

The Balhannoth

Encounter: Lair of the Balhannoth

One Balhannoth Please. Scaled down to be an appropriate battle for whatever the hell the Chain is. Maybe use a Bone Devil's damage.

The Balhannoth is inside the mouth of the skull. It will come out if the heroes don't go in.

Treasure

Greatsword of lifestealing

+1 bow

Potion of hill giant strength

Potion of resistance

Scroll of Animate Dead

Scroll of Tongues

The Isle of Madness

This was once the Isle of Magic and there were seven towers erected here, each dedicated to a different school of magic. These are now long dead and only the eighth, the Inverted Tower remains. Which school of magic it belongs to is now lost to history, it is the abode of the Lord of Madness.

The Temple of Anti-sanity

Built over the entrance to the Inverted Tower is the Temple to Antisanity, a place the Derro built to worship the Lord of Madness. There is a pool at the far end that leads into the water-filled tower. There is a gong near the pool and an elaborate symbol carved into the floor.

Guards (4, AC 17 hp 56, +7 to hit, damage 2d6+3)

If given the chance, a guard rings a gong which causes an aboleth symbol carved into the floor to glow. It's a *symbol of insanity*.

Wizard (AC14, hp 42, spell DC 14, +7 to hit with spells)

Cantrips (at will): blade ward, light, message, true strike

1st level (4 slots): expeditious retreat, magic missile, sleep, thunderwave

2nd level (3 slots): blur, invisibility, levitate

3rd level (3 slots): counterspell, fireball

Priest (AC 16, hp 70, save DC 14, +6 to hit will spells)

Cantrips (at will): guidance, poison spray, resistance, spare the dying, thaumaturgy

1st level (4 slots): bane, cure wounds, faerie fire, ray of sickness

2nd level (3 slots): crown of madness, blindness/deafness, hold person

3rd level (3 slots): bestow curse, revivify

4th level (3 slots): banishment, freedom of movement

The Priest prays to the Lord of Madness and summons KORSOTH VASITKAN!

He uses *banishment* on Lars, sending back to the Temple of **Katsu-O-Mori**, the Higaran saint of War, in the Stays.

The high priestess, Ane Hironi, says "I sense you have journeyed far, little brother. Another sent you, but I believe Lord Akimitsu chose your destination."

She can and will send King back, but asks him to return to the temple when his war is over.

"The Old One has delivered us from our terrible freedom and sanity rewarded us with slavery and madness!"

A character who jumps into the pool disappears!

The First Riddle

The characters arrive, wet, in a room with a maze. The walls of the maze are made of opalescent white glass, as is the ceiling and floor. The walls and floor are damp. In the center of the maze is a stone pillar with 3 sides. Carved into one side of the obelisk is a riddle.

All things on Earth I imitate,
Faster than Nature can create;
Sometimes imperial Robes I wear,
Anon in Beggar's Rags appear:
A Giant now, and straight an Elf.
I'm ev'ry one, but ne'er myself;
Ne'er say I mourn, ne'er glad rejoice,
I move my Lips, but want a Voice;
I ne'er was born, nor e'er can die,
Then prithee tell me what am I?"

Carved into another side;

Lifeless, Life's perfect form I wear,
Can show a Nose, Eye, Tongue, or Ear;
Yet neither smell, See, Taste, or Hear.
All Shapes and Features I can boast,
No flesh, no Bones, no Blood - no Ghost:
All colours, without Paint, put on,
And change like the Chameleon

The answer is *a reflection*. Or a mirror.

If the players try to fuck with the pillar, they fail the test and the "panel" holding the text spins to reveal the *mirror of life trapping*. They get three guesses after which the *mirror* appears. Each guess puts a mark at the base of the column.

If the players acquire the crown of house valetta, or if they force the Aboleth to retreat, the mirror disgorges its prisoner.

The Second Riddle

The heroes appear in a large stone room. A fire giant paces back and forth between two great iron scales. One scale has four adult hell hounds and three [pups on one side, and a stack of boulders on the other. The other scale has three adult hell hounds and four pups on one side, and another stack of boulders on the other side. The giant drops a couple of boulders onto the heap on each scale, and the scales both balance.

The giant scratches its head for a bit, and then announces that the four hounds and three pups weigh as much as 37 boulders, while the three hounds and four pups weigh as much as 33 boulders. It wants to know how much each of the hounds and pups weigh (in boulders).

If attacked or the incorrect answer is given, the fire giant and the adult hell hounds attack; the pups retreat if threatened (they are too young to be a threat, but too old to be trained by humans).

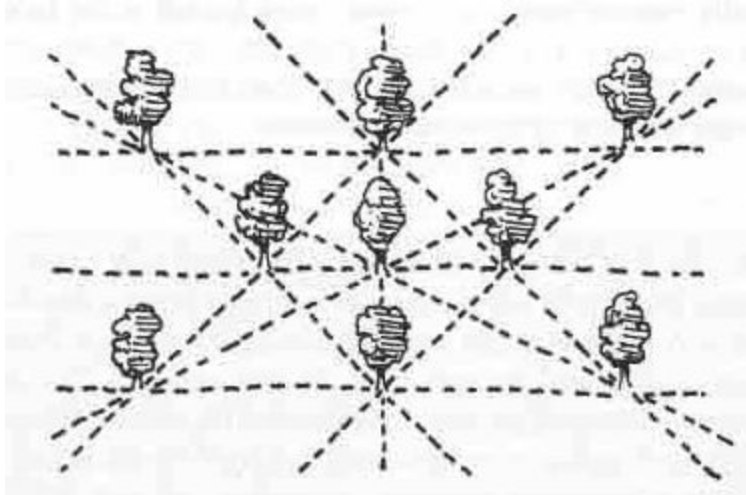
Answer: Adults weigh 7 boulders, pups weigh 3. The second set has one less hound and one more pup than the first set, so the 4-boulder difference between the two scales is actually the difference between a hound and a pup. In other words, $1 \text{ pup} + 4 \text{ boulders} = 1 \text{ adult}$. Removing the four adults from the first set and replacing them with four pups and four stacks of 4 boulders each, we end up with: $7 \text{ pups} + 16 \text{ boulders} = 37 \text{ boulders}$.

This reduces to $7 \text{ pups} = 21 \text{ boulders}$, so pups weigh 3 boulders and hounds weigh 7 boulders.

The Third Riddle

The Forest Game: "Woods vs Roads"

A Celestial (a Deva) sits at a table. "This is the game of centuries. I must plant nine trees so they lie on 10 straight roads. There must be three trees on each road. I cannot remember how to solve the game. Can you do it?"



The Deva goes mad and attacks if the players cannot solve it.

The Chamber of The Dead

In this whispering chamber, Red, Nails, and Sweet still live. They sit at a table playing a game. When the heroes enter, they stand up.

“Why did you leave us?”

“You’re in great danger, you must leave.”

“Here, take this...”

Nails pulls out a wand and offers it to the heroes.

This is an Adult Oblex. It has read the heroes’ minds.

The whispers come from two gibbering mouters.

Encounter: The Chamber of the Dead

Adult Oblex

Gibbering Mouter (2)

The Caryatid Column

Guards the chamber to the Old One.