

SKYFALL

EPISODE 13



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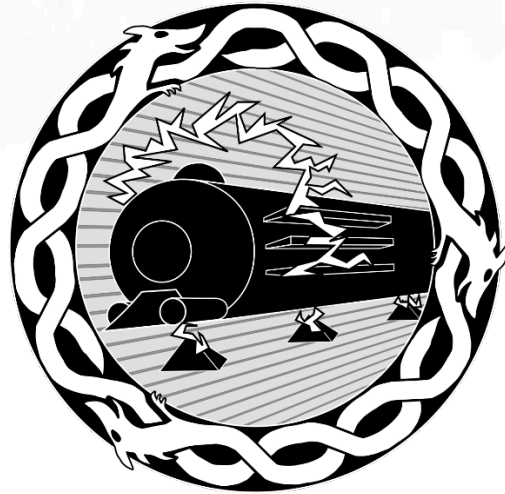
ACROSS EBERRON: CONVERGENCE MANIFESTO



SKYFALL

THE SKY IS FALLING! CAN YOU SAVE SHARN FROM THE PROVOST'S PLANAR MAGICS?

EPISODE 13 OF *CONVERGENCE MANIFESTO*



AN ACROSS EBERRON ADVENTURE

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INTRODUCTION

Welcome to *Skyfall*, the 13th and final episode of *Convergence Manifesto*, an [Across Eberron](#) adventure path. This adventure is the sequel to AE01-12: *Lost in Dreams*, [available on the Dungeon Masters Guild](#), using characters and story elements introduced in the previous adventure. Your party does not need to have played the previous adventures in this series to enjoy Episode 13, though previous adventures with the Clifftop Guild will deepen their experience.

This adventure plays best when used in conjunction with the [Wayfinder's Guide to Eberron](#) by Keith Baker. If your players are unfamiliar with either the Eberron setting or the DUNGEONS & DRAGONS game, you may wish to level up this set of [1st-level pregenerated characters, tailor-made for Eberron](#).

Skyfall is designed for five 7th-level characters to explore the diversity and themes of the Eberron Campaign Setting. In this climactic conclusion to *Across Eberron: Convergence Manifesto*, the adventurers are charged with saving the magical metropolis of Sharn before a vengeful academic can destroy its manifest zone using the convergence of Eberron's 13 planes. Characters must race across the city's diverse districts in a battle of wits and weapons, locating artifacts linking the planes and disabling the *Convergence Engine* before it is too late.

SUMMARY

Now that Provost Faurious has his hands on the twelve planar artifacts collected by the Clifftop Adventurers' Guild, he finally hatches his dastardly plan. It will take Eberron's bravest heroes to stop him. The adventure is split into the following three parts:

Part 1. Provost Faurious holds Sharn at ransom, conjuring a reality storm in the City of Towers. The player characters must defend Sharn's residents from the onslaught of otherworldly creatures and rendezvous with Guild Handler Lhara to put a stop to Faurious's plans.

Part 2. The twelve planar artifacts are the key to Faurious's revenge! The party must race around the city to disable pairs of artifacts that channel power to Faurious's eldritch machine. Six scenes follow the heroes all across the city:

- **Artifact Scene A.** The Clifftoppers negotiate with an ancient lich in the City of the Dead to destroy the artifacts tied to Lamannia and Dolurrh.

- **Artifact Scene B.** The party battles elemental forces beneath the Cogs to disrupt the artifacts tied to Risia and Fernia.
- **Artifact Scene C.** The heroes fall prey to hallucinations in a Callestan dreamlily den while reclaiming the artifacts tied to Thelanis and Dal Quor.
- **Artifact Scene D.** In the Aereni neighborhood of Shae Lias, the adventurers stake their souls in a life-sized game of Conqueror to claim the artifacts tied to Irian and Mabar.
- **Artifact Scene E.** Cyran rioters in High Walls are playing capture-the-flag with the artifacts tied to Shavarath and Xoriat. Can the party chase them down?
- **Artifact Scene F.** In Morgrave University, the oracle sphinx Flamewind is trapped by the artifacts tied to Daanvi and Kythri. Only the Clifftoppers can solve the riddles to break the time loop.

Part 3. With the eldritch machine's power sapped, it is time to take the fight to Skyway. The adventurers discover Faurious's true identity, defeat the genius wizard in combat, and race to disable the Provost's *Convergence Engine* before it can destroy Sharn's manifest zone.

RUNNING THE ADVENTURE

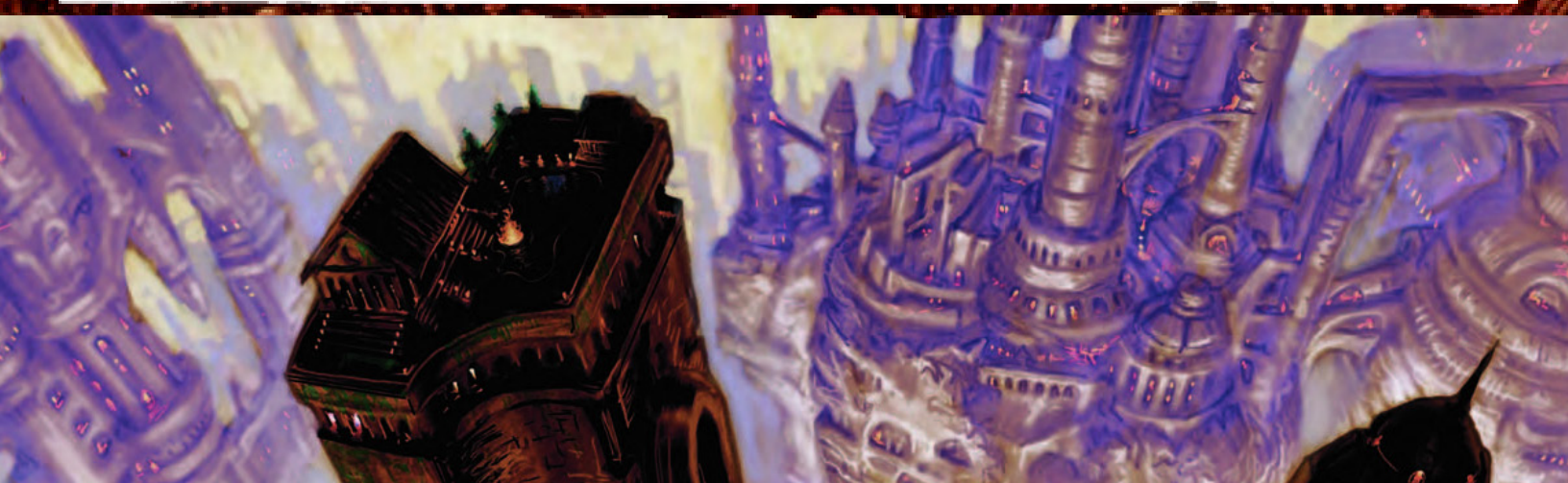
Skyfall is the epic culmination of the Across Eberron: *Convergence Manifesto* adventure path. This pulp-action adventure is designed for five 7th-level characters. Its modular format is intended to provide approximately 5-8 hours of game time, including one hour for Part 1, one hour for each artifact scene completed in Part 2, and one hour for Part 3. However, playtime can be expanded by requiring characters to retrieve all twelve artifacts in Part 2, instead of just a few.

All monster stat blocks needed for encounters in this adventure are contained in **Appendix A: Creature Statistics**. Large copies of the battlemaps are in **Appendix B: Maps**.

While running the adventure, look for the following formatting:

Text like this is intended to be read aloud or paraphrased for your players.

Sidebar like this contain rules reminders, reveal background Eberron lore, or point you to sources to learn more.



CAST OF CHARACTERS

In *Skyfall*, the party encounters new and familiar characters alike.

MAJOR CHARACTERS

This adventure brings the recurring characters of the *Convergence Manifesto* adventure path to the front and center. These characters represent the core conflict of the adventure, and are likely to be the ones the party has the most time with.

Guild Handler Lhara (LAHR-ah). Lhara is a shifter with white hair streaked with black. Her skin is pale, she has blue eyes, and wears an eyepatch over the left. She holds a middling position of authority within the Clifftop Guild. Lhara is the characters' handler inside Clifftop and is trying to increase the guild's coffers and reputation.

Personality: "I am always calm, no matter what the situation. I never raise my voice or let my emotions control me."

Ideal: "Clifftop Adventurers' Guild. The Guild is my home and its members are my family."

Bond: "I will prove that Clifftop is the best group of skilled troubleshooters and that we can get any job done."

Flaw: "I am very sarcastic, and it can be difficult for people to tell when I am being serious."

Provost Nigel Faurious (NIGH-jel FAR-ee-us). The Provost is very focused on his work and is often lost in thought. He seeks to prove his theories on planar bodies and is willing to spend the money required to build his strange device.

Personality: "I am horribly, horribly awkward in social situations and have little patience for any conversation that doesn't have to do with my work."

Ideal: "No Limits. Nothing should fetter the infinite possibility inherent in all existence."

Bond: "My life's work is the study of planar bodies and their effects on Eberron. I must complete my work and be given the recognition I deserve."

Flaw: "Unlocking an ancient mystery is worth every coin of my family fortune."

Aurea Ocula ir'Korran (Or-EE-uh AH-cue-luh ear-KOHR-ran). Under the guise of Provost Faurious, Aurea ir'Korran has been carefully manipulating the Clifftop Adventurers' Guild into obtaining twelve planar artifacts that she can use to manipulate Sharn's manifest zone. With the final stage of her plan underway, she reveals herself and threatens Sharn with extinction.

Personality: I am careful, calculating, and determined that my years of planning and research finally come to fruition.

Ideal: Revenge. I have nothing left to live for but to see the Five Nations crumble. Sharn is only a catalyst.

Bond: My children died fighting in the Last War. Everything I do, I do in their name.

Flaw: As I come within a hair's breadth of victory, others might perceive me as more than a little mad.

MINOR CHARACTERS

To stop Faurious, the Clifftop adventurers race all across the city. Here are other notable characters they encounter during their search for the twelve artifacts.

Ashe Jonz. An older half-elf woman and retired Brelish captain in Clifftop, she leads a bridge's defense from otherworldly creatures.

Aena Thennas. An Aereni elf exiled for dark necromancy, now a member of the Deathsgate Guild. She still hopes to prove her greatness to the Undying Court. Aena first appeared in AE01-01 *Fired & Forgotten* and AE01-03 *Rime & Reason*.

Draci Lonn. A middle-aged shifter woman, priest of the Keeper. She is a steward of Gath's mausoleum and a student of the ancient lich's necromancy.

Flamewind. A precognitive sphinx that lives in the halls of Morgrave University. She is well known for her riddles.

Gath. An ancient lich that calls Sharn's City of the Dead his home. As a devotee of the Keeper, he thinks only of himself and sustaining his decaying form.

Gellus Candar. A dwarf man and priest of the Keeper, fleeing with his valuables to the City of the Dead to wait out the disaster threatening Sharn.

Mur'taal. A Dhakaani hobgoblin spirit bound to the artifact called the *Chains of Mur'taal*. He first appeared in AE01-04 *Living Legend*.

Saph. A Cyran shifter girl living in High Walls. Caught up in the region's madness, she tries to keep the *Steelheart* and *Spiral Well* out of the hands of the player characters.

Saza. A human woman from Stormreach, owner of Kavn's restaurant in Durasharn Tower. Met as the Provost makes his threat to the city.

Tresca Teesbeak. A gnome artificer who runs a forge deep in the Cogs with her warforged friend Stoke. She first appeared in AE01-01 *Fired & Forgotten*.



PART 1: REALITY STORM

"...caught in a fold of space in time, to pluck one mote of power and draw its arcane fabric through thirteen more..."

- fragment of Provost N. Faurious's Convergence Manifesto

SCENE 1: AN INTERRUPTED LUNCH

It has been several weeks since the party's last mission with the Clifftop Adventurers' Guild, giving much-needed downtime to relax. However, it seems their break is over. Lhara, Guild Handler, has set an appointment for early afternoon, asking the party to meet her at the guildhall in the Clifftop district of Sharn.

This adventure begins a few hours before the meeting, as the party grabs some food at a tower-top cafe in Upper Dura, home to the Clifftop neighborhood. Read or paraphrase the following:

The spells wafting from Kavv's, one of the best-kept secrets in Sharn, entice you as you pull up a chair. Tucked away in the upper reaches of Durasharn Tower, this small intimate restaurant in Clifftop has delicious food and is delightfully exotic. The balcony is cozy, though a little cramped, and offers you a view of the top spires of Clifftop, as well as the guildhall across the way and up a few flights. You'll wander over to the nearby guild soon, but for now, it is time for lunch.

A dark-haired woman with olive skin and a ready smile deftly picks her way through tables filled with a colorful array of locals, pausing to take orders, answer questions, and exchange banter with patrons. You easily recognize her as Saza, one of the owners of Kavv's. When she finally reaches your table, she welcomes you warmly, "Sorry for the wait, loves. Can I start you with something to drink?"

Kavv's, owned by a married couple from Stormreach, is known for having an eclectic mix of drinks and dishes, a mixture of Khorvarian and Xen'drik cuisine. The drink menu is extensive—Aundarian wine, Zil brandy, Karnathi Nightwood Ale. It offers fusion dishes such as Talentan tribex, Eldeen venison, and Sharn's own kettle-fried spider legs, all cooked Xen'drik style, emphasizing the exotic spices of that exotic land.

Once the party is done interacting with each other and their host, read or paraphrase the following:

As lunch winds down, the sound of crashing thunder draws your attention. The unusual rumble grows, other diners falling silent and looking out the windows with concern. Light flashes from above the city center. As you and the other patrons crane your necks by the balcony railing, you see a pillar of light rise straight upwards from one side of Skyway, the mystical flying island over the city of Sharn. Far above, the air roils turbulently with flashes of lightning, fire, and strange colored lights. Unnatural clouds spread out from the pillar in irregular twisting patterns, some wisps black as night, others glowing from within, undulating like living things.

As you watch, you notice people are abandoning Skyway. From this distance they're hard to make out, but you see dots of figures, skycoaches, soarsleds, and even exotic flying mounts start diving away from floating tower down toward the city in a rush. As the dots fall, you're surprised to see flashes of spells pass between some of them, as if they're fighting each other.

One of the dots fleeing Skyway hurtles toward Upper Dura, soon becoming identifiable as a skycoach. The vehicle is trailed by several shapes, some made of living fire, others taking a demonic form, and one that seems to be a large orb. Flashes of fire erupt as the orb fires rays toward the coach, sending it pitching and spiraling desperately down toward, and finally into and through the exterior of the Clifftop Adventurers' Guild Hall. The floating orb flies after it into the wreckage of the hall.

Meanwhile, you have problems of your own. The swarm of flying creatures that was following the coach peels off in various directions, attacking people on the skybridges and balconies around you. As you watch in horror, a creature of fire and flame in white-hot glowing armor turns and flies toward your balcony, followed by several tiny winged figures.



Reality Storm. The situation is chaos. As best the party can tell, something has happened to Skyway, the island that floats one mile above Sharn, the City of Towers. The wealthiest people in Sharn live there in the most exclusive wards of the city, and clearly something has happened, the pillar of light causing a strange chaotic storm to begin to build above the city. With a successful DC 20 Intelligence (Arcana) check, characters can recognize it as the beginning of a reality storm, also known as an aukarak. This wild planar breach tears at the very fabric of the planes themselves. Reality storms are documented in the far-off continent of Sarlona, especially in the northern Tashana Tundra, but have never before been seen in Khorvaire. Unlike manifest zones that tend to be reliable, reality storms are wild and mostly unpredictable, tethering facets of other planes in any number of ways and blending them together against probable odds. Reality storms can be monitored with items such as planar aethervanes, though controlling them is beyond known capabilities.

The reality storm has pulled creatures from many planes into Sharn, and they are now running amok, first through the streets of Skyway, then descending on the towers of the city. The party is now encountering the first wave of these creatures and must fight for their lives.

A **fire elemental myrmidon**, pulled from the roiling, never-ending fires of Fernia, has been joined by a flight of **sprites** from Thelanis. The reality storm that has pulled them from their home planes has infused them with a driving compulsion to kill anyone they find in the city below, and they try their best to do it. These creatures engage the party, while the other diners of Kavv's either flee or are caught up with various planar creatures of their own. The myrmidon charges into the balcony and quickly engages the party in melee, while the sprites remain flying roughly 60 feet away from the balcony edge, firing their poisoned arrows at the party. The arrows are more a nuisance than a threat, but their poison can inflict the poisoned condition or even sleep on a bad save. When the fire elemental myrmidon is defeated, any remaining sprites turn invisible and flee.

The fire elemental myrmidon fights to the death, leaving behind a pair of exquisite scimitars forged on Fernia; while not magical, they will sell for triple the normal price. Should any of the sprites somehow be captured, they can offer little in the way of information, only that they have to kill, because the voice from above tells them to. They do not know who caused the reality storm or why.

CLIFFTOP ADVENTURERS' GUILD

Eberron, of course, has its share of organizations dedicated to the support and employment of exceptional individuals. Professional adventurers in good standing might be invited to join the Clifftop Adventurers' Guild (*WGtE* 150, *Sharn: City of Towers* 52), based in the Clifftop district of Upper Dura, Sharn. It was founded 150 years ago by a dwarf named Shekkal Korranor. The current leader is Sumara Korranor, better known among her charges as Summer.

The reputation of the CAG is well earned, and members are expected to uphold the Guild's virtuous principles. Their long-standing rivals, the Deathsgate Guild, have no such inclinations.

Once the party has dealt with the initial threat, read or paraphrase the following:

Screams of terror from Sharn's citizens blend with rage from inhuman throats, the cacophony ringing between the towers as more flying creatures follow down from Skyway. A flight of hippogriffs, ridden by the Sharn Watch, rises toward the chaos only to be engulfed by a swarm of strange forms. Out of the corner of your eye, you see an explosion from the Clifftop Adventurers' Guild Hall, magical force bursting out of the hole the skycab left. Meanwhile, the sky darkens further as burning clouds coil around each other through the sky.

The party will most likely take this subtle hint and head for the guildhall. If they instead head to the streets in an attempt to save others, you can attempt to steer them toward the guildhall in subsequent scenes by mentioning that the sounds of spells and explosions can be heard from that direction as the party makes their way into the streets.



SCENE 2: BRIDGE OF TERROR

When the party exits Kavn's, read or paraphrase the following:

Emerging from Kavn's into the interior courtyard of the tower, you see a wild throng of citizens flooding from homes and businesses, running for the inner stairwells and trying to evacuate. The din is overwhelming, people yelling for one another mixed with sobs and cries for help. Still, the scene hasn't turned to sheer panic, and you see people helping each other flee, carrying the injured, children, and elderly. Others mount a resistance here in this district of veterans, mercenaries, and adventurers. A floor down, along your route toward the guildhall, you see armed citizens assembling a makeshift barricade where the interior courtyard opens to a wide skybridge. Wielding wands and bows, some take shots at unseen foes, while others stand ready to fend off anything that threatens the evacuees.

The party must proceed toward the barricade to reach the guildhall, which lies across the skybridge and in the next tower over. They can make their way without incident through the press of evacuees to one of the interior stairwells, down a floor, then out through the crowd to the landing. The level with the skybridge entrance is mostly empty, save for the ten or so brave souls trying to mount a defense. They are all significantly lower level than the party and are just trying to stem the tide. Read or paraphrase the following:

A pair of elves dressed in the style of the Valenar stand ready with their bows. Next to them, a woman in the latest Fairhaven fashion brandishes a glowing wand. A warforged assists a shifter in dragging a wardrobe into the growing pile of benches and other objects thrown together for a barricade. An older half elf, her hair graying with age, seems to be the one in charge.

Looking out over the barricade, the bridge is covered in a thick fog, so dense that you can't see through to the other side. It's clearly magical, clinging only to the bridge while leaving its surroundings clear. Occasionally you can see a shape, almost indistinguishable from the fog, moving amongst it, earning an arrow fired from one of the Valenar or a bolt of fire from the Aundairian.

The half elf is a **veteran** by the name of Ashe Jonz. She served as a captain in the Brelish military for decades and became an adventurer in her later years. Just now, she was caught out on the skybridge when all Khyber broke loose. She started barking orders, and those with military experience recognized the voice of authority and followed her. She wants to give the civilians time to evacuate before pulling back herself.

What Ashe Knows. Ashe brusquely discusses the situation with the party while keeping an eye on the bridge.

- **Are you in charge?** "No one else seemed to want the job, so for the moment, yes, I'm the one in charge."
- **Who are you?** "Captain Ashe Jonz, Brelish 9th. Retired."
- **What is going on?** "Monsters are coming out of the sky, in case you missed it."
- **Any idea why monsters are coming out of the sky?** "No, and while I'd really love to know, that really isn't my major concern at the moment."
- **What is your plan?** "Hold out until the floors above us get evacuated or someone relieves us, whichever comes first."
- **What's out there?** "Risian mephits. Seen them summoned before. Little ice people with wings. They're what's causing the fog, but there is something else hiding in the fog. I was out there when they first came down. I couldn't see what it was through the fog, but it had nasty claws. Whatever it was started killing people. Hasn't come out of the fog though. We want to keep it out there."
- **We're going out there. We need to cross.** "Don't. I had two good men with me when those little frost buggers dropped the fog. Whatever followed them... It isn't worth it. I'm not going to stop you, but it's suicide to go out there."
- **Another way across?** "To get to that tower? There's another bridge 50 floors down, or twenty down if you want to take the long way over to Tenth Tower, over to Kest, and around. Don't know if those bridges are going to be any clearer."

Taking the Bridge. Three **ice mephits** on the bridge have covered it in fog. Each mephit is maintaining concentration on a *fog cloud* spell on separate sections of the bridge, forming a fog bank covering the middle 120 feet of the 200-foot bridge. The fog heavily obscures the bridge, blocking all line of sight for ranged attacks and spellcasting, and effectively blinding anyone within the fog cloud.

Hiding within the fog clouds is a **mezzoloth**, an insect-like creature of Mabar. With relatively low intelligence, it was confused by the sudden transition to a different plane, and has used its natural blindsight to follow the mephits into the fog, where it is now incapacitating and occasionally feeding off of people who were caught out on the bridge. The mezzoloth is the serious threat that the party must face if they want to get to the other tower.

If the mephits are driven off or the fog clouds dispelled, the mezzoloth continues to fight, though it uses its teleportation to avoid groups of enemies, preferring to attack single foes. Once the fog dissipates, the party finds the bodies of half a dozen people and one unconscious, but still living, young man who just happened to be overlooked by the mezzoloth.

SCENE 3: GUILDHALL

When the party crosses over the bridge, they find that the far tower has been mostly evacuated. However, sounds of combat continue from the Clifftop guildhall within (see Appendix B: Maps). When the party reaches the guildhall, read or paraphrase the following:

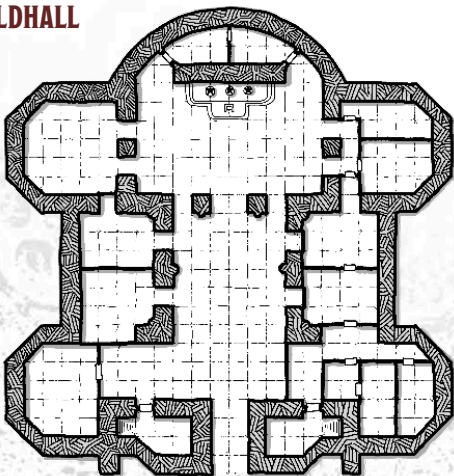
The large, ornate, and slightly tacky doors of the guild hall stand partially ajar. The sound of spell beams can be heard echoing from within. When you reach the doors, you do so just in time to see a guild dwarf cut down by a fiery ray from a horrific creature. A fleshy orb, maybe three feet in diameter, floats high in the guild entrance hall, eye-laden tentacles writhing about it. Below it, wreathed in flames, lies the crumpled wreck of the skycoach you saw crash through the exterior of the guildhall. Several guild members lie unconscious and bleeding on the floor.

