

LEGENDS & LAIRS

INSTANT ADVENTURE



Darwell's Tower

by Mike Mearls

Requires the use of the
Dungeons & Dragons® Player's Handbook,
Third Edition, published by
Wizards of the Coast®



How to Use This Product

This adventure is specifically designed to be easily incorporated into any existing D&D campaign. Feel free to alter the names of places and characters and customize the details of the adventure to fit your own world.

You should be able to run this adventure in a single game session. You should read it through at least once and study those sections you will need to know well. In particular, you should familiarize yourself with the features and capabilities of any new monsters, spells, and magic items introduced in the adventure.

You can get the adventure started quickly and easily by reading the intro on the back cover to your players. You may also wish to photocopy the map on pages 8 and 9, both for your own reference and to show to the players, if appropriate.

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DARWELL'S TOWER

By Mike Mearls

DM BACKGROUND

Darwell Umbruskor is a lawful evil necromancer and cleric who for years has carefully cultivated his persona as an eccentric but harmless sage. While Darwell does indeed enjoy the fine art of magical research, he has been alert for any opportunities to increase his personal power and make a bid for prominence in the city government. A year ago, one of his minions discovered a *sphere of grave mist*. The *sphere* allows its user to call and bind powerful undead creatures. Darwell plans to use the *sphere* to launch raids on the homes and towers of wizards who live within the city, hoping to kill them and loot their laboratories without leaving any evidence that points to him as the perpetrator. The wizard left town to personally negotiate an alliance with a small cabal of necromancers, hoping to use them to bolster his capabilities and provide a convenient patsy should the scheme fail. Sir Jeffers and his band of crusading warriors recently captured the evil rogue who first found the *sphere* and delivered it to Darwell. Based on his testimony, they have decided to hire a band of adventurers to infiltrate the tower and steal the *sphere*.

ADVENTURE SUMMARY

Darwell has done an excellent job of using bribery and extortion to secure his place in the city. The town watchmen, on the orders of a high-ranking officer, keep a careful eye on Darwell's tower and have even been promised a sizeable bonus if it is kept secure for the duration of the wizard's trip. The PCs must sneak into the tower and deal with the hobgoblin mercenaries that Darwell hired to guard the cellars where he stashed the *sphere*. In addition, the *sphere* has proactively summoned a chain ghoul to keep watch over it. The *sphere* possesses a malevolent intelligence and revels at the prospect of spreading misery and pain after years of dormant slumber.

GETTING STARTED

If you decide to use the canned intro on the back cover of this adventure, the players should have a good idea of what to expect from the mission. You should roleplay their meeting with Sir Jeffers, as any player with an ounce of common sense grills the warrior to insure his trustworthiness. Jeffers is an earnest man, and it pains him greatly to stoop to such measures. However, he dares not turn to the government for fear that Darwell's influence and bribes could delay an investigation long enough for the wizard to return and reclaim the *sphere*. He's also smart enough to know that



this mission requires talents that he and his fellow paladins lack. If the PCs question his authenticity, Sir Jeffers agrees to undergo any divinations such as *detect evil*, displays his paladin abilities for the PCs, and agrees to take them to the local temple dedicated to his deity. Jeffers also offers a 3,000 gp reward and promises to cover the cost of any magical healing the PCs need, including *raise dead*. He also loans the PCs a *bag of holding* (type 1) to carry the *sphere* and cautions them to never directly touch the accursed magic item.

Sir Jeffers is a 6th-level paladin. He is honest almost to a fault and is genuinely troubled by the route he's been forced to take. He'd much rather kick down Darwell's front door and confront the necromancer, but he's wise enough to know that getting the *sphere* is too important a task to risk on foolhardy heroism. Meting out justice can come later. He speaks in a deep, slow tone as he carefully considers each of his words.

If the PCs attempt to use the Gather Information skill or Bardic Knowledge to glean any facts about Darwell, consult the chart below. Reveal all the information listed for the DC at or below the result rolled. For example, if a player rolls a total result of 17, he gains the facts listed under DC 15 and 10.

DC Information Learned

- 10 Darwell is a sage who specializes in plants and herbs. He's been in town for years, though he doesn't do much business. He primarily keeps to his books and studies.
- 15 He has been known to leave town for extended periods, but the town guard always takes extra care in looking after his tower. He must have some well-placed connections.
- 20 I've heard that Darwell is skilled in the magical arts. They say all sorts of weird noises come from his place

late at night.

