

# NIGHT'S GAMBIT

## EPISODE 6



BY IMOGEN GINGELL

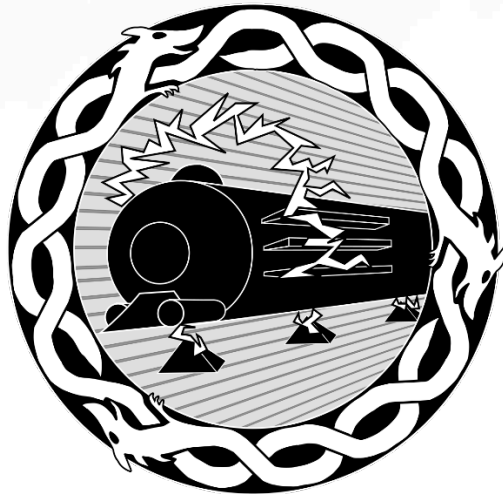
ACROSS EBERRON: CONVERGENCE MANIFESTO



# NIGHT'S GAMBIT

*THERE'S NO REST FOR THE WICKED WHEN YOU'RE PLANNING TO STEAL FROM THE DEAD.*

EPISODE 6 OF *CONVERGENCE MANIFESTO*



AN ACROSS EBERRON ADVENTURE

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# INTRODUCTION

Welcome to *Night's Gambit*, episode 6 of *Convergence Manifesto*, an Across Eberron adventure path. This adventure is the sequel to AE01-05: *Perfect Timing*, [available on the Dungeon Masters Guild](#), using characters and story elements introduced in the previous adventure. This adventure plays best when used in conjunction with either *Eberron: Rising from the Last War* or the *Wayfinder's Guide to Eberron* by Keith Baker. DMs and players may also enjoy the easy reference materials provided in Across Eberron's *Eberronicon: A Pocket Guide to the World*.

*Night's Gambit* is designed for five 4th-level characters to explore the diversity and themes of the Eberron campaign setting. Players will have a chance to infiltrate Karrnath's notorious Fort Bones, steal a precious necromantic artifact, and stop for a spot of tea with a priestess of the Blood of Vol.

# SUMMARY

Night's Gambit is a heist adventure that takes place almost entirely at Fort Bones. It is split into five scenes, as follows:

**Karrnathi Opening.** The characters meet Vedim ir'Durna, a noble from the region who is willing to help the player characters infiltrate the Fort. Guild Handler Lhara introduces their prize: a necromantic artifact called the *Queen of Night*.

**Valenar Gambit.** Whether by wit or stealth, the characters find their way inside the walls of Fort Bones. They might use the incoming Valenar attack as a distraction, find a secret entrance, or plant themselves on a visiting dignitary's staff.

**Castling.** Safely inside, the characters must figure out when the artifact is unguarded, and find their way into the castle's inner sanctum.

**Check.** The characters must navigate their way past a magical vault door, then descend into the crypts. The *Queen of Night* is guarded by a terrifying construct.

**Endgame.** With the artifact in their hands, will the characters be able to escape with their lives?



# RUNNING THE ADVENTURE

*Night's Gambit* is a heist adventure intended for five 4th-level characters and designed to take approximately 3 hours of game time. If you find yourself with even more time to spare, you may also wish to introduce one or both Bonus Objectives. These optional additions introduce an extra layer of deception (The Blame Game) to the adventure and introduce some background of a recurring character (Lhara's Lament). Each is expected to add 20-30 minutes to your game.

**Non-Linear Scenes:** Several scenes in this adventure are divided into gameplay elements titled **events**, **keys**, and **complications**. This format is designed to facilitate non-linear play by presenting DMs with subscenes that can be introduced at any point, while making clear what purpose each serves. The format is discussed in more detail when it is introduced in Scene 2: Valenar Gambit. However, to ensure that you have all the tools available to improvise when required, we strongly recommend you read every available scene and subscene before your game kicks off. Do not feel pressured to use all (or even most) subscenes.

**Linearizing the Adventure:** If you'd prefer to run a tight, linear version of this adventure, we suggest having Vedim ir'Durna and Lhara suggest the following plan during Scene 1:

- 1) Join Sahira al-Thul's retinue (as in Key: The Crimson Minister) to gain access to Fort Bones.
- 2) Find the Captain's timetable in the common room (as in Scene 3's Key: Alinda's Timetable).
- 3) Break into the vault (as in Scene 4's Key: Vault of Hollow Eyes), and escape over the walls (as in Scene 5's Key: Quick Exit).

Alternatively, you might elect to skip Scene 3 entirely to save time, and have the *Queen of Night* stored in the crypts at all times.

All monster stat blocks needed for encounters in this adventure are contained in **Appendix A: Bestiary**.

While running the adventure, look out 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

*Night's Gambit* follows the player characters as they plan and execute a heist against a Karrnathi military fort stocked with soldiers both living and dead. Below are characters they encounter that will help or hinder them in their mission.

### MAJOR CHARACTERS

**Alinda Dorn, Captain of Bones** (Ah-LIN-duh). Alinda is a middle-aged human woman, with a prestigious military career and an unwavering loyalty to Karrnath. Her attunement to the *Queen of Night* has given her a remarkable understanding of the control of undead. She is so rarely seen off duty that rumors say her bone-adorned armor is fused to her skin.

Captain Dorn first appeared in *Eye on Eberron: Fort Bones* by Keith Baker, in *Dungeon Magazine* #195.

*Personality:* I am precise and concise in my words and actions. I have no patience for small talk.

*Ideal:* Service until the end, and beyond.

*Bond:* My skill in necromantic magic is proof of my commitment to Karrnath.

*Flaw:* I am overly rigid. My timetable must play out as I have planned.

**The Kind, Corpse Collector.** Known only by his title, the Kind is an elderly human man with long white hair and pallid skin. When the first steward of Fort Bones, Gyrnar Shult, finally passed on, he tasked the Kind with continuing his research into the Odakyr Rites—rituals which create the fearsome Karrnathi undead. He now oversees the Corpse Collectors, ensuring that the undead forces within the castle never dwindle.

The Kind first appeared in *Eye on Eberron: Fort Bones* by Keith Baker, in *Dungeon Magazine* #195.

*Personality:* I am usually gentle and soft-spoken, but prone to outbursts of enthusiasm.

*Ideal:* Death is a tool like any other, but oh, such a wonderful one.

*Bond:* Every moment at Fort Bones is a gift. I will do Gyrnar Shult proud.

*Flaw:* Sometimes I forget that the living actually listen to my mutterings.

**Sahira al-Thul, Crimson Minister** (sa-HEER-ruh al-THOOL). A dwarf woman, Sahira is a moderately ranked inspector of necromantic practices within the Karrnathi military. Like many of her fellow citizens, Sahira is a follower of the Blood of Vol, and hopes that she can serve both her faith and her nation simultaneously. Though she has only modest talent for magic, she has risen through the ranks as a result of her expertise navigating the military's bureaucracy.

*Personality:* I revel in pomp and circumstance, and am quick to flatter my superiors and my subordinates.

*Ideal:* Personal merit. We express our divinity through our deeds, selfless or otherwise.

*Bond:* The Blood of Vol unites all mortals. My work with the church only benefits my military career.

*Flaw:* I drink far more tea than can be considered healthy.

**Vedim ir'Durna, Minor Lord of Odakyr** (veh-DEEM ear-DUR-nah). Vedim is a middle-aged half-elf, dark-skinned with cropped black hair. A noble of minor holdings within the Odakyr region of Karrnath, he is a military leader who has become disaffected with his country's support of the use of undead. His grandfather Kaida ir'Durna once led the garrison at Fort Bones, but Kaida's efforts to bring light to the Fort ended with one of Karrnath's worst blights. Now, he's looking for vengeance by damaging the factions in Odakyr that practice necromancy.

Vedim's grandfather Kaida first appeared in *Eye on Eberron: Fort Bones* by Keith Baker, in *Dungeon Magazine* #195.

*Personality:* I keep a formal manner and make sure I address people as required for their station. I am warm with people I believe follow the light.

*Ideal:* The light of Dol Arrah must return to Karrnath if we are to save ourselves from war.

*Bond:* Legacy. My grandfather fought to secure Odakyr against the Seekers of the Blood of Vol. I will see his wish fulfilled.

*Flaw:* I am quick to trust those who show sympathy to my cause.



## ACROSS EBERRON CHARACTERS

The following characters appear as framing devices and are recurring characters in the *Convergence Manifesto* series

**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.

### THE 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 (see chapter 1 of *Eberron: Rising from the Last War* and *Sharn: City of Towers* page 52). The Clifftop guild, based in the Clifftop district of Upper Dura, Sharn, was founded one hundred fifty 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 Clifftop guild is well earned, and members are expected to uphold their guild's virtuous principles. Their long-standing rivals from the Deathsgate guild have no such inclinations.



## SCENE 1: KARRNATHI OPENING

*“Everlasting darkness will consume all doubts.”*

—fragment of Provost Nigel Faurious’s Convergence Manifesto

*Night’s Gambit* begins under the assumption that the player characters are members of the Clifftop Adventurers’ Guild, and are likely to have completed at least one of the previous adventures in the Convergent Manifesto series. Having earned her trust through their previous expeditions on behalf of the Guild, their handler Lhara has requested the player characters meet her in the town of Vulyar, in the Odakyr region of the nation of Karrnath. If your players have just completed AE1-05: *Perfect Timing*, this request may come in the form of a letter while they are on the road back to Sharn, before leaving Karrnath.

When your players are ready to begin, read or paraphrase the following:

There is no rest for the wicked in the Clifftop Adventurers’ Guild. Handler Lhara’s letter finds you before you can even return to Sharn from your last victory, delivered by hand by a courier from House Orien with its magical seal safely unbroken.

The letter reads:

“Pack your winter cloaks, kids,” the letter reads, “We need you back in Karrnath. Meet me in the Bairnholme Inn in Vulyar in six days. The Provost has found a local partner with a shared interest in the next artifact for his collection. Prepare for Blood and Bone.

--Guild Handler Lhara, Clifftop Adventurers’ Guild”

The letter is packaged with several all-expenses-paid House Orien vouchers for rail and road transport to Vulyar.

Lhara’s not-so-cryptic letter refers to one of the dominant religions of the region, the Blood of Vol, and the embattled Fort Bones close to Karrnath’s southern border. Characters who succeed on a DC 10 Intelligence (Religion) check are sure to pick up on the reference to the Blood. Characters who succeed on a DC 14 Intelligence (History) check are likely to remember Fort Bones as one of the few border strongholds to still deploy undead troops. Characters from Karrnath receive advantage on both checks. Allow the characters a chance to make any preparations they feel are appropriate for the destination, then narrate the transition to Vulyar.

