

Prison of the Defiler

Dungeon Master Page

This Item has two pages one for the DM and for the PCs. Only give the PCs **1.** and **2.** only if the conditions are met.

At first glance the PCs only see a small cube with even finer silver bars. As they approach however they notice a creature within. It's shrouded in darkness and Smoke and even with a Perception- or Investigation Check it is indiscernible. But if they make one, they notice a small needle, no longer than 2 cm and an Engraving at the top of the box, it says Eas'thi'kaula.

The Box is small and can fit easily in any PCs hands, it ways 1,5 Kg and the box itself is made of fine Silver, Gold and a darkened fine Wood. Runes are covering the Contraption and glow if any magic is cast upon the Object, mostly Abjuration and Enchantment Magic. It's completely indestructible and can only be destroyed via level 8 spell or even higher Magic.

Once any PC tries to concentrate on it, Identify it or just carries it around for some time, they hear a Voice deep inside their head. Unyielding, unstoppable the echo of a powerful Creature shatters like shrapnel through their brain, and from now on they have -1 to wisdom saving throws. It begs and pleads, it screams and yearns, it bargains and mopes and the PC that is affected and only this one can speak to the Imprisoned.

Eas'thi'kaula. Eas'thi'kaula is a Pit Fiend, or rather used to be. A millennia ago he was imprisoned by a powerful Mage who built this Prison and engraved the Demons true name on the top of the box so everyone who dared to approach would be save.

Over all this time of isolation and imprisonment Eas'thi'kaula became a little mad and almost dement. Hundreds of People commanding him over the years took its toll on the once proud Pit Fiend. He knows if you feed the box some of your blood or speak his name you can free him for some time. And this is the only thing he can think about at this point. Once he is out of his cage, his single goal is to find a way to destroy the box, and or fulfil the task the *Name-wielder* has given him.

He is cunning, knows his way around the affected PC and the longer he is with them the more he knows. He always listens, he always searches, he is always on the look for a Deal. He will promise the party everything and anything as long as the end result is freedom from his Cage. If the PC need money he will bring them some, probably slaughtering a village for it but what did they expect, if they need Magical items he will steal them from a museum, if they need an enemy killed he will go on the hunt. If he was sent for via a *Name-wielder* he can stay out for as long as he wants and he will stretch the task at any cost or until he is called back. But always and at any time, he searches for a way out of the Prison and the most brutal way to resolve the task given.

Name-wielder. If a PC decides to gain power over Eas'thi'kaula and call his name, the PCs max hit points drop by 30 for every hour the Demon is free. Upon renaming the Pit Fiend, he gets trapped in the Box again and cannot be called again until the next Full Moon.

The Needle of Hope. A PC can free Eas'thi'kaula for free and without calling his name for 10 hours if they sacrifice a little blood, to the *Needle of Hope*. They take 1d4 piercing Damage.

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Player Character Page

A small finely crafted cage covered in runes and obviously magical in Nature lies bevor you. Small silver bars in between two golden and wooden Planks, inside only darkness and smoke.

Condition 1. *Once Identified, concentrated upon or held for 1d4 hours*

You hear a voice in your head so loud and so painful your mind starts to give in, your alertness weavers and your concentration fades. For as long as you are within 10 feet of the Box you have -1 on Wisdom Saving Throws.

Condition 2. *Once explained by the demon or if the PC said its name or if the PC pierced the needle.*

Name-wielder. Once per Full moon you can call upon Eas'thi'kaula and give him a Task to fulfil. It is up to the DM to judge how well a CR 20 Pit Fiend would fair in this Quest and how long it would take him. Once called, the *Name-wielder* feels his Body crumble and suffer under the weight of the Name and every Hour his max Hit Points drop by 30 until Eas'thi'kaula is called back. Upon renaming the Pit Fiend, he gets trapped in the Box again and cannot be called again until the next Full Moon. If the PC dies the Pit Fiend also gets imprisoned again.

The Needle of Hope. You can free Eas'thi'kaula for free and without calling his name for 10 hours if you sacrifice a little blood, to the *Needle of Hope*. They take 1d4 piercing Damage.

