-up any successful use of his *charm person* with a use of his *suggestion* ability as a free action, as long as he has uses remaining. Anyone affected by his *charm person* is tainted by madness (see sidebar in **House of Madness**).

Crawling Fear: Three times per day, Aehion may call forth primal fear in one person per two caster levels (six), no two of which may be more than thirty feet apart. Targets must succeed in a DC 18 Will save or believe that insectoid vermin and biting worms have bubbled up from the ground and swarmed over them. Victims take 1d6 points

of non-lethal damage (the Swarm's Embrace feat does not reduce this damage) each round for one round per caster level and must make a DC 18 Fortitude saving through each round or be nauseated. Victims who have failed the Will save are followed by the swarm regardless of their attempts to avoid or affect it. A target with the Child of Winter feat gains a +4 bonus to all of these saving throws.

Mental Blast: Aehion may cause the targets synapses to overload, doing 1d6 points of damage per two caster levels plus his Charisma bonus in a 15-foot cone (6d6+5). Those are damaged by this attack take a cumulative -1 circumstance penalty to attacks due to the lasting pain. A successful Will save (DC 16) halves the damage and negates the secondary effect.

My Thoughts Are My Strength: As long as Aehion maintains his connection to the *delirium stone*, he may use his Charisma score to determine bonus hit points instead of his Constitution score if beneficial.

Sense Thoughts: Once per day, Aehion can use *see invisibility* by sensing the location of thinking beings, however this only works on creatures with terrestrial organic brains. Thus outsiders and warforged would be immune, while elves or dwarves would not be.

Suggestion: Aehion may use *suggestion* (DC 18) a number of times per day equal to twice his Charisma bonus (10 times). Anyone affected by his *suggestion* is tainted by madness (see sidebar in **House of Madness**).

Thoughts of Air: Once per day Aehion can use his mind to move the body he possesses. This is in all cases identical to the *fly* spell.

Total Connection: If a body possessed by Aehion is ever killed, that body's brain is destroyed as the *delirium stone* claims its due and Aehion is immediately returned to the prison of the *delirium stone*. While technically a noncorporeal spirit, Aehion merges with possessed body and cannot be attacked without first forcing him from that body. If forced from a body he possesses, he is immediately returned to the *delirium stone*.

Tower of the Mind: Once per day as an immediate action, Aehion can invoke a protective barrier of mental energy for a +8 armor bonus that lasts for one round per caster level. While *tower of the mind* is active Aehion gains SR 18.

We Are One: At will, Aehion can possess anyone has previously been tainted by madness. A successful DC 20 Will saving throw can resist this possession. Anyone who resists his attempt cannot be the target of his possession for 24 hours. Aehion may attempt to possess anyone within half of a mile of the *delirium stone*. If

forcibly returned to the *delirium stone*, Aehion cannot attempt to possess anyone for ten rounds.

Poison (Ex): Injury, Fortitude DC 25, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Swallow Whole (Ex): A purple worm can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of crushing damage plus 8 points of acid damage per round from the worm's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Gargantuan worm's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

Description A large purple colored worm with a stinger on its tail; while possessing the worm, Aehion's dragon mark manifests upon its skin

Hook "*The clarity of madness shall overcome you and you will be slaves or corpses!*"

Scaling the Encounter

11th-level characters (EL 15): An additional purple worm (*MM* 211) crawls out of the chasm.

12th-level characters (EL 16): Two additional purple worms (*MM* 211) crawl out of the chasm.

13th-level characters (EL 17): Three additional purple worms (*MM* 211) crawl out of the chasm.

CONCLUSION

There are several outcomes possible as the PCs deal with the *delirium stone* and Aehion Hayttear. Use the correct read aloud text under each section and note the final outcome for the Adventure Questions.

Slaying Aehion Hayttear

The following occurs when Aehion is forcibly ejected from the purple worm, whether by violence or magic.

As you strike the killing blow, there is a loud popping noise following by a ripping sound as the head of the great beast explodes and great rents split down the sides, leaving the front half a mass of streamers of flesh.

If the PCs manage to slay the purple worm that Aehion possesses, his consciousness is thrust back into the *delirium stone* where he stays dormant for ten rounds. If the stone has not been destroyed in that time, he possesses another purple worm (if there is one present) or one of the NPCs on the

asylum staff who has already succumbed to his madness. If this happens, Aehion attempts to take the *delirium stone* and flee. If successful, see **Aehion Escapes**, below.

Destroying the *Delirium Stone*

The *delirium stone* proves quite resistant to any attempts to damage it, with the exception of the jeweler's mallet used in its creation. If struck with the mallet, read or paraphrase the following read aloud text.

As the mallet's head contacts with dragonshard, spider web cracks rapidly form across its surface. Seconds later, violent force propels thousands of tiny crystals outward but as they strike you it is as though you were hit by raindrops. The crystals have dissolved into a syrupy goo.

If Aehion was inside the *delirium stone* at the time of its destruction, continue.

As the goo drips to the ground, your mind echoes with a high-pitched scream, which is strangled off and fades away. Your thoughts are touched with a new sense of clarity.

All PCs present when Aehion is permanently slain through the destruction of the *delirium stone* gain the **Death of a Madman** story object. In addition, they receive the **Digger's Bonus** story object upon return to Wroat if they DO NOT leave Charisma enslaved to Kazargundim in Sharn.

Aehion Escapes

It is possible that Aehion will escape in the body of another. If this occurs the PCs do not receive the **Death of a Madman** story object.

