



## XEN'DRIK EXPEDITIONS

### **A Shattered Mind's Maze Crimson Codex Adventure #11 An Adventure for 11<sup>th</sup> Level Characters (Scaled for 10<sup>th</sup> to 13<sup>th</sup> Levels of Play)**

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When one of the Codex's most valuable resources is stolen, the best of the Crimson Codex are called upon to get it back. Their answers will be found within a maze of ruins, where the dangers lurking could lead to madness... or death.

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, Rich Baker, and Peter Adkison.

Sources: Eberron Campaign Setting [Keith Baker, Bill Slavicsek, James Wyatt], Lords of Madness [Richard Baker, James Jacob, Steve Winter], Secrets of Xen'drik [Keith Baker, Jason Bulmahn, Amber Scott]

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# Adventure Background

The imprisoned daelkyr Virulence has had a tumultuous and unpredictable relationship with the members of the Crimson Codex. From the first time that Ohnal Caldyn foiled one of Virulence's plans, the brilliant but insane daelkyr became obsessed with the Codex, sometimes seeking to destroy any operatives he chances across, other times offering his assistance in the understanding and manipulation of the draconic Prophecy. Whether these are mood-swings or carefully crafted steps toward a goal decipherable only through Virulence's madness is hard to say, but many of the encounters appear as though they have been tests for Codex operatives: the more they fight against and defeat Virulence's minions, the more they gain worth in his eyes.

As the Codex operatives have grown more successful, their tests have become harder, and Virulence's assessment of their worth is coming to a close. All he needs is one final test to decide if the Codex can be entrusted with a vital piece of information. To entice them, he uses one of the Codex tomes (scholars) whose mind he has twisted, the half-drow scholar Pinesky, to capture Maldwick Roe, the fisherman's son who is tied to the draconic Prophecy and has begun showing signs of an aberrant dragonmark. Certain that the Codex will want to retrieve him, Virulence assigned his most powerful servant on Eberron, the beholder Abrinxenphyrinc, to stand watch over Pinesky and Maldwick Roe and provide the final test for the PCs at the ruins called the Tears of Calinyar. When the former stronghold was destroyed in the battle between the giants and the quori, it took on aspects of the realm of dreams.

## Adventure Synopsis

The PCs are summoned at a late hour to the home of Abner Roe, father of Maldwick Roe, the child of the prophecy. Inside the home, they meet Candle, who is watching over the scene as healers try to prevent the deaths of the Roe parents. Candle gives the PCs their mission, through the note the now-obviously insane Pinesky has left for them: retrieve Maldwick and discover the identity of Pinesky's new "master." Candle instructs them to visit Happy Hubbard and find out if any of the Prophecy applies to their current mission.

After gathering information, the PCs travel to the Tears of Calinyar, a giant ruins now overgrown with jungle in such a way that they form the equivalent of a hedge maze. But no flying solves this maze: an *obscuring mist* hangs over the whole of the maze, making it impossible to find the center without first traversing its winding paths. Traps and creatures stand in the way of the PCs until they reach the center; by solving a puzzle, they transport themselves into an extra-dimensional pocket, where Abrinxenphyrinc is waiting for them with Pinesky and Maldwick. After defeating Abrinxenphyrinc, they are congratulated by Melia, Virulence's half-daelkyr "daughter," and may return home with Maldwick and Pinesky, knowing that though triumphant, they have played along with Virulence's game.

## Troubleshooting

**Adventure Secret:** Should any of the PCs use a card or ability to unlock an adventure secret, the PCs may discover the answer one of the following puzzles: the word spelled out by the ruins in the maze (which can be used to unlock the extradimensional space where Abrinxenphyrinc waits for them), the puzzle to get them out of the extradimensional space, or the way to break Virulence's hold on Pinesky. They may *not* use the Wondrous Map campaign card to solve the maze: Happy Hubbard provides information that the ruins of the Tears of Calinyar are *unmappable*, magically or otherwise, which should be the only clue they need that the map does not work. The Wondrous Map does provide an Adventure Secret as normal, however. In addition, PCs are unable to use the Stormrider's Network story object, as the blue dragon's network has been crushed.

When having PCs thread the maze, if a party rogue (or other trap finder) is searching her way through the maze, it may be wise to roll all of the rogue's Search rolls in advance, putting her Search check on the map next to the traps. Even if the PCs don't encounter all the traps in the maze, rolling them in advance saves a great deal of time while the PCs are wandering. The same could be recommended for the Spot checks for the mosaics and for the giant wasps' nests.

As the players gather and prepare, get an idea of which previous Crimson Codex adventures they have played. Knowledge from these adventures, particularly those that have previously involved Virulence or the daelkyr's minions—Melia (his "daughter"), and Abrinxenphyrinc the beholder—come into play during this adventure.

The adventure assumes that the PCs are active and successful members of the Crimson Codex. If the PCs have never played in a Crimson Codex adventure before, provide a brief explanation of what the Crimson Codex is and what has happened previously, if you know the details. More about the Crimson

Codex can be found on the RPGA website at <http://www.wizards.com/default.asp?x=dnd/ebxe/20070924a>. A summary of previous Crimson Codex adventures is available there as well, allowing you to familiarize yourself with the current plot.

Crimson Codex operatives use a "pass-signal" to confirm their identities and transfer information. As the adventure opens, the PCs know the current signal: a handshake where each party taps once, then three times, on the other person's wrist. In situations where a handshake is not accessible, one Codex member uses the "long-short-short-short" signal to identify himself. (This could be through a cough, the ringing of a blacksmith's hammer, a knock, or so forth.)

DMs may want to practice saying Abrinxenphyrinc aloud several times before beginning the module. The actual pronunciation doesn't matter, but since Melia says the name at least once, being able to say it aloud without stumbling is helpful!

Finally, as always, this adventure is meant to be fun for both the players and the DM. If circumstances require deviation from the flow of the adventure, do not hesitate to follow that new direction. As a DM, you should attempt to get the PCs back on track, but also feel free to make alterations to the adventure if those changes contribute to a more enjoyable play experience. Certainly all adventures should challenge both the PCs and the players, and there should be a risk of death and loss, but a completely overwhelming (or underwhelming) experience can lessen enjoyment of the game.

## Adventure Start

A few hours after dark, the PCs are summoned by their various Codex contacts to the home of fisherman Abner Roe—an unusual summons, as the Roe's home is not a location typically protected by the Codex. As this happens at the end of an uneventful day, allow the PCs to select their spells or other powers, and they are assumed not to have used any resources for the day other than what they would normally use (long-term buff spells that they cast regularly).

Describe the scene at the docks district at this hour: bawdy songs from sailors in the distance, the smells of fish and ale, and the shadows falling between intervals of torchlight in a section of Stormreach too poor to be lit by magic. Assume that the PCs arrive at nearly the same time, and allow them to introduce themselves to each other. When they approach the Roe home (hopefully knocking with the appropriate "pass-signal"), proceed to Part One.

## Part One – Traitor in Our Midst

The PCs learn that Maldwick has been kidnapped and have the chance to seek information to help on their mission. Maldwick has left them some clues--whether intentionally or driven by the Prophecy, it is difficult to say. Happy Hubbard's Library also contains information that may be of use to them before they venture into the maze in **Part Two – A Ruined Labyrinth**. Candle is able to offer the PCs teleportation to a Codex safe house that she believes to be within a day's journey from the ruins.

### A Home Devastated

After the PCs give the appropriate knock on the home of the Roe family, Candle opens the door for them and ushers them inside, looking very concerned (her purplish scales do not have their usual luster, and it is easy for the PCs to notice something is terribly wrong). When the PCs enter, you may read or paraphrase the following box text, which assumes that PCs have played *CDX-10 Chamber Made* and have visited the Roe home before. If they have not, adjust the text accordingly.