- 25 For a sage who specializes in plants and animals, Darwell gets a lot of visitors at night. My cousin saw six figures clad in black, full-body robes knocking at his door in the dead of the night not two days before the sage left town on his latest trip.

If the PCs spend a day asking around town, they can track down Darwell's servants with a Gather Information check (DC 20). The maid, Estella, and cook, Denkir, are both commoners who suspect nothing about Darwell. They do know that he keeps odd hours and that the two of them have been told never to venture up to the second floor, supposedly to give Darwell peace in his studies and to avoid interfering with his work. They consider him somewhat strange, but he pays rather well so they remain in his service.

DARWELL'S TOWER

The tower is located in a relatively prosperous area of town. It is a squat, three-story, square stone building. Six town guardsmen stand outside the front door. They let no one but Darwell's servants enter the place, and they know both by sight. As a hedge against any interference from the guards, Darwell requested that they be ordered to ignore any noise coming from within the tower, claiming that he has magical experiments in progress that may be ruined by unauthorized access. Unless the guards directly witness a violent act within the tower or hear a clear cry for help or the explosion of a spell such as *fireball*, they ignore all sounds, such as those caused by combat and most spellcasting. The guards are bored and speak freely with anyone who approaches them in a friendly manner. They are tasked with keeping intruders out of the building and make circuits around the place every half hour, shooing away anyone who lurks about in a suspicious manner. The guard captain has offered all the men who patrol this area a sizeable bonus if Darwell's place is left untouched for the duration of his trip. The guards are thus immune to bribery, bluffs, and other means of persuasion. They know that should they slack in their duty, the rest of the guards in their unit will be quite angry about losing their bonus pay. If the guards see anyone leaving the tower, they pursue them relentlessly, desperate to avoid losing the bonus they've been promised. An additional patrol of six guards stops by every hour to check up on the door guards. Every four hours, a new squad of six guards arrives to relieve the watchers.

Town guards, Male Human War1 (6): CR 1/2; Medium-size Humanoid; HD 1d8; hp 8; Init +0; Spd 20 ft.; AC 16 (+4 scale mail, +2 shield); Atk +1 melee (1d8, longsword), +1 ranged (1d8, light crossbow); AL LN; SV Fort +2, Ref +0, Will +0; Str 11, Dex 10, Con 11, Int 10, Wis 10, Cha 10.
Skills: Intimidate +4, Listen +6, Spot +6. **Feats:** Alertness, Toughness.
Possessions: Longsword, light crossbow, 10 bolts, dagger, scale mail, large wooden shield, alarm whistle.

The tower's front door is made of thick oak panels (Hardness 5, hit points 20, break DC 23) and is kept locked (DC 20). The window shutters are all shut tight (Hardness 5, hit points 10, break DC 18) and are all also locked (DC 15). The tower is not too difficult to climb (DC 15) as its brick walls offer plenty of handholds and purchase for a climber. The wooden, peaked roof has the same stats as the front door for any given five-by-five section. Award the PCs experience for defeating the guards if they use non-violent magic (such as *sleep*), a clever ploy, or stealth to sneak past them without violence. If the PCs attack the guards, they attempt to summon aid with their alarm whistles. 1d6 more guards arrive every 2 minutes to deal with the PCs. Of course, the characters become wanted criminals for assaulting officers of the law. If word of violence against the guards gets back to Sir Jeffers, he halves the PCs' reward and does not pay to heal or raise any characters.

1. SITTING ROOM

Darwell uses this chamber to meet and greet guests. It features a stone fireplace in the southwest corner, a couch and two chairs with plush, red velvet cushions, and a small dining table with four wooden chairs.

2. BATH

A rather fastidious person, Darwell set aside this room for his own private bath. The floor here is tiled. A large, deep, wooden bathtub dominates the room. A wooden cabinet holds towels, soap, and a scrub brush, and two gray silk robes hang from hooks set on the door's inner face.

3. KITCHEN

A stone fireplace, similar to the one found in area 1, is set in the northeast corner of this room. Two long wooden tables laden with cooking utensils, spices, and pots are set along the walls here. In the center of the room is an old, well-worn circular red carpet. Hidden beneath the carpet is a trapdoor that opens to the stairs leading to area 11. If a character searches the room without specifically moving the carpet, he notices the trapdoor on a successful Search check (DC 15).