## VULYAR

The town of Vulyar in Odakyr can be reached most easily by taking the lightning rail from central Karrnath toward the city of Vedykar. From there, characters can take a carriage or ride southeast down Orien’s well-maintained trade roads. When the characters arrive, read or paraphrase the following:

The icy winds bite as you ride into town. The folk here are dour and sturdy, wrapped in thick cloaks and striding with purpose toward their destinations. The streets are patrolled by soldiers with polished armor and shining steel swords. The red wolf of Karrnath is emblazoned on their shields. Most of the townsfolk treat the patrols with utmost respect, and many of the elders offer a salute to any soldiers they pass.

The Bairnholme Inn has earned pride of place in Vulyar’s central square. Beside the entrance, a caravan is distributing Aundairian grain to the local businesses and residents.

Karrnath suffered multiple famines during the Last War. Ensuring his people could be fed was among King Kaius III’s most significant motivations in seeking a lasting peace. Trade with neighboring Aundair and Thrane has only recently been re-established, but imported food is vital to seeing Karrnath through its difficult winters.

### THE BLOOD OF VOL

Followers of the Blood of Vol religion are known as “Seekers.” Seekers utterly reject the gods, and instead believe that divine power is a gift present in all living creatures. The Divinity Within is often symbolized with blood, and many Seeker rituals involve an element of personal sacrifice—a practice which has earned the faith a grim reputation with the uninitiated.

Despite the misconceptions of many within the Five Nations, Seekers of the Blood of Vol do not celebrate undeath. Sentient undead are to be pitied, for they have given up the essential spirituality of their blood. However, undead within the church leadership may be considered martyrs for their cause, sacrificing their own divine potential so that they may remain in the land of the living and lend their aid to other Seekers.



When the characters enter the Bairnholme Inn, read or paraphrase the following;

The inn is bathed in the firelight of the roaring hearth, and Karnns of all walks are scattered about the tables, sharing news and stories over mugs of foaming ale and bowls of hearty stew. To one corner, Guild Handler Lhara is laughing over a joke, leaning back with her boots propped up on the table. Beside her, a half-elf man is politely suffering her boisterous tale. He looks to be middle-aged, having strands of gray mixed in with the deep black of his hair. Like his military cut, his beard and mustache are neatly maintained. His skin is dark, his eyes are deep brown, and his ears peak into very subtle points. He wears a stern expression with the surety of nobility. His leather cuirass is embossed with the rising sun symbol of Dol Arrah, goddess of light.

Seeing you enter, Lhara jumps up and brings you to her table, waving over the barman.

“Now am I glad to see you. I was just about to buy another round. Here, I'd like to introduce you to Vedim ir'Durna.”

The half-elf man beside her stands and bows his head, then steps forward to offer his hand.

“It is a pleasure to meet you all.” He speaks in a rumbling baritone. “When Lhara and the Provost contacted me, I knew the lady of light had chosen to favor me.”

Allow the characters to introduce themselves as they see fit. Vedim isn't looking to pry, but he prefers a formal greeting. He may press to find the appropriate form of address if any of the player characters are noble, dragonmarked, or military. Once the characters are settled, Vedim will introduce his history and the mission ahead.

“The Provost, your client and now our mutual benefactor, contacted me when he read my family history. As I'm sure you well know, there are factions among my countrymen that see fit to desecrate our fallen by returning them to the battlefield under the curse of undeath. My grandfather, Kaida ir'Durna, once held dominion over a fortress close to the border of the Talenta Plains, not far from here. He sought to rescue it from its previous owner, a necromancer named Gynnar Shult. Shult had been drawing on the power of Mabar, the Endless Night, to empower his profane creations. My grandfather put a stop to those evil practices, but was forced out by factions loyal to the Blood of Vol. Shult's successors have now twisted my family's birthright into a den of evil. By Arrah's crown, they call it 'Fort Bones' now!”

Vedim slams his fist into the table, rattling the mugs of ale. Lhara finishes the story for him.

“Faurious has learned of an artifact belonging to the Fort's Captain of Bones: a Conqueror game piece called the *Queen of Night*. It is written that the artifact draws on the power of a manifest zone attuned to Mabar, the Endless Night. Steal the *Queen*, and we get the Provost his new toy and deal a blow to the necromantic factions in Odakyr all at the same time. Everyone wins.”

Having calmed down, Vedim nods his agreement.

The board is set, but the characters likely have questions, and no heist is complete without a planning session. Vedim has plenty of intel to dispense, and will share a map of the fortress he inherited from his grandfather (see Appendix B). He warns it may be eighty years out of date.



**What Does Vedim Know?** As a local with some amount of power, Vedim can offer hints as to the threats that await the party at Fort Bones, and even suggest a few useful opening moves. Allow players to drive the scene with questions, but have Vedim interject with important information as appropriate.

- **Who runs Fort Bones?**

“Leadership of Fort Bones falls to two officials, split along military and magical lines. The Captain of Bones, Alinda Dorn, manages martial affairs. Thanks to her, the patrols run like clockwork. The ranking necromancer among the garrison is known only as the Kind. Arrah knows what he’s up to in the crypts.”

- **How do we get in?** Vedim has several ideas he shares below. The details of each plan are discussed in Scene 2: Valenar Gambit.

“The Fort has more than its fair share of raids by Valenar elves crossing the plains. My sources tell me they’re mustering as we speak, and their attack could be the perfect time to find an opening. Alternately, you might find a less quiet entry by joining the Company of Bones. They’re always eager for new blood, but you might have to prove your worth. Otherwise, I hear that a bureaucrat from Atur is on her way to inspect the Kind’s operations. You might find a place in her entourage if you know your way around a lie.”

- **How will we find our way around?** Vedim has a map of Fort Bones, included in Appendix B. He hands it over while saying the following:

“I found a map of the place in my grandfather’s archives. Fort Dawn, he called it. I’m afraid it may be eighty years out of date, and the handwriting isn’t the best...but it should still help you orientate yourselves.”

- **What is the Queen of Night?**

“The legends say that if you lose a game of Conqueror to an opponent who is playing with the *Queen of Night*, your life and soul are forfeit too. I don’t know how true that part is, but I do know that Captain Dorn uses it to channel her necromantic power. If you face her while she is wielding it, she will kill you.”

- **Where will we find the Queen of Night?**

“Apparently Captain Dorn carries it with her for much of the day, and her timetable is as rigid as a warforged’s head. I have heard she sometimes stores it in the crypts, but you’ll have to find the when and where of it once you’re inside. You can take my grandfather’s map of the fortress, of course.”

After the party is done with questions, Vedim will hand over his grandfather’s map of the fortress if he has not already.

## BONUS OBJECTIVES

If you have time to further extend the adventure, consider presenting your players with one or both of the following additional objectives:

- Frame the Valenar elves for theft of the *Queen of Night*, and
- Find the remains of Guild Handler Lhara’s brother-in-law and properly lay the dead to rest.

Each will grant the characters an additional reward, as detailed in the final conclusion.

## THE BLAME GAME

If you would like to offer the party a chance to frame the Valenar, read the following during the briefing in Scene 1: Karrnathi Opening:

“Vedim traces his finger along the map south across the Talenta Plains.

“Though it shames me to suggest it, I believe there is a way you can help my cause from the shadows. I cannot ensure that loyal, righteous Karrns take control in Odakyr if they believe we are to blame for a theft at Fort Bones. It must appear that their failure comes from elsewhere. If you can, I ask that you make it appear that the *Queen of Night* was taken by the Valenar elves. The Captain of Bones must be seen to fail against foreign forces, not internal infighting.”

The characters may wish to ask questions about Vedim’s idea. If they do, he can give the following answers:

- **How can we convince them the Valenar are responsible?**

“Leave a calling card, or ‘drop’ something in the right place. Anything to make them believe the Valenar have visited the heart of the sanctuary.”

- **Isn’t it wrong to stoke tensions between the Valenar and Karrnath?**

“The Valenar don’t fight for any political cause. They fight because they believe it to be a form of honoring their ancestors. There is no route to peace with the elves, so we cannot do further damage.”

Several of the events and complications during Scene 2: Valenar Gambit and Scene 3: Castling can bring the characters into contact with the Valenar elf raiders, and hence give them the opportunity to take a token or bauble to implicate them. In Scene 4: Check, the players will have a chance to leave something behind when they steal the *Queen of Night*.



## LHARA'S LAMENT

If you would like to give the party a chance to learn more about their handler, read the following at the conclusion of Scene 1: Karrnathi Opening:

"Hey, before you go..." Lhara stands and rummages in her pocket, retrieving a small pouch. She turns it over a few times in her claws."

"I have a personal favor to ask of you. See, my wife Melikavash and I have...history with Fort Bones. During the Last War, we picked up a mission from the Brelish crown to destroy a battalion of undead headed there as reinforcements. We ran into trouble, and Melikavash's brother Lanharath...didn't make it. We know that Karrnath's Corpse Collectors had their way with the battlefield once the fighting was done, and so we were never able to recover Lanharath's body."

Lhara snarls. "Host knows...his body may have been animated, or his bones built into that awful wall. Either way, I want you to find his remains or near as possible, and bring them back so we can put him to rest in a way befitting my wife's people."

"This bag contains all we found – a few shards of a crystal that he linked with his body and mind. It should glow in his presence, dead or alive."

Here, Lhara gives them the bag with shards of Lanharath's shattered psicrystal. The party may wish to ask questions about Lhara's family. If they do, she can give the following answers:

- **Who are your wife and brother-in-law?**

"Melikavash and Lanharath are kalashtar. Their people came to the Five Nations from Adar, a mountainous country in the distant continent of Sarlona. They are skilled with psionic magic. Many are quiet, peaceful people. Not him and Melikavash, though. Heh."

- **Why was Lanharath involved in the war?**

"We all were. My wife's family has been in Khorvaire for generations, and they were prepared to fight for their homes too. We were early in our career with the Clifftop Guild then, and we had everything to prove."

- **What did Lanharath look like?**

"If the Corpse Collectors have had their way, you're unlikely to recognize him on sight. But he was a handsome man, with jet black hair and angular cheeks. His left brow was broken during his first victory on the battlefield, and he lost that eye shortly after. It's one thing we had in common!"

The location of Lanharath's remains can be found during Scene 4: Check (See Bonus Key: Records of the Dead within that scene). In Scene 5: Endgame, the players will have a chance to retrieve his remains if they escape via the castle walls.