On the far side of the floating creature, you see a white and black-haired shifter, fur streaked with crimson, charging the aberration with rapier in hand. As Lhara swings her blade, one of the eyestalks shoots out a beam of shimmering red light. Lhara's muscles lock, then a heartbeat later, she crumples to the ground.

As you watch in horror, eyeballs on the end of its tentacles swivel toward the entrance. The creature slowly turns, revealing its large central eye and maw of teeth. It smiles, "Are there more come to meet their fate? Is it fate? For I must kill her, for that is what has been instructed, and any that may stand in the way. Do more stand in the way?" Its eye flickers in delight, "I hope, I quiver, I desire that they do. Better fated to die under my sight than the rubble that is to come."

This **gauth**, a lesser beholderkin plucked from Xoriat, has just paralyzed Lhara with one of its eye rays. It was compelled by Provost Faurious to chase her skycoach across town, and seems somewhat aware of the Provost's plans, but only alludes to them obliquely, waxing strangely philosophical about fate, and all the while trying to kill the party. While the characters (and their players) may initially believe this to be a true beholder, a successful DC 15 Intelligence (Knowledge Arcana) check recognizes that this is not one of the dreaded eye tyrants, but rather a lesser being in the same mold. The gauth ignores Lhara's paralyzed form while it seeks to kill the party.

MAP: GUILDHALL



Once the gauth is defeated, read or paraphrase the following:

Lhara blinks once, twice, then scowls. As her muscles return to her control, she hauls herself up from the ground, burns from the creature's fire rays traced across her torso and blood stains on one pant leg. As she sheathes her rapier, she fixes you with her one good eye and speaks rapidly, "He used me, he used all the guild. He used us! He's going to bring it all down!" She strides toward a pile of papers, snatching it up and waving the crumpled manuscript toward you. "It's all here, I found his damn manifesto!"

Lhara has just discovered Faurious's plan to build an eldritch machine and wreak destruction on Sharn. His hand forced, Faurious has activated his device days before he originally planned. Give the party a moment to respond, then read:

"People of Sharn." A deep voice breaks into your conversation, and Lhara's eye opens wide as she looks to the source. You follow her gaze to a small blue bird perched at the rim of the broken wall the skycab crashed through. As you watch, another bird lands beside it. They both open their beaks and speak in unison. **"As you have no doubt become aware, Skyway now belongs to me."**

"That's Faurious, that's his voice," Lhara exclaims as a large crowd lands beside the first two birds, speaking in unison with the others.

The bird-carried voice continues. **"Any attempt made to retake Skyway will be met with force and power beyond your reckoning. For too long Sharn has sat here safe, wrapped in corruption and decadence, safe from the horrors unleashed by the war machines of the rich and elite. You are content to reach for the skies while stomping the faces of the innocent into the mud... But no more! No more and never again. Skyway is mine now. Mine, there is nothing you can do about it. I have taken it from you."**

As the rant continues, it swells in volume, the chorus being joined by many more birds in the same voice. Through the open windows into the tower courtyard, you see countless birds flying down to join the ever-growing tide of voices.

"I have taken Skyway. And soon, you will give me Sharn. Your City Council and the elite of Sharn have twenty-four hours* to surrender to me one million platinum—blood money you have pocketed from the lives you have crushed beneath your feet. Fail to comply, and I will take your towers and the sky itself from you. Look above. Reality itself trembles at my command! Do not dare attempt travel to my island in the sky. If you value your lives, gather your wealth."

As the proclamation ends, the strange assortment of birds all take wing. Like a massive cloud, they rise up into the sky, seem to merge together, then melt away into mist. Meanwhile, Lhara, your guild handler, leans back against a pillar and slides down it to a sitting position. "He's lying. He's going to do it whether they can pay or not. And he used me, used our guild to do it. He's going to drop Skyway on the rest of Sharn."

Faurious's voice is speaking through the birds, which he summoned from Lamannia. He is bluffing, trying to buy time to fully activate the device he has constructed. Previously, the Provost had been allowing power to slowly build within the machine, but thanks to Lhara's unexpected visit and Faurious's premature activation, the reality storm will take a while to reach its peak, time that the party can use to stop the destruction.

SHARN & SYRANIA

Sharn's magnificent towers, its Skyway above, and many wonders like skycoaches and soarsleds can only exist because Sharn was built in a manifest zone of Syrania, the Azure Sky. Bleedover from that plane of peace and air has empowered flight and levitation in this city.

Syrania itself is a wonder far beyond even Skyway. Crystalline cities float through the plane's endless blue skies, each one administered by magnificent angels. The plane's Immeasurable Market serves as a peaceful ground for artisans from many planes to sell their wares. It is said that when Syrania is coterminous with Eberron, it can be reached simply by flying high into the open sky. For more information, see the *Eberron Campaign Setting* (page 98) and the *Eberron Campaign Guide* (page 261).



* If you plan to have your party complete 3 or fewer artifact scenes in Part 2, consider reducing this to 12 hours to limit their time and prevent a long rest. See Part 2: Introduction for more information.

SCENE 4: BEST-LAID PLANS

Once the birds finish their ominous message, the party can speak with Lhara to learn what has transpired.

What Lhara Knows. The shifter freely shares everything she has learned with the party, trusting them implicitly due to their past work together.

- **What is going on?** “Provost Faurious built a device using the planar artifacts the guild gathered for him. He’ll use it to destroy the manifest zone that holds Sharn up, and the floating towers of Skyway will fall on the city below. Anything that isn’t crushed by the island will collapse under its own weight. The towers of the city will crumble.”
- **Provost Faurious?** “He’s been bankrolling most of the guild’s expeditions lately. Searching for planar artifacts. We collected them for him. Sovereigns and Six, he’s going to kill everyone and it’s our fault.”
- **How did you discover this?** “I went to his Skyway lab today, I had questions about upcoming expeditions. He wasn’t there, and I’m usually more discreet than this, but... I was bored, curiously glanced over some of the Provost’s papers on his desk. This manifesto was there, about destroying Sharn with *our* artifacts. I scooped it up and ran for my life.”
- **The manifesto?** “He calls it his *Convergence Manifesto*. I didn’t get to read much before I realized what it was and tried to run. He saw me on the way out. Sent those creatures after me, I’m lucky I escaped. The manuscript is hard to read. A lot of technical stuff, some in Draconic, then it devolves into ranting how Breland will pay for what it did.”
- **I thought he said he just wants a ransom?** “I think the ransom is a bluff. I didn’t get a good look at the manifesto, but there was some date next week he was obsessed with. I don’t think he was quite ready yet... but I found his manifesto and forced his hand.”
- **What did Breland do?** “The Six only knows. Maybe it says somewhere in here.”
- **You had no idea he was going to do this?** “Destroy my home and kill me and my wife along with it? No, I had no idea. I thought he was a disgraced scholar with a trust fund to burn. I was happy to have funding for expeditions.”
- **Disgraced scholar?** “He said he was a Provost, but was kicked out for funny ideas about the planes. I guess I really should have looked into that harder.”
- **Is your wife safe?** “We live in Overlook. If Skyway falls, she’ll be out of the way... but that won’t help Melikavash much when the rest of the city crumbles.”
- **What now?** “We have some time, he wasn’t ready. Patch yourselves up and take a rest. We’ll read this and get some answers. Then we stop him.”

READING THE MANIFESTO

While the party takes a short rest, Lhara and the characters can pore over the *Convergence Manifesto*, which they quickly find is part journal, part ramblings of a madman.

While examining the manuscript, a character proficient in Arcana can attempt an Intelligence (Arcana) check to decipher the manuscript. Another character can Help on this check if they are proficient in Arcana or Nature. The result determines how much the party is able to glean from the *Manifesto*.

- **Automatic:** The party discovers that the Provost hates the country of Breland and wants it to suffer. He built an eldritch machine on the cloud island of Skyway using twelve planar artifacts, each paired with one other. Faurious is siphoning energy from the planes into the manifest zone of Syrania that holds Sharn up. This will disrupt the manifest zone, drop the floating towers of Skyway on Sharn, and cause immeasurable suffering and death. The eldritch machine must be destroyed, but first, the party must disrupt its connection to some* of the planar artifacts. The more artifacts the party disrupts, the less Faurious can control the power of each plane. The artifacts are not on Skyway, but scattered in pairs around the city at ‘convergence points.’ (See Part 2: Introduction to determine how many artifact pairs you want the party to disable.)
- **DC 13:** In addition, the party learns that disabling artifacts will sever Faurious’s own access to that plane’s energies in the inevitable confrontation. The party should be cautious as they seek the artifacts, as the pairings can create immense planar turbulence with unpredictable effects.
- **DC 20:** In addition, the party learns that if they can carefully disable the artifacts instead of destroying them, the intact artifacts can be used to more easily shut down Faurious’s eldritch machine in Skyway.

Manifest Tokens. To reflect the valuable knowledge gained by an excellent Arcana roll, give each player a number of Manifest Tokens (see sidebar) according to the Manifest Tokens table. These allow them to augment a d20 roll to represent the knowledge gleaned from the *Manifesto*. These tokens can be represented by coins, poker chips, etc. If your players would enjoy the collaboration, consider allowing them to pool their tokens, drawing from the pool as needed to gain its benefits. Alternately, if they would do better with each player having a separate supply of tokens, split them among individual players.

MANIFEST TOKENS

Arcana Check	Manifest Tokens
Below 13	1 per player
13-19	2 per player
20+	3 per player

MANIFEST TOKEN

Due to your party’s careful reading of the *Convergence Manifesto*, you gain valuable information on the Provost’s plans for the planar artifacts and eldritch machine. You can spend this token when you make an attack roll, saving throw, ability check, or death saving throw. You can spend the token after the roll is made but before any of its results are applied. Spending the token allows you to roll a d6 and add it to the d20, possibly turning a failure into a success. You can spend only 1 token per roll.

ARTIFACT LOCATIONS

With the combined efforts of Lhara and the adventurers, they are able to pinpoint clues to each artifact's location in the ramblings of Faurious's *Manifesto*. The information the party gleans is outlined on the Convergence Points table. Consider delivering some of the information from the "What Lhara or the Party Knows" column as the result of a character's successful DC 12 Intelligence (History) or similar check. Any information the party cannot recall on their own, however, should be given by Lhara in this scene to provide sufficient information for finding the corresponding convergence point.

The Clifftop adventurers may hunt down the artifacts in any order (see the Introduction to Part 2 for more information on how many artifacts the party should seek).

Once the party is finished combing through the manuscript, read or paraphrase the following:

Lhara steps back and rubs the palm of her hand over her good eye. "Host take the Provost. Quickly, you must find the artifacts and disable—or destroy—them. Then you'll need to make our way up to Skyway, but... flying seems like a bad idea, what with the swarms of creatures around it, not to mention the reality storm. I know an heir of Orien who owes me a large favor. After you break up some of these convergence points, meet me at Sun Tower, by City Hall. It's right under Skyway and should be high enough that a short-range teleport will get you there."

And with that, Lhara gives the party a jaunty salute and limps off. She spends her next hours making arrangements for transport to Skyway and helping with evacuation efforts.

CONVERGENCE POINTS

Artifact Pair	Convergence Location	What Lhara and the Party Know
Scene A: Lamannia & Dolurh	"Gath knows much of the Keeper—and his resting place will suit my purposes well."	Gath is rumored to be a powerful undead magician. He has a mausoleum in the City of the Dead.
Scene B: Fernia & Risia	"Beneath the Cogs, the Brass Tower holds them."	Lhara suggests her artificer friend Tresca, in the Cogs, might know something.
Scene C: Thelanis & Dal Quor	"Callestan, among the dreamers of Silvermist."	The district of Callestan, a den of criminals, houses the dream parlor of Silvermist, an establishment of illusionary entertainment...but there are rumors it might be a front for something less legitimate.
Scene D: Irian & Mabar	"Shae Lias, in Aena Thennas's keeping."	If the characters met Aena in AE01-01 <i>Fired & Forgotten</i> or AE01-03 <i>Rime & Reason</i> , they would recognize her name. Otherwise, Lhara is familiar with the Aereni elf as a member of the Deathsgate Guild, a less-than-ethical rival adventuring organization. Perhaps the party can find her in the district of Shae Lias.
Scene E: Xoriat & Shavarath	"A game in High Walls."	The <i>Manifesto</i> clearly refers to the Cyran refugee district. Beyond that, what awaits is anybody's guess.
Scene F: Daanvi & Kythri	"When time repeats at Morgrave."	Morgrave University in Upper Menthis not only matches the name, but would have great interest in obtaining rare artifacts.





PART 2: CONVERGENCE

*"Life and Death. Creation and Destruction. Fire and Ice. Polarity is natural, but then the thirteenth stands alone, as I have stood alone."
- fragment of Provost N. Faurious's Convergence Manifesto*

INTRODUCTION

Part 2 is split into six scenes. These modular scenes can be played in any order, and not all of them must be successfully completed before moving to Part 3. Each artifact scene focuses on one pair of planar artifacts that the party can disable to reduce the power Faurious wields in the final showdown. Each artifact scene takes approximately one hour to complete, though creative parties might finish some scenes more quickly.

Depending on the time available, you may wish to let your party play through every artifact scene, or instead, just give the party time to finish a few before continuing to Part 3 to confront Faurious. For every artifact pair the party disables, Faurious loses access to the related lair action during the last battle, and the party will have an easier time deactivating a piece of Faurious's eldritch machine. They do not have to be successful on every artifact scene they attempt—failure does not prevent them from proceeding to Part 3 and confronting Faurious.

If you choose to limit your players to three or fewer artifact scenes, consider reducing the time Faurious gives the city in Part 1, Scene 3 to 12 hours, eliminating the chance for a long rest before confronting Faurious in Part 3. Communicate with the players ahead of time, informing them how many artifacts their characters will have time to disable before the storm reaches its peak, and letting them choose which they want to tackle. To increase the sense of urgency between scenes, narrate the characters glimpsing the sky darkening above, the reality storm growing larger. When they have completed the number of scenes you wish, describe how the ground begins to shake and the sky flashes with blinding light, letting the characters (and their players) clearly recognize it is time to run for Sun Tower to make their rendezvous with Lhara.

If you choose to give your players time to disable all six artifact pairs, the party should have 24 hours before Faurious enacts his revenge. This allows them time to take a long rest sometime before beginning Part 3.

ARTIFACT SCENE A: LIFE & DEATH



LAMANNIA & DOLURRH

"The line twixt life and death is parchment thin. Now I hold the answers to severing it..."

- fragment of Provost N. Faurious's Convergence Manifesto



OVERVIEW

In AE01-07 *The Silvered Edge of Twilight*, the Clifftop Adventurers' Guild retrieved the *Duskgate Crucible*, forged in Lamannia and holding the power to open a gateway back to its home. In AE01-10 *At Death's Door*, they acquired the *Voice of the Keeper*, a fork-shaped Khyber shard that allows you to speak with the spirits of the dead in Dolurrh. From studying the *Manifesto*, the party surmises that the Provost gave these items to Gath, a priest of the Keeper, rumored to be a powerful undead entity in the City of the Dead. In life, Gath dedicated himself to the service of the Keeper, and in death, he has become a powerful lich, rewarded (at a cost) with the secret of escaping Dolurrh. For centuries, he has remained within his necropolis, tutoring curious necromancers and faithful of the Keeper. He usually kills others without much thought or remorse.

Recently, however, he was approached by a strange academic and offered a deal. Provost Nigel Faurious came to the Mausoleum of Gath with generous gifts, seeking an audience with Gath. Though the lich has truesight and saw through Faurious's guise, he was more interested in what the Provost could offer him than in the humanoid's true form. So they exchanged knowledge, Faurious seeking information on entering the Lair of the Keeper, and in exchange, offering Gath an opportunity to bypass his undead state. The Provost, an expert on planar convergence, hypothesized that if the power of Lamannia was channeled through the *Voice of the Keeper* into an undead creature, it would give them a second life, of sorts.

The melded power of the two artifacts is now suffusing the undead Gath with the life of Lamannia, and he is loath to lose it. The party must appeal to something other than his empathy (for he has none) to persuade him to give up the artifacts. This scene primarily contains social encounters, and combat is unnecessary (though possible if the party picks a fight).

HALDEN'S TOMB, CITY OF THE DEAD

To the northeast of Sharn, just outside its manifest zone, lies the City of the Dead. This ancient home to Sharn's dead lies upon the cliffs surrounding the city. In the district known as Halden's Tomb, centuries of grave markers, cairns, and tombs dot the high cliffs that flank the Orient trade road into Sharn. The area is rarely used by the living, other than a few caretakers and temples. Sharn's doorstep is left strangely desolate, save for the constant flow of traffic along the Orient road, and the occasional passing of a lightning rail coach along the line of conductor stones flanking the road. For more information on the City of the Dead, see *Sharn: City of Towers* (page 103).

CITY OF THE DEAD

Approaching Wroann's Gate on the way out of the city, the party finds the road packed with people trying to get out of the city because of the swirling storm clouds and ominous threats unleashed by the swarms of birds. The gates are thrown wide open to accommodate the press of people and carts, and the gate guards having given up trying to process those coming and going due to the current crisis overwhelming their resources. If the party asks one of the guards, or any local from Tavick's Landing about the Mausoleum, they will get a weird look and a pointed finger to the structure on the cliff outside the city walls, followed by the person turning away and offering a quick prayer to the Sovereign Host for protection from the Dark Six, which they will take the party to be worshippers of.

As the party enters the district of Halden's Tomb in the mostly deserted City of the Dead, read or paraphrase the following:

The area gets its name from the Tomb of Halden, a hero from the War of the Mark some fifteen hundred years before, but it is not his tomb that you are heading for. You see your destination, the Mausoleum of Gath, an imposing structure atop a cliff above. It would likely be a more notable site were it not dwarfed by the grandeur of the towers rising so high above it.

Gath, they say, still haunts his mausoleum, his loyalty to the Keeper letting him cheat death. Urban legend whispers that Gath steals the souls of any foolish enough to break into the tombs of the necropolis. The folk of Tavick's Landing all know of the place, the lights occasionally seen there. They believe it to still be a functioning temple to the Keeper, but wise folk know not to stick their noses into the business of the Dark Six. If anything illegal was going on there, the Watch would have shut it down, wouldn't they?



A path leads up to the mausoleum; though unmarked, there are clear wheel ruts from passing wagons that veer off the old trade road and make for a switchback trail up the cliff. As the party winds their way through old tombs toward the mausoleum, they meet another living soul on the otherwise-deserted path. Read or paraphrase the following:

On the winding path, you come across a curious sight, a dwarf with a bald head and well-kept braided beard. He leads a magedbred mule hauling a cart of lockboxes. The dwarf seems weary and keeps looking over his shoulder. When he sees you, he stops, steps to the side of his cart, opens his jacket and rests his palm on the handle of a sheathed wand at his belt, "I don't know what you want, but why don't you just keep on walking. I don't want any trouble, and trust me, you don't want it either."

The dwarf is Gellus Candar, clearly also headed toward the Mausoleum of Gath. He is a priest of the Keeper who operates a shrine to his dark god in the Bazaar district of Middle Dura. During today's chaos, when a dying hippogriff of the watch fell into a stall near his pawn shop, he decided discretion was the better part of valor. He gathered his most valuable possessions, and has come here to seek the shelter of the City of the Dead before things get worse. Contained in the cart are the best items his pawn shop had to offer, representing a majority of his assets, and he is willing to fight to defend them.

Gellus (**cult fanatic**) is initially unfriendly, worried that the party wants to steal his valuables from his cart. However, if the party placates him with a successful DC 15 Charisma (Persuasion or Deception) check, he relaxes a bit and is willing to talk. If the party mentions Gath, his Mausoleum, or the Keeper, Gellus assumes they are adherents of the Dark Six who are also seeking shelter until this blows over. "If you're looking for refuge then you'll find it at the mausoleum, assuming you can pay the entrance fee. The Keeper's gifts do not come free," he intones. "If we're headed the same way come on, but you all walk in front. You're well armed and making my mule nervous." If the party is not readily inclined to share the road with him, Gellus pulls his mule aside with an anxious glance to the reality storm above the city. He waits until the party is a safe distance ahead before cautiously resuming his journey toward the mausoleum.

THE KEEPER

Among the Dark Six, the Keeper is lord of death and decay, greed and hunger. It is said that he lurks in the dark spaces between Eberron and Dolurrh, the realm of the dead, snatching wayward souls for his collection. Worshippers of the Sovereign Host might make offerings to the Keeper to keep their deceased loved ones out of his grasp. His is often depicted as a human lich or a skeletal dragon. For more information, see the *Eberron Campaign Setting* (page 70), Chapter 7 of the *Eberron Campaign Guide*, and Chapter 2 of *Faiths of Eberron*.

THE MAUSOLEUM

The trail eventually leads them to a stark white marble edifice, 100 feet tall, with ornate geometric patterns carved into the pale stone. The only obvious sign of the Keeper on the outside of the building rests on the door, which depicts a wicked curved dagger, holy symbol of the Sovereign of Death and Decay. If the party chose to travel with Gellus, he immediately heads to the door, clear that this is his destination.

If the party chooses to inspect the exterior of the imposing mausoleum, they find that the structure is made of fine marble the entire way around. The main doors are the only visible entrance to the structure, with no windows or doors anywhere else on the three sides of the structure the party is able to inspect. The fourth side is flush to the cliff overlooking the trade road and Wroann's Gate. A successful DC 14 Wisdom (Survival) check notes that a dozen or so humanoids have recently entered the mausoleum. A successful DC 16 Intelligence (Investigation) check notes unusually verdant plants growing on the roof, their leaves and branches draping over a railing that suggests there is likely an entrance up there. A successful DC 15 Strength (Athletics) check allows a character to scale the walls and throw down a rope for the rest of the party, who can then ascend without difficulty. If the party chooses to avoid the door and go via the roof, proceed to the section "Negotiating with Gath."

If the party knocks on the main doors of the mausoleum, the doors open and the characters are greeted by Draci Lonn, a shifter woman in her 50s. A follower of the Keeper, Draci is a necromancer who has studied her art and the intricacies of enslaving souls from Gath himself.

When Draci opens the door, read or paraphrase the following:

You hear stone grinding against stone as a bolt is drawn back and the door slowly opens. From within, a tall shifter woman with sharp, dark eyes and curly black hair looks over each of you, the palm of her hand resting on a wand at her hip. "The calamity in the city above has certainly caused many new faces to seek shelter here tonight. The Keeper welcomes all, eventually, but to protect your lives and fortunes tonight, there is a price to be paid." She holds forth a golden collection bowl. "The price of your salvation, for the protection of the house of Gath, is fifty galifars, each. Though platinum would be preferred. Letters of credit from House Kundarak would be acceptable. If you do not have the liquid assets, I'm sure *something* could be arranged." As she says the last line, she glances appraisingly over your weapons and gear.

Draci is indifferent to the party, here merely as a toll keeper. The mausoleum offers shelter to the faithful of the Keeper, but entrance comes at a cost, and she intends to collect.

If Gellus arrived with the party, Draci trusts them more readily, giving the characters advantage on all Charisma checks made to interact with her. She greets Gellus by name, he quickly drops five shining platinum coins in the collection plate, then leads his mule and cart through the great door of the mausoleum. Inside, the party can see this is not the only animal and cart full of goods brought here for protection today.

If any of the party are openly wearing the symbols of the Sovereign Host, the Church of the Silver Flame, or the Blood of Vol, Draci becomes defensive, demanding to know what they are doing here. She pointedly reminds them that religious freedom is protected in Breland, they have no evidence of any crimes, nor any authority to enter. Gaining entry once she sees these visible holy symbols requires a successful DC 14 Charisma (Persuasion) or DC 20 Charisma (Intimidation) check, along with the standard 50 gp entrance toll.