4. STAIRCASE

Etched in the floor at the top of this otherwise normal staircase is a pentagram. The symbol is very lightly carved into the floor and noticeable only if a character specifically inspects the area or makes a Spot check (DC 15).

5. STUDY

This room serves as Darwell's office. The room is appointed with a well-worn, comfortable chair with thick cushions set before a mahogany desk with three drawers. A portrait of an elderly gentleman with white hair and a carefully groomed moustache hangs above the fireplace in the northeast corner. Darwell made sure to leave nothing of interest behind in his desk, which is completely bare.

6. LIBRARY

Darwell's library is rather well stocked, even for a sage of his expertise. More than 50 thick, leather-bound volumes are collected in a set of wall-high bookcases set along the eastern wall. Two wooden chairs and a cushioned footrest stand in front of the fireplace in the southwest corner of the room. The vast majority of the books cover various topics on botany and herbalism. Most are written in Elven and Common, though a few are penned in Sylvan. A Search check (DC 10) reveals that, judging from the gaps and dust on the shelves, a few volumes are missing (Darwell took his collection of spellbooks and unholy tomes with him).



7. GUEST ROOM

This 10 ft. by 10 ft. room is bare except for a single wooden bed with a straw mattress. A thick layer of dust covers everything here, as the room has not been used in quite some time.

8. MASTER BEDROOM

A large bed covered in silk sheets and thick blankets dominates this room. A wooden armoire stands in the southeast corner. It holds several sets of gray robes, traveling clothes, two pairs of boots, and a thick woolen cloak. Forgotten within the pocket of one pair of robes is a *wand of burning hands* (22 charges, caster level 1). A Search check (DC 10) is necessary to uncover the wand.

9. LAB

This large room serves as Darwell's primary work area. The windows here are kept barred shut, and the door to the room is locked (DC 15). Anyone opening one of the windows or the door frees the four lemures kept bound within a pentagram in the center of the room. Darwell earned these creatures from his dark lord to use as guardians. They do not move beyond the pentagram inscribed at area 4, but otherwise relentlessly pursue intruders. They fight to the death.

Darwell did not bother taking much from this room, counting on his guardians to watch over it for him. Along the workbench that dominates the north wall of this chamber are: beakers and glassware worth 500 gp, a wooden box holding a dozen small red rubies, each worth 50 gp, and a golden dagger with a diamond set in its pommel worth 700 gp. A small, red, leather-bound book lies on the floor beneath the bench. This is Darwell's journal, forgotten by the sage as he packed for his trip. Within it are the details of his daily life. It is mostly a dull read, but it does include some incriminating evidence that paints Darwell as a necromancer and devil worshipper. It includes references to the trapdoor in the kitchen and mentions that the *sphere* is hidden below. The journal makes no mention of the hobgoblins in the basement. Feel free to insert hints and hooks for other adventures into the journal.

Lemures (4): CR 1; Medium-size Outsider; HD 2d8; hp 9; Init +0; Spd 20 ft.; AC 13 (+3 natural); Atk +2 melee (1d3, 2 claws); SQ DR 5/silver, mindless, immune to fire and poison, cold and acid resistance 20, see in darkness; AL LE; SV Fort +3, Ref +3, Will +3; Str 10, Dex 10, Con 10, Int —, Wis 11, Cha 5.

10. SHRINE

The door to this room is locked (DC 20). Within is a small shrine dedicated to an evil deity, Darwell's patron. The sage is both a cleric and necromancer and conducts his rites here. Use trappings appropriate to an evil deity from your campaign or furnish it with a generic black, bloodstained altar.

11. CELLAR

Darwell's hobgoblin mercenaries keep guard over this place, patiently waiting for his return and their eventual payment. The

stairway is a rickety, wooden affair that descends into the middle of the bare, dirt-floor room. Four hobgoblins are on guard here. They move into position as soon as the trapdoor opens, standing beneath and behind the steps so that they may attack anyone who comes down the stairs. They reach through the spaces between the steps with their guisarmes, attempting to trip those coming down. Characters suffer a -4 penalty on their Strength or Dexterity check to avoid being tripped if the attack catches them by surprise. A character tripped on the steps takes 1d6 damage as he tumbles down to the cellar floor.