## PLANNING THE HEIST

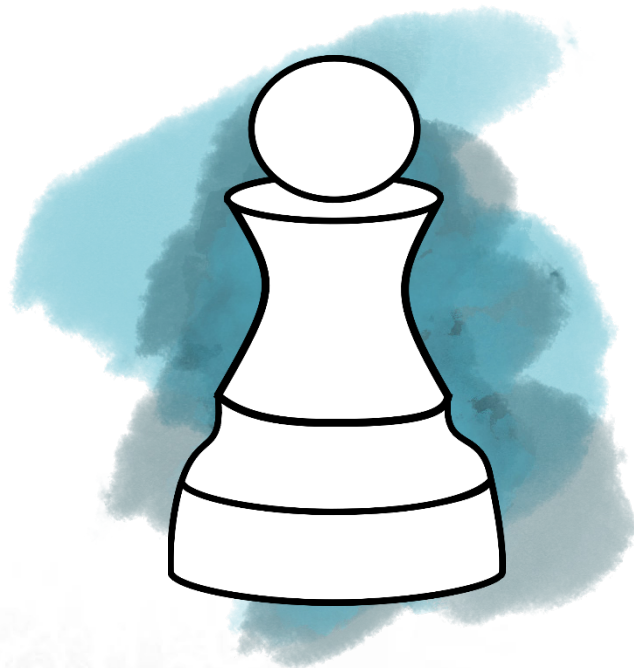
Whether or not you introduce the Bonus Objectives above, once the party finishes talking to Lhara and Vedim, they can discuss the various options for their upcoming heist. Once they are ready to start gathering their own intelligence or committing to field work, move on to Scene 2: Valenar Gambit.

### "ALL ACCORDING TO PLAN"

Most players of *Dungeons & Dragons* have as much experience performing a heist as they do casting a spell. In order to give your players the satisfaction of pulling off a suitably convoluted but spectacular plan, emulating some of the most famous heists in cinema, we highly recommend implementing a **flashback rule**.

After the briefing, every player receives one **flashback token**. A set of tokens has been provided in Appendix B, though you may wish to use white pawn chess pieces instead. Once during this adventure, each player may spend their flashback token to retroactively introduce one new narrative element to the story, corresponding to something their character had done or prepared earlier - so long as it doesn't directly contradict something that has already been established. Have them narrate a quick explanation of what they had done to mitigate their potential failure, then allow that player a chance reroll one failed ability check.

For example, if a character fails to convince the Crimson Minister Sahira al-Thul that they are all above board and worth hiring, they might spend a flashback token and describe how they had sent ahead a forged letter of recommendation—one Sahira simply can't ignore!



## SCENE 2: VALENAR GAMBIT

The heist begins, of course, with the party finding a way inside Fort Bones.

### RUNNING THE HEIST

Several of the scenes in this adventure are divided into gameplay elements titled **events**, **keys**, and **complications**. By the nature of the game, every heist is different, and may progress non-linearly. For each scene, you may use any number of these subdivisions (including none), in any order, depending on what your players have decided to do.

An **event** is something that happens at Fort Bones, whether or not the party intervenes. It might set up future challenges, move non-player characters from place to place, or signal immediate danger.

A **key** is an element needed to progress the heist. It might be an incident, NPC or object that grants the player characters entry to a restricted area, or it might give them information to make their infiltration easier.

A **complication** is something that happens if the characters fail while trying to acquire a key. Most complications introduce combat encounters or make certain methods of entry or escape more difficult to pull off.

This scene consists of the following elements:

### EVENTS

- **The Blight of Mabar:** Arriving at Fort Bones.
- **The Valenar Raids:** The elves attack from the south!

### KEYS

- **Secret Entrance:** Use the distraction of the Valenar attack to sneak in the back.
- **Company of Skulls:** Join Fort Bones' battalion of misfits.
- **The Crimson Minister:** Accompany the inspector, Sahira al-Thul, as part of her retinue.

### COMPLICATIONS

- **Bones at Fort Bones (combat):** Face the undead.
- **Elven Horde (combat):** Do battle with riotous elves.
- **High Alert (social penalty):** The Company is on the lookout!
- **Inspector's Retinue (combat):** Fight against Sahira's guards.

## EVENT: THE BLIGHT OF MABAR

Fort Bones is built on a manifest zone to Mabar, the Endless Night. Mabar is a plane of consumption and entropy, and practitioners of the necromantic arts are wont to use its power to enhance their cruel magic. The influence of Mabar on the region surrounding Fort Bones has left much of the surrounding plains barren and blighted. When the party first catches sight of the castle, read the following:

Here, there are no leaves on the trees, no wildflowers growing by the roadside. The grass is dried or rotten, and the stench of decay is carried by the wind from every direction. As you crest the barren hillside, Fort Bones finally comes into view. The castle's ivory walls stand in stark contrast to the blackened mount it is built upon. As you draw nearer, the grim reality of the fort's construction becomes apparent: each outer battlement and tower is embellished with skeletal remains.

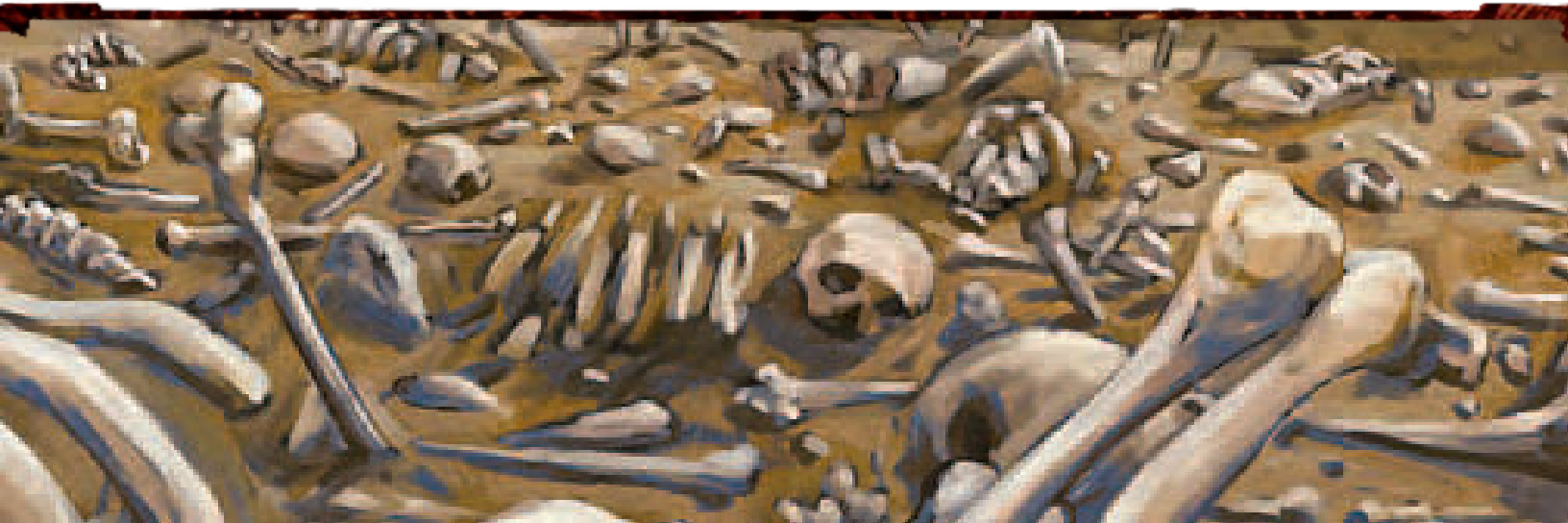
Depending on their plans, the characters may be arriving with Sahira al-Thul's retinue (see Key: The Crimson Minister) or they may be traveling alone with the goal of uncovering the secret entrance (see Key: Secret Entrance). They may even attempt to walk through the front door and join the Company of Skulls (see Key: Company of Skulls). Advance as required by your party's plans.

### MABAR, THE ENDLESS NIGHT

Mabar is a plane of utter darkness and entropy, antithesis of all life. There, no light shines, its starless night sky persisting for eternity. Mabar is a well of negative energy, fueling decay and empowering the undead, and necromancers from Karnath and Aerenal have learned to use its power for their own gain. Yugoloths, cruel angels, and creatures of shadow claim Mabar as their home—if they can resist the life-draining darkness.

When Mabar is coterminous with the Material Plane, shadows grow darker and the nights are long and cold. In the deepest blackness, a hapless mortal might accidentally stumble into Mabar itself.

More information about Mabar can be found in chapter 4 of *Eberron: Rising from the Last War*.



## EVENT: THE VALENAR RAIDS

This event establishes that the Valenar are mustering outside Fort Bones, beginning a series of small attacks on its walls.

The Valenar elves have been harrying Karnath's southern border for as long as they have been present in southern Khorvaire. Their attacks are no surprise to the Karrns defending Fort Bones, but they would be unwise to become complacent.

If Sahira al-Thul has arrived at Fort Bones (see Key: The Crimson Minister), and the characters have not entered the castle as part of her retinue, read the following:

A horn announces the arrival of the elves, and the thundering of hooves soon follows. Across the plains, a hundred or more of the Valenar have mustered. Their polished scimitars shine in the light, and they roar their challenge to Fort Bones.

If the characters have successfully completed Key: The Crimson Minister or Key: Company of Skulls, they may be inside Fort Bones when the Valenar arrive. If so, read the follow:

The Karnathi captain, adorned in bone and platemail, barks her orders to assembled living soldiers. They pick their swords and bows from their stores, and hurry up the ladders to face the oncoming hordes.

Otherwise, if the characters are outside, read the following:

The elven horde parts into groups of five to ten, spreading their numbers across the perimeter of the fort. Heedless to the danger of the Karnathi return fire, they race in circles around the walls, streaming their banners and testing the bone-covered walls with their spears and scimitars.

## KEY: SECRET ENTRANCE

A resourceful adventurer can enter Fort Bones by means of a secret entrance hidden beside a dried-out creek that once ran a couple of hundred yards away from the walls. These days, the 'entrance' is little more than a tunnel to evacuate liquid waste, but some outsiders know how useful it can be.

The characters will first need to discover the location of the hidden entrance. The following checks are some of the appropriate options:

- **Wisdom (Survival), DC 14:** All settlements need sewers, it's just a matter of following the smell! Skilled outdoorsfolk can follow the lay of the land to the dried creek, and find the entrance hidden beneath some brambles.
- **Intelligence (Investigation), DC 14:** By questioning locals in Vulyar or villages even closer to Fort Bones, the characters can learn about OI' Garrick. Once a custodian of the keep, Garrick has now retired to his daughter's farm in the Odakyr countryside. He has no love for the Captain or the Kind, and considered Vedim's grandfather a worthy man despite his piety causing a famine. He will happily reveal the location of the secret entrance to the characters.

When the party arrives at the secret entrance, read:

A trickle of water runs out from a twisted mess of brambles, revealing a secret within the basin of a dried creek. Beneath the thorny bushes, a four-foot tall tunnel plunges into the hillside. An old, rusted grate offers a meager defense against intruders.

The characters can break through the grate with a successful DC 15 Strength (Athletics) check, or they can unlock it with a successful DC 15 Dexterity (Thieves' Tools) check.

If the characters fail two of these checks, the Valenar will discover they are not alone in their assault. The characters' investigations or their clumsy breaking of the grate have drawn the elves close. Eager to fight something, they will attack without hesitation. See Elven Horde among this scene's complications.