Draci will not initiate hostilities, but closes the door on the party if they get argumentative or attempt to Intimidate her for entry. If the party turns to combat, the civilians sheltering inside the mausoleum retreat in terror to the inner crypts, leaving their animals and carts behind. Meanwhile, **Draci** defends herself while Gellus the **cult fanatic** and a **skeletal swarm** move to her aid.

If the party pays for entry, they are ushered inside and, on the assumption they are there for refuge, led down to the crypts below. The crypts are filled with obvious iconography to the Dark Six and the Keeper. A large chamber holds many of the Keeper's faithful within the city, including businesspeople, politicians, necromancers, and gluttons. If asked about Gath, his followers speak about him with reverence as one blessed by the Keeper with life beyond death, though none of them know where he is now, directing them back to Draci.

What Draci Knows. Speaking to Draci is the best way to get to Gath. She does not have reason to lie, and does not fear for her master's safety; at worst, she figures he might just kill the party for rudely interrupting him. If the party insists on meeting with him, she allows it—after wringing them for every copper she can. A bribe of an additional 100 gold, or something else she deems valuable, loosens her lips. The amount can be halved with a successful DC 15 Charisma (Persuasion, Deception, or Intimidation) check.

- **Who is Gath?** “The truth? Hard to say, he is very old. I doubt there are any elves alive today, outside the Undying, who were alive when he was. He is an eternal champion of the Keeper, blessed with great and fearful power. Do not worry, his power will protect us from whatever is going on in the city above. No demons would dare stand against him.”
- **Where is Gath?** [*Before being bribed*] “Wherever he wishes to be. He wanders through the necropolis often. I may know where he is right now, but I'm having a hard time thinking of any reason I should tell you. Be content that you have paid for his protection.” [*With a bribe*] “He is above, on the roof of the mausoleum. He instructed us not to disturb him.”

- **Can we meet with Gath?** “I would not if you value your life. He will protect those in his halls from outside threats, but he does have, well I would call it a temper, but he doesn't have the glands for that anymore. Regardless, he asked not to be disturbed, and if you do, well...”
- **Why do you follow The Keeper?** “I like to know what I'm getting in exchange for my devotion.”
- **What do you get for your devotion?** “Wealth, status, power, knowledge. I get what I pay for with the Keeper.”
- **Have you seen a crystal tuning fork or a forging crucible around anywhere?** “What? No. Why do you ask? What are you looking for? If you plan to steal belongings from the faithful sheltering here, you will face Gath's wrath, and your souls forever put into his service for the transgression.”

SILVER TONGUES

Whether the party reaches the roof of the mausoleum, whether through negotiation and bribery or by climbing the exterior, read or paraphrase the following:

As you reach the roof, you feel a wave of vigor hit you, like a crisp cold breath of air, then a heartbeat later, numbness creeps over you. Colors dull, sounds muffle, but oddly, you feel strangely refreshed. Confused, you gaze around the roof. Its topiary garden is strangely lush considering the desolate surroundings, and its colors stand vivid against the muted palette surrounding it. In the center, you see a stone table, a brazier upon it burning hot. Hovering above and glowing red from the heat, you see the *Duskgate Crucible*, the smelting cup capable of channeling the life force of untamed nature within Lamannia. Resting inside it, the tines of the Khyber shard fork jutting straight upward, rests the *Voice of the Keeper*, and with it, the apathy of Dolurrh bleeds into this plane.

On the far side of the artifacts sits a man in stark white armor, helmet resting on the table. His eyes glow faintly, his skin is a sickly gray, and the scraggly hair on his head lies limp and pale. He reaches to a plate heaped high with fruits, casually popping a grape into his mouth. As he slowly chews and considers you, he finally speaks, “I suppose you are here about what is happening above.” He waves a hand at the sky where the roiling clouds of the reality storm hang high above the city. “I wondered if someone would come by. Would you mind telling me what is going on?”

This armored man is Gath, the centuries-old lich they seek. He sits at the convergence of Lamannian and Dolurrhan energies, funneling false life into his undead form. The party can also feel the influence of these planes. Each character gains 10 temporary hit points from the energies flowing through the *Crucible* from Lamannia, which last until they complete a short rest. However, as characters step upon the rooftop for the first time, they must succeed on a DC 12 Wisdom save or suffer the apathy of Dolurrh, inflicting one level of exhaustion which is removed after completing a short rest.

NEGOTIATIONS

Gath is far more powerful than the party, with little regard for life, and usually would kill anyone he deemed an annoyance without a second thought. He can, however, be reasoned with. His current state of false life has made him far calmer and more reasonable than he has been in centuries. He had suspicions about Faurious's motives, though he knew no details of the greater scheme, and is not surprised to find that the gift from the Provost came with a cost. However, Gath is a priest of the Sovereign of Greed and Gluttony, and is loath to give up the artifacts for nothing. He is enjoying the taste of food and wine for the first time in centuries, though with the pull of Dolurrr, it is not as delicious as he remembered.

As the party talks to Gath, characters with passive Perception 12 or higher notice that the rooftop garden is visibly growing, as if watching a time lapse video. Even more surprising, the party's hair and fingernails are getting longer—not debilitatingly so, but someone might finish the conversation with a beard they didn't have before. A successful DC 18 Intelligence (Arcana) check deduces that plunging the *Voice* into molten silver within the *Crucible* has created a strange blend of planar energy, the verdant power of untapped nature being channeled directly into an artifact devised to summon the energy of the dead and reach beyond death. This effect is enhanced on dead things, making them once again appear and function as alive, even if they are still dead (or undead, in Gath's case).

What Gath Knows. Gath lacks empathy for the party's concerns, but is in a good mood for the moment. While he eats, he is willing to discuss the artifacts with a detached interest. He does not tell the party that his truesight saw through the disguise to Faurious's true self, as he does not consider it worth mentioning, and is not particularly concerned with helping the characters beyond preserving his own interests.

- **Are you working with Faurious?** “No. I am not working with Faurious. We had business, but that business is concluded. He paid his debt.”
- **What was your business with Faurious?** “He wanted information, I gave it to him, he paid for it. That is all.”
- **What are you doing with the *Duskgate Crucible* and the *Voice of the Keeper*?** “They are mine, a price paid for a debt, and what I do with them is none of your concern.”
- **What are you?** “Dangerous, but you have caught me in a good mood. I am finding conversing enjoyable for the first time in ages.”
- **Do you know that Faurious planned on destroying the city?** “I did not. I sensed great hatred in his heart, but not madness. How does he plan on destroying the city?”

In this social encounter, the party has a chance to persuade Gath to destroy the artifacts. Their ultimate success will be determined by a DC 20 Charisma (Persuasion) check. But first, before making that check, each character (including the one that rolls the final Persuasion check) has a chance to lower the DC of the final check.

While interacting with Gath, each player should narrate one way their character contributes to the dialogue with Gath, then make a relevant DC 16 ability check. On a success, the DC of the final Persuasion check is reduced by 5. On a failure, the DC is increased by 2. (For example, two failures and three successes would first raise the DC to 24, then reduce it to 9).

In addition to the obvious Charisma (Deception, Intimidation, and Persuasion) checks, below are examples of other checks that might lend weight to the party's request. Both DM and players should feel free to be creative on these checks. Reward ingenuity or use of expendable resources with advantage.

- **Intelligence (Arcana).** A character warns Gath that as the reality storm gains strength, it may begin to channel energy not only from the planes, but tearing at his life force as well.
- **Wisdom (Perception).** A character observes that though the City of the Dead lies outside the manifest zone, if the towers of Sharn fall, the closest tower may very well topple and destroy Gath's mausoleum.
- **Wisdom (Insight).** A character intuits that Gath is growing furious with Faurious for playing him for a fool, and can use this information to press on a sore spot.
- **Intelligence (Religion).** A character recalls that the Keeper would not look favorably upon one of his followers being taken advantage of by the Provost.
- **Note:** If a character attempts to appeal to Gath's sense of human decency, the DC for success on that check is increased to 25 instead of 15, for he is callous and cruel, now in undeath just as he was in life. Any attempt to Intimidate the lich meets with automatic failure (and wry amusement on his part), for he is immeasurably more powerful than the party and could kill them with a word.

Once every party member has made one attempt at influencing the lich, one character must make the final Charisma (Persuasion) check, with the DC adjusted based on the result of their previous ability checks. No other characters can Help on this final check, as their aid has already been given during the previous ability checks.

If the party surpasses the final DC by 13 or more, Gath gives the artifacts to them. Read or paraphrase the following:

Gath sighs and looks over his shoulder at the city. "I suppose it would be a waste. It took them so long to build it the last time. Very well." Extending his palm toward the *Duskgate Crucible* and the *Voice of the Keeper*, a spectral skeletal hand forms over them. The bony fingers grasp the red-hot *Crucible*, moving it off the brazier and depositing it at your feet. It then plucks the forked Khyber shard from within, dropping it to the ground.

As the *Voice* separates from the *Crucible*, the gray skin on Gath's head sloughs off, leaving a pale gleaming skull with blazing red pinpricks of light where his eyes should be. The burning red eyes turn to focus on you as he picks up the helmet and places it over his skull. "I trust this is satisfactory to you?" His voice, radiating from the throatless, tongueless lich, is one of pure malice. "Then go. Save the city. If you cannot, I will follow you to Dolurrrh and make your souls suffer for what you have asked me to give up. Go!"

If the party is successful but does not surpass the final DC by 13 or more, Gath is willing to destroy the artifacts, but not to give them away. Read or paraphrase the following:

Gath sighs and looks over his shoulder at the city. "I suppose it would be a waste. It took them so long to build it the last time. Very well." Extending his palm toward the *Crucible* and the *Voice*, a spectral skeletal hand forms over them. He clenches his fist, and the hand does the same, crushing the hot *Crucible* into a misshapen mass and shattering the forked Khyber shard within.

When the artifacts shatter, the gray skin on Gath's head sloughs off, leaving a pale gleaming skull with blazing red pinpricks of light where his eyes should be. The burning red eyes turn to focus on you as he picks up the helmet and places it over his skull. "If I cannot have them, none will. I trust this is satisfactory to you?" His voice, radiating from the throatless, tongueless lich, is one of pure malice. "Then go. Save the city. If you cannot, I will follow you to Dolurrrh and make your souls suffer for what you have asked me to give up. Go!"

If the party is unsuccessful, read or paraphrase the following:

Gath holds up a hand, "I have heard enough. Go, save the city if you can. But no, I will not give up the *Crucible* or the *Voice*." With a wave of his hand, Gath erects a domed *wall of force* around himself, the table, and the artifacts. "I will spare your lives, and I will wish you luck, but these are **mine**. I am quite confident that I can protect myself and my flock should you fail. The necropolis will withstand the falling towers and I have the magic to dig my followers out. For the warning you have given me, you may leave with your lives." With that, Gath pops another juicy grape into his mouth.

The *wall of force* is impenetrable and negotiations are over. See the "So You Want a Fight?" sidebar for his response if the party presses their luck and picks a fight.



SO YOU WANT A FIGHT?

If the party attempts to destroy the artifacts or take them by force, rather than parleying with **Gath the lich**, he casts an impenetrable *wall of force* surrounding his table, and/or uses an upcast *hold person* to halt their assault. He angrily demands the party leave. By this point, the characters should all recognize that he is far more powerful than they can fight, especially if they are still to save the city. If the party does not accept this and leave, he knocks one of them unconscious, then again tells them to leave. If they still do not do so, he kills their unconscious companion. After telling them to leave once more, he will not repeat himself again. It is a fight they are unlikely to win.

AFTERMATH

Succeed or fail, as the party leaves, they notice their hair and nails have stopped their rapid growth. Any temporary hit points or exhaustion they acquired during this scene remain until they complete a short rest.

If they succeed in convincing Gath to surrender or destroy the artifacts of Dolurrrh and Lamannia, Faurious has two planes fewer to power his schemes, and cannot channel the powers of either plane in his own combat with the party. If the party possesses the artifacts themselves in the final showdown, they will assist in shutting down the eldritch machine.

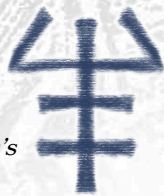
Any abilities the artifacts might have previously granted are unavailable to the party, as the eldritch machine has sapped their powers for the moment.

ARTIFACT SCENE B: FIRE & ICE



FERNIA & RISIA

*"The eternal dance of
Frost and Flame plays on."
- fragment of Provost N. Faurious's
Convergence Manifesto*



OVERVIEW

In AE01-01 *Fired & Forgotten*, the Clifftop Adventurers' Guild assisted Tresca Teesbeak, a gnome artificer in the Blackbones district of Sharn, in imbuing the *Burning Idol* with the fires of Fertia itself. In AE01-03 *Rime or Reason*, they plucked the delicate *Hoarfrost Flower* from the ice of Risia.

Now, the *Manifesto* indicates these two artifacts have been placed somewhere beneath the Cogs. Lhara suggests that the party visit Tresca, who is well-connected in the Cogs and may know something. Tresca tells them of the rumors she has heard of someone building *something* in the lava tunnels that lie beneath the Cogs. Exploring the tunnels, the party finds their way to a secret chamber where Faurious has employed laborers to build a brass tower which can harness the elemental energies of the *Hoarfrost Flower* and the *Burning Idol*. Once complete, he summoned fiery azer guards to keep watch. The party can either engage in combat or disrupt the artifacts without the guards spotting them, then flee and return to the upper levels.

THE COGS

Sharn's towers reach high into the sky, but its tunnels also stretch far below the earth. Beneath the abandoned ruins of the Depths, there is an undercity of warrens known as the Cogs. This industrial section of the city forms the base of the manufacturing side of Sharn's businesses. With great furnaces and foundries choking the air with smoke and soot, few people live in this squalid part of UnderSharn by choice. For more information, see *Sharn: City of Towers* (page 99).

UNDERSHARN

When the party learns that the artifacts from Fertia and Risia have been placed somewhere beneath the Cogs, Lhara suggests that her old friend Tresca might be able to aid them, and to check at the recently opened *Unshackled Forge*, a warforged-run workshop cooperative in the Blackbones district.

As the characters travel down into the Cogs, far beneath Sharn, read or paraphrase the following:

The elevator from the lower wards stops its descent and the attendant pulls open the rickety metal doors with a clatter. A wall of heat hits you, rising up from the forges of the Blackbones district. The sound of pounding metal rings in your ears and the air is thick with sulfur and smoke.

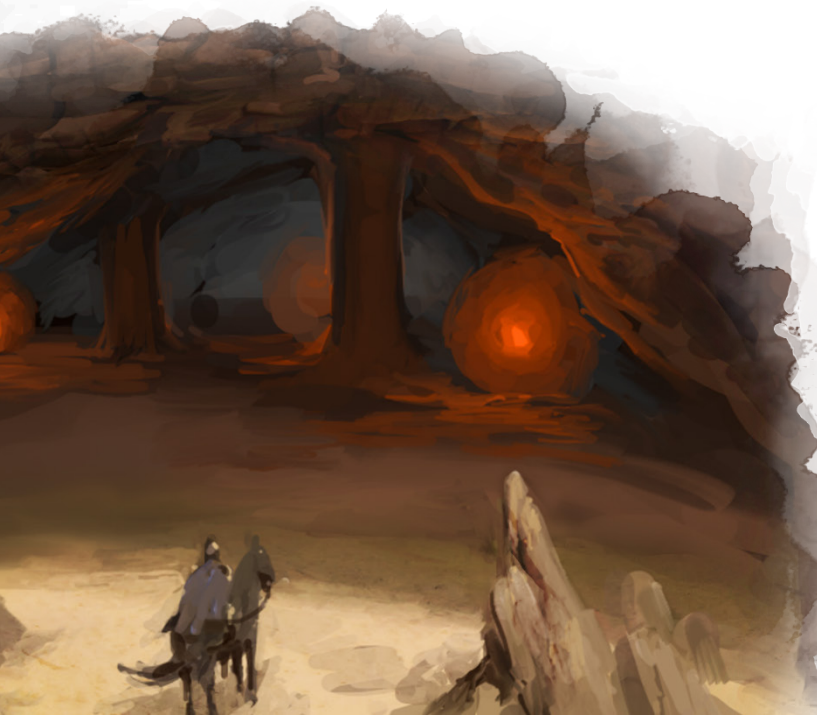
Up ahead a short distance away is a building with a thick wooden door. Above the doorway is a sign made from a broken chain and a hammer. This is the Unshackled Forge, a warforged metalworking cooperative and the place Lhara said you would find Tresca.

Within the building is a hive of activity. Warforged workers occupy a number of smaller forges and metalworking stations, and off to one side at a workbench stands Tresca, artificer tools in hand, along with a warforged whose damaged arm she is peering intently at. She wears a pair of magnifying goggles which give her face a ridiculous appearance. If the players met Tresca in "Fired and Forgotten" she greets them warmly. Otherwise, she treats them like regular customers until they mention that Lhara has sent them. Once Tresca realizes why the party is here, she whips off the goggles and leads them to a quieter office at the back of the forge to talk to the players and answer their questions.

If this is one of the first two artifact pairs the party has sought, Tresca has not yet heard of the calamity in the skies far above. If they visit her later in the adventure, she and the other occupants of the Forge are aware of a magical storm in the skies above, but not yet gravely concerned, due largely to their location deep underground.

What Tresca Knows. The gnome artificer is glad to answer the party in any way she can.

- **What is this place?** The Unshackled Forge is a new venture, set up by a group of warforged led by one named Stoke. The group bought out their unscrupulous former employer and set up a working cooperative based around fair employment conditions and worker's rights. It is admired by the downtrodden and viewed with suspicion by other businesses, but is doing well. If the party aided Stoke's people on strike in AE01-01 *Fired & Forgotten*, Tresca gladly shares that the Forge's success is thanks in part to their support.
- **What's been happening down here?** Goblins and ogres have been moving large amounts of materials out of Blackbones and into tunnels leading beneath the Cogs. It looks like they are building something down there...



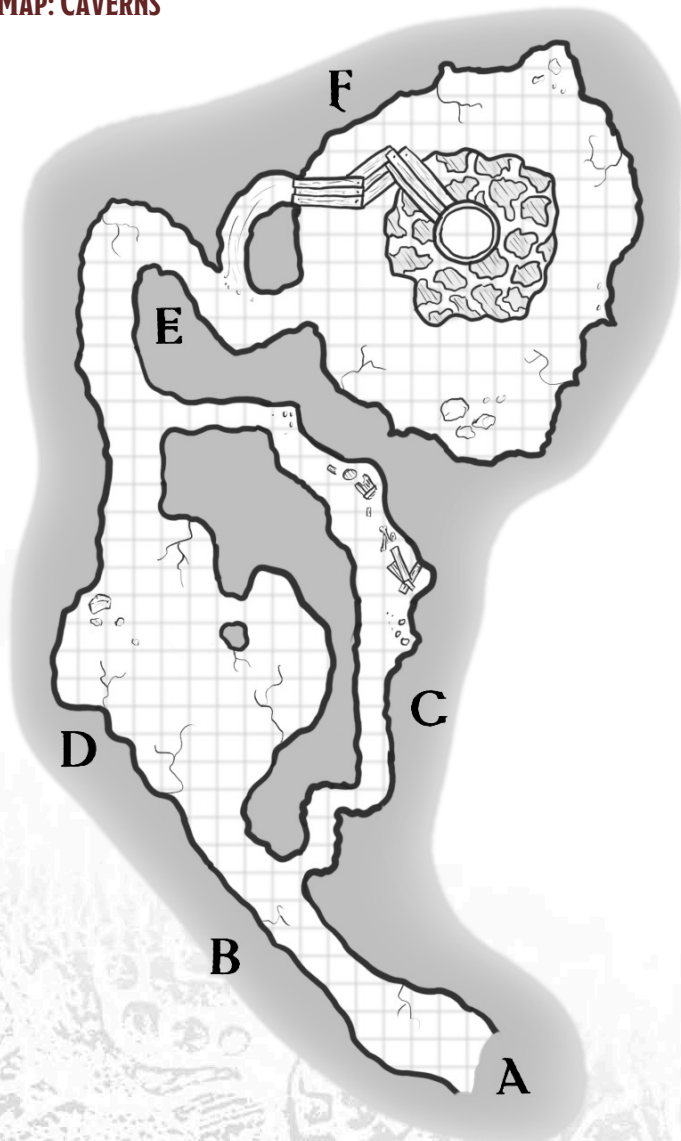
- **When did this happen?** This all started two weeks ago, but the flow of materials finished a few days ago so whatever it is, it is probably near completion.
- **What's being built down below?** Tresca does not know, but she saw that the carts the ogres were moving had a lot of metal in them. Whatever is being built, Tresca is convinced it is linked to what is happening in Skyway, far above.

Opening a pair of wooden shutters, Tresca points out the tunnel the laborers have been using, starting at a small round cave entrance about a hundred feet away from the Unshackled Forge.

INTO THE DARKNESS

In order to find out what the laborers (and presumably Faurious) is up to, the party needs to enter the caverns Tresca directs them toward. Each location is labeled on the map below (unlabeled copy available in Appendix B: Maps).

MAP: CAVERNS



A: TUNNEL ENTRANCE

Once through the tunnel entrance, the light drops off rapidly until all that remains is a dull, ruddy glow from hot patches of rock embedded in the tunnel walls. Unless the party produces their own illumination, this entrance to the tunnel is dimly lit.

B: FIRST FORK

After a short walk into complete darkness, the tunnel forks. A narrow side tunnel branches off to the right (**C: Laborer Tunnel**) while the main tunnel continues straight on (**D: Fungus Chamber**). With a successful DC 12 Wisdom (Perception) check, characters can discern faint marks left by cart wheels, leading off down the right branch of the tunnel. This is the way the laborers have been bringing their supplies.

C: LABORER TUNNEL

If the party follows the wheel marks through the narrow right-hand tunnel, they proceed without incident, winding deeper underground, and find themselves at **E: Second Fork**.

D: FUNGUS CHAMBER

If the party proceeds down the larger passage on the left, the way ahead first narrows, then opens up again to a 60-foot-wide chamber. Scattered through the dark chamber are a dozen innocuous-looking mushrooms, each several feet tall. Eight of them are **violet fungi**, and four are **shriekers**. Moving within 30 feet draws their attention, and the stationary shriekers begin to make a loud noise while the mobile violet fungi move to attack.

A successful DC 20 Intelligence (Nature) check identifies the fungi, tipping off the party that they may wish to either need to pass stealthily or find a different route. A character can escape detection with a successful DC 6 Dexterity (Stealth) check.

If the fungi detect the party, the chamber begins to echo with piercing shrieks, and the violet fungi slowly begin to pursue. During the second round of combat, two **azer guards** from **F: Beacon Chamber** come running, alerted to the intrusion.

Once the party bypasses or dispatches the fungi, they can continue down the tunnel to **E: Second Fork**.

E: SECOND FORK

After passing through Area C or D, the party reaches another fork in the passage. One path leads to **F: Beacon Chamber**, and the others back toward C and D.

The way forward is brightly lit with the red glow of hot magma and gleaming brass. The other paths back toward the entrance lead into darkness.

F: BEACON CHAMBER

At the end of the cave system lies a large chamber, which has two openings the party can use to enter. In addition to a direct entrance at ground level, there is a small side entrance that ends in a 100-foot vertical chimney opening near the top of the chamber. A successful DC 15 Strength (Athletics) check allows characters to climb the chimney, allowing them to emerge into the Beacon Chamber at a position high above the guards.

Once they reach either entrance, read or paraphrase the following:

As you round the corner and gaze into the large cavern, the heat grows oppressive while gusts of icy wind bite at your skin. You see a tall tower of brass latticework, a makeshift scaffolding extending from its top to a small passage near the roof of the cavern.

A pool of lava bubbles around the tower, ringed by fiery elemental guards wielding glowing warhammers. Protruding from the lava itself, the red-hot tower extends toward the cave roof high above. Looking within its latticework, you see twin ribbons of arcane energy whip and flex around each other, blood-red and blue-white. The energies within the tower hiss and spark, and the sharp tang of ozone hangs in the air.