*Though you have been to the Roe home before, never have you seen it look like this. What few belongings the Roes have are scattered across the floor, furniture broken, herbs and spices strewn about, glass jars shattered into pieces. In the center of this mess are a handful of Codex healers, tending to the grievous wounds of the fisherman and his wife. "They are lucky to be alive," Candle mutters, leading you from the small main room of their apartment to the smaller bedroom. "Before you ask, we are still piecing together what happened, and I'd rather let the healers do their work than discuss it loudly. What we do have is this." She holds out a slightly tattered piece of parchment for your inspection.*

Give the PCs **Handout 1**. Once the PCs have had a chance to read the note, Candle gives them further information:

- She doesn't know where the Tears of Calinyar ruins are, but there is a Codex safe house within a day's journey from the area she believes the parchment describes. She can have the PCs teleported there to gain time against their foes.

- Pinesky (a half-drow scholar) and another Codex operative, Felix (whom the PCs may have met in *CDX-9 Stormrider Slept Here*), had been assigned to keep track of the Roe family after the events of *CDX-10 Chamber Made*. Both Felix and Pinesky were helping the Roes find ways to hide Maldwick's newly-formed aberrant dragonmarks, and though Maldwick's health has greatly improved since the events of CDX-10, last Candle heard, the boy was prone to fitful dreams.
- Despite Pinesky's previous odd behavior, he knew much about aberrant dragonmarks, and his expertise was required in studying Maldwick's development, in order to aid the boy through his transition.
- Felix contacted Candle after the dinner meal, explaining that he had gotten ill and Pinesky might need backup. By the time another Codex operative arrived, Maldwick and Pinesky were gone, and Maldwick's parents were nearly dead.
- Operatives immediately went to Felix's last known home, where they found the operative suffering the secondary effects of a dangerous poison. He has been taken to one of the safe houses where the healers can attend to him.

Candle doesn't know much more than this at the moment. Her hope is that the PCs can retrieve Maldwick and discover the identity of Pinesky's new "Master," despite this seeming like something of a trap. Candle instructs the PCs to visit Happy Hubbard and find out if any of the Prophecy applies to their current mission.

Before leaving, the PCs may wish to do some investigating at the Roe house. With a Heal check DC 15, the PCs discover that the injuries suffered by Delores and Abner Roe were caused by a piercing weapon, probably a spear. Searching the common room (where all the healers are gathered trying to help the Roes recover) reveals nothing, but with a Search DC 35 in the bedroom, the PCs notice a scrap of paper apparently drawn by Maldwick (**Handout 2**). This contains hints that do not yet make sense to the PCs (so don't let them agonize over it). Basically, Maldwick has dreamt of the beholder the PCs are going to face, as well as the "salt" clue necessary for the PCs to solve the final part of the maze.

If the PCs attempt to talk to the Roes, the healers advise them against this course of action, as they are concerned for the mental health of their patients. In fact, the Roes are both traumatized by the attack, Delores unable to murmur more than "My baby, my baby," over and over, and Abner reduced to discussing the attack in short bursts of agony: "Arms! Four arms. Horrible, horrible mouths! Twisted and distorted. Monster! Betrayed, betrayed." From this description, a Knowledge (dungeoneering) check DC 35 (due to the scant details) reveals that this could describe a dolgrim. (The DC is only 30 if the PCs passed the Heal check, as most dolgrim use a spear in battle.)

The PCs may attempt to talk to Felix at the safe house, who reports that Pinesky had been acting strangely over the course of their assignment, but Felix assumed this was because he was a scholar rather than a normal operative. The half-drow seemed paranoid and reported not sleeping well, and Felix is upset at himself now for not being more suspicious of Pinesky's behavior. He is still recovering from the poisoning (a Heal check DC 25 reveals that the poison has done Constitution damage, and he is suffering from nausea), and is devastated at the loss of his charge. If the PCs ask about what Maldwick and Pinesky may have discussed recently, Felix mentions that they talked about their dreams. Maldwick got into the habit of drawing his dreams and then destroying his artwork in an attempt to banish the dreams from returning.

## Happy Hubbard's Information Depot

Because Stormrider's Network is destroyed (in the events of *CDX-10 Chamber Made*), the only place for the PCs to get any information about the Tears of Calinyar is at Happy Hubbard's Publishing House. The publisher is glad to give them access to his library, and knows he left a book "around here somewhere" that can help them.

The PCs have a limited amount of time to gain their information, and only can take up to three hours to search before they begin cutting into their sleeping time. Any PC with the Research feat or who has the "Access to Happy Hubbard's Collection" Story Object (from *CDX-1 Prophecy's Unwitting Servant*) automatically passes everything up to DC 30. For DCs higher than 35, PCs must make the appropriate check as listed.

- DC 20 Search, Bardic Knowledge, or Knowledge (history): The Tears of Calinyar was one of the sites of a major battle between the giants and the quori. The giants were defeated.
- DC 30 Search, Bardic Knowledge, Knowledge (geography), or Knowledge (history): The ruins have become overgrown to the extent that what remains of the city has joined with the trees and plants of the area to form something like a labyrinth. Despite several attempts, no one has been able to use either normal skill or magic to create any map of the ruins.
- DC 35: Search, Bardic Knowledge, Knowledge (Nature), or Knowledge (local): The area of Xen'drik around the Tears of Calinyar is known for having giant insects and high humidity.

- DC 40: Search, Bardic Knowledge, or Knowledge (local): Legends say that the labyrinth inside of the Tears of Calinyar is cursed, and that those who have traveled within have gone mad before coming out.
- DC 45: Search, Bardic Knowledge, or Knowledge (local): In the center of the maze, there is said to be a spring that can heal madness of any kind, including that caused by the maze itself.

Once the PCs have concluded their research, a Codex wizard arrives to teleport them to the safe house near the Tears of Calinyar. Here, they have the chance to get their eight hours of sleep (if they have enough time remaining) and prepare themselves for the next day.

## Part Two – A Ruined Labyrinth

After spending the night at a Codex safe house, the PCs can travel the jungles of Xen'drik, experiencing weather that feels damper than Stormreach has been, containing a chill in the air. After they reach the maze, they must navigate to its center and then solve the puzzle to breach the extradimensional space where the beholder awaits them.

### A Maze of Earth and Stone

When the PCs wake, they have time to memorize spells and generally outfit themselves for travel through the jungle. Luckily for the PCs, the jungle seems to be milder than normal, and while its denizens can be heard at a distance, none approach the PCs. By midday, they near their goal. Read or paraphrase the following:

*As you get closer to the location, you feel the texture of the air thicken, humidity clinging to you. But rather than the thick damp heat that hangs in Stormreach during the longest days of summer, there is a chill in the air, and mist pools around your ankles. Low clouds descend through the jungle canopy, obscuring the sun. The normal sounds of jungle creatures going about their business have stilled, and the area is eerily quiet. Two stone outcroppings, what might once have been the gates of a fortress wall, rise ahead of you, covered with mosses and vines, their tops covered in the clouds.*

PCs observing their surroundings should be clear on these points:

- The stone outcroppings, which are roughly 10 ft by 10 ft., seem to be the only open way forward. If they wanted to traverse through the jungle in any other way, they would have to go around. This is not because the fortress wall is intact; rather, trees and plants have grown up so thick where the wall must once have been that there is no way through.
- The fog/clouds are about 7 feet off the ground. The "wall" is roughly 7 feet high as well (higher in some spots than others, due to the uneven nature of its make up), so that the mist skims the top of the "wall." Visibility is unhindered at ground level.
- Flying above the fog reveals that a whole stretch of jungle has the low clouds over it, centering on a location perhaps 200 feet ahead of the PCs and covering an area approximately 400 feet in radius.
- If PCs attempt to fly down through the fog over the center of the maze, or fly up into the fog from inside the maze, they find themselves back at the entrance.
- Any PCs attempting to cast spells with the *scrying* or *teleport* descriptor fail at casting those spells.
- For PCs detecting magic, the area radiates with strong abjuration.
- PCs wishing to use Knowledge (history) DC 30 or Knowledge (architecture and engineering) DC 20 can get a feel for roughly how large the "wall" is (if it stays the same thickness all the way around--which, of course, it does). The circumference is roughly 650 feet.
- A Knowledge (nature) check DC 25 reveals that the fog/clouds are unnatural. A Knowledge (arcana) check DC 25 notes that the effect is similar to *obscuring mist*, but is stronger than that spell.