As the party navigates the passage, read the following:

The mud thickens and the stench grows more foul as you trudge through the narrow tunnel. After an hour in the confines of these sewers, you eventually see a light at the end of the tunnel. An unlocked rusted grate sits over an opening to the room above. The smells, the sounds of running water, and the idle chatter of the soldiers reveal this as the garrison's washrooms.

The secret entrance merges with the castle's sewer system, linking to the privies and baths beside the armory and the soldiers' dormitories.



## KEY: COMPANY OF SKULLS

Captain Dorn's predecessor Berre Stonefist introduced the Company of Skulls. She let it be known that wayward travelers of any nationality could turn up at Fort Bones, swearing their service to Karrnath in return for food, board, and martial training. Although Alinda Dorn has reservations about recruiting new members of her battalion this way, she might be convinced for the *right* applicants.

If the characters present themselves at the gates of Fort Bones and ask to join the Company, read the following:

For a moment, the Fort is quiet. Then you hear bolts slide out and the small door within the main gates opens. Out steps a tall human woman encased in plate mail decorated in bone. Her black hair is cropped short, and she bears several battle scars across her brow and jaw. She is flanked by two skeletal warriors, and each marches with military precision. They are armed with twin scimitars.

The Captain of Bones, Alinda Dorn, looks upon you with disdain. She speaks with a gravelly voice: "Go on then. Prove yourselves worthy of Karrnath!"

Captain Dorn can be convinced to give the characters a chance if they demonstrate martial prowess or nationalist fervor. The following ability checks may be appropriate:

- **Strength (Athletics) or Dexterity (Acrobatics), DC 14:** A simple test of physical ability can earn the characters a cautious acceptance.
- **Intelligence (History), DC 14:** The characters might decide to demonstrate their knowledge of (or appreciation for) Karrnath's history and culture.

If the party suggests a duel, she will offer her two skeletal bodyguards as Fort Bones' champions. Her bodyguards are **Karrnathi skeletons** (see Appendix A: Bestiary). They will yield if reduced to half their maximum hit points.

At least two successful checks from two different characters are required to convince Captain Dorn that she can find a use for them in what remains of the Company of Bones. If they manage, read the following:

The Captain watches with arms folded, gauntleted fingertips tapping against the bone jutting from her plate-clad arms.

"Fine. But I've got my eyes on you. One wrong move and you'll be condemned to the walls with the other traitors."

She waves you inside.

If the party fails to impress Alinda, either by losing the duel or failing two ability checks, she will not suffer their presence at her keep. She will order her skeletons to kill the party, then leave to continue preparations to deal with the Valenar threat. See Bones at Fort Bones among this scene's complications.

## KARRNATHI UNDEAD

Unlike other skeletons and zombies, Karrnathi undead are imbued with a malicious intelligence. They are elite soldiers, able to act without constant direction from a commanding necromancer. Despite their sentience, Karrnathi undead have no memory of their past lives. Supporters might say they are vessels for the martial spirit of Karrnath itself, while critics might call their cunning a manifestation of the hunger of Mabar, the Endless Night.

The rituals which create the Karrnathi undead are known as the Odakyr Rites, and were perfected in the very region the characters find themselves in during this adventure.

## KEY: THE CRIMSON MINISTER

Sahira al-Thul is a military bureaucrat and an acolyte of the Blood of Vol. She is on her way to Fort Bones to conduct routine inspections and discuss administrative matters with the Kind. For more information on her personality and motivations, see the Cast of Characters.

Vedim's intel will have revealed to the characters that Sahira will soon arrive at Fort Bones from Atur. She will take the road to Vulyar before setting off to the south to Fort Bones. Depending on their plans, the characters might come across her caravan on the road, in Vulyar, or when it arrives at the gates of Fort Bones. Whenever they encounter the caravan for the first time, read the following:

A coal-black carriage with scarlet trim is drawn at a gentle pace by two pure black draft horses. At one window, a dwarf woman surveys the countryside with curiosity. Her skin is amber, her cheeks are flushed, and her lips are painted crimson. Her hair is wrapped in a black headscarf. As she carefully sips from a porcelain teacup, you see that she's wearing a large ring set with the blood-drop symbol of Vol.

Behind the ostentatious carriage, half a dozen retainers follow on horseback, talking among themselves. Most carry swords at their belt or bows on their back.

If the characters first come across the caravan at the entrance of Fort Bones, add the following:

When the minister's carriage arrives at the gates of Fort Bones, the castle's ivory portcullis rises quickly. She descends down the steps of her coach, dusts off her midnight robes, and meets two figures at the gatehouse—a tall human woman cocooned in plate armor decorated with bone, and a pallid old human man in a surgeon's coat. They greet each other with deep bows, then the portcullis closes behind them.

If the characters plan for it, they might also encounter Sahira on the inside.

Sahira al-Thul knows full well that traveling southern Karrnath can be dangerous. It is not uncommon to face Valenar raids or dinosaurs wandering up from the Talenta Plains. As such, she may be open to hiring more guards for her retinue, giving the characters an opportunity to enter Fort Bones peacefully.

The characters will first need to track down Sahira's caravan. The roads in this region are well-maintained and Sahira is not attempting to hide her arrival. A successful DC 5 Wisdom (Survival) or Intelligence (Investigation) check can locate her carriage. If the characters approach peacefully, either on the road or while the caravan is stopped, read the following:

A towering half-orc with stony gray skin leaves the retainers' coach to intercept. With one hand rested on his sword belt, he places himself between you and the minister's carriage. "State your business, travelers," he growls.

The dwarf minister leans out of the window of her carriage. She takes a sip from her teacup, and smiles. "Oh, how bold of you to approach us. Reginald, they may join me for tea."

Convincing Sahira al-Thul to hire the party requires one of the following ability checks.

- **Charisma (Persuasion), DC 14:** As a diplomat working on behalf of her faith, Sahira is no stranger to flattery. In fact, she adores it, and adores bestowing it upon worthy underlings. A silver-tongued character can convince Sahira to give them a shot with sweet words alone.
- **Intelligence (Religion), DC 14:** Characters can impress Sahira with their knowledge of her faith or a show of personal dedication. Sahira is a strict adherent to the rules, so simply professing one's faith is not enough. It has to be shown with prayers or debates on the philosophy of the Blood of Vol.

If she is happy that the Clifftop heroes have demonstrated their character, Sahira will ask them to offer a drop of blood to a ceremonial chalice—just a pinprick, from a clean lancet. There are no side effects or malicious intent, it is purely a show of trust. If they all comply, Sahira will allow the characters to enter Fort Bones as part of her guard.

If the characters fail two of these checks, or if they decline to donate a drop of blood, Sahira will refuse to hire them. When she arrives at Fort Bones she will warn Captain Dorn and the Kind that strangers are trying to gain access. See High Alert among this scene's complications. Although Sahira hopes to avoid violence, the actions of the party may escalate to violence regardless of dice rolls. If they do, see Inspector's Retinue among this scene's complications.

## COMPLICATIONS

If the player characters fail to achieve a key or navigate an event, introduce one of the following encounters. Remember to allow your players to fail forwards – the complications introduced here do not typically prevent progress. Rather, they reduce the characters' available resources (by combat) or make life more difficult in the future.

### BONES AT FORT BONES

The characters are set upon by Fort Bones' famous undead forces. Two **Karrnathi skeletons** (see Appendix A: Bestiary) step up to the defense of their stronghold. They attack without mercy.

### ELVEN HORDE

The characters are not the only ones looking for a weakness at Fort Bones. A splinter of Valenar shock troops arrives at the scene and are hungry to make their first kill. Two **Valenar raiders** (see Appendix A: Bestiary), each upon a **warhorse**, prepare to run the player characters down.

### HIGH ALERT

The characters have alerted the forces inside Fort Bones that someone may be attempting an infiltration. For the remainder of the adventure, Charisma (Deception) checks are made at disadvantage.

### INSPECTOR'S RETINUE

If Sahira al-Thule's band is driven to violence, they are likely to fight admirably until half their number have died, then flee. Her retinue consists of six **guards** (see Appendix A: Bestiary), and **Sahira al-Thul** may also join the battle if she fears for her life.

## MOVING INSIDE

This scene ends when the characters have found their way inside Fort Bones, whether by peaceful or violent means. This usually requires them to succeed at least one of the key scenes detailed above. When ready, move on to Scene 3: Castling.



## SCENE 3: CASTLING

Now that the player characters have made it inside Fort Bones, they must figure out how they can get their hands on the *Queen of Night*. To begin the scene, read:

The thunder of boots and the rattle of bones echo through the darkened hallways as the Karrns prepare their defenses against the Valenar. The Captain barks her orders to the living and the dead. Although most of the soldiers she directs are skeletal warriors, humans and dwarves gather as well, armed and ready to fight.

This scene consists of the following elements:

### EVENTS

- **Inspection:** Sahira requests a facility tour from the Kind.
- **Power Struggle:** Captain Dorn and the Kind argue over their methods.

### KEYS

- **Alinda's Timetable:** Find out when the Captain stores the *Queen*.
- **Officers' Key:** No one gets into the vaults except through the officers' sanctum.

### COMPLICATIONS

- **Undead Patrols:** Skeletons are always on the move.
- **Bitter Mercenaries:** The Fort's living contingent has everything to prove.

## EVENT: INSPECTION

This event is intended to establish that Captain Dorn is working on a strict timetable, and that the cleaning staff are trusted with the keys to the officers' inner sanctum.

When the characters have their eyes on the fort's courtyard, read the following:

Captain Dorn, resplendent in shining bone armor, strides through the courtyard before a score of skeletal soldiers. The stench of decay carries on the wind, though the assembled living Karrns don't seem to mind. Sahira al-Thul, the inspector from Atur, follows behind the Captain and inspects each skeleton with glee.

"Most impressive, Captain," Sahira applauds, and Captain Dorn bows her head in thanks. "My superiors in Atur will be glad to hear your fighting force is worthy of Karrnath. I think we can be certain that they honor the divine sacrifice of the fallen."

An elderly man in practical black robes steps forward from the crowd. He slicks back his thin white hair and salutes Sahira. "You are most kind, sister." They both laugh, as if sharing a joke.

"I should like to see the officers' quarters, if you please. I know the Valenar are likely to tire themselves momentarily, so I trust you'll join me when that ugliness has passed?" Sahira asks sweetly.

Captain Dorn is quick to select a living private from the crowds.

"Private! Make sure the rooms are prepared for our guest." The Captain presses a ring of keys into the soldier's palm, and then she barks orders to lead the skeletons to the walls.

If the party tries to follow the private who has been given custodial duties, they may need to track him through the fort. See Key: Officers' Key for more details.

## EVENT: POWER STRUGGLE

This event establishes that the *Queen of Night* spends significant time on Captain Dorn's person, but sometimes is left unaccompanied in the crypts.