On one end of the oscillating beacon, you see the *Burning Idol* upon a rocky pedestal sticking out of the lava. Fernian fires blaze within it and ripple outward to the tower, the brass glowing in the searing heat. And on the other end, hanging at the icicle-encrusted top of the tower and suspended in a cat's cradle of delicate copper threads, rests the *Hoarfrost Flower*, wisps of icy mist peeling off its petals despite the heat of the cavern.

Environment. This brightly lit circular cavern is 150 feet tall and 70 feet wide, with a rounded ceiling like the inside of a colossal bell. In the center stands a 10-foot-wide, 120-foot-tall cylindrical brass tower made of open latticework.

The first time any character enters the 70-foot cavern, they must succeed on a DC 14 Constitution saving throw due to the extreme heat and cold. On a failure, the character must subtract 1d4 from all ability checks, saving throws, and attack rolls made for the next minute. Characters with resistance or immunity to fire or cold automatically succeed on this save.

Guards. Encircling the tower's base is a circular lava pool, extending 10 feet out from the tower in every direction. Five *azer*, fiery elementals wielding warhammers, stand guard at regular intervals around the pool. However, if the guards were alerted to their presence by the shriekers, there may be fewer remaining, the party having fought the others in Area D.

Attempting to move about the chamber without being spotted by the *azer* guards requires a successful DC 16 Dexterity (Stealth) check. Once the artifacts are disabled, the guards are immediately alerted to foul play, and if they cannot see the party, rush to the cavern entrance and begin searching for an intruder.

Reaching the Artifacts. The *Idol* sits within the tower at ground level. Suspended far above it is the *Flower*.

The top of the tower has scaffolding and ropes left over from construction. Any characters who climbed the rocky chimney to enter this cavern emerge next to this scaffolding, which they can climb to reach the *Flower* with a successful DC 8 Dexterity (Acrobatics) check. On a failure, the character falls 100 feet to the cavern floor, landing 5 feet away from the lava pool.

Characters that jump across the lava pool at ground level can easily cling to the base of the tower without falling into the lava below, no check required. However, the tower is hot, requiring a

successful DC 10 Constitution saving throw to cling to it unscathed. On a failure, the character takes 1d4 fire damage.

Disabling the Artifacts. The latticework of the tower is open enough for a character to reach an arm in to retrieve the artifacts within. The elemental energies of the two artifacts are in full flow—the *Burning Idol* is blisteringly hot, while the *Hoarfrost Flower* is bone-chillingly cold. Any character that touches an active artifact must succeed on a DC 20 Constitution saving throw or take 2d6 damage from the artifact (fire damage from the *Idol*, cold damage from the *Flower*).

Removing an artifact from the tower is not enough to disable it. A character can safely disrupt the intertwining powers of Fernia and Risia by succeeding on a DC 20 Intelligence (Arcana) check. A lower check still disables the artifacts, but if the result is 15 or less, one of the artifacts is destroyed in the process (chosen randomly). If the result is 10 or less, both artifacts are destroyed. For each artifact destroyed in this manner, all characters that made or aided the check take 3d6 damage (fire damage from the *Idol*, cold damage from the *Flower*).

The artifacts can alternately be destroyed with the opposing damage type (cold damage to the *Idol*, fire damage to the *Flower*). Each artifact has AC 12 and 5 HP. If the *Burning Idol* is destroyed, it explodes as with a *fireball* spell centered on the artifact. If the *Hoarfrost Flower* is destroyed, it does the same, but inflicts cold damage instead of fire.

AFTERMATH

If the party succeeds in disabling or destroying the artifacts of Fernia and Risia, Faurious has two planes fewer to power his schemes, and cannot channel the powers of either plane in his own combat with the party. If the party possesses the artifacts themselves in the final showdown, they will assist in shutting down the eldritch machine.

Any abilities the artifacts might have previously granted are unavailable to the party, as the eldritch machine has sapped their powers for the moment.



ARTIFACT SCENE C: STORY & DREAM

THELANIS & DAL QUOR



*"Their dream shall become
nightmare; their story, reality;
their demise, my apotheosis."
- fragment of Provost N. Faurious's
Convergence Manifesto*



OVERVIEW

In AE01-04 *Living Legend*, the Clifftop Adventurers' Guild earned the *Chains of Mur'taal*, the weapon of a legendary Dhaakani warrior that has been endowed with the magic of Thelanis. In AE01-12 *Lost in Dreams*, they braved nightmares to obtain the *Mind's Eye*, a petrified kalarraq eye harnessing the power of Dal Quor.

Now, the *Manifesto* indicates Faurious has placed these artifacts in the Callestan district of Lower Dura, along with a note, "Silvermist." Any characters familiar with the district (or if none, Lhara herself) recognize it as the name of an illusion parlor and dreamlily den. The proprietors of this questionable establishment—secretly owned by the Boromar Clan—are used to asking no questions. They rented a private room to Faurious for the week, who placed within it a pedestal holding the *Eye*, bound to it by the *Chains*. However, the two in tandem have unexpectedly paired with the psychically resonating dreamlily, causing the hallucinations of dreamers to manifest in reality. Meanwhile, the abuse of his *Chains* has called back the visage of Mur'taal from the legends of Thelanis.

The party must visit Callestan and find their way into the back room that contains the dreamlily den. There, the spirit of Muur'tal's seeks the aid of the party. The party must fight through the phantasms and disable the *Chains* and the *Eye* to free the dreamers from their hallucinations and Muur'tal from this plane.

CALLESTAN

The district of Callestan was once the bustling center of trade in the city, but now it is a hub for vice and illegality. The Boromar Clan is the only law recognized in the district, for the Sharn Watch long ago abandoned it. As the monsters of Daask challenge the precarious status quo, this lower city slum is only going to get worse. For more information, see *Sharn: City of Towers* (page 61) and the *Wayfinder's Guide to Eberron* (page 148).

WE ARE THE MUSIC MAKERS

As the party enters the slums of Callestan, read or paraphrase the following:

A film of grime coats everything down here in Callestan—the stones of the walls, the gutters running along the walkways, even the people, everyone watching your approach with hungry eyes. The dream parlor is easy to spot—a flower blooming with a kaleidoscope of colors in a place otherwise colored with grit and refuse. Its smoky glass windows dance in enchanted colors beneath an illusory sign reading "Silvermist" in a glowing mithril filigree.

Silvermist is a dream parlor, where illusion is worked into the performances and glamour brings a little light into the dark district. It fronts as a legitimate business, but behind velvet curtains it also operates as a dreamlily den, peddling this highly addictive psychoactive drug popular in the lower wards. Business has increased since the reality storm began in the skies above, people seeking refuge from their fears.

Talking to bystanders on the street (or the audience of the legitimate illusion stage inside), a successful DC 12 Charisma (Intimidation or Persuasion) check reveals the illicit purpose of the dreamlily parlor and its secret back room.

A half-elf boy named Lory, around 8 years old, is curled up sadly across the street. Any character with passive Perception 12 notes his intent gaze on the door to Silvermist. If the party is kind to him, he worriedly relates that his human father Oskar went in the parlor last night. "He's been here a couple times before, you know, to...stop remembering. But he's never been gone this long. I tried to go in there for him, but the guards laughed and wouldn't let me in the back."

On the party's way into the parlor, an anxious changeling with bloodshot eyes pushes past the party and out into the streets, muttering, "Monsters, nightmares. Fury, I'll get my fix somewhere else."



THE BACK ROOM

Getting into Silvermist itself is not an issue, as the dream parlor is open to the public well into the late hours of the night, and a frequent refuge during bouts of panic in the city above. The challenge is gaining access to the hidden and secure areas of the parlor—the dreamlily den where the artifacts have been stashed. Luckily, the four **guards** are hired more for making sure no one starts any trouble than for hindering addicts from making their purchases. A single character can gain entrance to the back with one of the following successful checks, or others as you deem appropriate. If they beat the DC by 5 or more, the entire party is admitted. Checks can be rolled with advantage if accompanied with a bribe of at least 10 gold galifars:

- **Charisma (Performance), DC 15:** Taking the stage might catch the attention of Salleon, a gnome illusionist who performs at Silvermist frequently. He offers to share a toast with the performer later and waves the burly security guard away to allow the party backstage.
- **Intelligence (Deception, Intimidation, or Persuasion), DC 15:** By name-dropping legal jargon or members of the Watch, or insinuating a connection to the Boromar Clan, a character might fluster one of the newly hired additional security guards, who grant them access in fear of repercussions.
- **Wisdom (Medicine), DC 13:** Pointing out the distant gaze of a dreamer patron—and how close the addict is to having symptoms of withdrawal, the character can be waved to the back to help keep them under control.
- **Dexterity (Sleight of Hand) DC 12:** Palming an abandoned empty vial of dreamlily dropped by an unconscious patron, a character can flash the vial to security, who sends them back with a nod for a refill.
- **Intelligence (Forgery Kit) DC 13:** Money talks. With a quick forgery, a character might produce a writ promising those on the security staff a hefty bonus for their good work on behalf of the parlor's proprietor. The greedy guard quickly speeds the character along to the den.



WE ARE THE DREAMERS OF DREAMS

Once the party is admitted to the less-than-legal side of the dream parlor, read or paraphrase the following:

The narrow hallway winds deeper into the tower. You begin to notice poppy blossoms—at first scattered here and there, but soon the entire wall is covered in the vibrant flowers. Bronzewood floor panels give way to lush moss as the hallway opens up into a circular den.

The effect of the powerful artifacts is unmistakable. Where the back of the parlor should be, it now opens into a vast field that is far larger than the room within the tower. Poppy plants grow among clovers and moss beds. Dozens of dreamily users are scattered throughout the room in various states of torpor, lounging upon divans and cushions that have transformed into large mushrooms and small personal clouds.

Far off in the distance, where the hazy field gives way to a regal forest, there stands a towering obelisk of stone wrapped in chains of lustrous purple byeshk and dark gunmetal adamantine, binding a glowing orb to the obelisk. The edifice rests at the center of a fountain. Though grown far larger than they once were, undoubtedly this is the resting place of the artifacts, the *Mind's Eye* and *Chains of Mur'taal*.

A translucent hobgoblin stands amongst the dreamers, so faint you can barely see his armored form. He watches the comatose addicts in disapproval, then noticing your presence, nods acknowledgment.

This figure is the shade of Mur'taal, an ancient hero of the Dhakaani Empire that ruled Khorvaire thousands of years before humanity came to its shores. Characters who encountered him in AE01-04 *Living Legend* immediately recognize him. If the characters defeated him honestly, he will greet them calmly, but with a sense of pride. If they defeated him through guile and deception, he still awaits the party, though his face bears a scowl instead of calm patience. Either way, he greets them, "*Saa'atcha*, warriors." If the characters have not encountered Mur'taal before, he adds, "I am what remains of Mur'taal—wielder of the *Chains* you see before you."

After the party responds to his greeting, read or paraphrase the following:

He looks grimly to the obelisk in the distance. "My legend has been tainted. Someone is using my *Chains* without *atcha*, to twist minds and pervert dreams and hope. I am bound by my chains, but I cannot grasp them. I cannot touch anything. I need the help of the living. I am sorry I cannot aid you in this."

Mur'taal's spirit has been bound to this plane by the *Chains*, but he is very weak, and his incorporeal form passes through anything he tries to touch. He is regretful that he cannot do his *muut* and disable the artifacts himself, but accompanies the party as they attempt to do so.

The obelisk lies 600 feet away at the edge of the forest. Getting through the field of dreamers seems easy enough... until the characters starts to notice ripples in reality near the dreamlily users. As the party moves through the moss, the lucid addicts voice their fantasies aloud. As they do, the trance effect of the *Mind's Eye* harnessed to the legendary power of Thelanis in the *Chains* brings their hallucinations to life in the form of conjured phantasms, quasi-real figures that can interact with the world and the party.

As the first hallucination materializes, read or paraphrase the following:

The party, with the spirit of Mur'taal in tow, steps past a half-lidded gnome resting upon a large mushroom. He muses, "But what if... what if I were Karrn the Conqueror?!"

As he ponders aloud, a haze shifts into corporeal form, the figure becoming the regal and intimidating human warlord, Karrn the Conqueror, but in miniature gnomish form. He stands bedecked in glistening adamantine armor, holding a viciously sharp sword, and almost seems to loom over you in his whole three feet of malice. The dream-Karrn smiles wickedly as he advances on the party.

DREAMS GIVEN FORM

Dreamlily Karrn is quite sure that he is the real Karrn the Conqueror and that the party are his sworn enemies. If the party defeats the gnome tyrant, he fades away, leaving no trace he ever existed.

Every 2 rounds, another hostile phantasm forms near another one of the dreamers. You can roll 1d10 on the Dreamlily Phantasms table below, or improvise one yourself with a CR 2-3 creature. Dreamlily addicts are considered incapacitated. Neither they nor Mur'taal are targeted by the phantasms.

The party needs to disable the artifacts to make the phantasms stop, though it is up to them whether they engage the hallucinations-given-form in combat, or rush ahead and ignore them. Alternately, killing the dreamlily addicts can stop the phantasms, though it is not the expected solution for this scene. The twenty-two addicted **commoners** are woefully easy to kill, and indeed, once they are all dead, the phantasms disappear. But Mur'taal responds with grim disapproval at the dishonorable murders of defenseless people, "*Te sharuul ghaal aram'taal*" (translated for those who know Goblin, "Dull are the blades of those without mercy"). You are encouraged to narrate humanizing details about the victims (whether human or not) to prompt reconsideration.

DREAMLILY PHANTASMS

d10	Dreamer Hallucination	Phantasm Stats
1	A Q'barran tourist amuses themselves with thoughts of their signature hat coming to life... nothing scary about a hat, right? This black leather hat seems mundane and ordinary—until someone gets too close...	Dreamlily Mimic
2	A paranoid cultist worries about the possibility of baby mind flayers. A child-sized illithid shakes a rattle angrily and waddles toward you, reaching with stubby tentacles.	Dreamlily Timeout Flayer
3	The curious pseudodragon familiar of an unconscious user fancies itself a mighty wyrm. Blue scales ripple with electricity as the mighty dragon roars.	Dreamlily Blue Dragon
4	A Brelish poacher dreams of bagging a ghost tiger. The black and white striped tiger has menacing claws and fearsome fangs.	Dreamlily Ghost Tiger
5	Having a crisis, a changeling wonders what they will become if they can't hold onto their identity. Many faces form and melt across a mass of gray amorphous goo.	Dreamlily Gibbering Moulder
6	A snake handler dreams of their worthy animal companion. Scintillating silvery scales cover the large dream serpent as it coils, ready to strike.	Dreamlily Python
7	A brawler dreams of a fight worthy of song. Ready for his bout, the impressive King Boranel flashes pearly white teeth beneath a graying beard, and displays corded muscles barely contained behind a Brelish uniform.	Dreamlily Boranel
8	Running from their past, an addict conjures visages of their victims. A band of undead dwarves rattle their bones as they approach the living with malicious intentions.	Dreamlily Skeletal Swarm
9	A Dura denizen shudders to recall their father-in-law's cooking. A summoned cauldron bubbles and expands with a noxious lumpy soup of... something that crawls toward you.	Dreamlily Ochre Jelly
10	Flipping their last copper crown, a pickpocket has thoughts of grandeur and the one big heist. A miser's nightmare, a cloud of golden galifar coins fly en masse, their edges sharp as blades.	Dreamlily Galifar Swarm

A DREAM THAT IS DYING

After wading through the masses of dreamlily addict hallucinations, the party discovers the stone obelisk at the end of the room, set in a flowing fountain of the drug. The obelisk is bound and wrapped with the byeshk *Chains of Mur'taal*, and at the center of the monolith, the petrified *Mind's Eye* is set.

If the characters attempt mundane methods to separate the two artifacts, a successful DC 12 Dexterity (Thieves' Tools) check can unbind the *Chains* from the obelisk, or a successful DC 12 Dexterity (Mason's Tools) check can remove the *Eye* from its stone setting. However, when this happens, the influence of the planes inexorably draws them back to the monolith, and the characters find their hands empty and the artifacts in place just as before. The party must embrace the Story to end the phantasms.

To safely disable the artifacts and halt the phantasms in this place of Story and Dream, a character must succeed on a DC 20 Charisma (Performance) check, perhaps retelling the growing legend of Mur'taal's *muut* and *atcha*, or belittling it as a worthless yarn. A lower check still disables the artifacts, but if the result is 15 or less, the *Mind's Eye* is destroyed in the process. If the result is 10 or less, both artifacts are destroyed. For each artifact destroyed in this manner, all characters that made or aided the check take 3d6 psychic damage.

Disabling the artifacts immediately causes reality to take hold. Any remaining phantasms fade out of existence, and moments later, Mur'taal does too. Read or paraphrase the following (adapting if either artifact has been destroyed):

The spirit of Mur'taal wavers. "*Ta muut.*" He says. "Once more my spirit can fade back into legend. Farewell." He bends to the *Chains*, lifting a spectral copy of the byeshk and adamantine links and wrapping them around his forearm, then bows his head. As he slips back into his own Story, the poppy fields and impenetrable forest fade, and the tranced addicts begin to rouse, coming out of their stupors. The towering monolith shrinks to a mere two feet tall, and you find yourself in a small side room of the circular dream parlor, the petrified *Eye* and byeshk *Chains* lying on the ground before you.

AFTERMATH

The addicts groggily return to consciousness, but are unaware that anything unusual has taken place during their trip. If the party met Lory outside and learned about his father, Oskar, they are able to find the human man among the now-conscious dreamers. If he learns of his long absence, he is ashamed, and rushes out to find his son.

If the party succeeds in disabling or destroying the artifacts of Dal Quor and Thelanis, Faurious has two planes fewer to power his schemes, and cannot channel the powers of either plane in his own combat with the party. If the party possesses the artifacts themselves in the final showdown, they will assist in shutting down the eldritch machine.

Any abilities the artifacts might have previously granted are unavailable to the party, as the eldritch machine has sapped their powers for the moment.



ARTIFACT SCENE D: NIGHT & DAY

MABAR & IRIAN



"Darkness and light stand in the balance, while I draw power from the shades of gray."
- fragment of Provost N. Faurious's *Convergence Manifesto*



OVERVIEW

In AE01-02 *Live Another Day*, the Clifftop Adventurers' Guild imbued the *Sunrise Sapphire* with the energies of Irian, the Eternal Day. In AE01-06 *Night's Gambit*, they captured the *Queen of Night*, a chess piece that channels the power of Mabar, the Endless Night.

The party learns that Faurious has hidden them in Shae Lias, in the possession of Aena Thennas, an adventurer from the Deathsgate Guild. Aena was introduced in *AE01-01 Fired & Forgotten*, and returned in *AE01-03 Rime & Reason*. If Aena was killed in either adventure, she still appears in this scene, but as an undead creature.

As an Aereni herself, Aena blends in effortlessly in the Aerenal district of Shae Lias, and it takes some work for the characters to discover where she has hidden. They find her in the House of Repose, an Aereni crypt, engaged in a Conqueror stalemate against the *Queen of Night*. The dueling energies of Irian and Mabar are suffusing her and the *Queen* with power, and more importantly, fueling Faurious's eldritch machine.

The party must choose which way to tip the balance—siding with Aena and risking their souls, or siding with the *Queen* and annihilating Aena in the process.

THE HOUSE OF REPOSE

Following the information uncovered in the *Convergence Manifesto*, the party makes their way to the district of Shae Lias in search of Aena Thennas. When they arrive, read or paraphrase the following:

Enormous trees and flowering gardens decorate the walkways of this wealthy district. Many of the minor bridges are formed from twisted boughs, and dozens of hardwood sculptures depicting honored elves stand as proud sentinels amidst the foreign architecture. The streets are busy with elves dressed in the austere fashions of Aerenal, and though the impending disaster from Skyway is drawing their undivided attention, the people here remain calm and quiet.

Following the Trail. The player characters can discover where the *Sunrise Sapphire* and *Queen of Night* have been taken with a success ability checks such as the following:

- **Charisma (Persuasion), DC 14:** By interviewing locals, the characters find that the Aereni are willing to share some suspicious comings and goings. The locals reveal that Aena

Thennas has reappeared in Shae Lias, causing quite a stir, as her work with the Deathsgate Guild has earned her a dubious reputation.

- **Intelligence (Arcana), DC 18:** The powerful twin artifacts have left behind a broken, ephemeral trail. Someone with training in the arcane arts might know what to look for, such as the way people and wildlife shy from certain streets, or the way the *everbright lanterns* flicker down certain paths.
- **Wisdom (Survival) or Intelligence (Investigation), DC 17:** Urban tracking is difficult, but the abundant flora of Shae Lias can make things easier. The trail of a humanoid *trying* to go unnoticed in an otherwise open and calm district is sure to stand out.

The party needs two successes to discover that Aena Thennas has taken the artifacts to the House of Repose, a crypt serving the Aereni of Shae Lias. More than one character can attempt a check if they are proficient in that ability. When the characters arrive at the House of Repose, read or paraphrase the following:

The trail leads to an ironwood and stone temple built onto a plaza spanning several of Shae Lias's towers. The dome and walls are decorated in pastel blossoms, and a golden mask symbol of the Undying Court is woven with branches above heavy wooden doors. An Aereni elf is struggling to open it.

This elf is Rhonys, a male priest who has been locked out of the House of Repose after Aena Thennas barricaded herself inside. Characters can gain entry to the House of Repose with a success on one of the following ability checks:

- **Dexterity (Thieves' Tools), DC 16:** Removing the hinges on the door can allow it to open it despite Aena's barricade.
- **Strength (Athletics), DC 20:** Aena is not a very strong elf, and has not had time to secure the door completely. Applying enough muscle can push aside the barricade.
- **Intelligence (Investigation), DC 17:** To prevent the House of Repose from becoming too stuffy and inhospitable, there are vents opening out just beneath the dome that can be crawled through to access the temple.

Once the party has made their way inside, move on to the confrontation with Aena.

SHAE LIAS

Shae Lias, a district in Upper Northedge, is the largest cultural enclave of the Aereni elves in Sharn, and that nation's principles are reflected in every aspect of life in the district. Reverence of the Undying Court and other lost ancestors is paramount, and practice of their positive energy-fueled necromancy holds an important religious significance. The largest temple of the Undying Court in Shae Lias, known as the Gates of Passage, is led by high priest Mayne Jhaelian. There, funeral rites are performed for Aereni who have died on Khorvaire, ahead of their return to their homeland. For more information on the district, see *Sharn: City of Towers* (page 79).

THE CELESTIAL GAME

When the characters successfully gain entry to the House of Repose, read or paraphrase the following:

The grand entrance chamber of the House of Repose is in disarray. The furniture is pushed to the edge, leaving the center clear for an arcane ritual. The black and white tiles swirl with pulsing light and shadows, and a forty-foot-square border is drawn in blood.

An elf woman in black and gold robes stands within the ritual square. Her face is painted to resemble a skull, after an Aereni fashion, and she is wearing a sapphire amulet that shines with warm light. Opposite the elf on the other side of the square, her tall shadowy duplicate stands above a tiny midnight statuette. Twelve ivory and twelve ebony statues are arrayed across the chamber's tiles, as if beginning a life-sized game of Conqueror.

The characters may already be familiar with Aena, the *Sunrise Sapphire* amulet, and the *Queen of Night* from previous adventures. If Aena was killed in a previous adventure with the party, she has returned as an undead creature, having been seduced by the 'easier' dark necromantic magics; when describing her appearance, include any injuries she received during her previous tangle with the characters.

What Aena Knows. Aena's disposition depends on her interaction with the party in their previous meetings. If this is their first interaction, the ecstasy of her ritual makes her inclined to share her part in Faurious' plan. As far as Aena is concerned, the Provost is who he says he is. She cares little for his true motives, only that they have an agreement to share the power of the Irian and Mabar artifacts. She might offer the following answers to some expected questions:

- **What are you doing?** "Participating in the eternal dance of creation and destruction. In their balance we find strength. It is a game we play, the *Queen* and I."
- **Why are you helping Faurious?** "The path to power is unconventional, true. But sacrifices must be made if I am to be recognized by the Court."
- **Why here?** "My people are well aware of the great necromantic power that Irian and Mabar can give to us. I choose this space as a sign of respect."