Once the PCs approach the opening between the two outcroppings, they see that the combination of ruins and jungle growth creates interior walls. Strangely, there seem to be patches of ground, giving the appearance of paths, which have not been overgrown at all. These paths of sticky mud traverse the ruins with no apparent rhyme or reason. From where they stand, they can see such a path headed forward, one headed to the left, and one headed to the right. DMs should use Map #1 to describe what the PCs can see (walls/ruins/huge trees that have grown around ruins/dense vines that resist being cut down) in any direction, but should \*not\* draw the map on the battle map unless the PCs specifically state that they are a) drawing a map of their own, b) running string behind them through the maze, or c) tracking their passage in

some other way. Any solution they come up with to mark their passage is acceptable. The mud is damp enough that it only holds their imprint for about two rounds before it fills with water and sinks back in on itself.

While there are a number of challenges inside the maze, the real challenge here is the maze itself. Each numbered or lettered location features traps, denizens of the maze, or information that could help the PCs when they reach the center.

## **S. Salted Ground**

Areas labeled S are, for whatever reason (overhanging boughs of evergreen trees, half of a ceiling from an overhanging ruin), drier than the muddy paths. The ground here is covered with fine white and translucent crystals. Knowledge (nature), Survival, and Craft (alchemy) checks DC 15 recognize this as salt. These tiny crystals are a clue: the ground here has been salted, and a Knowledge (nature) DC 20 check would recognize that this is why nothing grows. In addition, a Survival, Knowledge (architecture and engineering), or a Knowledge (history) check DC 30 would lead the PCs to suspect that the salt has been sown here purposefully to prevent the growth of plants along this path.

## **M. Mosaics**

Throughout the maze, in areas labeled with an M, mosaics decorate the ruined walls. These are covered by vines and other growth, and can be spotted with a Spot check DC 30. (Each mosaic gives the PC who succeeded at the Spot check an additional +2 to find the next one.) The art in these is mostly destroyed, but some details can still be made out. A Craft (art) or a Knowledge (history) check DC 25 recognizes this as artwork in the style of the Xen'drik giant civilization.

In the first mosaic, there is a beautiful fortress rising out of the jungle, its circular walls gleaming and white. A Knowledge (geography) or Knowledge (history) check DC 25 confirms that this fortress is what the ruins of the Tears of Calinyar once were. In the second, quori (recognizable with a Knowledge (the Planes) check DC 16) are descending upon the fortress in droves. In the third, a giant is slaying a quori. In the fourth, a quori is slaying a giant. In the fifth and sixth, there are scenes of widespread bloodshed. In the seventh, the fortress is surrounded by what looks like an explosion of some sort. In the eighth, the fortress is crumbling into chasms. In the ninth, a giant woman is crying over the fortress--she appears larger than the fortress, but this is possibly artistic license, or a depiction of a giant goddess. In the tenth, the fortress is flooded.

Notably, both the salted ground and the mosaics appear on the correct path, but the PCs must figure this out for themselves. (There is no relevant check to make.)

### **1. Wide-Mouth Pit Trap**

While these traps use the standard pit trap statistics from the DMG, they are actually a "natural" occurrence--leaves, vines, and other cover have hidden a chasm that formed during the war between the giants and the Quori. The walls of the pit trap are rough, and only a DC 10 to climb out without the aid of a rope.

Pit Trap: CR 9; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 100 ft. deep (10d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); Search DC 25; Disable Device DC 25.

### **Scaling the Encounter**

10th level characters: Change depth to 80 ft. deep (8d6, fall)

12th level characters: No change.

13th level characters: Change depth to 120 ft. deep (12d6, fall)

### **2. Crushing Wall Trap**

Like the other traps in the maze, these traps are a natural occurrence--the ruins are weak in certain areas, and the proximity of the PCs is the trigger needed for already crumbling walls to completely topple. In areas where there is a 10-ft wide path, the crumbling wall does not block the path. In areas where there is a 5-ft wide path, the path becomes impassible.

Crushing Wall Trap: CR 10; mechanical; location trigger; manual reset; no attack roll required (18d6, crush); Search DC 20; Disable Device DC 25.

### **Scaling the Encounter**

10th level characters: Change damage dealt to 12d6, crush.

12th and 13th level characters: No change.

### 3. Swarm Pit Trap

Like the other traps in the maze, this trap is a natural occurrence: this pit has been burrowed out by a hive of hell wasps. Along with the 60 foot drop, a swarm of hell wasps has taken up residence within.

Pit Trap: CR 11 (with hell wasp swarm); mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); Search DC 20; Disable Device DC 20.

Note: Even if PCs pass the Reflex save, the hell wasps attack. The only way to evade the hell wasp swarm is to disable or avoid the trap.

#### HELL WASP SWARM CR 8

Diminutive Magical Beast (Extraplanar, Evil, Swarm)

AL LE

Init +10; Senses Listen +10, Spot +10

AC 20 (+4 size, +6 Dex), touch 20, flat-footed 14

hp 93 (12d10+27 HD); DR 10/magic

Immune to weapon damage

Resist fire 10

Fort +10, Ref +14, Will +7

Speed 5 ft. (1 square), fly 40 ft. (8 squares) (good)

Space 10; Reach 0

Base Atk +12; Grp --

Atk Options Swarm (3d6 plus poison)

Special Actions Distraction, inhabit, poison

Abilities Str 1, Dex 22, Con 14, Int 6, Wis 13, Cha 9

SQ Darkvision 60 feet, hive mind, low-light vision, swarm traits

Feats Ability focus (poison), Alertness, Improved Initiative, Iron Will, Toughness

Skills Hide +19, Listen +10, Spot +10

### Scaling the Encounter

This encounter is the same at all ATLS.

### 4. Horrid Skunk

Two Horrid Skunks have made their home in the labyrinth, living in an old building with four separate entrances. One of the few buildings still standing in the labyrinth, this was probably slave quarters, due to its smaller, elf-sized doors. The skunks are protecting their home, and do not engage the PCs unless they invade skunk territory. If the PCs enter, the male skunk sprays them with his perfume attack. This attack always wins initiative, because the skunk releases his perfume when startled. The skunks only engage in combat with the PCs if they persist on invading the skunks' home or start attacking the skunks.

Unlike normal skunks, Horrid Skunks have bony or chitinous plates covering their entire body, giving it an armored appearance.

#### ADVANCED HORRID SKUNK CR 6

Medium Animal

AL Neutral Evil

Init +4; Senses low-light vision 30 ft., Listen +9, Spot +3

AC 22 (+4 Dex, +8 natural), touch 14, flat-footed 18

hp 65 (6 HD); improved natural healing

Immune Acid

Fort +11, Ref +9, Will +4

Speed 30 ft. (6 squares), burrow 10 ft.