Shortly after Sahira's inspection begins (see Event: Inspection, above), interrupt the party's planning or wanderings by reading the following:

From around the corner you hear two people arguing, making a poor attempt at keeping quiet.

"You forget yourself, civilian." Dorn barks with contempt, straining her voice. "Remember who holds command here."

"All I'm saying is you need to allow me more time with the *Queen*." A man replies more calmly, sweetly, and continues: "Its power is vast, yes, but carrying it so much will kill you."

The Captain laughs. "There are worse fates, as you well know. Isn't that why they call you Kind?"

"Perhaps," he whispers, "but we both know the importance of my rites. Share the *Queen's* power, else this Fort is doomed again."

"My plans remain unchanged." Her voice dwindles as the pair moves off down their corridor. "It'll be in the crypts after my prayers, as usual."

If the characters follow Alinda Dorn, she will head out toward the castle walls to check on the progress against the Valenar raids. If they follow the Kind, he will escort Sahira for a spot of tea in the mess hall. The necromancer and the minister will not notice they are followed upon a successful DC 12 group Dexterity (Stealth) check. If more than half of the characters fail the check, the Kind will hobble off to warn Captain Dorn of the intruders, putting Fort Bones on High Alert (see Complications, Scene 2). If he or Sahira are cornered by hostiles, they won't be afraid to fight back (see Appendix A: Bestiary).

## KEY: ALINDA'S TIMETABLE

To figure out when the *Queen of Night* can be taken, the characters will have to discover when it is not in Alinda Dorn's possession. The Captain is fiercely protective of the *Queen*, owing to the tremendous necromantic power it affords her within the Mabar manifest zone at Fort Bones. However, constant exposure is sickening, and she is sure to spend several hours without it each day, usually while she eats or entertains guests.

The existence of Alinda's timetable is established during Event: Inspection. The characters can find it on the notice board in the common room. If they enter that room, read the following:

Raised voices accompany the warmth and light of the hearth in the common room.

"Are you kidding me? I don't care if a few elves are trying the walls again, I need my steak."

"Fine," another voice sighs, "but you're heading straight back up there or the Captain ain't paying us in full again."

"Don't get me wrong, boss, I'm eager to test my blade. Just show me something worthwhile to point it at. The elves almost never get inside."

Their conversation goes on as long as the party waits. Some mercenaries and living Karrnathi soldiers rotate in and out for their breaks, leaving the bulk of the defense to the undead. Acquiring the timetable without arousing suspicion from the denizens of the common room might require the following checks:

- **Dexterity (Stealth), DC 14:** A character might try to slip past the soldiers in the common room without being seen. Alternatively, if they are trying to blend in in plain sight without arousing suspicion, a Charisma (Deception) check may be appropriate. That check is made at disadvantage if the Fort is on High Alert.
- **Charisma (Persuasion or Intimidation), DC 16:** A character might try to befriend the soldiers and mercenaries in the common room, perhaps by bonding over poor treatment by Captain Dorn, or other difficulties of military life. If the common room's occupants are favorable toward the player characters, they will be willing to share what they know about Alinda Dorn.

Succeeding on one of these checks will reveal Alinda Dorn's timetable:

### *Itinerary of the Captain of Bones*

*To be amended only in emergency.*

*Do not disturb the Captain without proper cause.*

*0600 Breakfast*

*0630 Prayers (Crypts - Do Not Disturb)*

*0700 Direct Command (Battlements)*

*1100 Reception (War Room)*

*1300 Direct Command (Battlements)*

*1530 Prayers (Crypts - Do Not Disturb)*

*1600 Executive Duty (Quarters)*

*1700 Direct Command (Battlements)*

*1900 Prayers (Crypts - Do Not Disturb)*

*1930 Officer's Mess (Hall)*

*2200 Prayers (Crypts - Do Not Disturb)*

*2230 Recuperation*

It may have already been established in Event: Power Struggle that Captain Dorn leaves the *Queen* in the crypts for a short while after her prayers. If not, run that Event next. The timetable presents four times that the *Queen* is guaranteed to be unattended: 0700, 1600, 1930, and 2230.

If none of the players spot the windows of opportunity, considering reminding them that Alinda revealed in Event: Power Struggle that it is in the crypts after her prayers, and/or discussing the answer with the player of the character with the highest Intelligence score.

If the characters fail two ability checks while snooping around the castle for the timetable, they earn the attention of the mercenaries and other living soldiers taking their breaks in the common areas. See Bitter Mercenaries among the complications below.

## KEY: OFFICER'S KEY

The keys to the inner sanctum are carried by Captain Dorn, the Kind, and the staff assigned to clean the quarters. The Event: Inspection (see above) establishes that Alinda Dorn's key is currently in the possession of a low-ranking soldier assigned custodial duties. Tracking the custodian through the fort requires a DC 11 Wisdom (Survival) or Intelligence (Investigation) check. Alternatively, they might be able to follow the custodian directly from that event, remaining hidden with a DC 11 Dexterity (Stealth) check. The characters will find the custodian in the utilities room. When they arrive, read the following:

A man is stacking sheets in a small, dimly lit room between the soldiers' dorms and the officers' quarters. He is whistling a jaunty tune as he works. A shining ring of keys dangles from his belt, fastened with a wolf shaped clip.

Now that they have found their target, the characters will need to acquire the necessary key. The following checks might be appropriate:

- **Dexterity (Sleight of Hand), DC 14:** A character might be able to simply pick the custodian's pocket. He has plenty more sheets to iron and distribute, but he will notice it has gone missing in one hour. After another hour of searching, mostly to save his own hide, he will inform Captain Dorn. At that point, the Fort will be on High Alert (see Complications in Scene 2: Valenar Gambit).
- **Charisma (Deception), DC 14:** The characters might be able to convince the custodian that Captain Dorn said they are supposed to take the keys. If they do, the custodian will not raise the alarm.

If the characters fail two ability checks relating to acquiring the key to the officers' sanctum, they face one of the complications listed below. Even this close to the heart of the fortress, the dead still make up a significant portion of the fighting force. They are most likely to run into Undead Patrols (see Complications below).

## COMPLICATIONS

If the characters fail to achieve a key or navigate an event, introduce one of the following encounters:

### UNDEAD PATROLS

A **Karnnathi skeleton** is leading a patrol of four mindless **skeletons** toward the walls of Fort Bones. The party's failings have drawn the leader's attention, and it orders its subordinates to attack.

### BITTER MERCENARIES

Some of Fort Bones' living soldiers are growing dissatisfied with their service. Whether they were inducted through the Company of Skulls, or whether they were hired purely for coin, they find that both the Kind and the Captain of Bones prefer their undead counterparts. The living soldiers are therefore angry and eager to prove their worth. If the characters stumble upon this complication, they will have the opportunity to win the soldiers over with a DC 16 Charisma (Persuasion) check (unless they already failed that check in Key: Alinda's Timetable, above). Otherwise, the soldiers will fight. The combative group consists of one **knight** and three **guards** (see Appendix A: Bestiary).

## MOVING ON

The party should learn that they can take the *Queen of Night* from the crypts while Captain Dorn has it in storage. When they make their move on the inner sanctum, move on to Scene 4: Check.





## SCENE 4: CHECK

Using the Officer's key (or otherwise), the characters can find a route to the crypts (and the *Queen of Night*) via the inner sanctum of Fort Bones' officers.

When they enter the sanctum, read:

The door to the officers' quarters opens into a reception room, decorated in dark wood paneling and red velvet. A hearth is roaring, currently warming a kettle. A porcelain tea set is presented neatly upon a low table toward the center of the room, surrounded by cushioned armchairs.

Three other doors surround the communal space: to the left, a pair of doors are marked with plaques reading 'Captain of Bones' and 'Collector in Chief.' To the right, a great stone and steel door is set with a dozen skulls, but there is no apparent handle.

During this scene, the characters are expected to get their hands on the *Queen of Night*. It consists of the following elements:

### KEYS

- **Vault of Hollow Eyes:** The *Queen* awaits inside, but the crypts are secured with magic wards.
- **Bonus: Records of the Dead:** Find the location of Lanharath's remains.

### COMPLICATIONS

- **The Kind's Experiment:** The fearsome bone collector rises.
- **Teatime:** Sahira al-Thul arrives to take a break.

## KEY: VAULT OF HOLLOW EYES

Characters with a passive Perception of 12 or more will notice that there is a gap in the vault door for a thirteenth skull. Indeed, closer inspection will also reveal the following verse carved into the skulls:

Hollow eyes await  
A vessel of life and death  
They seek the Darkness

The vault door will open if presented with a thirteenth skull, but the specimen must be imbued with necromantic energies. If the players seek a clue to solving the puzzle, a DC 13 Intelligence (Arcana or Religion) check is enough to reveal that "the darkness" in these contexts often refers to necromancy—a magical practice closely linked to the plane of Mabar, the Endless Night.

Multiple solutions are available:

- In his room, the Kind has a set of skulls set upon his writing desk. Each appears to belong to a different race: human, halfling, orc, or dwarf. A DC 10 Intelligence (Arcana) check will reveal that the skulls carry a very weak necromantic aura—one that would need bolstering. A character can open the vault with one of these skulls if they cast a darkness spell, any necromancy spell or any necromancy cantrip while holding it. The spell's effect need not manifest if the characters would prefer subtlety. The magic can simply disappear inside the skulls.
- Any skull from an undead creature can open the vault, if that creature was destroyed within the last day. The characters may have to backtrack to intercept an undead patrol (see the Complications in Scene 3: Castling) if they require a 'fresh' skull.

If your players find an alternative but sensible solution to the puzzle, allow them to progress anyway. They are, after all, the heroes of this story.

If the characters fail three ability checks relating to opening and searching the vaults, they may prematurely wake the bone collector (see the complication The Kind's Experiment, below). The bone collector may even be drawn up to the officers' quarters if it detects a lot of commotion (or if the players are struggling to find a satisfying solution to the puzzle).

Otherwise, they will find the *Queen of Night* in the Vault of Hollow Eyes, beyond the vault door. Reveal the artifact by reading the following:

As the final skull is slotted into place, the vault door slides inwards, revealing a spiral staircase down into the depths beneath Fort Bones. The walls are cold stone, and the torches burn with a dim blue hue.

At the bottom of the stairs, the space opens up into a vast crypt. Its walls are decorated with bones of all shape and sizes, and countless side rooms are stacked with bodies of foreign and Karrnathi soldiers in various stages of decay.



In the middle chamber, an array of stone coffins surrounds a central plinth. Resting in pride of place is a checkered Conqueror board, with pieces set ready for a new game. Towering above the pieces and draped in shadow, the *Queen of Night* sits central on the black side of the board.