RULES OF ENGAGEMENT

Aena has begun a competition against the artifact, the *Queen of Night*. She can draw on the artifact's power to steal the soul from anyone she defeats in this game of Conqueror (a board game like chess). Meanwhile, the *Sunrise Sapphire's* life-giving essence is protecting her from the harm the *Queen* might otherwise inflict. The arcane turbulence of the game's stalemate fuels Faurious' final ritual in Skyway, and the balance must be tipped one way or the other to disrupt the Provost's plans.

The only way to pass the blood-drawn perimeter of Aena's ritual is to agree to join the game of Conqueror under the *Queen's* terms. On attempting to cross the boundary, a player character becomes supernaturally aware that losing to the *Queen of Night* will mean their soul is forfeit. If they agree, they can take the place of any one of the ebony or ivory statues arrayed across the game board. If they replace an ebony statue, they belong to the *Queen of Night's* team, and their souls are not at risk—but Aena's soul is forfeit if they win. If they replace an ivory statue, they find themselves fighting for Aena's team, representing the Day—a valid option if the party wishes to avoid sacrificing Aena's soul for their victory, but risking their own souls in the process. As many player characters as wish to can join the game on either team they desire—they can tip the balance in either direction to subvert Faurious' plans.

Playing Conqueror. Each team consists of eight **pawns** (p), two **towers** (T), two **cardinals** (C), and a **Conqueror queen** (Aena versus the *Queen*), beginning with the arrangement on the Conqueror Board Table below. A player character can replace a pawn, tower, or cardinal, and is subject to the movement restriction of the piece they replace, but otherwise uses their normal statistics. On its turn, each piece must move in a straight line. Pawns can only move five feet forward, towers can only move horizontally or vertically (as a rook in chess), and cardinals can only move diagonally (as a bishop in chess). Aena and the *Queen of Night* can move in any direction (as a queen in chess).

Play alternates between the Night and Day teams. Roll initiative for each piece on the board, letting the character with the highest initiative go first. Then, the character on the *opposite* team with the highest initiative goes second, then back to the second-highest character on the first team, and so on.

Other than the imposed movement restrictions and alternating turns, the "game" proceeds as any other combat, each piece losing hit points until unconscious. Aena and the *Queen of Night* are immune to damage so long as any other creature on their team is alive.

The ritual is disrupted when either Aena or the *Queen of Night* are defeated. There is no way for the party to destroy either artifact while the game remains in a stalemate.

CONQUEROR BOARD

T		C	Qu		C		T
	P		P		P		P
P		P		P		P	
	P		P		P		P
P		P		P		P	
T		C	Qu		C		T

AFTERMATH

If Aena is defeated, she and the artifact of Irian she bears are destroyed. Read or paraphrase the following:

The *Sunrise Sapphire* shatters in a burst of radiant light as you deal the final blow. Aena screams as she falls, but silence soon falls as her form dissipates into motes of shadow. The darkness is drawn inexorably into the shimmering surface of the *Queen of Night*, and then the bonds on the participants of the game evaporate. Calm returns to the House of Repose.

If the *Queen of Night* is defeated, the artifact of Mabbar is destroyed. Read or paraphrase the following:

With the final blow against the shadow *Queen*, you shatter her tiny statuette. The light in Aena's amulet flashes in blinding brilliance and the bonds on the participants of the game evaporate. Aena cups the *Sapphire* in her hands, staring in disbelief. "No! My power!"

If Aena Thennas survives the encounter after the Day team defeats the *Queen*, she submits to whatever justice the player characters decide is appropriate.

If the party succeeds in disabling or destroying the artifacts of Irian and Mabbar, Faurious has two planes fewer to power his schemes, and cannot channel the powers of either plane in his own combat with the party. If the party possesses either artifact in the final showdown, it will assist in shutting down the eldritch machine.

Any abilities the artifacts might have previously granted are unavailable to the party, as the eldritch machine has sapped their powers for the moment.



ARTIFACT SCENE E: MADNESS & WAR

XORIAT & SHAVARATH



"There is no peace to be found here. Sharn is built upon a foundation of hubris. Madness, destruction, it will all come crashing down."
- fragment of Provost N. Faurious's *Convergence Manifesto*



OVERVIEW

In AE01-08 *March of Madness*, the Clifftop Adventurers' Guild recovered the *Spiral Well*, an impossibly shaped black spiral with neither base nor top. In AE01-11 *A Heart in Mourning*, they retrieved the *Steelheart*, a glowing orb said to be the still-beating heart of a legionnaire devil from Shavarath.

These artifacts have been, against all logic, fused together by powerful magic. The Provost has placed the resulting *Spiral Heart* in the refugee slums of High Walls, where it is now fueling a mad competition between residents, equal parts sports game and riot. The party must find their way into the quarantined district, then chase down the shifter girl currently playing keep-away with the artifacts. In the process, the focused energies of the two planes transform her into a tentacled horror, and the party must retrieve the *Spiral Heart* to save the district and cut off Faurious from this power source.

HIGH WALLS

For much of its history, High Walls was a prison colony for Sharn's criminals. Since the destruction of Cyre four years ago, High Walls has been converted to house survivors of that doomed nation. Now, the Cyran refugees that administer the district have been left to their devices. Though it enjoys some measure of self-sufficiency, High Walls struggles to maintain itself, and the district is in desperate need of repair. Sadly, it reflects the morale of a doomed people. For more information about High Walls, see *Sharn: City of Towers* (page 98).

OUTSIDE THE WALLS

When the party arrives outside the High Walls district, read or paraphrase the following:

Unusual in the bustling metropolis of Sharn, the district of High Walls is surrounded with walls exactly as its name suggests. Several gatehouses are designed to secure the boundaries of this prison-like slum, each staffed by a patrol of wardens bearing the crest of the Breland crown. Amid the panic of a city under threat, the gates are locked tight and the guards are well armed. A crowd of poor refugees from Cyre are arguing with the wardens, hoping to return to their homes and families inside.

Although the district used to be a prison, Cyrans are typically free to come and go as they please. As a result of the turmoil brought by Faurious's ritual and the artifacts attuned to Xoriat and Shavarath, the district has been put on lockdown. The characters need to find a way in if they hope to put an end to this part of Faurious's plan.

If questioned, the gate guards respond professionally, but with an edge of aggression in their voice. A character who succeeds on a DC 14 Wisdom (Insight) check notes that the guards are surprisingly agitated and inclining to violence themselves, despite their dedication to their post. The guard captain discusses the following information with a successful Charisma (Persuasion or Intimidation) check:

- **DC 10:** "The people of High Walls have snapped. They have become unusually aggressive and fractious, and the guards cannot subdue the mobs. It'd be better to wait until the conflict blows over or the Cyrans sort things out themselves."
- **DC 15:** "Despite the conflict, no one has been killed. Instead, they just tire themselves out and start babbling nonsense as they rest."
- **DC 20:** "It's almost like they've turned to playing some ridiculous game while our city is under threat!"



UNAUTHORIZED ACCESS

Regardless of the information the characters are able to gather, they will need to find a way through the lockdown and into High Walls. While the district is under the influence of the *Spiral Heart*, the guards are unwilling to allow the party through the gates, as they are concerned the madness may be contagious and spread to the rest of the city. Without a successful DC 30 Charisma (Persuasion) check, the party will need to find another way into the district. Any further attempt by the party to turn on the charm or bluff their way through the gates is met with armed resistance from one **knight** and six **guards** as they try to maintain the quarantine. If the party engages in combat, guards individually yield if reduced to less than $\frac{1}{4}$ of their maximum hit points.

If they wish to avoid a fight with the guards, the party can seek another way into High Walls, such as one of the following:

- **Scale the wall.** Characters can find an unpatrolled section of the wall with a successful DC 14 Intelligence (Investigation) check, and can climb it with a successful DC 16 Strength (Athletics) check. Failing the Strength check to climb the 20-foot wall results in 2d6 points of damage.
- **Sneak through the gatehouse.** The guards can't watch everywhere. With a successful DC 18 Wisdom (Perception) check, a character can figure out a common blind spot among the guards. Alternatively, questioning the locals or seeking employer records with a successful DC 15 Intelligence (Investigation) check can reveal when the changing of the guard occurs, and thus when the best time for ingress is. Once the party finds a likely time to try, whether by Perception or Investigation, a successful DC 15 group Dexterity (Stealth) check can get the party inside High Walls. If they fail, they may have to face the guards in combat, or find another route.
- **Fly.** At the expected level of this adventure, characters may have access to flight magic to simply fly over the walls.
- **Jump.** High Walls was once a prison camp, so access from bridges above the district are few and far between. With a successful DC 16 Intelligence (Investigation) check, a character can find a suitable spot to base jump into High Walls from above. Freefall would kill them, so this feat requires magic such as *levitation* or *feather fall* to survive. On the way down, a character must also succeed on a DC 14 Wisdom (Perception) or Dexterity (Acrobatics) check to maneuver without hitting a bridge or wall, taking 1d6 bludgeoning damage on a failure.
- **Mind control.** If they succeed in casting the *suggestion* spell on the guard captain, the captain orders the barricaded gates opened just long enough for the party to slip in.

CAPTURE THE FLAG

When the party finds a way inside High Walls, read or paraphrase the following:

Behind the walls that give the district its name, the Cyrans refugees live in squalor. The rundown towers have small barred windows and bare gray exteriors, while wood shanties and iron shacks attempt to provide shelter against the rain.

A mob of Cyran men and women have taken to the streets, roaring chants and charging down the crisscross of alleys and bridges.

Across the widest street is a barricade of broken furniture, flying a flag bearing a golden crown and bell on a green field: the crest of their dead nation. It is hastily painted with an extra phrase: "Metrol Crowns forever!"

Under the influence of Shavarath and Xoriat, the district has divided in conflict, barricades erected in the middle. The Metrol Crowns face the Eston Bells, and each is vying for possession of the *Spiral Heart*—an amalgam of the *Steelheart* and the *Spiral Well* that funnels emotional turmoil into the Provost's ultimate ritual. Cyrans who have not fallen under the enchantment can be found cowering in their homes, and are willing to reveal that the conflict started suddenly and escalated like nothing they have ever seen, like their friends and families were taken by a sudden madness. The Metrol Crowns and Eston Bells were once rival sports teams in the old nation; now they define allegiance in an artificial conflict. But the longer the "game" goes on, the further into babbling nonsense the Cyrans descend.

The characters enter the district on the Eston Bells side of the barricades. They can learn from residents or rioters that the Metrol Crowns currently have possession of "the ball," whose description sounds uncannily like that of the artifacts sought. The Eston Bells are determined to retrieve it to prove themselves the worthiest champions of Cyre.

Whenever the party approaches the Metrol Crowns barricade, read or paraphrase the following:

A ragtag group of Cyrans stand atop the Crowns barricade as you approach. A middle-aged half-elf woman draped in a Cyre flag points her saber toward you, a wild look in her eyes. "More of those Eston lowlives here for our prize?"

She laughs, then eyes your weapons and armor warily. Her bluster drops as she turns to a shifter girl with wild amber hair. "Saph, take the ball and run. Get it away from them!"

The girl shoulders a heavy bag, shifts, and takes off as fast as she can behind the barricade.

THE CHASE

The party must chase down Saph to have any hope of stopping this part of the Provost's plan. To do so, each character must perform a series of ability checks and saves. Roll initiative. At the start of each round, roll 1d12 (rerolling repeats) on the High Walls Chase Complications table to determine which complication the characters face as they follow Saph through the winding bridges and alleys of High Walls. Each complication includes one option for how a character might evade it (and the consequences of failure), but reward creativity if players come up with other solutions. If a character casts an appropriate spell of 1st level or higher, or they use an ability that would recharge on finishing a long rest, consider allowing them to automatically succeed on their evasion attempt.

The chase comes to an end when a single player character successfully evades three complications, thus catching up to Saph. However, keep track of how many failures each character accrues in the process. The party will eventually catch Saph regardless, but the extra time spent in the chase puts her ever deeper into the thrall of the artifacts, with gruesome consequences. Read the following upon the party's first failure:

A puff of smoke emerges from the girl's pack, and you swear you could see her skin undulate as the vapor dissipates over her.

As others fail additional evasion attempts, continue to narrate the artifact's effects deepening.

HIGH WALLS CHASE COMPLICATIONS

d12	Complication	Evasion
1	A hippogriff panicked by the conflict lands on the bridge, spreading its wings wide and screeching to warn off anyone nearby.	DC 15 Wisdom (Animal Handling) to convince the beast to back down and let you through. On a failure, take 1d6 bludgeoning damage as its wings buffet you as you slip past.
2	A gang of rowdy teens jump off a bridge above, <i>feather tokens</i> in hand. They're playing Sharn Chicken, waiting to see who has the guts to activate the token last before striking the ground directly ahead of you.	DC 14 Wisdom (Perception or Insight) to judge their trajectory or figure which is likely to lose. On a failure, the "winner" lands right on top of you, knocking you down.
3	A dwarf leans out a window and dumps a tub of...water? ...funny-colored water? ...that's definitely not water!...right on top of your head.	DC 14 Constitution saving throw to resist the foul odor. On a failure, you lose your lunch and take 1d6 psychic damage from the indignity.
4	A wooden barricade is built across this bridge. Saph leaps over, but throws a barrel of spears behind her.	DC 14 Strength (Athletics) or Dexterity (Acrobatics) to vault the barricade. On a failure, take 1d6 piercing damage from the scattered weapons.
5	An old man sits outside his shack shouting at passersby to keep off his porch. He raises a sparking siege staff to punctuate his point.	DC 15 Dexterity saving throw to avoid the man's lightning blast. On a failure, become deafened by the thunder for a round and take 1d6 lightning damage.
6	Fluctuations in Sharn's manifest zone cause gravitational "turbulence," threatening to make you lose your footing.	DC 14 Constitution (Acrobatics) check to keep your balance despite your stomach turning. On a failure, misjudge a step, trip, and lose your lunch (again?).
7	Two elves stand arguing on a bridge below, both bearing the Mark of Shadow. Suddenly two granite towers appear in front of you. You could've sworn they weren't there a second before.	DC 15 Intelligence (Investigation) check to realize these are illusions created by a squabbling pair of Phiarlan and Thuranni heirs caught up with Shavarath's influence. On a failure, spend needless time detouring while the pair share a reluctant smile at your confusion.
8	An abandoned, dirty Metrol Crowns banner drifts across your path, threatening to envelop you.	DC 14 Dexterity (Acrobatics) to weave under, around, or through the billowing fabric. On a failure, become tangled and blinded by the patriotic display.
9	A woman in a black robe is leading an eldritch chant for an emboldened cult right in the middle of the plaza. Saph slips into the crowd.	DC 14 Wisdom (Perception) to follow her or DC 14 Intelligence (Religion) to know the best way to disperse the crowd. On a failure, become delayed by the cheers of the cultists—has the chosen arrived at last?!
10	A food cart skycab pulls into your path, laden with cabbages and fiery Thranish chili.	DC 15 Dexterity saving throw to dodge the oncoming food. On a failure, end up covered with burning-hot chili and take 1d6 fire damage.
11	A mob of Eston Bell hooligans charge into the street, flying their blue and golden bell banner. They look ready to make some mayhem.	DC 14 Strength (Athletics) check to shove past them, or DC 14 Charisma (Intimidation) to get them to back off. On a failure, take 1d6 bludgeoning damage as they tackle and jostle you.
12	Saph dives into a busy street stacked wheel-to-wheel with abandoned wagons. You quickly lose sight of her as she weaves beneath and between the vehicles.	DC 14 Wisdom (Survival) check to track Saph through the parked wagons. On a failure, spend several moments chasing a shadow, only to discover it is a scavenging goblin.

MILITANT MADNESS

Regardless of how long it takes to catch Saph, once one player character succeeds on three evasion attempts, read or paraphrase the following:

The shifter girl backs into a corner, clutching her bag tightly. She snarls and raises a clawed hand to defend herself. But then a plume of sickly smoke rises from the bag, and she starts to choke on the fumes. And then she laughs. Her skin crawls, literally, as dozens of writhing cilia slough from her skin. Her claws stretch into fleshy tentacles, and her vacant eyes sink into blackened sockets. The girl's pack hangs loosely from one of her new tentacles, still billowing smoke.

If the character who catches Saph did so with less than three failures, add the following:

The shifter screams again, and many of the twisted cilia evaporate back into smoke. Her eyes plead for help as the transformation consumes her, though you suspect it would've been much worse if you hadn't caught her.

The combined influence of the *Spiral Well* and the *Steelheart* have finally taken their toll on Saph. She has transformed into a **tentacle horror** born of the madness of Xoriat and the fighting spirit of Shavarath. The cilia sloughed from her skin transform into at least one **swarm of writhing worms** (see bestiary), plus one additional swarm for each failure accrued by the character who first caught her during the chase. Saph can be defeated in traditional combat, leaving the bag of artifacts for the characters to recover, or the bag can be stolen from her while she is still conscious. If she drops to zero hit points, allow her death saving throws in case the party chooses to stabilize or heal her. Whether conscious or not, Saph reverts to her uncorrupted form 2 rounds after the artifacts are removed from her possession, and surrenders if conscious.

During combat, High Walls residents from both sides of the competition applaud from a cautious distance, as if watching an exciting sports match. A tremendous cheer goes up as the artifacts are recovered from the tentacle horror.

Disabling the Artifacts. However, recovering the artifacts is not enough to affect the Provost's ritual. To quell the influence of the artifacts on the surrounding district, the combined artifacts must be separated, requiring a DC 20 Intelligence (Arcana) check. A lower check still disables the artifacts, but if the result is 15 or less, one of the artifacts is destroyed in the process (chosen randomly). If the result is 10 or less, both artifacts are destroyed. For each destroyed artifact, all characters that made or aided the check take 3d6 psychic damage.

AFTERMATH

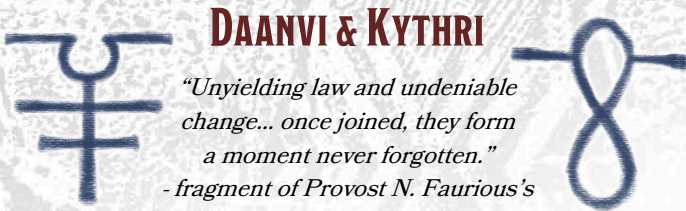
Once the artifacts are separated, the audience of Bells and Crowns deems the Clifftop adventurers the reigning champions in this bizarre game, both due to their impressive overcoming of the tentacled horror, and because the artifacts are no longer stoking the madness that drove them onward. They gladly usher their champions to the gates of the district, where it takes a few animated moments to convince the guards that people are calming down, but the quarantine is eventually lifted, allowing the party to go on their way.

If the party succeeds in disabling or destroying the artifacts of Xoriat and Shavarath, Faurious has two planes fewer to power his schemes, and cannot channel the powers of either plane in his own combat with the party. If the party possesses the artifacts themselves in the final showdown, they will assist in shutting down the eldritch machine.

Any abilities the artifacts might have previously granted are unavailable to the party, as the eldritch machine has sapped their powers for the moment.



ARTIFACT SCENE F: ORDER & CHAOS



DAANVI & KYTHRI

“Unyielding law and undeniable change... once joined, they form a moment never forgotten.”

- fragment of Provost N. Faurious’s Convergence Manifesto

OVERVIEW

In AE01-05 *Perfect Timing*, the Clifftop Adventurers’ Guild acquired a *Quintessence Engine*, a perpetual energy machine of Daanvi used for tracking planar movement with perfect timing.

In AE01-09 *Weathering the Storm*, they retrieved an *Aethervane*, a device used for cataloging planar manifest zones that was enhanced by the powers of Kythri.

Last week, the Provost “gifted” both of these artifacts to Morgrave University for display in one of its libraries. The artifacts were written off as bizarre curios until the Provost activated all the artifacts around the city. Now, the combined planar resonances of Law and Chaos within the two punctual devices have caused a small temporal loop confined to the library room where they reside, with the *Quintessence Engine* continually rolling around within the astrolabe orrery of the *Aethervane*. Drawn into the room by the flux of planar anomalies, the gynosphinx Flamewind has now become the artifact’s keeper, her oracular powers gifting her the proper sequences to halt the repeating loop of time. Flamewind is a very powerful oracle, but she cannot control her visions. She sees the answers, but she is limited in her scope of altering prophecy, and true to her sphinx nature, she reveals those answers in cryptic riddles. She has foreseen the party’s success and their involvement with these eldritch devices. They are the key to Sharn’s salvation.

The gyrating artifacts pulsing with eldritch power have unexpectedly created a grisgol from the various scrolls and tomes, an arcane construct composed of magical writings. It has no master, no orders, and seeks only to hinder the meddling uneducated. The Clifftop adventurers must follow Flamewind’s obscure hints to trigger the failsafe and disable the artifacts. Before doing so, however, it is likely that one or more of them dies at the grisgol’s hands—but to their relief, each time they die, they find the temporal loop reset and the party begins again, as if meeting the grisgol for the first time. With trial and error, the party is able to identify the four books needed to disable the artifacts, successfully freeing themselves and Flamewind from the time loop and removing Faurious’s access to the power of these two planes.

TAKE A LOOK, IT’S IN A BOOK

The *Manifesto* has only one word to help the party find the location of the artifacts from Daanvi and Kythri: “Morgrave.” While vague, Morgrave University is the logical place to start the search. As they reach the bridge leading to the University grounds, read or paraphrase the following:

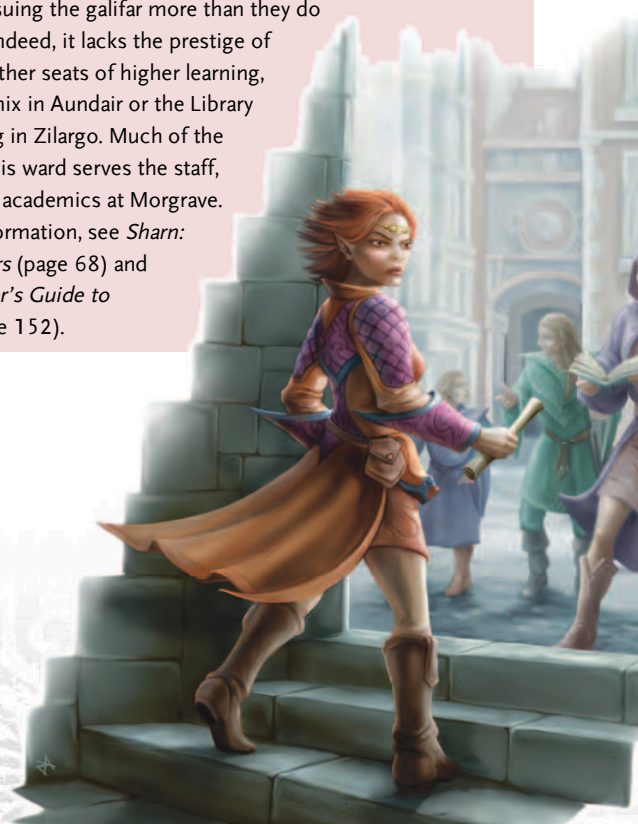
A magnificent covered bridge connects the University proper to the rest of the bustling district. All about you, students hustle about carrying hefty tomes and arcane implements, their heels dogged by tiny constructs and brightly colored familiars. The enormous dome of Lareth Hall dominates the vast University, ringed by five beautiful spires.

As you step off the bridge onto Morgrave’s grounds, a frazzled young woman in formal academic robes and a felted pointed hat approaches. “You are the Clifftop adventurers, yes? I am Cornela.”

Though the party is confident they have never met this young professor before, she knows each of their names and basic physical descriptions. Cornela was sent by the revered Flamewind, the sphinx oracle who resides within the college’s halls. Flamewind has asked for the party’s help by name, and told Cornela exactly when and where to find them. She reports with concern that they have learned the esteemed “Provost” who sent Morgrave a gift does not even teach at the University, and the treasure placed in one of their libraries was a ruse.