Melee Claw +6 (1d6+2 plus 2d6 acid) or

Bite +6 (1d8 +1) or

2 Claws +6 (1d6+2 plus 2d6 acid) and Bite +4 (1d8 +1)

Base Atk +4; Grp +6

Atk Options Improved Natural Attack, Multiattack

Special Actions Perfume, Acidic Attack

Abilities Str 14, Dex 18, Con 23, Int 2, Wis 12, Cha 10

SQ Low-light vision 30 ft., Scent, Ill-Tempered (see below), Immunity to Acid, Immunity to skunk

Perfume

Feats Ability Focus: Perfume (B), Alertness, Improved Natural Attack (B), Multiattack, Toughness

Skills Listen +9, Hide +7, Spot +3

Acidic Attack (Ex): A horrid animal's primary attack deals an extra 1d6 points of acid damage per 4 HD of the horrid animal (maximum 5d6). A horrid animal's secondary attacks do not deal acid damage.

Ill-Tempered (Ex): Handle Animal checks involving a horrid animal take a -4 penalty, since horrid animals are more difficult to control than normal animals or even dire animals.

Immunity to Acid (Ex): A horrid animal has immunity to acid.

Improved Natural Healing (Ex): A horrid animal heals naturally at three times the normal rate, recovering 3 hit points per HD with a full night's rest.

Perfume (Ex): As a free action, a skunk can spray its perfume in a 30 ft. cone. Once a skunk uses this ability, it cannot use it again until 1d4 rounds later. Those caught within the spray must succeed at a DC 21 Fort save or become nauseated for 2d4 rounds. The save DC is Constitution based.

## Scaling the Encounter

10th level characters: Use one Horrid Skunk.

12th level characters: No change.

13th level characters: Use three Horrid Skunks.

## 5. Wasp Nest

Unlike the Hell Wasp swarm, these wasps are only vermin, rather than infernal magical beasts. Giant insects are common across Xen'drik, and the giant wasps are a real danger. They have several nests around the maze, all above the path but beneath the ever-present fog.

Spotting the wasp nest before encountering it is a DC 30 Spot check, along with a DC 25 Knowledge (nature) check to realize what it is. Additionally, a Listen check DC 25 reveals a low buzzing (much lower in pitch than a swarm's buzzing, which should indicate the size of the giant wasps). If the PCs notice the nest before coming within 10 feet of it, they can avoid the encounter (with the exception of the encounter along their path). While the final wasp nest cannot be avoided, it is possible (though unlikely) for the PCs to triumph through stealth. The wasps cannot see through the fog, but can make Listen checks against the PCs Move Silently rolls.

Because of the space in the maze, the wasps likely have to attack in waves. They will try to get at the PCs in any way possible, flying above them or landing on the path in order to attack. (The advanced giant wasps cannot land in the maze without squeezing, due to their size.) The wasps should be scattered at the beginning: they should be based around the nest, but some should be outside of a 20-foot radius, so that they are difficult to target with an area affect. Though the wasps cannot be seen before combat begins, neither the wasps nor the PCs gain concealment because the wasps have to come below the cloud to fight.

**Creatures:** The giant wasps and advanced giant wasps are defending their home.

**4 Giant Wasps:** hp 37, 36, 35, 35; *Monster Manual* 285.

**4 Advanced Giant Wasps:** hp 80, 78, 77, 76; *Combat Statistics*.

## ADVANCED GIANT WASP

CR 5

Huge Vermin

AL Neutral

Init +0; Senses darkvision 60 ft.; Listen +2, Spot +10

AC 15 (-2 size, +7 natural), touch 8, flat-footed 15

hp 76 (9 HD)

Immune mind-affecting spells and abilities

Fort +10, Ref +3, Will +4



Speed 20 ft. (4 squares), fly 60 ft. (good)

Melee sting +12 (1d4 +12 plus poison)

Base Atk +6; Grp +22

Atk Options poison (Fort save DC 18, initial 1d6 Dex/secondary 1d6 Dex)

Abilities Str 26, Dex 10, Con 18, Int --, Wis 14, Cha 11

Feats --

Skills Listen +2, Spot +10, Survival +2\*

\*+4 racial bonus on survival checks to orient themselves. Giant wasps have a +8 racial bonus on Spot checks.

## Scaling the Encounter

10th level characters: Use 5 giant wasps and 3 advanced giant wasps.

12th level characters: Use 4 giant wasps and 5 advanced giant wasps.

13th level characters: Use 3 giant wasps and 6 advanced giant wasps.

## Too Long, Farewell Mind...

Every fifteen minutes of real time that the PCs spend in the maze, ask them to make Will saves. The first of these saves is DC 15, and a failed saving throw increases each subsequent DC by 2. Any PC who fails the saving throw is *dazed* for one round. Track how many saves a PC fails: for every four failed saves, add an additional role-playing effect from the list below (randomly or assigned as you see fit). There are no mechanical penalties besides the one round of *dazed* behavior and other role-playing effects, but this is intended to hint at the stories of those men and women who came into the maze and left having lost their minds completely.

1. The PC believes that he or she will die in the maze and is overcome by dread.
2. The PC begins to hear voices throughout the maze from various directions and is convinced that they're not alone.
3. The PC feels compelled to eat inedible objects from within the maze: pebbles, mud, salt, etc.
4. The PC develops an itch on his or her right shoulder and becomes convinced that they are growing an aberrant dragonmark.
5. The PC feels as though there are worms or bugs crawling over his or her skin.
6. If the PC has the "Second-Souled" story object, the secondary personality begins to manifest itself more prominently.

## Realm of Shattered Dreams

When the PCs reach the center of the maze, read or paraphrase the following:

*The ruins open into a large circle that looks to have once been a garden. A ruined fountain still spouts water, and giant roses, larger than you have ever seen, sprawl up the walls. To your surprise, you are not alone: a young woman is seated at the edge of the fountain, her hand trailing in the water, her outline appearing somewhat blurry. The blur, however, is actually movement along her skin: worms, beetles, spiders, and centipedes crawl all over her. She looks up and smiles at you, her teeth sharp and pointed. "I am so glad you made it through!" she says, appearing completely sincere. "My father had great confidence in your abilities. Only one riddle left to solve!"*

A DC 15 Knowledge (dungeoneering) check reveals that this creature is a daelkyr half-blood, and PCs who played *CDX-6 Turn of the Page* recognize her as Melia, Virulence's "daughter." She is fascinated with humanoids and has no sense of decorum or respect for personal space, truly meaning no harm, but having learned no social skills in her childhood among aberrations. Melia does not know the answer to the final puzzle, but can explain the setup; however, while doing so, she should make the PCs feel uncomfortable at best, and completely freaked out at worst.

- There is an extradimensional space somehow linked to the center of the maze. That's where Maldwick and Pinesky were taken.
- As far as she knows, the extradimensional space is about the same size as the beautiful gardens in which they are now sitting (about 40 ft x 40 ft).
- One of her father's most powerful servants is waiting to give them their final test. Her father will be very proud of them if they pass the test.
- She doesn't know how to get to the extradimensional space, but she'd love to accompany the PCs when they go!

- This is a safe place--she has been here for days and nothing interesting has happened. If they want to rest, that's boring, but they can do so (as long as they don't mind her continuing to strike up conversation and ask strange questions!).
- (Only with a DC 40 Diplomacy check, as she is not supposed to tell): She understands that Pinesky has been given dreams by her father, as her father cannot directly communicate with the PCs, and must act through someone else. Pinesky seems unhappy about this, but she cannot understand why.

The fountain has writing on it in Giant to help the PCs solve the riddle, but some of the writing is smudged. The fountain flows with freshwater, and the solution to the riddle is adding salt (either from their own packs or from the maze) to the water in the fountain. When they correctly answer the riddle, a portal opens in the center of the fountain, and the PCs begin in the extradimensional space (Map 2) entering from the center of the fountain. Notably, the portal stays open, and PCs can retreat back to the garden. If they decide to retreat from the combat entirely, they must thread their way back through the maze and accept that they have failed at regaining Maldwick.