Having been woken by the presence of unfamiliar living creatures, the **bone collector** (see Appendix A: Bestiary) will emerge from one of the side chambers and attack as soon as the characters approach the plinth where the *Queen of Night* is resting. Read or paraphrase the following:

As you approach the *Queen of Night*, you hear movement in a side chamber, then notice a steel gauntlet emerging from a mountain of discarded bones. A second gauntlet follows, and then a steel construct appears from within the heap. Its faceplate is shaped into a skull, and a crest of ivory spines run down its hunched back. Several skeletons are impaled upon the construct's back, dangling uselessly. The blue flames in the construct's eyes brighten in alarm, and it shuffles forward to strike.

In addition, the battle will awaken other undead denizens of the vaults—skeletons who have been in storage awaiting Karnath's next great military campaign. At initiative count 0 on the second round and every other round afterwards, add one **skeleton** (see Appendix A: Bestiary) to the battle at each chamber entrance. The skeletons will continue to amass until the characters escape the vault and close the door behind themselves.

### CONQUEROR

Conqueror is a chess-like board game enjoyed by people all over Khorvaire. In Karnath, it is considered a national pastime, and its invention is attributed to the legendary Karn the Conqueror. If a character wishes to play the game, they make an opposed Intelligence check against their challenger. If they have proficiency in the Conqueror gaming set (e.g. from the Soldier background), they may add their proficiency bonus to the Intelligence check.

## BONUS KEY: RECORDS OF THE DEAD

If you introduced the bonus objective Lhara's Lament during the mission briefing, the characters can advance that objective in this scene.

When the party searches the Kind's quarters (labeled 'Collector in Chief'), read the following:

Upon the necromancer's writing desk, you find a weathered tome titled Records of the Dead. The name Gyrnar Shult is written large and central on the title page, and beneath in smaller script is written 'Kind.' Inside, there are hundreds of pages of logs dating back nearly one hundred and fifty years. Each lists a time and place of death, a name (if available), a description of the recovered remains, and a coordinate.

The characters can quickly find Lanharath's entry in the book with a DC 13 Intelligence (Investigation) check. It reads as follows:

988 YK Sypheros 17, South Odakyr, 'Lan,' head and torso undamaged, northwest wall section 12.

The characters can use the coordinates to track down Lanharath's bones in Scene 5: Endgame. However if the characters fail the Investigation check, they can choose to abandon the search (and will fail the bonus objective unless they improvise another method of detection) or they can take more time to read the book thoroughly. If they opt to work through the tome carefully, they eventually find Lanharath's entry, but as they do, Sahira al-Thul will arrive in the officers' quarters. See Teatime among this scene's complications.

## COMPLICATIONS

If the characters fail to achieve a key or navigate an event, introduce one of the following encounters:

### THE KIND'S EXPERIMENT

Fort Bones' lead necromancer has been working on a construct to help him with his work. The **bone collector** (see Appendix A: Bestiary) is infused with the power of the Mabar manifest zone, and thirsts to add fresh bones to its hulking body. Only Captain Dorn and the Kind possess the talent to quell its hunger, and it thus makes an ideal guardian for the *Queen of Night*. If the characters cause significant commotion above the crypts in the officers' quarters, it may open the vault door from the inside to consume new prey. When the bone collector appears, read:

A steel gauntlet emerges from a mountain of discarded bones. A second gauntlet follows, and then a steel construct appears from within the heap. Its faceplate is shaped into a skull, and a crest of ivory spines run down its hunched back. Several skeletons are impaled upon the construct's back, dangling uselessly. The blue flames in the construct's eyes brighten in alarm, and it shuffles forward to strike.

### TEATIME

If the party lingers too long in the upper part of the officers' quarters, the Crimson Minister Sahira al-Thul will arrive there. She may be hoping for a respite from her work, or she may be here to retrieve a bag of tea to gift to the Kind during their dinner in the hall. The party will have to hide by succeeding on a group DC 15 Dexterity (Stealth) check or explain away their presence with a DC 15 Charisma (Deception) check. If they fail, **Sahira** will attack (see Appendix A: Bestiary). If she is reduced to half hit points, she will attempt to flee.

## MOVING ON

Once the characters have the *Queen of Night* in their possession, all that remains is to escape with it. When they are ready to leave, move on to Scene 5: Endgame.

## SCENE 5: ENDGAME

Now that the characters have secured the *Queen of Night*, they must escape Fort Bones with their lives. The party may choose to retrace their steps or vault the walls (see Event: Quick Exit), but they may wish to take a detour to recover Lanharath's remains for Lhara (see Bones Key: Wall of Bones). Regardless, the scene will begin when the characters leave the crypts and return to the officers' quarters. At that point, jump immediately into Event: Mabar's Power.

This scene consists of the following elements:

### EVENTS

- **Mabar's Power:** The wielder of the *Queen of Night* suffers a terrible curse.

### KEYS

- **Quick Exit:** Escape is all that's left.
- **Bonus: Wall of Bones:** Recover Lanharath's skull from the castle walls.

### COMPLICATIONS

- **Lockdown:** The gates are locked and the walls are watched.
- **Conqueror:** Captain Dorn would like to play a game.

## EVENT: MABAR'S POWER

When the characters exit the Vault of Hollow Eyes and return to the officers' quarters, turn to the player whose character is carrying the *Queen of Night* (even if it is stored within an extradimensional space) and read:

The colors appear to drain from the world. You feel the hunger of the artifact, its will seeking to consume and destroy. It reaches deep inside and leaves a wound within your heart, a cold darkness that you sense must be fed.

Immediately and every hour thereafter, a character carrying the *Queen of Night* must succeed on a DC 14 Constitution saving throw or fall deeper into its curse, gaining one shadow token. A set of shadow tokens has been provided in Appendix B, though you may wish to represent shadow tokens with black pawns from a chess set instead. For each shadow token in a character's possession, their hit point maximum is reduced by 5, and their weapon attacks and cantrips deal an extra 1d6 necrotic damage, once per turn. One shadow token is removed every time an affected character regains hit points by magical means. If a character is resistant or immune to necrotic damage, they cannot gain more than 2 shadow tokens.

## KEY: QUICK EXIT

Escaping Fort Bones may be a matter of simply retracing the steps the characters took to enter, or they may wish to take a different approach, especially if they take a detour to find Lanharath's bones in Bonus Key: Wall of Bones (see below). The following approaches might play out:

### RIGHT OUT THE FRONT DOOR

If the castle is neither on High Alert nor Lockdown, and the characters have managed to maintain a charade of belonging to the Company of Bones or Sahira's retinue, they may be able to simply waltz out of the gatehouse. The soldiers on point will be extremely suspicious of anyone attempting to leave so soon after Valenar attacks, however they can be swayed with a DC 20 Charisma (Deception) check.

### THE SEWER TUNNEL

The commotion caused by the Valenar raiders and the removal of the *Queen of Night* has disturbed a creature that had been buried deep in the sewer's mire when the party first arrived. Now, an **ochre jelly** stalks the tunnel. The party can sneak past it with a successful DC 8 Dexterity (Stealth) group check, or distract it with a DC 14 Wisdom (Survival) check. If the ochre jelly attacks and is not defeated within 3 rounds, the sounds of fighting alert the denizens of Fort Bones. Failing to defeat the ochre jelly in that time counts as the equivalent of one failed ability check for the purposes of this scene's complications.

### OVER THE TOP

Alternatively, the player characters might choose to rappel down the castle walls. See Bonus Key: Wall of Bones for details of that encounter, skipping the search of Lanharath's remains if you haven't included that objective or if the players skip it. Rappelling down the walls while navigating the wall's bone spikes requires a DC 14 Strength (Athletics) or Dexterity (Acrobatics) check. If a character fails the check, they take 1d6 piercing damage and must attempt again. If a character fails a second time, they reach the ground after taking a further 2d6 piercing damage.

If any two ability checks are failed in the course of escaping the castle (by any means), Captain Dorn will come seeking blood. See Conqueror among this scene's complications. Despite the failed ability checks, allow your players to fail forwards. After defeating the Captain of Bones, the way is clear for the characters to escape into the Odakyr countryside via their chosen route.

Alternatively, if the heist has been going very well and you have plenty of time to spare, consider forcing your player characters to try another exit point. For example, if the party fails to sneak past the ochre jelly, or cannot defeat it in a short time, the tunnel will collapse under the chaos of combat and force them to turn back. If the party cannot talk their way through the front gate, the portcullis will close and trap them inside the fort. Understanding the danger of intruders, the gatekeepers call the alarm, maintain a defensive position, and wait for the Captain to arrive. If the party cannot rappel down

the walls safely, the outer wall may be overrun with skeletons returning from battle with the Valenar, forcing the characters to climb back to the top.

Similarly, if you feel like your players got off too easy in their escape, and the heist has not concluded with a satisfying climax, have Captain Dorn ride out on a skeletal horse to meet them in battle, furious after having discovered her *Queen* is missing.

## BONUS KEY: WALL OF BONES

If the characters seek out Lanharath's bones at the northwest wall section 24, read the following:

Even from inside, the grim construction of the Fort's walls are apparent. The top of the battlements are adorned with racks of sharpened ribs, and the skulls of hundreds of unfortunate dead are inlaid into the parapets. Skeletons patrol the walkways with longbows at the ready, apparently watching for signs of scattered Valenar elves.

Sneaking past the skeletons to arrive at the relevant wall section will require a DC 11 Dexterity (Stealth) check. Otherwise, the party might try destroying them. Four regular **skeletons** patrol this section, and if disturbed they will run for backup, prompting Lockdown (see Complications) if any successfully escape.

Finding Lanharath's bones requires a DC 14 Wisdom (Perception) check or Intelligence (Investigation) check while using the shattered psicrystal Lhara gave the player characters. Upon a success, the crystal shards begin to glow a dim blue as it nears Lanharath's bones, allowing them to easily identify his remains. If the characters fail the check, they will be spotted by a skeleton watcher on another part of the wall, prompting Lockdown. However, if the castle is already on Lockdown, Captain Dorn will arrive as backup. See Conqueror among this scene's complications.