MORGRAVE UNIVERSITY

Housed in the University district, Morgrave University is the largest educational institution in Breland, renowned for its contributions to arcane studies as well as for funding expeditions to far-off places and ancient ruins filled with mystery and magic. However, many claim they fund expeditions just to turn a profit on recovered artifacts, pursuing the galifar more than they do knowledge. Indeed, it lacks the prestige of Khorvaire’s other seats of higher learning, such as Arcanix in Aundair or the Library of Korranberg in Zilargo. Much of the Upper Menthis ward serves the staff, students and academics at Morgrave. For more information, see *Sharn: City of Towers* (page 68) and the *Wayfinder’s Guide to Eberron* (page 152).



TURN THE PAGE

As the party steps into the 40-foot cylindrical library room, read or paraphrase the following:

As you step through the doorway, time within the library leaps into motion. Books and sheaves of paper float about the room in a flurry. Several wide bookshelves surround a circular reading area where the storm of scrolls and papers is most concentrated. At the center of the script cyclone is a complex metal device, floating in midair while spinning rapidly. It flickers with bolts of pure arcane energy in a myriad of colors.

Outside the eye of the storm, the unfurled scrolls and loose sheets of paper whip around, coalescing into an ominous humanoid shape with two pinpoints of arcane light glowing where eyes should be.

A voice shouts from one of the bookshelves. You look up to see a large creature perched on the top shelf, with a long leonine form and face like a lovely elven scholar. Two feathered wings unfurl and the dark tiger stripes upon her body and wings ripple like red fire. The sphinx, Flamewind, speaks quickly and cryptically:

*“Clifftop arrive to nefarious bait,
to close the breach or seal Sharn’s fate!
Questions asked must be my price,
to disengage this eldritch device.
Halt the guardian if you are able,
but know that this moment is not stable.
If you fall or answers abstain,
this sequence shall repeat again!
Knowledge within will unravel these crimes.
We’ve had this discussion a dozen times!”*

Before rolling initiative, ask all party members to take note of their current hit points, expended spells, and other character abilities. This will become relevant shortly. During the confrontation, if and when any party member dies, the encounter is reset at the top of the next round, where the entire party suddenly finds themselves stepping through the doorway into the library as if they are entering for the first time, though they maintain all their memories from the previous encounter(s). In addition to time being reset, all characters regain any lost hit points, spells slots, and other abilities expended since the encounter began, as if they had never entered. Every time the encounter resets due to the temporal loop, reread the narrative above to emphasize the looping of time itself.

Heavy Reading. The humanoid shape forming from arcane writings is a **grisgol**, which relentlessly attacks the party, focusing its attacks on unconscious characters in an attempt to kill them. Fluttering around the artifacts in haphazard fashion is a **flurry of writings**, injuring characters who try to muscle through with papercuts and scratches. Like the player characters, the grisgol and flurry of writings reset to full hit

What Cornela Knows. She is anxious to bring the party to Flamewind as quickly as possible, but is glad to answer questions while in transit across the University grounds.

- **Who are you?** “A junior professor of languages.”
- **What is going on?** “A strange device is acting up in one of the libraries. Flamewind went to investigate it, after telling me to send for you. She has forbidden all others entrance.”
- **Who is Flamewind?** “A mysterious sphinx from the land of Xen’drik, gifted with visions. Her knowledge is vast.”
- **Why did she send for us?** “She would not say, only that your actions were critical to correcting these strange happenings. And then... she stepped into the midst of it, and time froze.”
- **What is the device doing?** “Just before she entered, Flamewind said the device is changing the flux of time inside the room. It is far beyond my knowledge, but it looks like time is frozen there, and now that Flamewind entered, she is doomed to repeat the same moment over and over!”

Cornela escorts the party through the halls of the University, muttering and wringing her felted hat between her hands. Read or paraphrase the following:

Arriving at double bronzewood doors at the end of a hall, Cornela takes her leave. “Aureon be with you!” She nervously darts away. Peering inside the doors, you see the library as a moment frozen in time, nothing more than a deeply detailed painting. Leaflets of paper hang in the air, obscuring much detail as though a child inside has shredded dozens of books into large confetti. There are many tall bookshelves, one of them topped by a long shadowy figure, half-hidden by the unmoving floating parchment.

Nobody outside the library can see any movement of time within. A successful DC 20 Intelligence (Arcana) check reveals that the room is held in a temporal flux from powerful extraplanar forces. A *detect magic* spell reveals an overwhelming aura of conjuration and transmutation magic. Divinations fail to provide any useful information (*augury*, for example, yields a result of “nothing”). Spells cast toward the room fail as if an invalid target or area was chosen.



points and abilities every time a player character dies (prompting the temporal flux to reset time, the party finding themselves entering the room anew). It is likely that there will be several character deaths (which reset with a loop) before the party manages to disable the artifacts. Defeating these creatures in combat does not end the scene; they merely need to survive long enough to learn how to disable the artifacts.

Failsafe. To escape the temporal flux, the party needs to find and destroy four books flying within the cyclone of texts, within which Faurious has encoded the device's failsafe. As a powerful oracle, **Flamewind the gynosphinx** is aware of the contingency, but finds herself bound by her prescience to not directly interfere. The best she can manage is to ask riddles of the party to help them find the books they need to destroy, but she cannot answer, give additional hints, or otherwise interfere with the process.

At initiative count of 0 of each round, Flamewind asks the party one of the riddles from the Book Riddles table. If the characters ask her any questions in return, she sighs, for she cannot answer. Once the party correctly answers a riddle, Flamewind asks another at the end of the round. If the party has learned the answer to a riddle, she does not repeat it with future temporal loops.

The players may guess the answer to riddles themselves if they can. However, characters can be wise and intelligent even when their players stumble, so an ability check is provided with each riddle. Any character can use their action to attempt this ability check. On a success, the character uses their knowledge and experience to figure out the riddle and locate the correct book, even if the players have not yet done so. Any character can attempt the check, regardless of proficiency.

To deactivate the artifacts, the party must first figure out the answers to all four riddles, then spend an action to destroy each corresponding book with a melee or ranged weapon. No attack roll is necessary. Although the party does not need to discover the name and location of a failsafe book they have identified during a previous time loop, they still need to destroy it.

If the party attempts to damage the artifacts instead of identifying the failsafe books, the artifact they target begins to explode—then the temporal loop begins again and the party finds both artifacts unharmed.

BOOK RIDDLES

Riddle	Answer	Corresponding Book Title	Ability Check
"For the living to advance, a murder could be fun perchance."	Raven, crow, or similar	<i>Reddick's Ravens: A Field Guide to Corvids of Khorvaire</i>	DC 15 Intelligence (Animal Handling) or Intelligence (Nature)
"When 'round turned once, you shan't get in, unless I am turned 'round again."	A key	<i>Dash Dannigan's Keys to Excavation</i>	DC 15 Intelligence (Smith's, Thieves', or Tinker's Tools)
"I follow but can never stray, I grow longer throughout the waning day."	A shadow	<i>Aureon's Shadow</i>	DC 15 Intelligence (Arcana) or Intelligence (Survival)
"You'll find me in a place of stone where silence cloaks the ground; search through all the empty names, and finally I'll be found."	A cemetery, grave, tomb, or similar	<i>Lareth ir'Morgrave's Excavation of Halden's Tomb</i>	DC 18 Intelligence (Religion) or Intelligence (Medicine)

AFTERMATH

Once all four books are successfully destroyed within a single temporal loop, the devices are disabled, falling to the ground. The grigol and flurry of writings collapse back into a pile of tomes, paperweights, and scrolls. Any hit points lost, or spells and abilities used since the last reset remain gone, and are not regained at the end of the encounter. Read or paraphrase the following:

The collected knowledge bound by ink to page and sheaf goes dormant once more; books fall to the ground and the wind of papers dies. The *Quintessence Aethervane* falls harmlessly, inert. Flamewind unfurls her wings and gracefully jumps down to the floor.

The sphinx thanks each party member by name. After she does so, continue:

"My visions are a gift, but sometimes one I cannot escape. I was drawn into the conflicting energies of order and chaos, knowing the answers but restricted from providing them. I knew that you had a part to play in all of this."

The bronzewood doors open as Cornela and several other professors rush in to check on the books, Flamewind, and the wellbeing of the party (in that order). The party is urged to take the blasted artifacts off of University grounds immediately.

If the party succeeds in disabling or destroying the artifacts of Daanvi and Kythri, Faurious has two planes fewer to power his schemes, and cannot channel the powers of either plane in his own combat with the party. If the party possesses the artifacts themselves in the final showdown, they will assist in shutting down the eldritch machine.

Any abilities the artifacts might have previously granted are unavailable to the party, as the eldritch machine has sapped their powers for the moment.

PART 3: IGNOMINY

"What is the nature of Syrania, of peace, if not to stand aside and allow strength to reign?"

- fragment of Provost N. Faurious's
Convergence Manifesto



SCENE 1: GNOME MORE SEARCHING

As discussed in the Introduction to Part 2, it may be appropriate to give the party time for a long rest before beginning Part 3 if you allow them to complete more than three of the artifact scenes. Otherwise, they should be given time for a short rest before Part 3. Either way, once the player characters have completed as many of the artifact scenes as appropriate for your time constraints, it is time to meet Lhara at the spiretops beneath Skyway. She has completed her part, finding a dragonmarked heir of House Orien to teleport the party past the Provost's barrier against flight. If you have established an Orien NPC capable of teleportation in your campaign, bring that character back for this finale. Otherwise, you can introduce a dashing rake named Sebastian d'Orien.

SKYWAY

The floating district of Skyway exemplifies the greatest achievements made possible by Sharn's manifest zone to Syrania. The towers are built on foundations of solid clouds, and the entire district hovers above the tops of the buildings below. Those who call Skyway home are vastly wealthy and born into privilege, and many would consider it beneath them—both literally and socially—to sully their feet by walking on the streets below. Skycoaches and soarsleds ferry passengers to and from Skyway, and many of the upper aristocracy enjoy flying about on winged mounts. For more information on Skyway, see *Sharn: City of Towers* (page 85).

When Sebastian transports the party up to Skyway, read or paraphrase the following:

Lhara once again salutes you. "I'll see to the evacuation operations down here. It's up to you to finish this."

She steps back as the Orien heir's Mark of Passage flares, then the streets of Skyway snap into view. The reality storm rages all about you now, lighting flashing dangerously close, unnatural clouds twisting around Skyway's palatial mansions with their dazzling crystal windows, colorful gardens and spotless streets. The streets are empty of people—the rich must have taken shelter in their homes.

Atop five of the district's tallest spires, you see unusual lights, shining a brilliant white from crystal cores suspended by chains.

These are suspiciously new to the district...

Four of the five glowing crystals are illusions, glass glamourous to appear like dragonshards and designed to keep meddling heroes away from the Provost's true *Convergence Engine*. The party must identify which is the correct spire while avoiding the

elementals the Provost has conjured to defend his creation. The glowing shards appear above the following locations across the Skyway: the Celestial Vista restaurant, Cloudpool Park, the hippogriff stables, the Starlight Theater, and the Tain Manor.

To determine whether a given crystal is the real eldritch machine or a decoy, the party might attempt ability checks such as the following. On a success, they are able to identify one spire as holding the fake or real *Convergence Engine*:

- **Dexterity (Stealth), DC 16:** A character can sneak past the air elemental guardian the Provost has summoned to guard each crystal. The lack of any further defenses or activity past the sentries confirms a shard as fake.
- **Intelligence (Arcana), DC 22:** A character trained in the arcane arts might know a thing or two about using planar resonances to power an eldritch machine, at least in theory. Some of these shards are clearly not in the right place to take full advantage.
- **Intelligence (Glassblower's Tools), DC 16:** A character proficient with glassblower's tools might notice that the "crystal" is mere illusioned glass, with nothing inside.
- **Intelligence (Investigation) or Wisdom (Perception), DC 19:** A character can find the inconsistencies that reveal a shard as an illusion.

The process of elimination can take some time. On every second failure, one of Faurious's sentries discovers the snooping characters and attempts to destroy them. Each sentry is an air elemental shaped from the cloudy mists that drift across Skyway.

THE CELESTIAL VISTA

The real eldritch machine sits atop the spires of the Celestial Vista restaurant, a luxury diner far beyond all but Sharn's elite. Even the nobility can expect to queue out the door if they have not made a reservation a month in advance, but today it is apparently abandoned.

The Provost has conjured a magical *wall of ice* encircling the base of the building 10 feet from its walls. A character can dispel this wall with the *dispel magic* spell by succeeding on a DC 16 ability check using their spellcasting ability. Otherwise, they may need to find a mundane way around. The wall is 10 feet high and 1 foot thick, with AC 12 and 30 hit points per 10-foot section, and is vulnerable to fire damage. Reducing a 10-foot section of wall to 0 hit points destroys it and leaves behind a sheet of frigid air in the space the wall occupied. A creature moving through the sheet of frigid air for the first time on a turn must make a Constitution saving throw, taking 5d6 cold damage on a failed save, or half as much damage on a successful one. The wall is too featureless to climb alone, but pitons hammered in it, piling debris by it, or standing on allies' shoulders could work. Seek creative solutions!

SCENE 2: TRUST GNOME ONE

Once the party makes their way inside the Celestial Vista restaurant, read or paraphrase the following:

The inside of the restaurant is as richly decorated as its exterior. Shining silverware and dazzling crystal chandeliers leave the room sparkling with color. However, the dining room is abandoned, seats upturned, and plates of artisan morsels left to go cold... Except at one table, set pride of place beside the grand piano. There a familiar face, Provost Faurious, is enjoying every spoonful of his soup. A trembling elf waiter stands beside him, a frown on her face, but bravely standing ready with an open bottle of Aundairian red.

The Provost is confident in his plans, and has decided to partake of the Celestial Vista's legendary cuisine. For once, he didn't need a reservation. The Provost's ritual is in progress on the upper floors of the Vista, so his ultimate aim is to prevent the Clifftop adventurers from disrupting the eldritch machine. In true villainous fashion, the Provost takes the opportunity for a dramatic reveal and monologue.

Allow a moment for introductions and assurances of victory before the Provost reveals their true gnomish form:

"Fifteen years I've waited for this, for the chance to prove my theories correct... and for the perfect target for my revenge against your precious Five Nations."

The Provost throws down his spoon, and a shimmer of light flickers across his skin.

"I'm not the only one grieving over the losses our gracious monarchs have inflicted on us. But I *am* the one with the power to do something about it."

The Provost's human shape melts away, and where once stood a bookish man, now stands a middle-aged gnome woman with great waves of wild blonde hair. Her expression is a cruel mix of exhaustion and triumph.

"How many people had to be saved to justify the Last War? How many had to die to justify the Mourning? We all deserve it, really. The Cyrans had their comeuppance, and now it's time for Sharn to face disaster. 'Tabula rasa,' as the elves are fond of saying. Let the Host and Six know that I, Aurea Ocula ir'Korran, will wipe the slate clean."

What Aurea Knows. The party may have additional questions for the false Provost, whose true name is Aurea ir'Korran. The gnome is happy to oblige. After all, each question answered gives her ritual more time to complete.

- **What happens when your ritual is complete?** "My pride and joy, the eldritch shard, will use the Convergence to eliminate the Syrania manifest zone. The towers, Skyway... everything will fall."
- **Why did you take the form of the Provost?** "My family founded the largest library in all Khorvaire. I needed to be

discreet. An eccentric, washed-up academic was the perfect cover to minimize suspicion and find allies in Clifftop."

- **Who did you lose?** "My twin boys were corralled to fight in Cragwar by your noble King Boranel. They could have been great! Instead, they were cut down by a siege staff blast. They'll never finish their studies. They'll never earn their family legacy."
- **Why are you targeting Sharn?** "This city isn't just Breland's largest, it's a shining symbol of the excesses of Galifar. Only Thronehold could hold more cultural significance, but with Sharn's manifest zone I can bring to bear the power of the planar convergence."
- **If we pay your demanded price, will you stop?** "You believed that nonsense? Oh my, how quaint. It was a lie, of course. If you want people to waste time, get them squabbling about money."
- **How do we deactivate your eldritch machine?** "It can't be stopped! The lure is set and the work will be finished for me. Why, without the keys you're finished. It's over." Aurea's 'keys' are the six beacons, each formed of two artifacts, she scattered around the city. A character with a silver tongue might be able to trick her into revealing more of that detail than she intended with a successful DC 18 Charisma (Deception) check, learning that an artifact can be used to disable part of the eldritch machine.
- **Will your plan work with the planar artifacts missing?** "Of course it will. The power is drawn from the power in this city's manifest zone. Your meddling will make no difference." However, a character that succeeds on a DC 18 Wisdom (Insight) check senses that Aurea is doing her best to hide her uncertainty, though she has not given up yet.
- **Won't you die too?** "Perhaps. But my family is gone, and my life's work has come to fruition. There is nothing left for me to live for but my legacy. And what a grand legacy it will be! Peace wrought of destruction. A last hurrah for the Five Nations!"



THE CONFRONTATION

Aurea cannot be convinced to stand down. She has put too much time and effort into her plans to abandon them now. If the party intends to save the city, combat is inevitable. When swords and spells are readied, read or paraphrase the following:

Provost-turned-gnome Aurea ir'Korran casts aside her dining table with a mere flick of her hand. As the glass and cutlery crash against the floor, wisps of cloud emerge from the carpets, dancing in twisting patterns around her. The terrified waiter drops her bottle of wine and hides behind the upturned table.

Aurea, Convergence Manifest is a brilliant wizard, drawing power from the planar convergence and the twelve artifacts gathered by the Clifftop Adventurers' Guild. This is the time to pull out all the stops. Typically, she tries to disable an enemy with *eyebite* or *banishment* to even her odds, then focus her fire with *magic missile* and *lightning bolt*. If she needs space to recover, she uses *fly* or *wall of force* to evade. But she does not run or fear death—every second she distracts the party is one more second that her eldritch machine has to finish the ritual.

During the battle, encourage characters to make use of the scenery (see Appendix B: Maps). The Celestial Vista is a vibrant upper-class restaurant with tables, chairs, chandeliers, a grand piano...and a very scared waiter. Award Inspiration for creative use of terrain, or for spending time to ensure the waiter's safety.

YOU CAUGHT ME MONOLOGUING!

Some characters may be tempted to interrupt Aurea as she talks to the players about her plans and her motivations. They might even attack before the reveal that the Provost persona is a fake. If they do, continue the scene with combat as Aurea defends herself and her eldritch machine. Rather than discuss her plans during her meal, Aurea instead speaks during the battle itself. When she is reduced to half her hit point total, the illusions disguising her as Provost Faurious fail.

MAP: CELESTIAL VISTA



LAIR ACTIONS

Aurea's months of preparation have allowed her to use the power of the twelve planar artifacts to defend the final expression of her *Convergence Manifesto*. The abilities she wields are determined by the party's successes in disabling artifacts in Part 2 of this adventure. Her lair actions below specify if they become unavailable if the party deactivated the relevant artifacts. Be sure to telegraph to players what their successes have earned, having Aurea become vocally frustrated if she cannot access a certain conduit at an opportune time.

On initiative count 20, 15, and 10, Aurea can use one of her lair actions. If she has three or more lair actions available, she cannot use the same one more than once per round.

Conduit of Life & Death. One creature within 60 feet of Aurea must make a DC 16 Constitution saving throw. On a failed save, it takes 9 (2d8) necrotic damage and Aurea regains a number of hit points equal to the damage dealt. Aurea cannot use this lair action if the player characters succeeded during Scene A.

Conduit of Ice & Fire. Aurea conjures a freezing icicle in a 5-foot radius area within 60 feet. Creatures within the area must make a DC 16 Dexterity saving throw or become restrained (escape DC 16). At the same initiative count on the following turn, the icicle explodes, dealing 9 (2d8) fire damage to all creatures within 10 feet of the icicle. Aurea cannot use this lair action if the player characters succeeded during Scene B.

Conduit of Story & Dream. The planar conduit judges the party for their spirit and apparent heroism. All creatures hostile to Aurea must make a DC 16 Charisma (Performance) check. On a failed check, creatures take 9 (2d8) psychic damage. Aurea cannot use this lair action if the player characters succeeded during Scene C.

Conduit of Night & Day. One creature within 60 feet of Aurea must succeed on a DC 16 Constitution saving throw or become blinded until the end of its next turn. If the target fails its saving throw, Aurea regains 9 (2d8) hit points. Aurea cannot use this lair action if the player characters succeeded during Scene D.

Conduit of Madness & War. One creature within 60 feet of Aurea must make a DC 16 Charisma saving throw. On a failure, it must use its reaction, if available, to move up to its speed and make a melee attack against one creature of Aurea's choice. Aurea cannot use this lair action if the player characters succeeded during Scene E.

Conduit of Order & Chaos. Aurea selects two creatures within 60 feet of her, each of which must make an opposed Wisdom saving throw. The creature that rolls lowest is teleported to a space of Aurea's choice adjacent to the creature that rolls highest. Aurea cannot use this lair action if the player characters succeeded during Scene F.

Conduit of the Sky. Aurea flies up to 30 feet without provoking opportunity attacks.

SCENE 3: GNOMING IS HALF THE BATTLE

Once Aurea has been defeated, the party has an unobstructed climb to the top of the Celestial Vista's spire, where the stormy sky stretches out before them (see Appendix B: Maps). Read or paraphrase the following:

The restaurant's spiral staircases twist through the narrowing spire until finally you reach the very apex of Sharn. Swirling dark clouds obscure the streets of Skyway below, and the towers of the city beneath plunge a mile into the fiery chasms of the Cogs, where your journey with the Clifftop Adventurers' Guild began.

A spherical glass chamber floats some twenty feet above the top of the spire. Inside, a golden Siberys dragonshard is alive with eldritch magics, arcs of lightning dancing between the crystal and its glass container. A dozen chains anchor the glass chamber to the surrounding spires, each secured at its base with an arcane rune. Six of the symbols are glowing, while six more appear inactive.

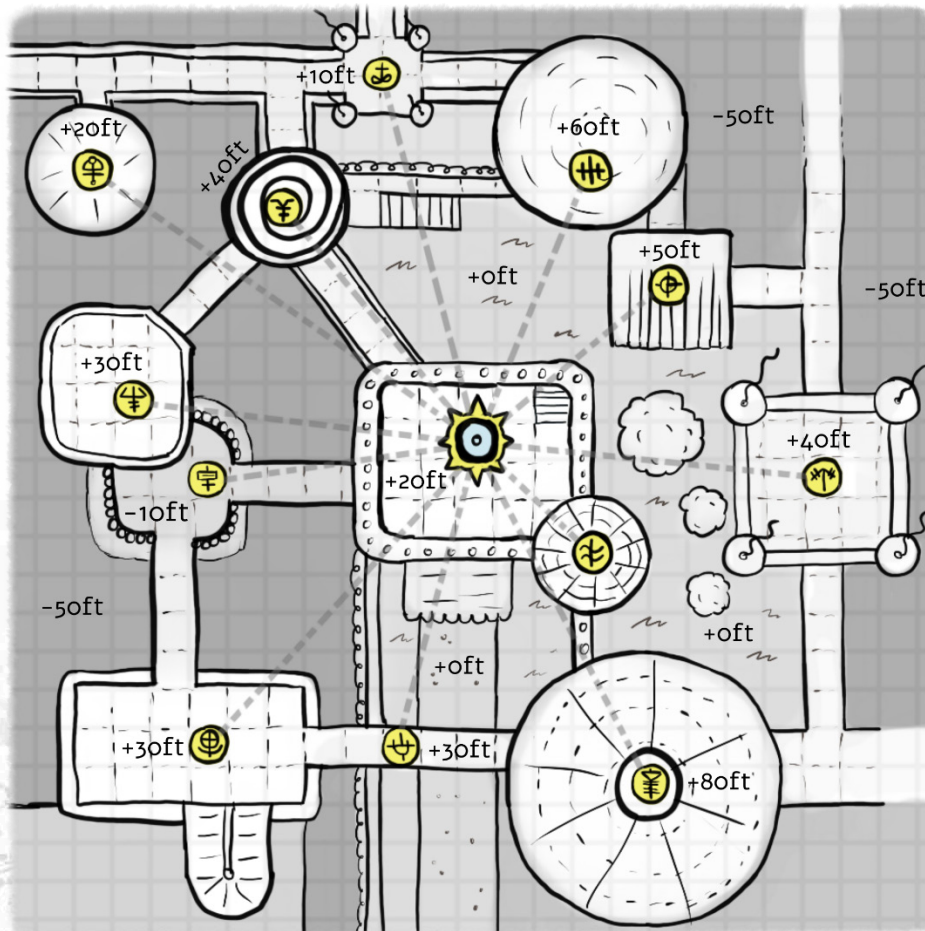
At the final steps of the staircase, you feel your weight evaporate. With little time to enjoy weightlessness, the eldritch machine shakes and an ethereal tentacle reaches out from the Siberys dragonshard, snaking its way down a chain toward an inactive rune.