The test the PCs were warned about is not a riddle (Melia has insinuated as much), but is straight out combat. Abrinxenphyrinc has wanted to crush the PCs for some time, and now he has been given the opportunity to destroy them completely.

**Creatures:** Abrinxenphyrinc, the beholder mage, is finally getting his chance to take on the PCs.

**Abrinxenphyrinc:** hp 110, beholder mage; Combat Statistics (refers to *Monster Manual* 26).  
**Dolgaunt Monks (3):** hp 33; *Eberron Campaign Setting* 281

**Tactics:** There is no ceiling in the extra dimensional space, so Abrinxenphyrinc begins combat in the air 40 ft. up. This limits how many eye rays he can use (he can aim four in any one 90 degree range, due to his feats), but also makes it much more difficult for the PCs to attack him. In order to become a beholder mage, Abrinxenphyrinc has had to sacrifice his central eye, so he cannot use the beholder's normal anti-magic cone. Instead, he uses his spells to buff himself while using his normal eye ray attacks against the PCs. At APL 11, he has already cast *mage armor* and *shield*. At APL 10, he has only cast *mage armor* before the PCs enter, and he casts *shield* in the first round.

Two dolgaunts position themselves near the fountain so they can attack the PCs in the first round after the PCs come through. The third dolgaunt stands menacingly over the sleeping Maldwick and the sobbing Pinesky, as though he is likely to attack the boy the PCs have come to save. The dolgaunts actually mean Maldwick and Pinesky no harm, but they hope to divide the PCs' attacks and spread out the damage to give Abrinxenphyrinc more opportunities to take down the PCs.

## Scaling the Encounter

10th level characters: Use 2 dolgaunt monks.

12th and 13th level characters: Use Abrinxenphyrinc as a Beholder Mage 3.

## ABRINXENPHYRINC CR 13

Large Aberration Beholder Mage 1

AL CE

Init +6; Senses all-around vision, darkvision 60 ft.; Listen +18, Spot +22

Languages Abyssal, common, dwarven, elven, giant

AC 26 (-1 size, +2 Dex, +15 natural), touch 11, flat-footed 24

hp 110 (12 HD)

Fort +9, Ref +5, Will +13

Speed 5 ft. (1 square), fly 20 ft (good)

Melee bite +2 (2d4) and

Ranged eye rays +9 ranged touch

Space 10 ft.; Reach 5 ft.

Base Atk +8; Grp +12

Atk Options Agile Tyrant, Flyby Attack

Special Actions Eye rays

Beholder Mage Spells Known (CL 2nd):

1st (3/day)—*expeditious retreat, mage armor, magic missile, protection from good, ray of enfeeblement, shield, true strike*

0th (6/day)—(All)

Abilities Str 10, Dex 14, Con 18, Int 17, Wis 15, Cha 16

SQ All-around vision, darkvision 60 ft., flight

Feats Agile Tyrant, Alertness (B), Flyby Attack, Great Fortitude, Improved Initiative, Iron Will

Skills Hide +12, Knowledge (arcana) +18, Listen +18, Search +21, Spellcraft +7, Spot, +22, Survival +2 (+4 following tracks)

Arcane Hands (Su) A beholder mage develops the ability to manipulate objects as if with a *mage hand* spell. This ability is constantly active and can not only manipulate objects but also use magic items like wands, staffs, rods, and some wondrous items (like a *bag of tricks*). The hand cannot activate items that must be worn to utilize an effect (such as a *helm of brilliance*).

A beholder mage's arcane hand has an effective Strength score equal to the creature's beholder mage class level. An arcane hand can be used to perform any attack or defensive action for which a regular hand can be used. Using an arcane hand to make an unarmed attack provokes an attack of opportunity unless the beholder mage has the Improved Unarmed Strike feat. Theoretically, a beholder mage with monk levels could use its arcane hand for unarmed attacks.

Eye Rays (Su) Each of Abrinxenphyrinc's eight eye rays resembles a spell cast by a 13th level caster. Each eye ray has a range of 150 feet and a save DC of 18. The save DCs are charisma based. The eight eye rays are: *Disintegrate*, *Fear*, *Finger of Death*, *Flesh to Stone*, *Inflict Moderate Wounds*, *Sleep*, *Slow*, and *Telekinesis*. The effects of these eye rays is the same as a standard beholder from the *Monster Manual* 26.

Spell-stalks: Starting at 1st level, whenever a beholder mage gains the ability to cast a new level of spells, it must sacrifice the use of its eye rays from one of its ten small eyestalks. From then on, that eyestalk casts spells of that level and is referred to as a spell-stalk. As with its eye rays, casting a spell from a spell-stalk is a free action (although a single spell-stalk can only cast one spell per round). The spell is technically considered a cast spell (as opposed to the use of a spell-like ability), and thus the act of casting provokes attacks of opportunity normally. A spell cast from a spell-stalk otherwise resolves normally; unlike an eye ray, it does not need to make a ranged touch attack to successfully strike a target (unless the spell itself requires a touch attack). The standard beholder limitation against turning more than three eyeballs in any particular direction (that is, forward, backward, left, right, up, or down) still applies.

Beholder mages do not require material components to cast their spells. The ruined central eye acts as an arcane focus for all the creature's spells. If a spell normally requires a material component that carries with it a gold-piece cost, the beholder mage instead spends a number of experience points equal to one-fifth of the normal gold-piece cost (minimum of 1 experience point). The somatic components of a beholder mage's spells are supplied by the weaving and waving of its spell-stalks. The verbal component of a beholder mage's spells is the creature's special spellcasting song. The song takes effort; a beholder mage that is casting spells cannot speak or use its mouth to do anything else that round, including making bite attacks.

## ABRINXENPHYRINC

CR 15

Large Aberration Beholder Mage 3

AL CE

Init +6; Senses all-around vision, darkvision 60 ft.; Listen +18, Spot +22

Languages Abyssal, common, dwarven, elven, giant

AC 26 (-1 size, +2 Dex, +15 natural), touch 11, flat-footed 24

hp 111 (14 HD)

Fort +10, Ref +6, Will +14

Speed 5 ft. (1 square), fly 20 ft (good)

Melee bite +3 (2d4) and

Ranged eye rays +10 ranged touch

Space 10 ft.; Reach 5 ft.

Base Atk +9; Grp +13

Atk Options Agile Tyrant, Flyby Attack

Special Actions Eye rays

Beholder Mage Spells Known (CL 6th):

3rd (3/day)—*dispel magic, explosive runes, fireball, fly, haste, heroism, lightning bolt, magic circle against good, protection from energy, stinking cloud, tongues, wind wall*

2nd (5/day)—*acid arrow, blur, darkness, detect thoughts, eagle's splendor, glitterdust, mirror image, misdirection, protection from arrows, resist energy, summon swarm, touch of idiocy, web*

1st (6/day)—*burning hands, comprehend languages, expeditious retreat, mage armor, magic missile, protection from good, ray of enfeeblement, shield, shocking grasp, silent image, true strike*

0th (6/day)—(All)

Abilities Str 10, Dex 14, Con 18, Int 17, Wis 15, Cha 16

SQ All-around vision, darkvision 60 ft., flight

Feats Agile Tyrant, Alertness (B), Flyby Attack, Great Fortitude, Improved Initiative, Iron Will

Skills Hide +12, Knowledge (arcana) +18, Listen +18, Search +21, Spellcraft +7, Spot, +22, Survival +2 (+4 following tracks)

**Arcane Hands (Su)** A beholder mage develops the ability to manipulate objects as if with a *mage hand* spell. This ability is constantly active and can not only manipulate objects but also use magic items like wands, staffs, rods, and some wondrous items (like a *bag of tricks*). The hand cannot activate items that must be worn to utilize an effect (such as a *helm of brilliance*).

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**Eye Rays (Su)** Each of Abrinxenphyrinc's six eye rays resembles a spell cast by a 13th level caster.