The hobgoblins are intelligent warriors. They attempt to form a defensive line in the door to room 12, maximizing the use of their polearms. Remember that with their Combat Reflexes feat, each may make up to two attacks of opportunity per round.

Hobgoblin Mercenaries, Male Ftr1 (4): CR 1; Medium-size Humanoid; HD 1d10+1; hp 7; Init +1 (Dex); Spd 20 ft.; AC 16 (+1 Dex, +5 chainmail); Atk +1 melee (1d8, longsword) or +3 melee (2d4, guisarme), +2 ranged (1d8, longbow); AL LE; SV Fort +4, Ref +1, Will +0; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills: Move Silently +0, Listen +3, Ride +4, Spot +3.

Feats: Combat Reflexes, Weapon Focus (guisarme).

Possessions: Longsword, masterwork guisarme, longbow, 20 arrows, chainmail, 20 gp each.

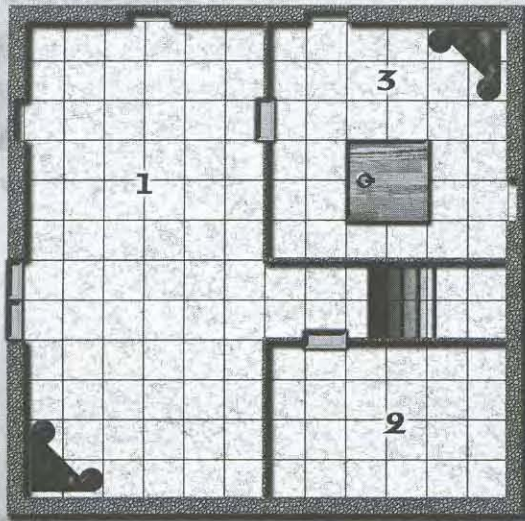
12. STORAGE/BARRACKS

This room serves as the headquarters for the mercenaries and as the living chamber for their commander, a sorcerer named Syrgut Dragonblooded. A sleeping pallet sits in the northwest corner of this room, and a small, locked (DC 10) chest filled with 1,000 sp stands beside it (Darwell's advance to the hobgoblins for their service).

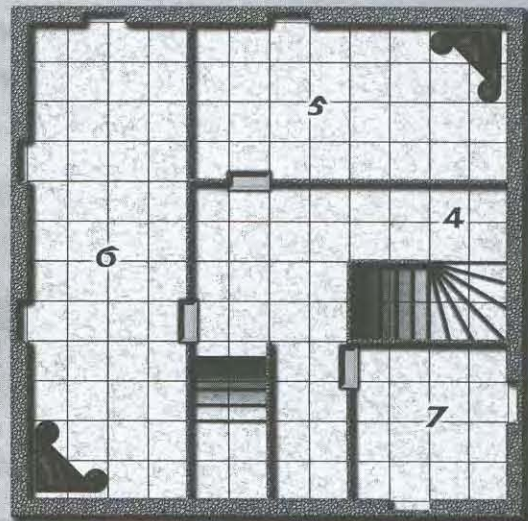
When the characters engage the warriors in room 11, Syrgut and his lieutenant, a grim berserker named Steelaxe, leap to join the fray. Steelaxe quaffs his potion, rages, and charges into battle, preferring to rush a spellcaster or other obviously weak opponent. He bases his judgment on physical strength and weapons carried, so he may very well mistakenly charge a monk. He does not break the hobgoblin battle line, nor does he move beyond support of the fighters' polearms. Syrgut uses his cloak to hide out of sight, preferring to use *flaming sphere* to disrupt the party from behind. Note that Syrgut's casting this spell does not necessarily reveal his position. He directs it against any obvious wizards or, lacking such targets, heavily armored, slow-looking warriors. If the battle goes poorly, he casts *obscuring mist* in an attempt to even the odds, peppering the characters with *magic missiles* to help press the advantage granted by the *mist*. Steelaxe and the fighters fight to the death, as they realize they are in a human city surrounded by countless enemies. Syrgut attempts to flee through the passage at area 14 if he is the last hobgoblin standing.