This device is Aurea's greatest triumph, the *Convergence Engine*. Characters who succeed on a DC 14 Intelligence (Arcana) check recognize the twelve runes as symbols for the planes of Eberron, lacking only Syrania. A check of 18 informs them that using the power gathered by the twelve planar artifacts, the *Engine* is luring an astral horror through a planar bridge. Once the astral horror has attuned to all twelve planes via the runes, it can consume the immeasurable energy stored in Sharn's manifest zone. Once the city's connection to Syrania is depleted, the towers will fall and Aurea ir'Korran, dead or alive, will have her revenge.

At the start of this final battle for Sharn, select six runes to be active already. You can randomly select those runes or choose six that would complement the party's accomplishments. From there, deactivation of the *Convergence Engine* is a race against the **astral horror**. If all twelve runes become active at once, the towers fall. If all twelve are deactivated at once, the *Convergence Engine* fails and is destroyed.

The astral horror is a simple, hungry beast, intent only on consuming the vast planar energies and defending its source of sustenance. Though it stays anchored at the core of the *Convergence Engine*, its reach is great. It swipes with its tentacles at any creatures attempting to deactivate any of the runes, and uses its reaction to make opportunity attacks against a creature it sees making a move toward an activated rune.

MAP: CONVERGENCE ENGINE



Activating a Rune. The astral horror can activate a rune by using a lair action. In order to keep the encounter exciting for any party size, it can use a number of lair actions per round equal to half the number of player characters (rounded up). The actions occur at initiative counts 5, 10, 15, and so on, up to the total number of lair actions.

Deactivating a Rune. A creature can attempt to deactivate a rune as an action. They can use an artifact to automatically succeed, or attempt an ability check such as the following:

- **Intelligence (Arcana), DC 20.** Deactivation is just a matter of knowing the correct formulas and incantations.
- **Strength (Athletics), DC 22.** Breaking the chain works!
- **Dexterity (Thieves' Tools), DC 22.** The rune plate is locked to its anchor, but that is no obstacle for a master thief.
- **Planar Artifact.** If the players have recovered some of the planar artifacts, they can use an action to disrupt a rune with the corresponding artifact for that plane. For example, the resonance between the *Queen of Night* and the *Mabar* rune deactivates that rune automatically, without any need for an ability check.

Zero Gravity. This final showdown takes place in three dimensions. The *Convergence Engine's* manipulation of Sharn's manifest zone is wreaking havoc with gravity. All creatures within 60 feet of the *Engine's* core gain a flying speed equal to their base speed.

Friends Along the Way. If the astral horror manages to activate ten of the twelve planar runes, consider having a favorite NPC turn up to help prevent Sharn's destruction. If an NPC uses the Help action at a planar rune, the player characters gain advantage on ability checks to deactivate it. Characters from AE01-01 *Fired & Forgotten* like Stoke, Tresca, Augur, and Chandra Thane may be easiest to incorporate given the location of the adventure, but don't be afraid to reintroduce others. Mieno has had plenty of time to hear of the reality storm and fly over from the Shining Valley!

DO OR DIE

If the party succeeds and all twelve runes are deactivated, read or paraphrase the following:

As the light from the final rune sputters and dies, the form of the otherworldly creature fades and dissipates. Cracks run along the surface of the glass containment sphere, then the shard inside erupts in a burst of multicolored lights. You feel your weight return, and Skyway itself lurches in the air. A final thundering roar sounds as the *Convergence Engine* detonates, then calm returns to the spire again.

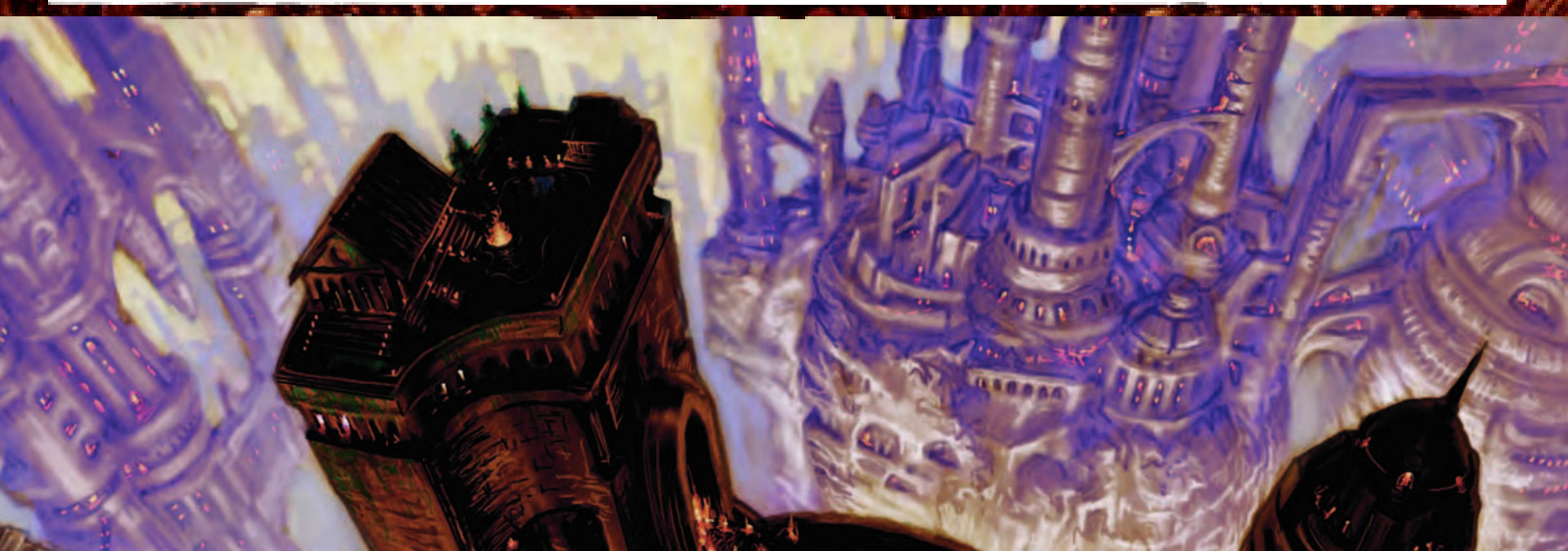
Flying creatures fall when gravity returns to the spiretop. A falling creature takes 1d6 damage per ten feet fallen, up to a maximum of 6d6 due to the influence of the faltering gravity.

If the party fails and all twelve runes are activated, read or paraphrase the following:

As the final rune lights up, the world falls silent. A beam of golden light erupts from the *Convergence Engine's* core, rising skywards in a column that must be visible for a hundred miles. The otherworldly creature reaches for the light with tentacles, and the world falls from beneath your feet. The streets of Skyway break apart, then the crumbling of stone and shattering of glass rises above the screams as the floating district crashes against the upper towers of the city below.

A character can survive the fall of Sharn with a bit of luck and a lot of skill. A *feather token*, *fly* or *levitate* spell, or any other means of flight is enough to avoid the initial cataclysm. Otherwise, a character must succeed on three DC 22 Strength (Athletics) or Dexterity (Acrobatics) ability checks to avoid debris and the worst of the fall, taking 8d6 bludgeoning damage on each failure, or half on a success. A character can use one action, such as casting a healing spell, between each ability check.

Succeed or fail, the burst of planar energies destroys any of the remaining planar artifacts, each crumbling to dust in the characters' hands. Move on to the Epilogue of the adventure once the dust has settled.



EPILOGUE

If the player characters fail to save the city, see the “After Skyfall” sidebar. If they succeed, Lhara invites the party to rest up at the only partially destroyed headquarters of the Clifftop Adventurers' Guild. Read or paraphrase the following:

As you approach the Clifftop guildhall, a crowd of reporters stand gathered at the entrance. The *Korranberg Chronicle*, the *Sharn Inquisitive*, and even the *Fairhaven Times* are represented, each hungry for the story behind the greatest threat the city has seen since the Glass Tower fell in 918 YK. Seeing your group arrive, the reporters rush to intercept, notebooks and pencils at the ready.

The party has earned abundant fame for saving the city, and every newspaper wants to be the first to share the stories of their new heroes. Swarm them with questions like:

Can you comment on the battle for Sharn? Who dealt the final blow? Where are you from? Who are you wearing? What advice do you have for the kids who look up to you? What's your ideal first date?

Leave for the future the implications of the Clifftop Adventurers' Guild having worked with Aurea as the Provost, gathering the artifacts. But during their future adventures, an investigative reporter is bound to come snooping for the truth at the worst possible time. In fact, the *Inquisitive's* infamous columnist Jay Jenna Jayneson is typing up a front-page article, “*The Clifftop Guild is a MENACE!*” even as the party receives their accolades.

In the meantime, Lhara has organized a meeting with the Lord Mayor of Sharn, His Worship Cathan ir'Demell. She leads the party through the corridors of the guildhall toward the same offices where they were introduced to Provost Faurious in AE01-01 *Fired & Forgotten*. Read or paraphrase the following:

Inside the Clifftop guildhall's luxury offices, a richly dressed gentleman waits with arms crossed neatly behind his back. He wears an ostentatious golden chain, representative of his position as Lord Mayor. On the desk beside him lies a set of gilded scrolls, bearing the unmistakable signature of King Boranel of Breland.

The Lord Mayor clears his throat. "In recognition of your achievements today, the King wishes to present you with these marques of bravery. He regrets that his is unable to deliver them himself, but he trusts me to act as his hand in this matter. This city owes you all a debt. We will not forget it soon."

The certificates are packaged with a Kundarak letter of credit for each character worth 1,500 gp, and an ornate chest containing a pair of magic items distilled from the remnant magic of the *Convergence Engine*: a set of *wings of flying* and a *cube of force*.

With all the fame and fortune that comes with victory, the heroes of the Clifftop Adventurers' Guild are finally free to take a well-earned rest.

THE END.

AFTER SKYFALL

If the party fails to destroy the *Convergence Engine*, the floating Skyway falls on the city below, utterly destroying the districts of Upper Menthis, Middle Menthis, and all of Central Plateau. Tens of thousands die. Tens of thousands of others flee the city, terrified that the towers of the other districts might fall at any time.

The disaster becomes known as Skyfall, and it kickstarts the next era of Khorvairian history. Still reeling from the Mourning only four years earlier, the people of the Five Nations fall deeper into fear and paranoia. Governments and citizens alike begin to question the utility of the Treaty of Thronehold. If peace cannot prevent a disaster like Skyfall, perhaps it is time to finish the Last War after all?

The disaster leaves Breland poor and distracted from the post-war arms race. Now it must feed and house refugees from Sharn as well as Cyre. Aundair, Thrane, Droaam, or Darguun may seize the opportunity to make territorial gains, but perhaps Karnath is eager to defend the peace King Kaius negotiated only two years prior.

One thing is certain: It will take heroes to prevent the world from collapsing into chaos again.



APPENDIX A: CREATURE STATISTICS

The following stat blocks are organized by which section of the adventure they appear in.

PART 1

FIRE ELEMENTAL MYRMIDON

Medium elemental, neutral

Armor Class 18 (plate)
Hit Points 123 (19d8 + 38)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	9 (-1)	10 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities fire, poison
Condition Immunities paralyzed, petrified, poisoned, prone
Senses darkvision 60 ft., passive Perception 10
Languages Giant, Ignan
Challenge 7 (2,900 XP)

Illumination. The myrmidon sheds bright light in a 20-foot radius and dim light in an additional 40 feet.

Magic Weapons. The myrmidon's weapon attacks are magical.

Water Susceptibility. For every 5 feet the myrmidon moves in 1 foot or more of water, it takes 2 (1d4) cold damage.

ACTIONS

Multiattack. The myrmidon makes three scimitar attacks.

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 7 (1d6 + 4) slashing damage.

Fiery Strikes (Recharge 6). The myrmidon uses Multiattack. Each attack that hits deals an extra 5 (1d10) fire damage.

ICE MEPHIT

Small elemental, neutral evil

Armor Class 11
Hit Points 21 (6d6)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	9 (-1)	11 (+0)	12 (+1)

Skills Perception +2, Stealth +3
Damage Vulnerabilities bludgeoning, fire
Damage Immunities cold, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Aquan, Auran
Challenge 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of jagged ice. Each creature within 5 feet of it must make a DC 10 Dexterity saving throw, taking 4 (1d8) slashing damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary shard of ice.

Innate Spellcasting (1/Day). The mephit can innately cast *fog cloud*, requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature.
Hit: 3 (1d4 + 1) slashing damage plus 2 (1d4) cold damage.

Frost Breath (Recharge 6). The mephit exhales a 15-foot cone of cold air. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 5 (2d4) cold damage on a failed save, or half as much damage on a successful one.

GAUTH

Medium aberration, lawful evil

Armor Class 15 (natural armor)

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	15 (+2)	15 (+2)	13 (+1)

Saving Throws Int +5, Wis +5, Cha +4

Skills Perception +5

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 15

Languages Deep Speech, Undercommon

Challenge 6 (2,300 XP)

Death Throes. When the gauth dies, it explodes in a burst of magical energy. Each creature within 10 feet of it must make a DC 14 Dexterity saving throw, taking 13 (3D8) force damage on a failed save, or half as much damage on a successful one.

Stunning Gaze. When a creature that can see the gauth's central eye starts its turn within 30 feet of the gauth, the gauth can force it to make a DC 14 Wisdom saving throw if the gauth isn't incapacitated and can see the creature. A creature that fails the save is stunned until the start of its next turn, when it can avert its eyes again. If the creature looks at the gauth in the meantime, it must immediately make the save.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) piercing damage.

Eye Rays. The gauth shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it:

1. *Devour Magic Ray:* The targeted creature must succeed on a DC 14 Dexterity saving throw or have one of its magic items lose all magical properties until the start of the gauth's next turn. If the object is a charged item, it also loses 1d4 charges. Determine the affected item randomly, ignoring single-use items such as potions and scrolls.

2. *Enervation Ray:* The targeted creature must make a DC 14 Constitution saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one.

3. *Pushing Ray:* The targeted creature must succeed on a DC 14 Strength saving throw or be pushed up to 15 feet directly away from the gauth and have its speed halved until the start of the gauth's next turn.

4. *Fire Ray:* The targeted creature must succeed on a DC 14 Dexterity saving throw or take 22 (4d10) fire damage.

5. *Paralyzing Ray:* The targeted creature must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

6. *Sleep Ray:* The targeted creature must succeed on a DC 14 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.

MEZZOLOTH

Medium fiend (yugoloth), neutral evil

Armor Class 18 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	7 (-2)	10 (+0)	11 (+0)

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 10

Languages Abyssal, Infernal, telepathy 60 ft.

Challenge 5 (1,800 XP)

Innate Spellcasting. The mezzoloth's innate spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

2/day each: *darkness*, *dispel magic*

1/day: *cloudkill*

Magic Resistance. The mezzoloth has advantage on saving throws against spells and other magical effects.

Magic Weapons. The mezzoloth's weapon attacks are magical.

ACTIONS

Multiattack. The mezzoloth makes two attacks; one with its claws and one with its trident.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Trident. *Melee Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack.

Teleport. The mezzoloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

SPRITE

Tiny fey, neutral

Armor Class 15 (leather armor)

Hit Points 2 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	10 (+0)	14 (+2)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +8

Senses passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 1/4 (50 XP)

ACTIONS

Longsword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 40/160 ft., one target. *Hit:* 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

Heart Sight. The sprite touches a creature and magically knows the creature's current emotional state. If the target fails a DC 10 Charisma saving throw, the sprite also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

Invisibility. The sprite magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the sprite wears or carries is invisible with it.

VETERAN

Medium humanoid (any race), any alignment

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

ACTIONS

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

PART 2

SCENE A – LAMANNIA & DOLURRH

SKELETAL SWARM

Large swarm of Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 60 (8d10 + 16)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Resistances piercing, slashing

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 2 (450 XP)

Deafening Clatter. Creatures are deafened while in the swarm's space.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Small humanoid. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Slash. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 11 (2d8 + 2) slashing damage, or 6 (1d8 + 2) slashing damage if the swarm has half of its hit points or fewer.

CULT FANATIC

Medium humanoid (any race), any non-good alignment

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 2 (450 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spell casting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (4 slots): *command, inflict wounds, shield of faith*
2nd level (3 slots): *hold person, spiritual weapon*

ACTIONS

Multiattack. The fanatic makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

DRACI

Medium humanoid (human), lawful evil

Armor Class 12 (15 with *mage armor*)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	16 (+3)	11 (+0)	12 (+1)

Saving Throws Int +5, Wis +2

Skills Arcana +5, Religion +5

Senses passive Perception 10

Languages Common, Dwarvish, Goblin, Infernal

Challenge 3 (700 XP)

Grim Harvest (1/turn). When Draci kills a creature that is neither a construct nor undead with a spell of 1st level or higher, she regains hit points equal to twice the spell's level, or three times if it is a necromancy spell.

Spellcasting. Draci is an 7th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Draci has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *light*, *mage hand*, *prestidigitation*
1st level (4 slots): *detect magic*, *ray of sickness**, *mage armor*,
magic missile

2nd level (3 slots): *blindness/deafness**, *mirror image*, *misty step*

3rd level (3 slots): *counterspell*, *bestow curse**, *vampiric touch**

4th level (1 slots): *blight**

*Necromancy spell of 1st level or higher

Draci casts *mage armor* on herself before combat.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands.

GATH THE LICH

Medium undead, neutral evil

Armor Class 17 (natural armor)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	20 (+5)	14 (+2)	16 (+3)

Saving Throws Con +10, Int +12, Wis +9

Skills Arcana +19, History +12, Insight +9, Perception +9

Damage Resistances cold, lightning, necrotic

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 19

Languages Common plus up to five other languages

Challenge 21 (33,000 XP)

Spellcasting. The lich is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The lich has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *prestidigitation*, *ray of frost*
1st level (4 slots): *detect magic*, *magic missile*, *shield*,
thunderwave

2nd level (3 slots): *detect thoughts*, *hold person*, *invisibility*,
mirror image

3rd level (3 slots): *animate dead*, *counterspell*, *dispel magic*,
fireball

4th level (3 slots): *blight*, *dimension door*

5th level (3 slots): *cloudkill*, *wall of force*

6th level (1 slot): *disintegrate*, *globe of invulnerability*

7th level (1 slot): *forcecage*, *plane shift*

8th level (1 slot): *dominate monster*, *maze*

9th level (1 slot): *power word kill*

Legendary Resistance (3/Day). If the lich fails a saving throw, it can choose to succeed instead.

Rejuvenation. If it has a phylactery, a destroyed lich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

Turn Resistance. The lich has advantage on saving throws against any effect that turns undead.

ACTIONS

Paralyzing Touch. *Melee Spell Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) cold damage. The target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

The lich can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The lich regains spent legendary actions at the start of its turn.

Cantrip. The lich casts a cantrip.

Paralyzing Touch (Costs 2 Actions). The lich uses its Paralyzing Touch.

Frightening Gaze (Costs 2 Actions). The lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 18 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the lich's gaze for the next 24 hours.

Disrupt Life (Costs 3 Actions). Each living creature within 20 feet of the lich must make a DC 18 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

SCENE B – FERNIA & RISIA

AZER

Medium elemental, lawful neutral

Armor Class 17 (natural armor, shield)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	12 (+1)	13 (+1)	10 (+0)

Saving Throws Con +4
Damage Immunities fire, poison
Condition Immunities poisoned
Senses passive Perception 11
Languages Ignan
Challenge 2 (450 XP)

Heated Body. A creature that touches the azer or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).

Illumination. The azer sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

SHRIEKER

Medium plant, unaligned

Armor Class 5
Hit Points 13 (3d8)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

Condition Immunities blinded, deafened, frightened
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6
Languages —
Challenge 0 (10 XP)

False Appearance. While the shrieker remains motionless, it is indistinguishable from an ordinary fungus.

ACTIONS

Shriek. When bright light or a creature is within 30 feet of the shrieker, it emits a shriek audible within 300 feet of it. The shrieker continues to shriek until the disturbance moves out of range and for 1d4 of the shrieker's turns afterward.

VIOLET FUNGUS

Medium plant, unaligned

Armor Class 5
Hit Points 18 (4d8)
Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	1 (-5)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

Condition Immunities blinded, deafened, frightened
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6
Languages —
Challenge 1/4 (50 XP)

False Appearance. While the violet fungus remains motionless, it is indistinguishable from an ordinary fungus.

ACTIONS

Multiattack. The fungus makes 1d4 Rotting Touch attacks.

Rotting Touch. *Melee Weapon Attack:* +2 to hit, reach 10 ft., one creature. *Hit:* 4 (1d8) necrotic damage.

SCENE C – THELANIS & DAL QUOR

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

DREAMLILY BLUE DRAGON

Medium dragon, lawful evil

Armor Class 17 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft., burrow 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +2, Con +4, Wis +2, Cha +4

Skills Perception +4, Stealth +2

Damage Immunities lightning

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic

Challenge 3 (700 XP)

Dreamlily Hallucination. The dreamlily blue dragon cannot be put to sleep.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 3 (1d6) lightning damage.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

DREAMLILY BORANEL

Medium humanoid (human), lawful good

Armor Class 16 (can't touch this)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +5

Condition Immunities frightened

Senses passive Perception 11

Languages Common, Elvish

Challenge 5 (1,800 XP)

Brute. Boranel's fists deal one extra die of damage when Boranel hits with them (included in the attack).

Dreamlily Hallucination. Dreamlily Boranel cannot be put to sleep.

ACTIONS

Multiattack. Boranel makes three attacks.

Punch. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 4) bludgeoning damage.

Knockdown. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

REACTIONS

Parry. Boranel adds 3 to his AC against one melee attack that would hit him. To do so, Boranel must see the attacker.

DREAMLILY GALIFAR SWARM

Medium swarm of Tiny constructs, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (5d8)

Speed 5 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 8

Languages —

Challenge 1/2 (100 XP)

Dreamlily Hallucination. The swarm cannot be put to sleep.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny coin. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Sharp Edges. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) slashing damage, or 5 (2d4) slashing damage if the swarm has half of its hit points or fewer.

DREAMLILY GHOST TIGER

Large beast, unaligned

Armor Class 12

Hit Points 52 (7d10 + 14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

Dreamlily Hallucination. The timeout flyer cannot be put to sleep.

Keen Smell. The tiger has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the tiger moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (2d6 + 5) slashing damage.

DREAMLILY GIBBERING MOUTHER

Medium aberration, neutral

Armor Class 9

Hit Points 67 (9d8 + 27)

Speed 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	16 (+3)	3 (-4)	10 (+0)	6 (-2)

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

Aberrant Ground. The ground in a 10-foot radius around the moulder is doughlike difficult terrain. Each creature that starts its turn in that area must succeed on a DC 10 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

Dreamlily Hallucination. The dreamlily gibbering moulder cannot be put to sleep.