Each eye ray has a range of 150 feet and a save DC of 18. The save DCs are charisma based. The eight eye rays are: *Disintegrate, Fear, Finger of Death, Flesh to Stone, Inflict Moderate Wounds*, and *Telekinesis*. The effects of these eye rays is the same as a standard beholder from the *Monster's Manual* p. 26.

**Spell-stalks:** Starting at 1st level, whenever a beholder mage gains the ability to cast a new level of spells, it must sacrifice the use of its eye rays from one of its ten small eyestalks. From then on, that eyestalk casts spells of that level and is referred to as a spell-stalk. As with its eye rays, casting a spell from a spell-stalk is a free action (although a single spell-stalk can only cast one spell per round). The spell is technically considered a cast spell (as opposed to the use of a spell-like ability), and thus the act of casting provokes attacks of opportunity normally. A spell cast from a spell-stalk otherwise resolves normally; unlike an eye ray, it does not need to make a ranged touch attack to successfully strike a target (unless the spell itself requires a touch attack). The standard beholder limitation against turning more than three eyeballs in any particular direction (that is, forward, backward, left, right, up, or down) still applies.

Beholder mages do not require material components to cast their spells. The ruined central eye acts as an arcane focus for all the creature's spells. If a spell normally requires a material component that carries with it a gold-piece cost, the beholder mage instead spends a number of experience points equal to one-fifth of the normal gold-piece cost (minimum of 1 experience point). The somatic components of a beholder mage's spells are supplied by the weaving and waving of its spell-stalks. The verbal component of a beholder mage's spells is the creature's special spellcasting song. The song takes effort; a beholder mage that is casting spells cannot speak or use its mouth to do anything else that round, including making bite attacks.

**Developments:** Once Abrinxenphyrinc has been defeated, Melia joins them (or, if they brought her with them, has been cheering them on all along). She praises their accomplishment and assures them that her father will be terribly pleased. Both Melia and Virulence felt Abrinxenphyrinc was too ambitious, and his elimination is a boon to Virulence's plans. Melia also hints that now Virulence can give the PCs "the information" and that he has "special plans" for them. In congratulations, she gives the PCs a "pretty ring" of daelkyr design (a ring of *force shield*, which is included in the event treasure). This accomplished, she leaves through the portal in the center of the fountain. Melia says that terrible things are going to befall the

Crimson Codex, and all of the creatures like them in this area, but her father pledges his help when the time is right.

The PCs have a little time to explore this space and take care of Maldwick and Pinesky. The fountain in the center of this space is not salt water, like one might expect, but in fact has a strong conjuration aura. It does not offer hit point healing, but can, in fact, cure madness. A Spot check DC 20 or any effort to look closely at the fountain reveals the writing there, and PCs receive **Handout 4**. Pinesky is sobbing uncontrollably, swearing that he does not deserve forgiveness for his betrayal and should be left here. If the PCs give him some water from the fountain, they can cure his malady, effectively preventing Virulence from using him as a tool again. Even cured, Pinesky doesn't entirely remember what has happened to him, but he knows he was under Virulence's control, as Virulence came to him in dreams and took some control over his waking mind, and he feels that his actions should be brought to justice. Maldwick, if given the water to drink, has confidence that this will cure his bad dreams.

After the PCs have drunk some of the water (or shared it with Maldwick and Pinesky), when they leave through the portal, they find themselves transported to the beginning of the maze instead of the garden.

## Ending the Adventure

If the PCs fail to bring Maldwick and Pinesky home, Candle is incredibly displeased with them. She makes it clear that though she has appreciated their efforts in the past, their failure makes it very difficult for the Crimson Codex to continue their operations on Xen'drik. Maldwick was seen as a key to understanding an important part of the Prophecy as it pertains to Stormreach's future, and his loss is grievous.

If the PCs return successfully with Maldwick and an uncured Pinesky, Candle congratulates them on their success and reward them with two potions (see Event Treasure). She assures them that Pinesky will be "dealt with."

If the PCs return successfully with Maldwick and a cured Pinesky, read or paraphrase the following:

*Candle looks at each of you, her purple scales fairly glowing with relief. "The loss of Maldwick would have been hard for us to recover from," she says, "and to be truthful, I am relieved that the boy is safe. Not only that, but you have restored Pinesky's mind, something for which we are also grateful. There is still the matter of his treachery, however, and I do not think we can deal with that lightly. You have interacted with Pinesky several times: what course of action do you recommend?"*

This is just a short opportunity for the PCs to discuss the moral issue of how to respond to Pinesky's betrayal and his new state of mental health. Candle listens to the PCs and assures them that she will consider their thoughts when making her final decision on how to handle the scholar. In addition, she rewards the PCs with two potions (see Event Treasure). She also assures them that Maldwick and his family will be moved to a Codex safe house as their own home has been deemed unsafe.

## Event Treasure

If the players are playing additional adventures with these PCs at this event, each of the PCs receives (if they accept it) a ring of *force shield* from Melia, as well as an *oil of magic vestment* +5 and a *potion of tongues* as a reward from Candle. They also each receive 2 *potions of cure serious wounds* (or *repair serious wounds*).

## Story Objects

**Object ID:** EXCC34

**Object Name:** Font of Clarity

**Object Description:** The PCs have drunk from the Font of Clarity within the maze of shattered minds. Once per adventure, PCs with this Story Object may use an action point to reroll a saving throw vs. a mind-affecting affect, and may add the benefit of their action dice.

**Object ID:** EXCC35

**Object Name:** Salvation of Pinesky

**Object Description:** The gods are pleased by the restoration of Pinesky's mind. Once per adventure, PCs with this Story Object gain a +4 divine bonus to a Knowledge checks in which the PC has ranks. If the PC does not have ranks in a Knowledge skill, the PC may now make the check as if he were trained.