## COMPLICATIONS

If the characters fail to achieve a key or navigate an event, introduce one of the following encounters:

### LOCKDOWN

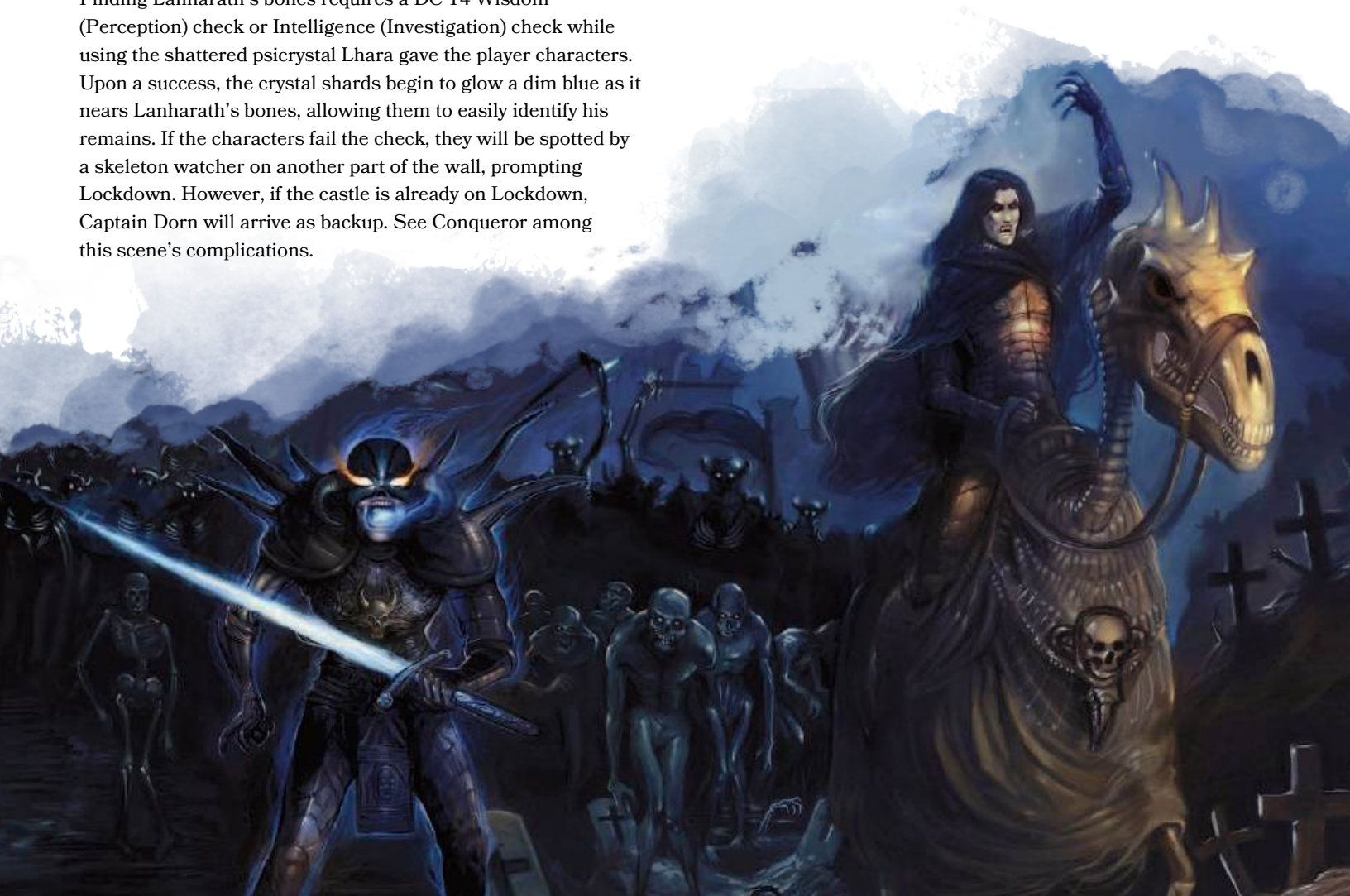
While Fort Bones is on Lockdown, all gates and doors are closed and locked, requiring a DC 14 Dexterity (Thieves' Tools) check to open. In addition, all Charisma checks are made at disadvantage.

### CONQUEROR

Though she has been stripped of one of the most significant sources of her power, Captain Alinda Dorn is still a fearsome opponent, skilled with the sword and necromantic magic. When she appears, read:

Eyes alight with fury, Captain Dorn storms in with sword drawn at the ready. An unnatural darkness clings to her shadow, and she roars a challenge: "Face me with honor, fiends! You have not won this game yet!"

Captain **Alinda Dorn, Bone Knight** appears alone within the castle (see Appendix A: Bestiary), or mounted atop a **warhorse skeleton** if encountered outside the walls. The warhorse skeleton belongs to the Fort's stables, and she may still summon **skeletons** with her Ivory Legion ability as normal.



## CONCLUSION

Once the characters have escaped all significant dangers from Fort Bones and its commanders, transition the scene to any agreed meeting point to end the mission. Player may need to trade the *Queen* between themselves to stay alive, or find a place to hide it while they rest. If they are struggling, remind any players that they could spend a remaining flashback token to establish that they had prepared a contingency meeting point closer to Fort Bones.

When they arrive at the meeting point read:

Hours into the countryside, and with the forces of Fort Bones far behind you, you finally arrive at the designated meeting point. Guild Handler Lhara and Vedim ir'Durna are waiting for you.

“Do you have it then?” Lhara bares her teeth in anticipation.

“And what of that accursed Captain?” Vedim adds.

Lhara will gladly accept the artifact and assure the characters she will find a way to keep its corruption at bay. Vedim will also be happy to hear of their successes. Once the characters have explained what happened, read or paraphrase the following:

Vedim nods and offers his hand to each of you. His shake is firm but his smile is warm.

“I cannot thank you enough for your help, my friends. Today we have taken one step closer to restoring Karrnath's honor and its light. If you ever find yourself in Odakyr again you will always have a place at my table.”



## MISSION REWARD

For recovering the *Queen of Night*, Lhara will reward each of the characters with 300gp.

### BONUS: THE BLAME GAME

If the party recounts to Vedim how they were able to frame the Valenar elves for their actions, he will offer them an extra reward for their hard work. They will be given a common magic item from the Durna family's meager treasury:

#### DAWN SHEATH

*Wondrous item, uncommon (requires attunement)*

This sheath is decorated with the symbol of Dol Arrah, Sovereign of light and honor. When you draw a sword from this sheath, it shines with bright yellow light in a 20-foot radius and dim light for an additional 20 feet. If the weapon is completely covered, the light is blocked. While the weapon is shining, it deals an extra 1d4 radiant damage to undead and fiends. The effect ends after one minute or if you dismiss the light as an action. The sheath can be magically reshaped to any bladed weapon during a short rest.

### BONUS: LHARA'S LAMENT

If the characters are able to recover Lanharath's skull from the walls of Fort Bones, she will be overjoyed to receive it, for it will help bring peace to her and her wife's family. She will offer the characters a personal favor plus the following common magic item, generously donated by her wife Melikavash:

#### ID VEIL

*Wondrous item, uncommon (requires attunement)*

As an action, you may activate this psionic crystal to mask your psyche. Any creature that attempts to read your surface thoughts (for example, by casting detect thoughts) perceives a fabrication that you choose at the time of activation. However, if a creature probes your mind more deeply, they can still discover your true thoughts. The effect lasts for one hour, or until you dismiss it as a bonus action.

## THE CONVERGENCE MANIFESTO

With the heist of the *Queen of Night* concluded, Provost Faurious will soon have another mission ready for the Clifftop Adventurers' Guild. If the players wish to continue on with the *Convergence Manifesto* storyline, their next mission will be detailed in [AE01-07: \*The Silvered Edge of Twilight\*](#).

# APPENDIX A: BESTIARY

## ALINDA DORN, BONE KNIGHT

Medium humanoid (human), lawful evil

**Armor Class** 16 (bonecraft armor)

**Hit Points** 120 (16d8 + 48)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	12 (+1)	11 (+0)	15 (+2)

**Damage Resistances** necrotic

**Senses** passive Perception 10

**Languages** Common, Dwarvish

**Challenge** 5 (1,800 XP)

**Ivory Legion (Recharges after a Short or Long Rest).** As a bonus action, Alinda Dorn summons her skeletal guardians; two skeletons or one warhorse skeleton arise in unoccupied spaces within 15 feet of her. The skeletons act right after Alinda Dorn on the same initiative count and fight until they're destroyed. They disappear when Alinda Dorn uses this ability again, or is unconscious or killed.

### Actions

**Multiattack.** Alinda Dorn makes two melee attacks.

**Bonecraft Greatsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) slashing damage plus 4 (1d8) necrotic damage.

**Wall of Bones (Recharges after a Short or Long Rest).** Alinda creates a wall of sharpened bones. The wall appears within 120 feet of her on a solid surface and lasts for 1 minute. Alinda can choose to make the wall up to 60 feet long, 10 feet high, and 5 feet thick, or form a circle that has a 20-foot diameter and is up to 20 feet high and 5 feet thick. The wall blocks line of sight.

When the wall appears, each creature within its area must make a DC 13 Dexterity saving throw. On a failed save, a creature takes 13 (3d8) piercing damage, or half as much damage on a successful save.

A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement. Furthermore, the first time a creature enters the wall on a turn or ends its turn there, the creature must make a DC 13 Dexterity saving throw. It takes 13 (3d8) piercing damage on a failed save, or half as much damage on a successful one.

### Reactions

**Death Guard.** Alinda's bonecraft armor can drain life and power from other creatures. As a reaction, Alinda can add 5 to her AC against one melee attack that would hit her. If the attack then misses, she deals 3 (1d6) necrotic damage to the attacking creature and immediately ends one condition affecting her.

### THE QUEEN IN HER CASTLE

If Alinda Dorn is encountered while in the possession of the *Queen of Night*, she has accumulated her maximum of two shadow tokens. Her maximum HP total is reduced to 110. However, she deals an additional 7 (2d6) necrotic damage on a melee attack once per turn. This increases her challenge rating to 6 (2,300 XP).

## BONE COLLECTOR

Large construct, lawful evil

**Armor Class** 15 (natural armor)

**Hit Points** 136 (16d10 + 48)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	5 (-3)	11(+0)	8 (-1)

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** necrotic, poison, psychic

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

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

**Languages** understands Common, but can't speak

**Challenge** 5 (1,800 XP)

**Summon Shadow (Recharges after a Short or Long Rest).** As a bonus action, the bone collector calls up the enslaved spirits of those whose bones have been added to its body; 2 shadows arise in unoccupied spaces within 15 feet of the bone collector. The shadows act right after the cadaver collector on the same initiative count and fight until they're destroyed. They disappear when the bone collector is destroyed.

### Actions

**Multiattack.** The bone collector makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (1d8 + 4) bludgeoning damage.

**Gift of Mabar (Recharge 5-6).** The bone collector draws on the *Endless Night*, releasing a burst of life-draining darkness in a 30-foot cone. Each creature in that area must make a successful DC 14 Constitution saving throw or take 9 (2d8) necrotic damage and become blinded for 1 minute. A blinded creature repeats the saving throw at the end of each of its turns, ending the effect on itself with a success.

## 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)	11 (+0)

**Skills** Perception +2

**Senses** passive Perception 12

**Languages** any one language (usually 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.

## KARNATHI SKELETON

Medium undead, lawful evil

**Armor Class** 16 (breastplate)

**Hit Points** 55 (10d8 + 10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	13 (+1)	11 (+0)	12 (+1)	5 (-3)

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common

**Challenge** 2 (450 XP)

### Actions

**Multiattack.** The Karnathi skeleton makes two scimitar attacks. If it is wielding two scimitars, it may make three scimitar attacks.