Darwell's Tower

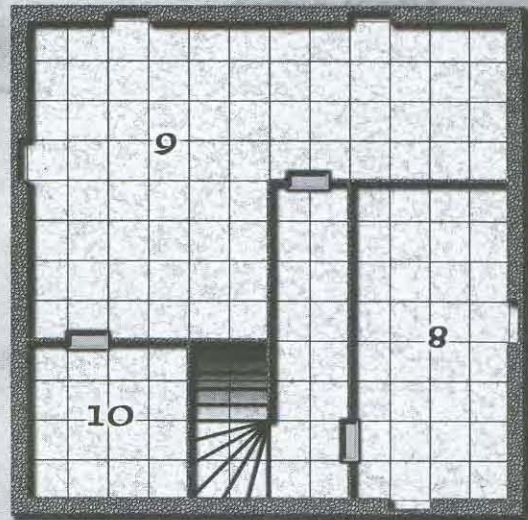
First Floor



Second Floor

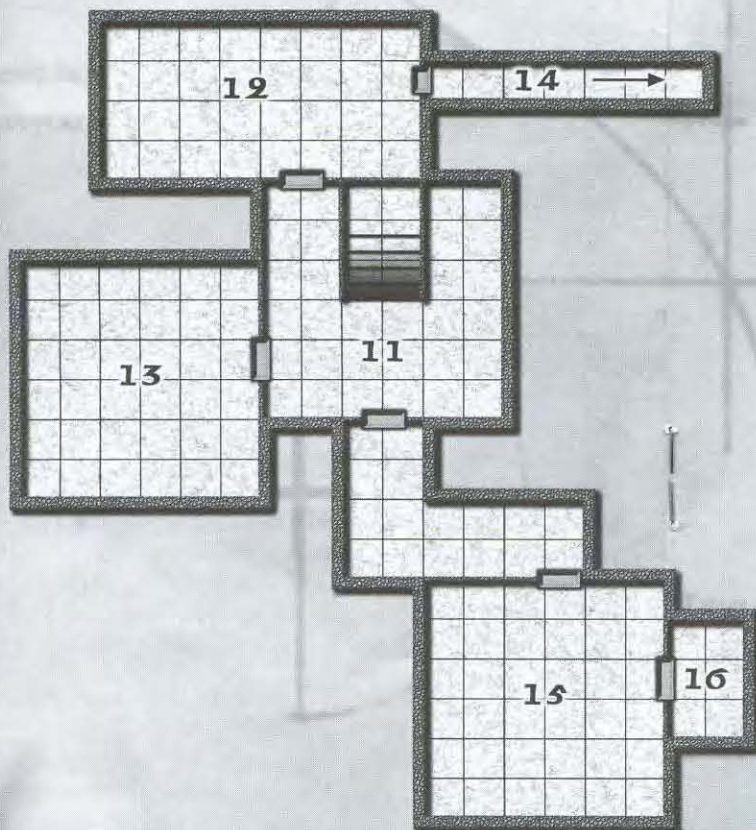


Third Floor



Scale: One Square
Equals 2.5 Feet

Cellar



Key



Window



Fireplace



Stairs



Cellar Door



Syrgut Dragonblooded, Male Hobgoblin Sor4: CR 4; Medium-size Humanoid; HD 4d4+7; hp 19; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 13 (+3 Dex); Atk +3 melee (1d8+1, shortspear), +5 ranged (1d8, light crossbow); SQ Spells; AL LE; SV Fort +2, Ref +3, Will +5; Str 10, Dex 16, Con 12, Int 14, Wis 13, Cha 16.

Spells (6/7/4): 0—*daze, detect magic, detect poison, ghost sound, light, resistance*; 1st—*mage armor, magic missile,*

obscuring mist; 2nd—*flaming sphere*.

Skills: Concentration +8, Knowledge (arcana) +9, Listen +5, Move Silently +7, Spellcraft +9, Spot +4. *Feats:* Improved Initiative, Toughness.

Possessions: Shortspear, light crossbow, 10 bolts, *cloak of elvenkind*, 40 gp in coins, two gold nuggets worth 50 gp each, key to area 14.

Steelaxe, Male Hobgoblin Bar2: CR 2; Medium-size Humanoid; HD 2d12+6; hp 25; Init +1 (Dex); Spd 30 ft.; AC 16 (+5 breastplate, +1 Dex); Atk +7 melee (1d12+3, masterwork greataxe), +3 ranged (1d6, shortbow); SQ Fast movement, barbarian rage, uncanny dodge; AL NE; SV Fort +6, Ref +1, Will +0; Str 16, Dex 12, Con 16, Int 6, Wis 11, Cha 9.