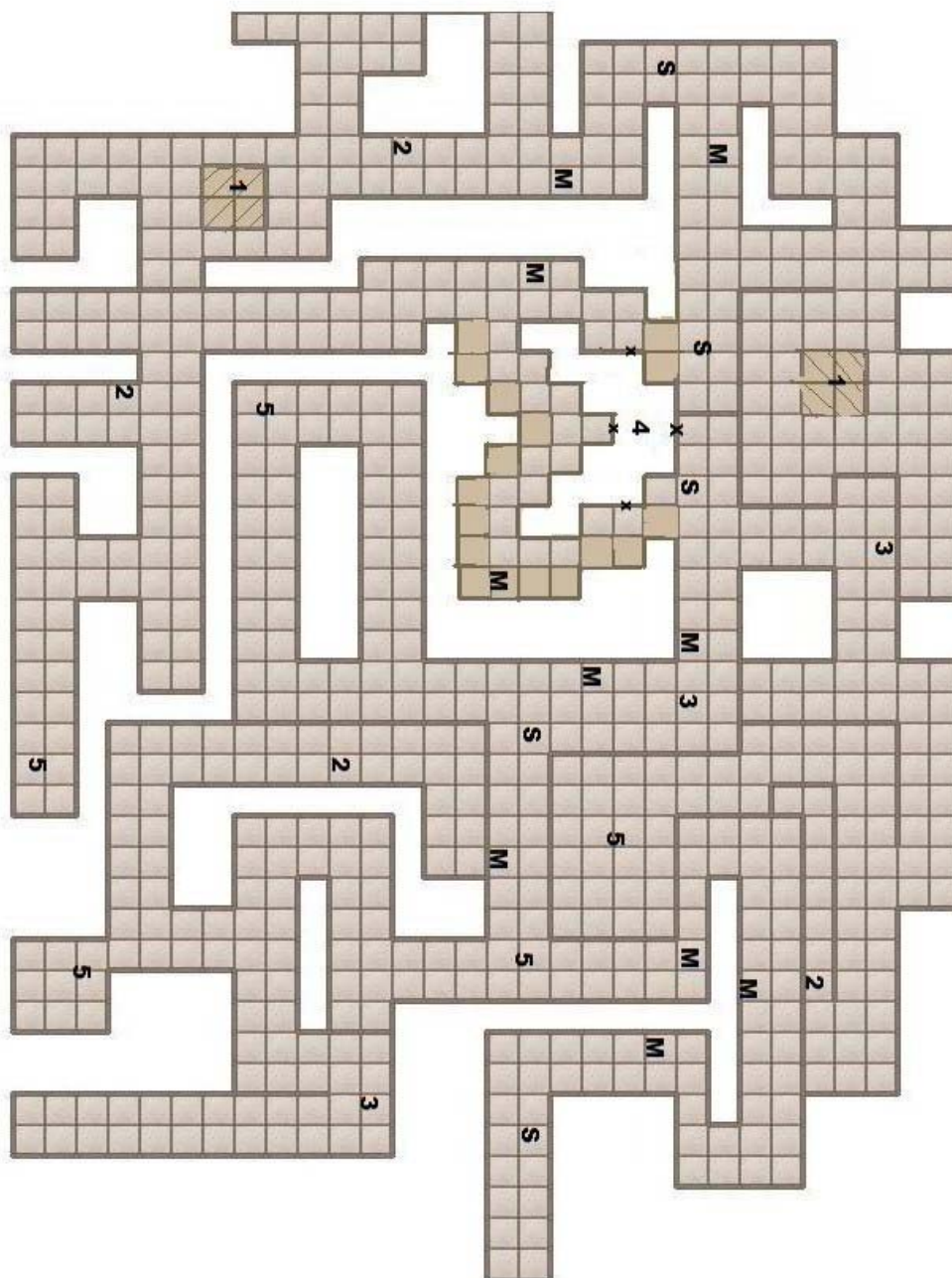
# Adventure Questions

1. Did the PCs delve into their research and scrounge for clues before going into the Maze?
  - a) They got almost all the clues and were devoted to finding research.
  - b) They got some clues and did a little research.
  - c) They missed all the clues, but did some research.
  - d) They went in completely blind.
2. How did the PCs fare against the pit traps, swarm traps, and giant wasps?
  - a) They bypassed them or overcame them with ease.
  - b) They succeeded, but took quite a bit of damage and used a lot of healing.
  - c) The party was defeated or ran away.
3. How did the PCs fare against the Horrid Skunk?
  - a) They avoided/defeated the creature after one encounter.
  - b) They foolishly opened each door, getting sprayed four times.
  - c) They were defeated by the skunk.
  - d) They never made it this far.
4. Did the PCs discover the salt and mosaics in the maze and link these with the correct passage?
  - a) They noticed both the salt and mosaics at nearly every appearance, and realized these were clues to the correct path through the maze.
  - b) They noticed the mosaics and salt some of the time, but did not recognize them as clues.
  - c) They were completely oblivious and blundered through the maze.
  - d) They got lost in the maze and gave up.
5. Did the PCs solve the riddle to the extra dimensional space?
  - a) They found the clues so obvious that they solved it in a snap.
  - b) They solved the riddle after some agonizing.
  - c) They couldn't solve the riddle and had to thread their way back through the maze.
  - d) They never made it this far.
6. Which best describes the battle with the beholder mage?
  - a) The PCs sent him to Khyber, freed Maldwick, and rid Pinesky of the curse of madness.
  - b) The PCs defeated the beholder with difficulty, brought Pinesky back as a traitor, and rescued Maldwick.
  - c) The PCs only barely survived the fight.
  - d) They never made it this far.
7. How would you rate the group's roleplaying?
  - a) Fantastic. Everyone had interesting and engaging characters that interacted with the adventure in very fun ways.
  - b) Good. Most everyone had interesting and engaging characters that interacted with the adventure in very fun ways.
  - c) Okay. There was some roleplaying.
  - d) None. They treated the adventure as a set of objectives. There was no roleplaying.

# Map 1

The ruins of the Tears of Calinyar

Entrance

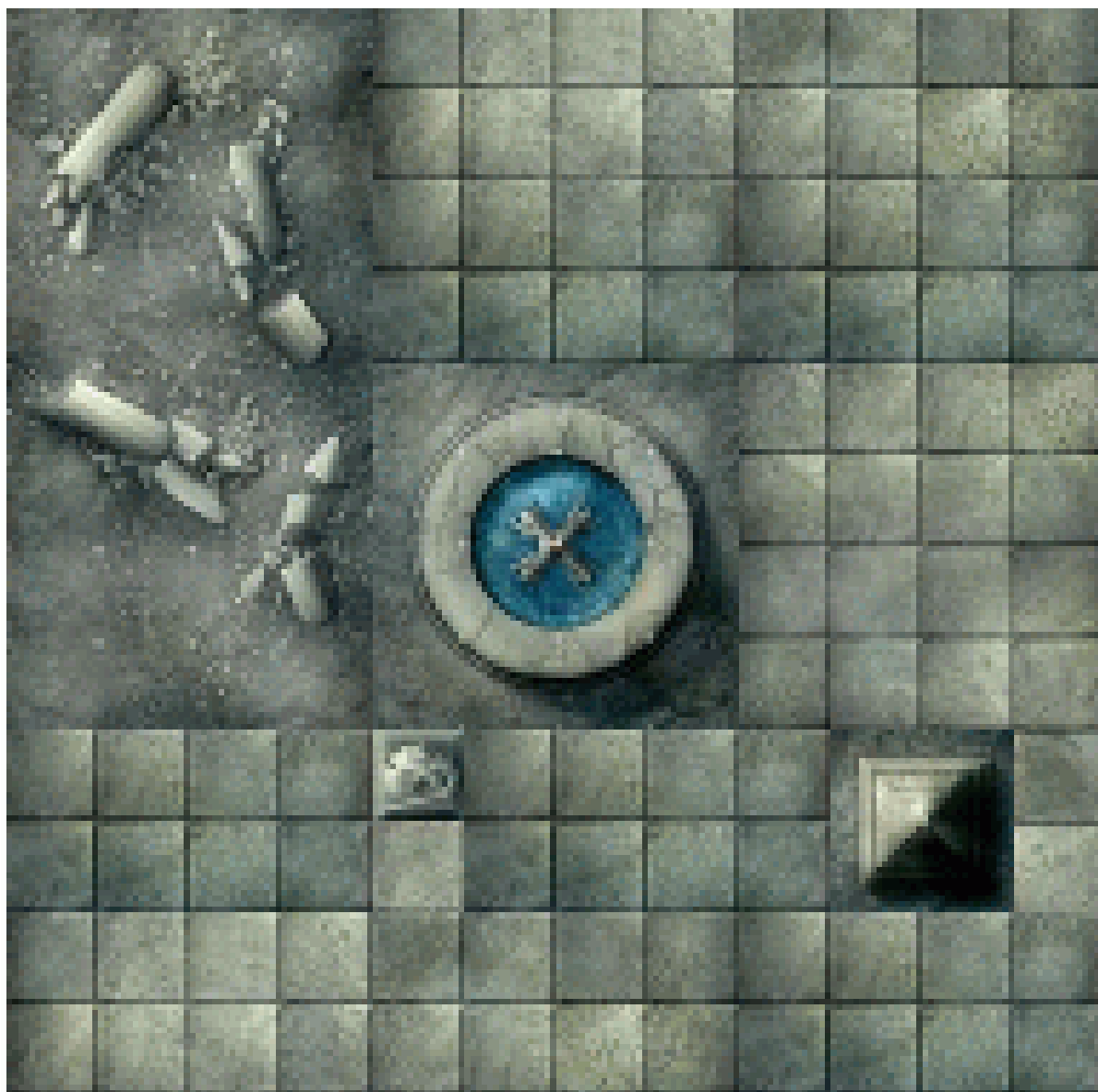


Exit to Center of Maze

If the PCs are able to thread their way through the maze, they may notice that the correct path spells out the word SALT. This map cannot be revealed using The Wondrous Map campaign card (see "Troubleshooting").