**Scimitar.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) slashing damage.

**Longbow.** *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage.

### Reactions

**Bone Dance.** When a creature within 5 feet of the Karnathi skeleton makes a melee attack that does not target it, it may move up to 15 feet without provoking any opportunity attacks and make a melee weapon attack against the triggering creature.

## THE KIND, NECROMANCER

Medium humanoid (human), neutral evil

**Armor Class** 10 (13 with *mage armor*)

**Hit Points** 38 (7d8 + 7)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	11 (+0)	12 (+1)	17 (+3)	14 (+2)	9 (-1)

**Skills** Arcana +5, Medicine +4

**Senses** passive Perception 12

**Languages** Common, Dwarvish, Draconic

**Challenge** 2 (450 XP)

**Spellcasting.** The Kind is a 3rd-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *prestidigitation*, *ray of frost*

1st level (4 slots): *fog cloud*, *mage armor*, *magic missile*, *ray of sickness*

2nd level (2 slots): *mirror image*, *ray of enfeeblement*

**Grim Harvest.** Up to once per turn when the Kind deals damage with a spell or cantrip, he may gain temporary hit points equal to the damage dealt.

### Actions

**Quarterstaff.** *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 3 (1d8 - 1) bludgeoning damage.

## 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, reach 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.



## SAHIRA AL-THUL

Medium humanoid (dwarf), lawful neutral

**Armor Class** 11 (leather armor)

**Hit Points** 33 (6d8 + 6)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	9 (-1)	13 (+1)	14 (+2)	16 (+3)	12 (+1)

**Skills** Investigation +4, Persuasion +3, Religion +4

**Senses** passive Perception 15

**Languages** Common, Dwarvish

**Challenge** 2 (450 XP)

**Spellcasting.** Sahira is a 3rd-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *chill touch*, *spare the dying*, *thaumaturgy*

1st level (4 slots): *bane*, *false life*, *inflict wounds*, *sanctuary*

2nd level (2 slots): *hold person*, *spiritual weapon*

**Divinity Within.** When Sahira casts a spell, she can choose to empower it with her own blood, taking 1d8 necrotic damage and increasing the level of her spell by one without expending a higher-level spell slot. Sahira may use this ability multiple times for any given spell, and may raise her spells above 2nd level up to a maximum of 4th.

### Actions

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

## SKELETON

Medium undead, lawful evil

**Armor Class** 13 (armor scraps)

**Hit Points** 13 (2d8 + 4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (+2)	8 (-1)	5 (-3)

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Understands languages it spoke in life, but can't speak

**Challenge** 2 (450 XP)

### Actions

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

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, reach 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

## 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 Resistance** 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** None

**Challenge** 2 (450 XP)

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

**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.





## VALENAR RAIDER

Medium humanoid (elf), chaotic neutral

**Armor Class** 13 (leather armor)

**Hit Points** 49 (9d8 + 9)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	10 (+0)	12 (+1)	9 (-1)

**Skills** Nature +2, Perception +3, Survival +3

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Elvish

**Challenge** 1 (200 XP)

**Born in the Saddle.** While the Valenar raider is mounted, creatures have disadvantage on opportunity attacks made against the raider and their mount.

### Actions

**Multiattack.** The Valenar raider makes two melee attacks or two ranged attacks.

**Double Scimitar.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 2) slashing damage.

**Longbow.** *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage.

## WARHORSE

Large beast, unaligned

**Armor Class** 11

**Hit Points** 19 (3d10 + 3)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	13 (+1)	2 (-4)	12 (+1)	7 (-2)

**Senses** passive Perception 11

**Languages** None

**Challenge** 1/2 (100 XP)

**Trampling Charge.** If the horse moves at least 20 ft. straight toward a creature and then hits it with a hooves 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 horse can make another attack with its hooves against it as a bonus action.

### Actions

**Hooves.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) bludgeoning damage.

## WARHORSE SKELETON

Large undead, lawful evil

**Armor Class** 13 (barding scraps)

**Hit Points** 22 (3d10 + 6)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	2 (-4)	8 (-1)	5 (-3)

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** None

**Challenge** 1/2 (100 XP)

### Actions

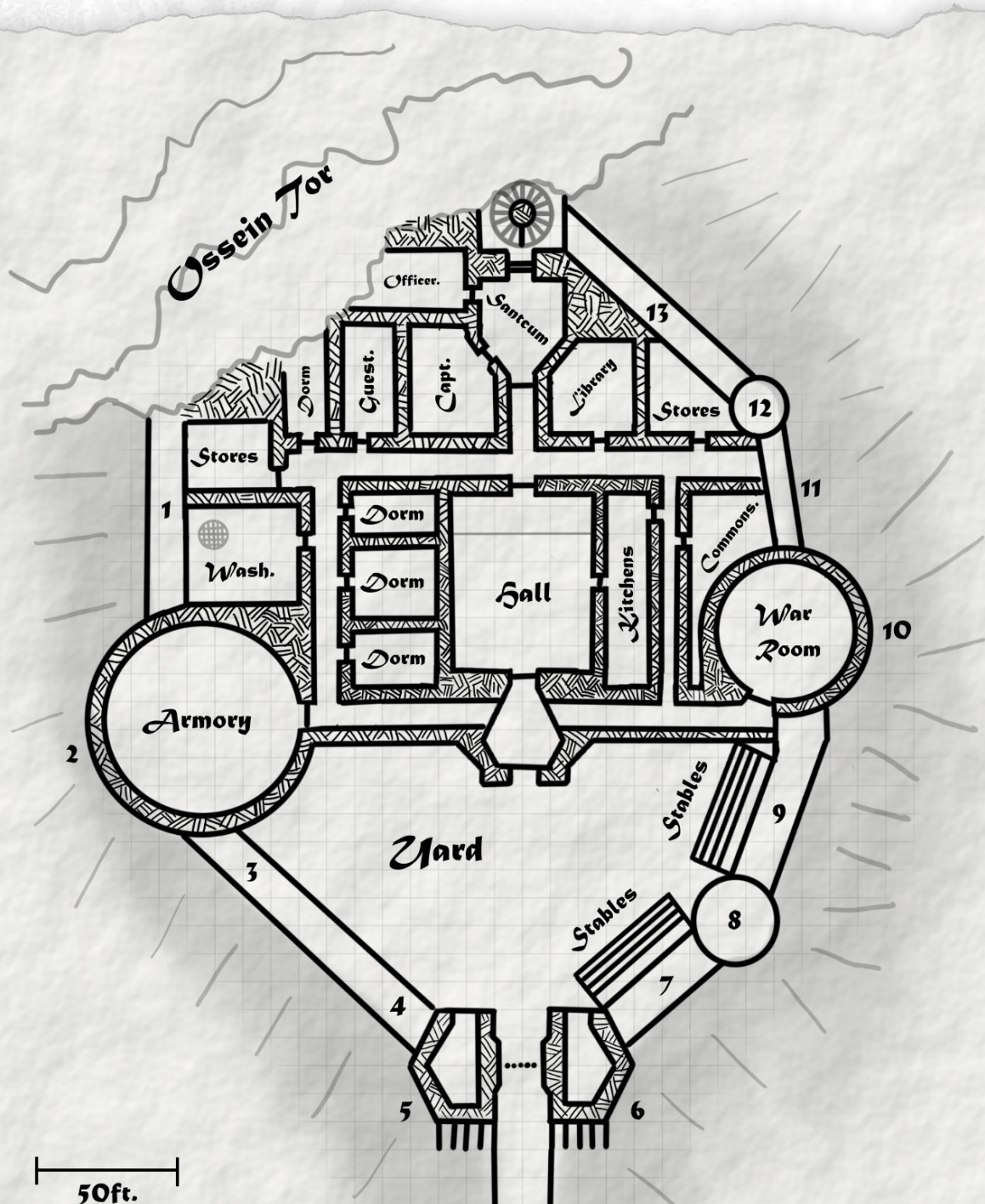
**Hooves.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature.

*Hit:* 11 (2d6 + 4) bludgeoning damage.



# APPENDIX B: PLAYER HANDOUTS

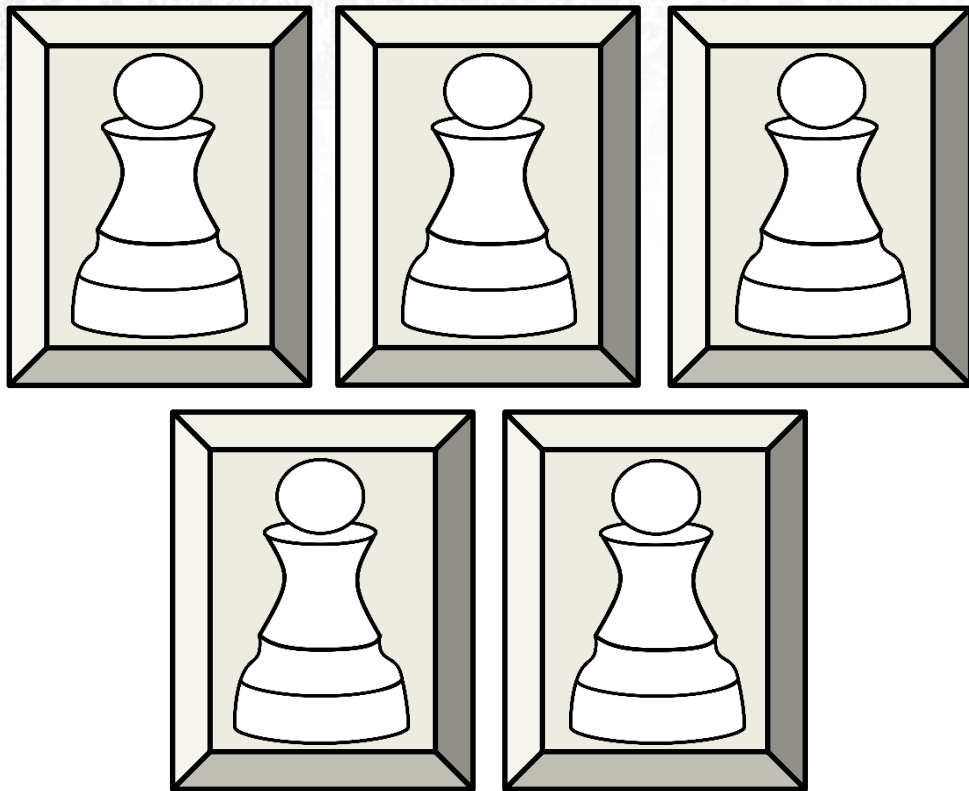
## HANDOUT 1: MAP OF FORT BONES



# FORT DAWN

## HANDOUT 2: FLASHBACK TOKENS

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## HANDOUT 3: SHADOW TOKENS

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