Skills: Intimidate +2, Move Silently +1, Swim -1.

Feats: Weapon Focus (greataxe).

Possessions: Masterwork greataxe, breastplate, short bow, 20 arrows, *potion of heroism*, golden necklace set with a green amethyst worth 100 gp, 10 gp in coins.

13. STORAGE/BARRACKS

Five pallets are scattered throughout this room, along with several boxes stuffed with iron rations and half a dozen barrels of water. Piled neatly in the southeast corner are two wooden cases. One contains 100 arrows, 50 crossbow bolts, and a light crossbow. The second holds three longswords and two halvespears. Three guisarmes lean against the wall in the southwest corner.

14. ESCAPE ROUTE

The dank, foul order of the sewers wafts from this passageway when the locked door (DC 15) leading to it is opened. This long passageway leads to the city sewers. Darwell had it built as an emergency escape route.

15. GUARDIAN'S CHAMBER

This bare, stone room houses an undead guardian summoned by the *sphere* to serve as its last line of defense. The chain ghoul hides in the SW corner, waiting until an unarmored character comes within striking distance of its chains before leaping out to attack. The ghoul moves to keep as many characters as possible within reach of its chains, using them to batter spellcasters and biting at any warriors who come close to it. It attempts to move out into the corridor to the north in an attempt to minimize the number of characters who can attack it at once. The thing fights to the death.

Chain ghoul (1): CR 4; Medium-size Undead; HD 6d12; hp 42; Init +8 (Dex, Improved Initiative); Spd 40 ft.; AC 19 (+4 Dex, +5 natural); Atk +6 melee, (1d8+3 plus paralysis, bite), +6 melee (2d4+3 plus blood drain, 2 chains); SA Blood drain, reach weapon, paralysis; SQ Undead, +4 turn resistance; SV Fort +2, Ref +6, Will +5; Str 16, Dex 18, Con —, Int 14, Wis 11, Cha 16.

16. TREASURE ROOM

The door to this room is locked (DC 20) and trapped with a poison needle. Standing on a stone pedestal in this room is the *sphere of grave mists*. Characters who take care to catch the sphere in Sir Jeffers's *bag of holding* do not need to come into physical contact with the *sphere* in order to carry it away in the *bag*. In addition to the *sphere*, Darwell keeps his savings and emergency cash here in a steel coffer. It holds 500 gp, a jade idol worth 200 gp, and a gold ring set with three amethysts worth 450 gp.

Poison Needle Trap: CR 3; +10 ranged (1, plus Fortitude save DC 15 or 1d4 temporary Strength damage initial effect, 1d4 Strength secondary effect); Search (DC 24); Disable Device (DC 24).

RESOLUTION AND FURTHER ADVENTURES

If the PCs recover the *sphere*, Sir Jeffers makes good on his promise, giving them their reward and paying for their healing. If the PCs end up in jail and lose the *sphere*, Jeffers is deeply angered and denies all knowledge of the PCs and their actions.

Sir Jeffers can become a continuing ally and patron throughout the campaign if the PCs perform well. He is always on the lookout for capable allies who oppose evil.

Darwell may manage to escape justice, hearing through his agents of the theft of the *sphere*. This multiclassed necromancer/cleric is rather vengeful and could become a continuing menace to your PCs. Scale his abilities and power to fit in line with the role you want him to play in your campaign. He could range from a nemesis working behind the scenes to a foe who directly confronts the PCs.

NEW MONSTER

CHAIN GHOUL



Medium-size Undead

Hit Dice: 6d12 (39 hp)

Initiative: +8

Speed: 40 ft.