# Map 2

Inside the extra dimensional space:



This map uses the original Dungeon Tiles set.

Pinesky (sobbing) and Maldwick (sleeping) are in the upper left corner among the ruined columns. A dolgaunt stands over them threateningly. Abrinxenphyrinc is 40 feet in the air to the right of the fountain, and the other dolgaunt(s) are at the top and bottom of the map (surrounding the fountain for when the PCs enter).



# Handout 1

The following note was left at the home of the Roes:

*To the serpents and vipers whom I have previously called allies,*

*It is with the gravest apologies that I leave this note. It was never my intention to let things go this far, but I fear the madness that has taken me*

**IS STRONG, SO STRONG, SO THE BOY IS MINE. MINE! OR RATHER, MASTER'S. MASTER WILL BE PLEASED, AND I WILL BE REWARDED. GOOD PINESKY, SOLVING PROBLEMS FOR GREAT MASTER. POOR MALDWICK. MASTER WILL TAKE GOOD CARE OF HIM! POOR PARENTS. TOO LATE FOR THEM!**

*My intention in leaving this note is to give you, my former allies, hope of recovering young Maldwick, whom I know to be of importance to*

**THE PROPHECY, WHICH YOU WILL NEVER SOLVE, NEVER NEVER! NOT WITHOUT HELP FROM MASTER. AND MASTER WANTS TO HELP. YES. ALL YOU HAVE TO DO IS COME FOR HIM, COME FOR MALDWICK, POOR MALDWICK. SCRATCHES AND ITCHES!**

*The place where you must journey to is to the south and east of the city, perhaps three day's journey through the jungle, though at times it does take longer--other times it seems no journey at all. I wish you luck in catching it on a good streak! The place was once called*

**TEARS OF CALINYAR, BECAUSE CALINYAR DID CRY AND CRY AND CRY OVER THE DESTRUCTION OF THE POOR POOR**

**FORTRESS, YES! JUST RUINS NOW, LOVELY  
RUINS ALL SWIRLING ABOUT. LIKE LIGHT  
AND FIRE AND FLAME! SO PRETTY YOU  
COULD DIE WATCHING IT** *and never once regret that it  
had captivated your eyes. I have taken the boy there into the home of***ONE  
YOU KNOW, YES, HE HAS BEEN OF HELP TO  
YOU TIME AND TIME AGAIN. BUT DO YOU  
THANK HIM? NO! YOU FEAR AND FLEE HIS  
GREAT WATCHFULNESS. COME AND  
RECLAIM THE BOY, IF YOU WISH THE  
MASTER'S BLESSING, OH YES.** *Pray that you have been  
considered worthier than I, my allies, and all will be well.*

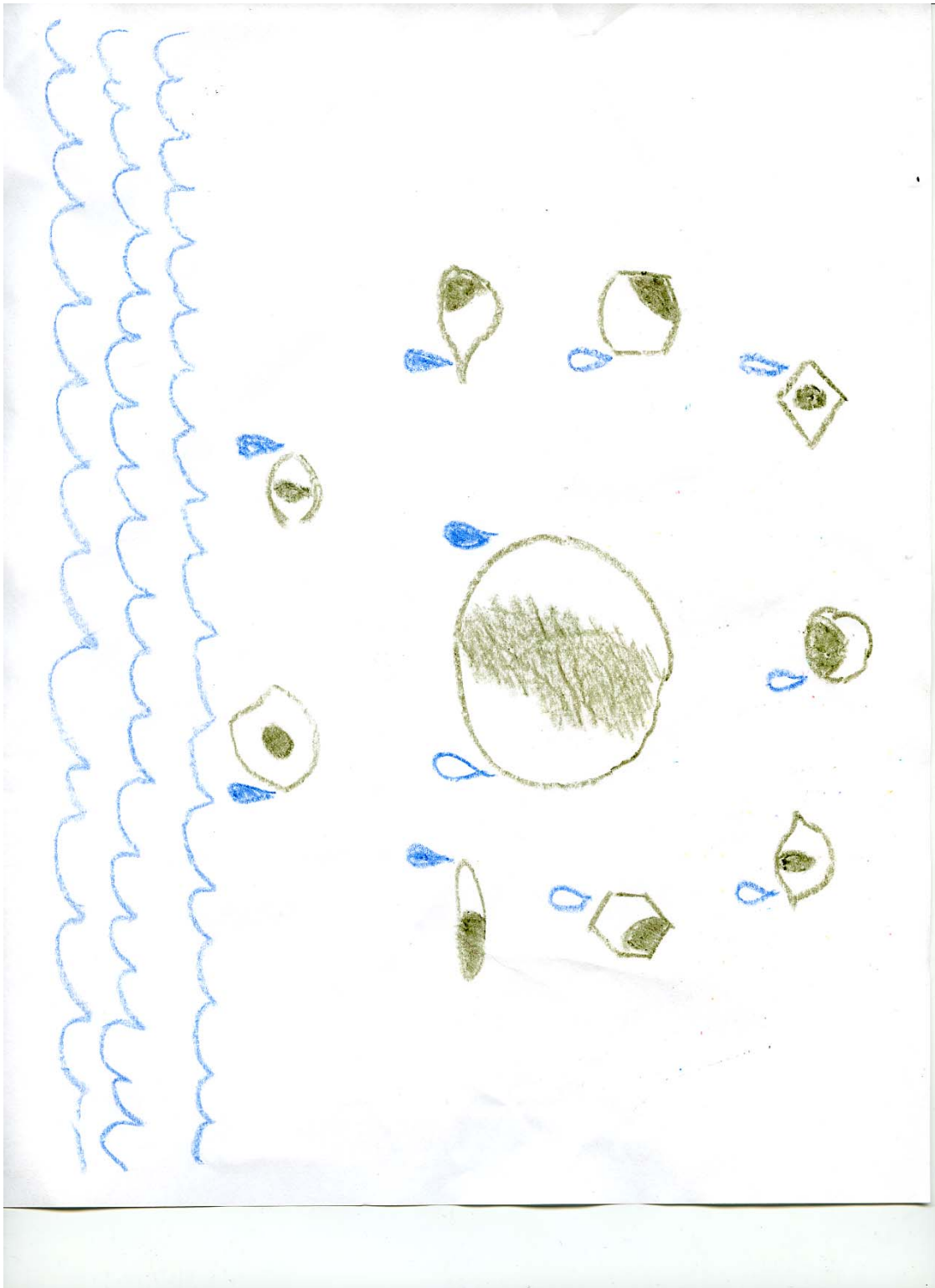
**REMEMBER THE PROPHECY: A FRIEND  
MUST BE DESTROYED FOR THE FINAL  
ESCAPE TO TAKE PLACE!**

*I beg your forgiveness in this world or the next,*

*Pinesky*

## Handout 2

This art was presumably made by Maldwick:



# Handout 3

Writing on the fountain in the garden:

*Weep, mine eyes, be filled and weep  
For -- -- -- -- -- eternal sleep  
Though all these things the dragons foretold  
Their prophecies -- -- -- -- -- goals  
And fated bitterness of taste  
To my people, laid to waste  
Floods of oceans, open doors  
Until -- -- ----- water roars  
And so, my eyes, fill all these years  
-- -- -- -- -- with eternal tears.*

# Handout 4

Writing on the fountain in the extradimensional space:

*If in this maze a mind was shattered  
Thoughts were broken, bruised, and battered  
Drink you from these waters deep  
And then be calm as babes asleep*