Zingar guild questline

Leader: Zingar the beholder CR13.

Zingar was created by Alfrani as a method of controlling bottom parts of the community of Arbede. Zingar himself is loyal to Alfrani, because he is much more powerful and tactically and strategically smart than young Zingar was whe he was summoned.

**Motives of Zingar:** Zingar wants to be openly admitted as right hand of Alfrani, but he understands that currently people of Arbede are not prepared for this. So firstly he decides to take control over bottom part of community of Arbede. The idea is to transfer all crimes towards the enemies of Arbede.

**Personality of Zingar:**  Cautious, paranoid, self-centered, narcissistic, try to dominate most of the opponents without a fight by buying them or hiring assassins to kill his opponents. Has his little toad in the aquarium, to which Zingar is really bound (Killing it will result in uncontrollable rage of Zingar). Will try avoiding combat at all costs (killing his toad is basically the only way to force him to face to face combat).

**Location:** Arbede, should probably create a map of this city with some locations or smth

**Special information:** he is beholder, so he can create some things by simply dreaming about them, that involves creatures too! If creature exists for long enough, it becomes completely material, otherwise it disappears upon death.

**Stats:** Take stats from MM, add HP if fight is getting too easy for low lvl characters, if PCs are higher than 13CR just make them feel powerful in face to face combat.

Guild Masters:

Most of the guild masters are creations of Zingar.

1. Brimble the Ogre-Magi
   1. Created by Zingars dreams of balance of physical and magical power. Has two heads. Loves experiments and listens to Zingar only. His left part is stubborn brute and quiet. His right head is leader and main source of magical power, loves to talk with his other part.
   2. Wears thick leather armor under his giant violet mage robe. Loves meat and wine.
   3. **Stats are not balanced yet**
2. Reana the imagined Medusa (dead in university party)
   1. Created by Zingars dreams of loneliness and hidden power. One of the first Zingar’s creations. Has evil personality but is completely devoted to Zingar.
   2. Green scales cover her body, as well as black light dress.
   3. See mobs and bosses
3. Varila, level 13 Imagined Humanoid Octopus(NO IT’S NOT A MIND FLAYER) warlock
   1. Created by Zingar’s dreams of Hadar the god of madness. This creature is the essence of Hadar’s chaos. Power mixed with sick mentality and devotion to Zingar makes him great example to zealots, to serve the cult under the guild
   2. Black-violet mantle. All parts of body are distorted in some way. Eyes and holes all over the body with some rootlike tentacles.
   3. **NI**
4. General, level 13 fire mage (can be met in White Tower)
   1. Alfrani’s powerful and faithful pupil. Alfrani’s way of getting info in some way other than directly from Zingar
   2. Light-Red mantle. Quite young for his place. Hard to tell what his age is because of burnt hairs. Wears violet brooch(брошь). Brown boots. And white glove on his right hand with fire element symbol.
   3. NI

**Related Quests:**

1. Robbery of caravan -> Reana lair (General)
   1. Meeting with Alfrani.
   2. Assassins will start hunting the party down. (Zingar is angry)
   3. “Club” mission becomes available.
2. Jewelry shop robbery -> goblin and human thieves lair (WT “reception”)
3. “Club” mission -> Cultist dungeon -> First meeting with Varila ()
   1. Next visit to Arbede party will meet Rixa the quick legs, who is trying to run from “Club”. She will give party “Club” coordinates and say smth about cultists, after that he will be paralyzed by 2 mages, who are trying to arrest her (Sgts Krieg and Blitz, fire mages). They will say that she is dangerous cutthroat and will show poster on nearby wall.
   2. **Story Details:** upon entrance in final room players will hear Varila saying “Show yourself and face your doom” disintegrating the door and charging finger of death (if PCs have taken NPC with them, he will disintegrate him). Then he will escape with demiplane. Upon defeating all enemies players will find some info on Zingar (where he will probably be and who he is, leading them to trap)
   3. **Dungeon Details:**  there are 3 fountains in dungeon filled with different liquids. First one will give player short-term madness effect. Second will give madness effect for 1-2 hours. The third one however will give Hadar’s Blessing (dormant stage) as well as the ability to hear his voice in certain moments.