AC: 19 (+4 Dex, +5 natural)

Attacks: Bite +6 melee, 2 spiked chains +6 melee

Damage: Bite 1d8+3 and paralysis, chains 2d4+3 and blood drain

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Blood drain, paralysis, reach weapon

Special Qualities: Undead, +4 turn resistance

Saves: Fort +2, Ref +6, Will +5

Abilities: Str 16, Dex 18, Con —, Int 14, Wis 11, Cha 16

Skills: Climb +9, Hide +10, Intimidate +8, Jump +14, Listen +8, Move Silently +10, Spot +8

Feats: Combat Reflexes, Improved Initiative, Multiattack, Weapon Finesse (chains)

Climate/Terrain: Any

Organization: Solitary, gang (2–4), pack (4–16)

Challenge Rating: 4

Treasure: Standard

Alignment: Chaotic evil

Advancement: 7–8 HD (Medium-size)

Chain ghouls look like normal ghouls that have had their forearms replaced with a set of long, barbed chains. In combat, a chain ghouls whirls these weapons in a deadly arc, tearing into its opponents with a vicious abandon. The barbs set into the chains latch into the ghoul's targets and drain their blood from them, strengthening the ghoul while weakening its foes.

Chain ghouls are created by subjecting a normal ghoul to an arcane process that requires a pair of masterwork spiked chains, 500 gp in materials, and one week of work. In addition, a *sphere of grave mist* can create a chain ghoul to serve it as a guardian.

COMBAT

Chain ghouls often work with normal ghouls, using their chains to cover their attacks and strike opponents from afar. Chain ghouls are often cowardly in combat, using their chains to strike foes from behind obstacles.

Chains (Ex): The chain ghoul is armed with the equivalent of a pair of masterwork spiked chains. These weapons have a reach of 10 ft., and the ghoul may use them to strike at adjacent opponents. The chains are part of the ghoul's physical body and are considered natural weapons for the purposes of calculating the ghouls attack bonuses and for the use of the Multiattack feat.

Blood Drain (Ex): The spikes on the ghoul's chains drain blood from anyone struck by them and channel it into the ghoul's body, healing the ghoul as its victim takes damage. Those hit by the chains must make a Fortitude save (DC 15) or take an additional 1d4+1 points of damage. The ghoul immediately heals a like amount of damage.

Paralysis (Ex): Anyone struck by a chain ghoul's bite attack must make a Fortitude save (DC 15) or be paralyzed for 1d6+2 minutes. Elves are immune to this effect.

NEW MAGIC ITEM

SPHERE OF GRAVE MISTS

This crystal orb swirls with gray mists that seem to be trapped within it. The *sphere* allows its user to summon up to 40 HD worth of undead creatures for one week of service once a month. Any single undead controlled via the *sphere* cannot have more than half the user's level in hit dice, rounded up. If a person of a non-evil alignment touches the sphere, he must make a Fortitude save (DC 15) or receive two negative levels. The Fortitude save to remove the levels is DC 15. The *sphere* may also summon a 6 HD undead to serve it as a personal guardian. This creature does not count against the 40 HD limit and serves the sphere, not its owner.

Caster Level: 15th; **Prerequisites:** Craft Wondrous Item, *summon monster VII*, *animate dead*; **Market Price:** 65,000 gp; **Weight** 4 lbs.

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DRAGONSTAR

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DARWELL'S TOWER

16

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Darwell's Tower

Instant Adventure for 4–6 characters levels 3–4



Darwell Umbruskor has long been known around town as an eccentric but ultimately harmless old sage. From what you've heard, he keeps odd hours, rarely speaks a word to anyone, and lets no one enter his tower save for a few servants. Though quiet and somewhat mysterious, Darwell has done nothing to arouse undue suspicion.

Sir Jeffers, a crusading warrior who just made your acquaintance, claims otherwise. According to evidence he recently came across, Darwell Umbruskor is both a necromancer and a dedicated priest of an evil power.

"Don't let Darwell's appearances fool you, as they almost did us. He may seem like just another fat old academic spending his days with his books and research, but I have learned that he has recently come into possession of an artifact of evil. Darwell's out of town and shouldn't return for two more weeks. We believe he's meeting with a few of his fellow servants of evil to hatch some diabolical plan involving the artifact. Someone of your talents and resourcefulness shouldn't have any problem getting into his place and making it back out with the item we're after. It's a gray, glass sphere that seems to be filled with swirling mists. Don't touch it, just slide this bag over it and carry it out to us."

"We can't have the town guard involved in this. Darwell's padded the coffers of the town watchmen, and they've agreed to keep a close eye on his place. They're watching Darwell's tower like hawks, and fighting them will only get you thrown in jail. If they confiscate the orb after you've taken it, Darwell will have no troubles pulling some strings and using some bribes to get it back."

"We need your help. Stealth is far from our forte, but with the town guards keeping an eye on the tower, that's what we need. Can you help?"

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