However, if they were still able to destroy the *delirium stone* and DO NOT leave Charisma enslaved to Kazargundim in Sharn, their success is still applauded by the Digger's Union and they receive the **Digger's Bonus** story object.

In this case, Aehion Hayttear remains at large, but no longer possesses the powers of the *delirium stone* and is not nearly the threat he once was.

ADVENTURE QUESTIONS

1. Which of these best describes the PCs' encounter with the wormspawn?
 - a. They chopped up the worms, casually put them on hooks, and went fishing.
 - b. The wormspawn were too much for the PCs and they forced to flee.
 - c. The wormspawn did their job and eliminated the troublesome PCs, ending the adventure.
2. How did the PCs recovered the mallet?

- a. Perfectly civilized folks, they negotiated with Kazargundim and purchased or traded for it.
- b. Liars, the PCs used guile and honeyed words to trick Kazargundim out of his precious trinket.
- c. Like thieves in the night, the PCs snuck in and stole it with minimal combat.
- d. Thugs and brigands, the PCs kicked down the door and murdered everyone between them and their prize.
- e. The PCs failed and were unable to recover the mallet.
- f. The PCs never made it to Kazargundim's manor.

3. In what manner did the PCs infiltrate the asylum?

- a. The snuck in so no one knew they were there.
- b. The lied, cheated, or dissembled in order to make the staff think they belong there.
- c. The forced their way in using violence.
- d. The party never made it to the asylum.

4. How did the party fair against the riot?

- a. A handful of crazy men were nothing for the well-trained PCs who crushed them.
- b. The insane horde was too much and the PCs fled.
- c. The riot won out and the lunatics feed upon the PCs' supple flesh.
- d. The party never encountered the mob.

5. How went the final fight in the caverns below the asylum?

- a. The gnome should have stayed dead, as the party just punishes him every time he raises his new head.
- b. The PCs couldn't handle the wormy insanity and were forced to flee.
- c. The worms decimated the party.
- d. The party never made it this far.

6. What was the final fate of Aehion Hayttear and the *delirium stone*?

- a. Both were destroyed.
- b. The stone was destroyed, but Aehion escaped in someone else's body.
- c. Neither the stone nor the mad gnome was destroyed by the PCs.

7. Rate the player's Roleplaying?

- a. Worthy of legend.

- b. Good, they did some.
- c. Fair, they did some, but most wanted to roll dice.
- d. Virtually none at all.

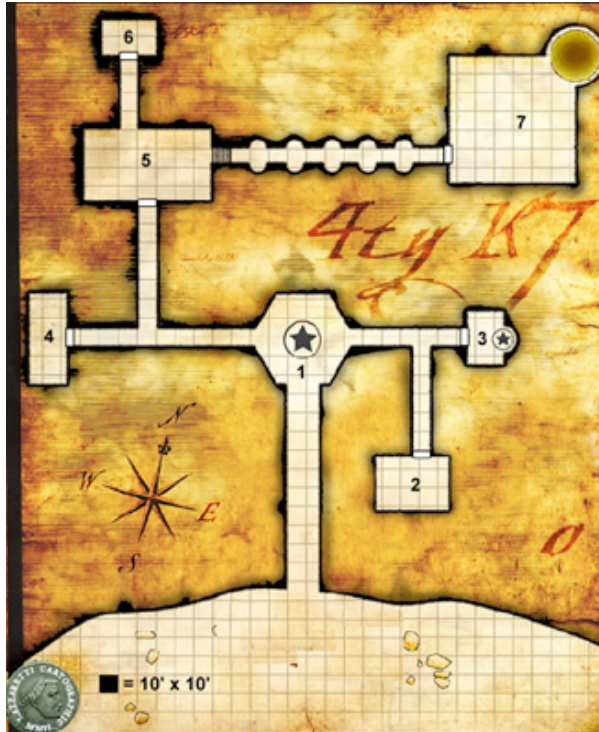
STORY OBJECT:

Death of a Madman: You have slain Lord Aehion Hanius Hayttear for the last time. This story object nullifies the story objects *Enmity of Lord Hayttear* and *Taint of the Delirium Stone* if you have them. The experience has changed you and you gain a +2 competence bonus to resist mind-affecting spells and spell-like abilities, as well as attempts to possess you. If you possess the story object *witness to madness*, this bonus is instead +4.

Digger's Bonus: For a job well done in covering up what happened, Matron Martra has awarded you a cash bonus. Permanently increase your EV by 1000 gp. In addition, Charisma is happy the whole affair is finally over with and House Tarkanan offers you a handful of items they have recently come into. This story object unlocks the following items from Magic of Eberron: *dragonmark scepter*, *pendant of joy*, *vestment of many styles*.

DM MAPS

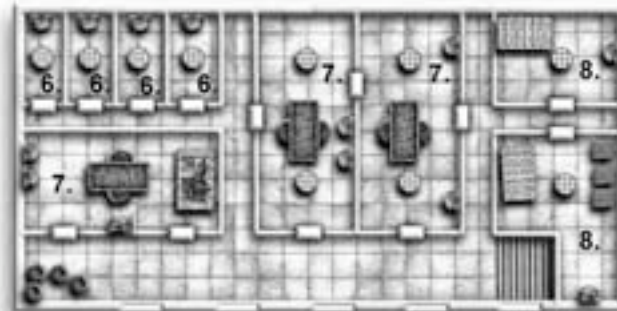
Kazargundîm's Manor



Idyllic Reflections Asylum

Sanitarium

One Square Equals 5 Feet



level two



level one



© 2001 Copyright Wizards of the Coast, Inc. Permission granted to photocopy.