Gibbering. The moulder babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 20 feet of the moulder and can hear the gibbering must succeed on a DC 10 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

ACTIONS

Multiattack. The gibbering moulder makes one bite attack and, if it can, uses its Blinding Spittle.

Bites. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 17 (5d6) piercing damage. If the target is Medium or smaller, it must succeed on a DC 10 Strength saving throw or be knocked prone. If the target is killed by this damage, it is absorbed into the moulder.

Blinding Spittle (Recharge 5-6). The moulder spits a chemical glob at a point it can see within 15 feet of it. The glob explodes in a blinding flash of light on impact. Each creature within 5 feet of the flash must succeed on a DC 13 Dexterity saving throw or be blinded until the end of the moulder's next turn.

DREAMLILY KARRN

Small humanoid (gnome), lawful evil

Armor Class 18 (plate)
Hit Points 44 (8d6 + 16)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Con +4, Wis +2
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 3 (700 XP)

Brave. Dreamlily Karrn has advantage on saving throws against being frightened.

Dreamlily Hallucination. Dreamlily Karrn cannot be put to sleep.

Gnome Cunning. Dreamlily Karrn has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

ACTIONS

Multiattack. Dreamlily Karrn makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, Dreamlily Karrn can utter a special command or warning whenever a nonhostile creature that it can see within 30 ft. of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand Karrn. A creature can benefit from only one Leadership die at a time. This effect ends if Karrn is incapacitated.

REACTIONS

Parry. Dreamlily Karrn adds 2 to its AC against one melee attack that would hit it. To do so, Karrn must see the attacker and be wielding a melee weapon.

DREAMLILY MIMIC

Medium monstrosity (shapechanger), neutral

Armor Class 12 (natural armor)
Hit Points 58 (9d8 + 18)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +5
Damage Immunities acid
Condition Immunities prone
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 2 (450 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grapppler. The mimic has advantage on attack rolls against any creature grappled by it.

Dreamlily Hallucination. The dreamlily mimic cannot be put to sleep.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

DREAMLILY SKELETAL SWARM

Large swarm of Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 60 (8d10 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Resistances piercing, slashing

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 2 (450 XP)

Deafening Clatter. Creatures are deafened while in the swarm's space.

Dreamlily Hallucination. The skeletal swarm cannot be put to sleep.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Small humanoid. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Slash. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 11 (2d8 + 2) piercing damage, or 6 (1d8) piercing damage if the swarm has half of its hit points or fewer.

DREAMLILY TIMEOUT FLAYER

Small aberration, lawful evil

Armor Class 12

Hit Points 45 (10d6 + 10)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	12 (+1)	14 (+2)	11 (+0)	11 (+0)

Damage Resistances psychic

Senses darkvision 60 ft., passive Perception 10

Languages Undercommon, telepathy 60 ft.

Challenge 2 (450 XP)

Dreamlily Hallucination. The timeout flayer cannot be put to sleep.

Tantrum of Madness. Creatures within 20 feet of the timeout flayer that aren't aberrations have disadvantage on saving throws, as well as on attack rolls against the timeout flayer.

ACTIONS

Mind Poke. The timeout flayer targets one creature it can see within 30 feet of it. The target must succeed on a DC 12 Intelligence saving throw or take 22 (4d10) psychic damage.

DREAMLILY OCHRE JELLY

Large ooze, unaligned

Armor Class 8

Hit Points 45 (6d10 + 12)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	14 (+2)	2 (-4)	6 (-2)	1 (-5)

Damage Resistances acid

Damage Immunities lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 2 (450 XP)

Amorphous. The jelly can move through a space as narrow as 1 inch wide without squeezing.

Dreamlily Hallucination. The jelly cannot be put to sleep.

Spider Climb. The jelly can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 3 (1d6) acid damage.

REACTIONS

Split. When a jelly that is Medium or larger is subjected to lightning or slashing damage, it splits into two new jellies if it has at least 10 hit points. Each new jelly has hit points equal to half the original jelly's, rounded down. New jellies are one size smaller than the original jelly.

DREAMLILY PYTHON

Huge beast, unaligned

Armor Class 12

Hit Points 60 (8d12 + 8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Skills Perception +2

Senses blindsight 10 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

Dreamlily Hallucination. The dreamlily python cannot be put to sleep.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the python can't constrict another target.

GUARD

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Senses passive Perception 12

Languages Common

Challenge 1/8 (25 XP)

ACTIONS

Spears. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

SCENE D – MABAR & IRIAN

CARDINAL

Medium construct, unaligned

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	5 (-3)	14 (+2)	10 (+0)

Damage Resistances necrotic (if on night team) or radiant (if on day team)

Senses passive Perception 12

Languages understands Common

Challenge 1 (200 XP)

Check. A cardinal has advantage on an attack roll against a creature if at least one of its allies is within 5 feet of the creature, and the ally isn't incapacitated.

Indomitable. If at the start of its turn the cardinal is frightened, charmed, or paralyzed by an effect that allows a saving throw, it can repeat the save at the start of its turn to end the effect on itself and all allies within 5 feet of it.

Restricted Movement. On its turn, the cardinal may only move diagonally in a straight line on the Conqueror grid.

ACTIONS

Multiattack. The cardinal makes two melee attacks.

Spear. *Melee Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

PAWN

Small construct, unaligned

Armor Class 12

Hit Points 5 (2d6 - 2)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	5 (-3)	11 (+0)	4 (-3)

Damage Resistances necrotic (if on night team) or radiant (if on day team)

Senses passive Perception 10

Languages understands Common

Challenge 1/8 (25 XP)

Restricted Movement. On its turn, the pawn may only move straight forward, toward the opposing side of the Conqueror grid.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

TOWER

Medium construct, unaligned

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	5 (-3)	14 (+2)	10 (+0)

Damage Resistances necrotic (if on night team) or radiant (if on day team)

Senses passive Perception 12

Languages understands Common

Challenge 1 (200 XP)

Check. A tower has advantage on an attack roll against a creature if at least one of its allies is within 5 feet of the creature, and the ally isn't incapacitated.

Indomitable. If at the start of its turn the tower is frightened, charmed, or paralyzed by an effect that allows a saving throw, it can repeat the save at the start of its turn to end the effect on itself and all allies within 5 feet of it.

Restricted Movement. On its turn, the tower may only move in a straight line, either horizontally or vertically on the Conqueror grid.

ACTIONS

Multiattack. The tower makes two melee attacks.

Spear. *Melee Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

CONQUERER QUEEN AENA

Medium humanoid (elf), lawful evil

Armor Class 18 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	16 (+3)	17 (+3)	14 (+2)

Skills Perception +6

Damage Resistances radiant

Senses passive Perception 16

Languages Common, Elvish

Challenge 5 (1,800 XP)

Check. Queen Aena has advantage on an attack roll against a creature if at least one of her allies is within 5 feet of the creature, and the ally isn't incapacitated.

Conqueror General. Queen Aena is immune to damage if any ally has more than 0 hit points.

Fey Ancestry. Queen Aena has advantage on saving throws against being charmed, and magic can't put her to sleep.

Restricted Movement. On her turn, Queen Aena may move in any direction, but only in a straight line.

ACTIONS

Multiattack. Queen Aena makes two longsword attacks and one dawn sickle attack.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Dawn Sickle. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) radiant damage.

Dawn Pulse (Recharge 5-6). Queen Aena unleashes a wave of magic infused with the power of Irian, erupting in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 24 (7d6) radiant damage on a failed save, or half as much damage on a successful one. Constructs (such as the other animated Conqueror pieces) take no damage from this ability.

CONQUERER QUEEN OF NIGHT

Medium construct, lawful evil

Armor Class 18 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	16 (+3)	17 (+3)	14 (+2)

Skills Perception +6

Damage Resistances necrotic

Senses passive Perception 16

Languages Common, Elvish

Challenge 5 (1,800 XP)

Check. The Queen of Night has advantage on an attack roll against a creature if at least one of its allies is within 5 feet of the creature, and the ally isn't incapacitated.

Conqueror General. The Queen of Night is immune to damage if any ally has more than 0 hit points.

Restricted Movement. On its turn, the Queen of Night may move in any direction, but only in a straight line.

ACTIONS

Multiattack. The Queen of Night makes two longsword attacks and one dusk sickle attack.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Dusk Sickle. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) necrotic damage.

Dusk Pulse (Recharge 5-6). The Queen of Night unleashes a wave of magic infused with the power of Mabar, erupting in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 24 (7d6) necrotic damage on a failed save, or half as much damage on a successful one. Constructs (such as the other animated Conqueror pieces) take no damage from this ability.

SCENE E – XORIAT & SHAVARATH

GUARD

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Senses passive Perception 12

Languages Common

Challenge 1/8 (25 XP)

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

KNIGHT

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

Brave. The knight has advantage on saving throws against being frightened.

ACTIONS

Multiattack. The knight makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

REACTIONS

Parry. The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

SWARM OF WRITHING WORMS

Medium swarm of Tiny aberrations, unaligned

Armor Class 14

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	10 (+0)	1 (-5)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny worm. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Maddening Bites. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 10 Wisdom saving throw, taking 14 (4d6) psychic damage on a failed save, or half as much damage on a successful one.

TENTACLE HORROR

Medium aberration, chaotic evil

Armor Class 15 (natural armor)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	11 (+0)	5 (-3)

Skills Perception +4

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 4 (1,100 XP)

Sense Madness. The tentacle horror is drawn to any creature suffering the throes of madness. The tentacle horror gains advantage on attack rolls against any creature that has failed at least one Wisdom saving throw within the last ten minutes.

ACTIONS

Multiattack. The tentacle horror makes two tentacle attacks. If it is grappling a creature, the tentacle horror can also use its venomous maw once.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. The target is grappled (escape DC 14) if it is a Large or smaller creature and the tentacle horror doesn't have two other creatures grappled.

Venomous Maw. One creature grappled by the tentacle horror must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

FLAMEWIND THE GYNOSPHINX

Large monstrosity, lawful neutral

Armor Class 17 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	18 (+4)	18 (+4)	18 (+4)

Skills Arcana +12, History +12, Perception +8, Religion +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses truesight 120 ft., passive Perception 18

Languages Common, Sphinx

Challenge 11 (7,200 XP)

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Magic Weapons. The sphinx's weapon attacks are magical.

Spellcasting. The sphinx is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It requires no material components to cast its spells. The sphinx has the following wizard spells prepared:

Cantrips (at will): *mage hand, minor illusion, prestidigitation*

1st level (4 slots): *detect magic, identify, shield*

2nd level (3 slots): *darkness, locate object, suggestion*

3rd level (3 slots): *dispel magic, remove curse, tongues*

4th level (3 slots): *banishment, greater invisibility*

5th level (1 slot): *legend lore*

ACTIONS

Multiattack. The sphinx makes two claw attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

LEGENDARY ACTIONS

The sphinx can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The sphinx regains spent legendary actions at the start of its turn.

Claw Attack. The sphinx makes one claw attack.

Teleport (Costs 2 Actions). The sphinx magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Cast a Spell (Costs 3 Actions). The sphinx casts a spell from its list of prepared spells, using a spell slot as normal.

FLURRY OF WRITINGS

Large swarm of Tiny constructs, unaligned

Armor Class 12

Hit Points 52 (8d10 + 8)

Speed 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	12 (+1)	4 (-3)	12 (+1)	7 (-2)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison, psychic

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses blindsight 100 ft. (blind beyond this radius), passive Perception 11

Languages —

Challenge 1 (200 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny book. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Papercuts. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 5 (2d4) slashing damage or 2 (1d4) slashing damage if the swarm has half of its hit points or fewer.

GRISGOL

Large construct, unaligned

Armor Class 18 (natural armor)

Hit Points 190 (20d10 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	10 (+0)	11 (+0)	8 (-1)

Saving Throws Int +4

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands Common but can't speak

Challenge 12 (8,400 XP)

Immutable Form. The grisgol is immune to any spell or effect that would alter its form.

Magic Resistance. The grisgol has advantage on saving throws against spells and other magical effects.

Magic Weapons. The grisgol's weapon attacks are magical.

Noxious Dust. A creature that touches the grisgol or hits it with a melee attack while within 10 feet of it takes 10 (3d6) poison damage and must make a DC 15 Constitution saving throw or be poisoned for 1 minute.

Innate Spellcasting. The grisgol's innate spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *chill touch*

1/day each: *thunderwave*, *scorching ray*, *counterspell*, *blight*, *cone of cold*, *chain lightning*

ACTIONS

Multiattack. The grisgol makes three attacks.

Damaging Touch. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 28 (8d6) necrotic damage.

PART 3

AIR ELEMENTAL

Large elemental, neutral

Armor Class 15

Hit Points 90 (12d10 + 24)

Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 5 (1,800 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Whirlwind (Recharge 4-6). Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone.

If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

ASTRAL HORROR

Huge aberration, chaotic evil

Armor Class 15 (natural armor)

Hit Points - (see Astral Projection)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	19 (+4)	16 (+3)	5 (-3)	14 (+2)	11 (+0)

Skills Survival +6

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 9 (5,000 XP)

Astral Projection. The astral horror does not yet physically exist on the material plane, and it cannot be killed. Instead, record the number of hit points worth of damage it takes. Whenever its damage total reaches a multiple of 20, the astral horror's form dissipates a little and it suffers disadvantage on one Wisdom (Survival) check it makes to feed on a planar rune (see Lair Actions).

ACTIONS

Multiattack. The astral horror makes three ghostly tentacle attacks.

Ghostly Tentacle. *Melee Weapon Attack:* +8 to hit, reach 60 ft., one target. *Hit:* 14 (3d6 + 4) force damage.

LAIR ACTIONS

The astral horror can use a number of lair actions per round equal to half the number of player characters (rounded up). The actions occur at initiative counts 5, 10, 15 and so on, up to the total number of lair actions.

Activate a Rune. The astral horror wraps an astral tentacle around a planar rune and attempts to feed. If it succeeds on a DC 16 Wisdom (Survival) check, it activates the rune and brings Sharn one step closer to disaster.

AUREA, CONVERGENCE MANIFEST

Small humanoid (gnome), neutral evil

Armor Class 12 (15 with *mage armor*)

Hit Points 162 (25d6 + 75)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	16 (+3)	19 (+4)	12 (+1)	16 (+3)

Saving Throws Int +8, Wis +5

Skills Arcana +12, Deception +7, History +8, Investigation +8, Religion +8

Damage Resistances cold or fire (see *fire shield*); nonmagical bludgeoning, piercing, and slashing damage (concentration required; see *stoneskin* spell)

Senses darkvision 60 ft., passive Perception 11

Languages Common, Elvish, Gnomish, Goblin

Challenge 10 (5,900 XP)

Fire Shield. Aurea has cast *fire shield* before combat. The flames provide her with a warm shield or a chill shield, which she will have chosen based on what she knows of the player characters. The warm shield grants her resistance to cold damage, and the chill shield grants her resistance to fire damage. In addition, whenever a creature within 5 feet of her hits her with a melee attack, the shield erupts with flame. The attacker takes 9 (2d8) fire damage from a warm shield, or 9 (2d8) cold damage from a cold shield.

Genius Mage. Aurea can concentrate on up to two spells at one time. Whenever she takes damage, she must make a Constitution saving throw to maintain concentration on each spell separately.

Legendary Resistance (3/day). If Aurea fails a saving throw, she can choose to succeed instead.

Spellcasting. Aurea is an 11th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). Aurea has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*

1st level (3 slots): *detect magic*, *mage armor**, *magic missile*

2nd level (3 slots): *mirror image*, *misty step*, *see invisibility*

3rd level (3 slots): *counterspell*, *fly*, *lightning bolt*

4th level (1 slot): *banishment*, *fire shield**, *stoneskin**

5th level (3 slots): *animate objects*, *wall of force*

6th level (1 slot): *eyebite*

* Aurea casts these spells on herself before combat.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

LEGENDARY ACTIONS

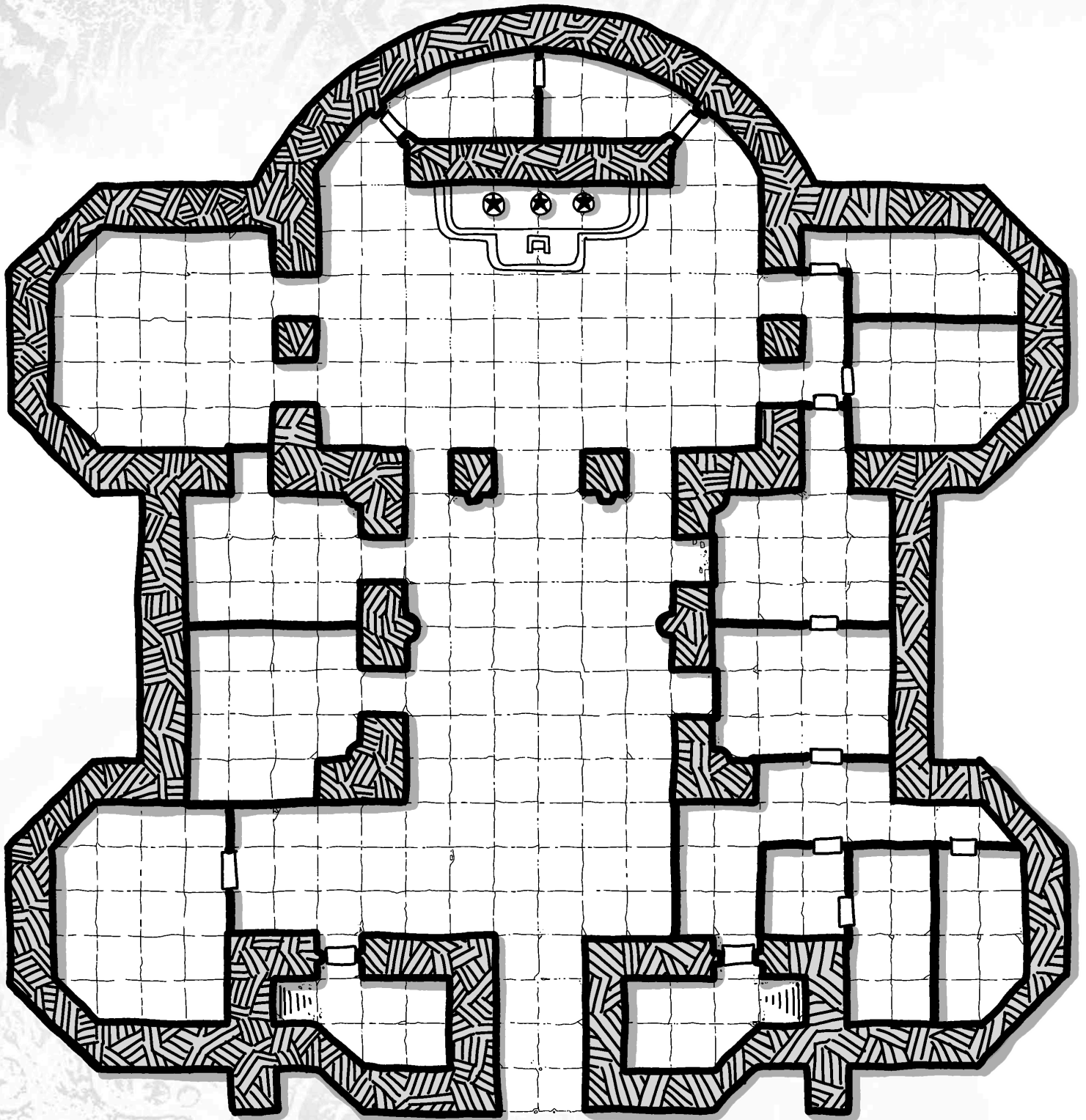
Aurea can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Aurea regains spent legendary actions at the start of her turn.

Activate Contingency (2 actions). Aurea casts a spell of 3rd level or lower with a casting time of one action or one bonus action.

Rapid Fire. Aurea makes one weapon attack or casts one cantrip with a casting time of one action.

APPENDIX B: MAPS

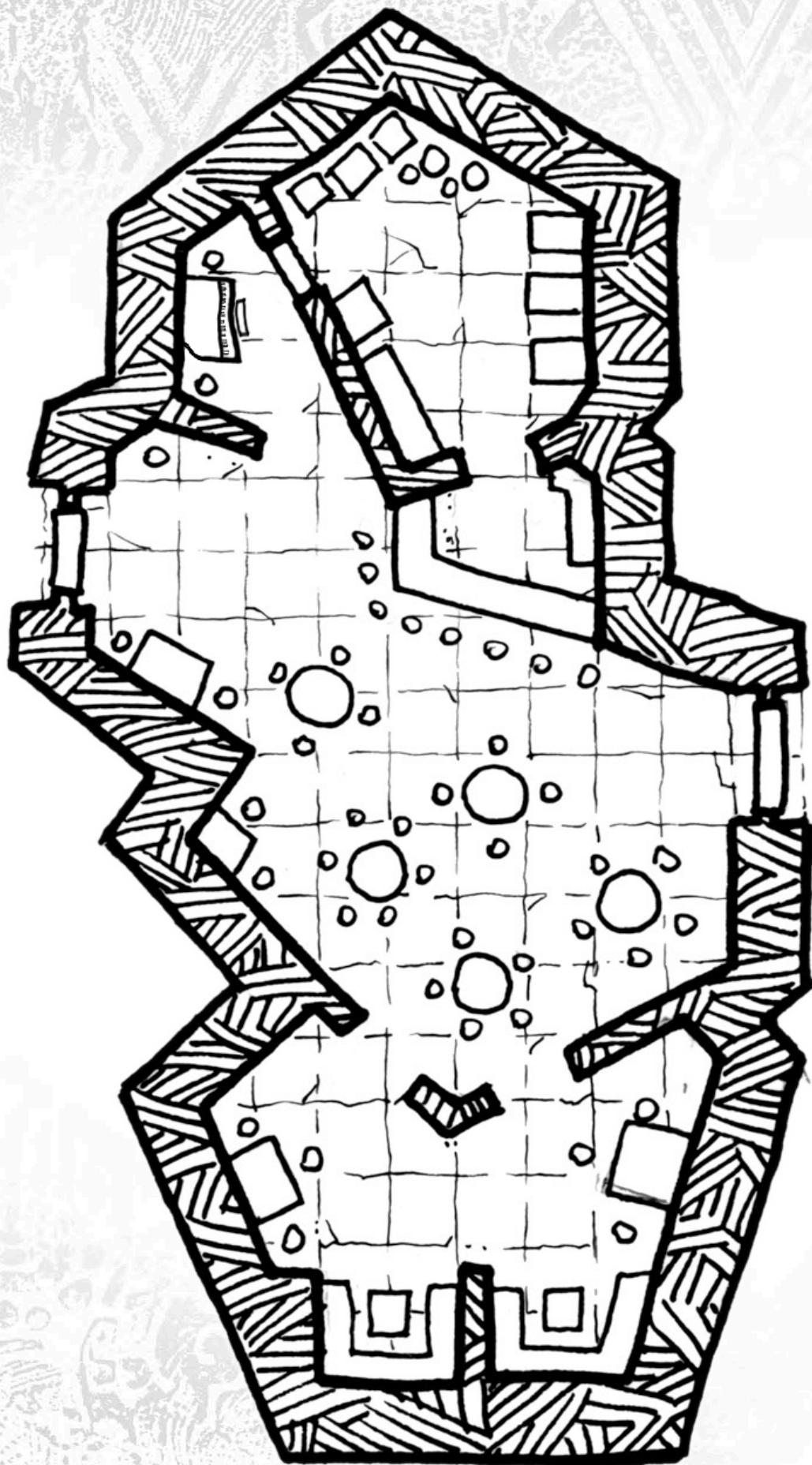
PART 1, SCENE 3: GUILDHALL



PART 2, SCENE B: CAVERNS



PART 3, SCENE 2: CELESTIAL VISTA



PART 3, SCENE 3: CONVERGENCE ENGINE

