

THE SILVERED EDGE OF TWILIGHT

EPISODE 7



BY ED CHIVERS
& WILL BROLLEY

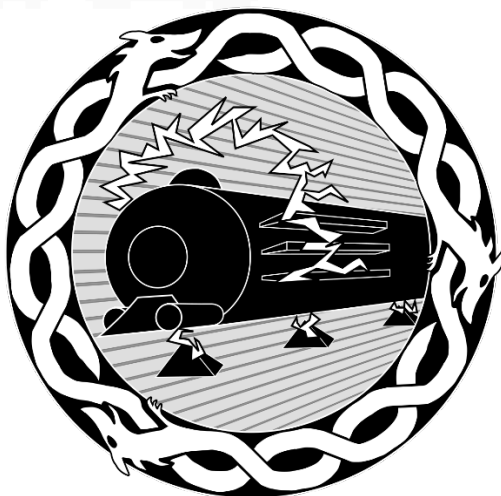
ACROSS EBERRON: CONVERGENCE MANIFESTO



THE SILVERED EDGE OF TWILIGHT

WHEN A SIMPLE JOB GETS HAIRY, CAN YOU FOLLOW THE TRAIL TO THE EDGE OF THE WORLD?

EPISODE 7 OF *CONVERGENCE MANIFESTO*



AN ACROSS EBERRON ADVENTURE

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Special thanks to Keith Baker for building us this incredible playground.

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Disclaimer: The **ACROSS EBERRON** editorial staff wishes to remind players that while, hypothetically, contracting weretiger lycanthropy sounds like fun and games, it loses all novelty at exactly the point you deal with your first hairball.

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INTRODUCTION

Welcome to *The Silvered Edge of Twilight*, episode 7 of *Convergence Manifesto*, an Across Eberron adventure path. This two-part adventure is the sequel to AE01-06: *Night's Gambit*, [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](#).

The Silvered Edge of Twilight is a two-part adventure designed for **five 4th-level characters** to explore the diversity and themes of the Eberron campaign setting. The characters arrive in Thaliost, a city rife with unresolved tensions from the Last War. Through danger and discovery, the party will discover that the Lammanian artifact they were sent to escort back to Sharn has been stolen. They'll have to track down the thief, who jumps onto the Five Nations Express, House Orien's flagship lightning rail service, in a bid to escape to the Eldeen Reaches and open a gate to apocalypse.

RUNNING THE ADVENTURE

The Silvered Edge of Twilight is a relatively linear adventure intended for five 4th-level characters and designed to take approximately 6 to 8 hours of game time. This adventure can be played all in one go, or split over two parts. If you play this adventure over two sessions, we suggest playing scenes 1 to 5 as part one, then 6 to 9 in part two.

PART ONE – THE SILVERED EDGE

Scene 1 – Welcome to Thaliost: The party arrives in Thaliost and are briefed by Lhara, their handler from the Clifftop Adventurers' Guild. They are to borrow an artifact from the personal library of Father Iridanci.

Scene 2 – Beneath a Silvered Altar: The party arrives at a temple of the Silver Flame and meets with its minister, only to discover that the *Duskgate Crucible*, the artifact they have been sent to recover, has been stolen!

Scene 3 – City at War: The party travels to the Archfall district of Thaliost to investigate the theft, meeting some interesting characters along the way.

Scene 4 – The Plot Thickens: Putting the pieces together, the party and the minister uncover a plot to turn an ancient relic called the Changegate into a permanent gateway to Lamannia in order to bring an army of lycanthropes to Eberron. The party must travel to the Eldeen Reaches to put a stop to the plot before its terrible conclusion!

PART TWO – EDGE OF TWILIGHT

Scene 5 – The Journey West: The party travels to the edge of Lake Galifar aboard the Five Nations Express, House Orien's flagship lightning rail service. Along the way they identify the lycanthrope thieves, but then lose them after a dramatic battle atop the train.

Scene 6 – A Hidden Path: The party arrives in the small town of Delethorn in the Eldeen Reaches, meeting some contacts who can help them find their way through the forest to the Changegate.

Scene 7 – The Woods Are A Dangerous Place: On their way to the Changegate, the party is ambushed by fanatical Ashbound druids.

Scene 8 – Bad Moons Rising: Arriving at the Changegate, the party finds the gateway ritual underway, and must stop the ritual and defeat the weretiger intent on opening the gate.

Scene 9 – Resolution: With the plot defeated and the *Duskgate Crucible* recovered, the party journeys to nearby Greenheart, the capital of the Eldeen Reaches, where our adventure concludes.

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

In *The Silvered Edge of Twilight*, the player characters pursue a thief across much of northeastern Khorvaire. Below are characters they encounter along the way.

MAJOR CHARACTERS – PART 1

Father Calemi Iridanci (Kah-LEM-ee Ir-ih-DAH-see). A quiet and kindly man in his mid-fifties with thinning gray hair and a portly belly, Father Calemi Iridanci is a priest of the Church of the Silver Flame at the Temple of Blessed Ascension in Thaliost. Despite his calm demeanor and kindly nature, Iridanci is no stranger to tragedy. After his parents and hometown were ravaged by Karrnathi undead forces, Iridanci turned to the Silver Flame for solace. Finding a home within the church, he entered the priesthood during the war, making connections to the Argentum, a secret organization charged with obtaining magical artifacts for the good of Thrane.

He has devoted his life to the study of the Silver Flame, the Lycanthropic Purge, and the church's role in Galifar's troubled history. Above all else, Iridanci seeks a peaceful and thoughtful resolution to the world's problems and encourages others to follow the same path.

Personality: I cultivate an air of serenity, but beneath the surface, my thoughts are always racing, always watching for threats and dangers.

Ideal: It is not enough to sit back and presume that gods or goddesses will deliver us and those we love from danger. The forces of goodness in this world can only triumph over evil by moving through those who have the strength to act.

Bond: I owe everything to the Church of the Silver Flame. Even after I lost everything else, my faith never deserted me.

Flaw: I often get so lost in my work caring for others that I forget to care for myself.

Lukar Neskus (LOO-kar NESK-us). An Argentum agent who works the streets of Thaliost, Lukar Neskus keeps an ear to the ground, always listening out for rumors of interesting magical items being traded within the city's criminal networks. Neskus is a human in his early thirties, clean-shaven, his head is topped with a mop of floppy brown hair. He possesses a winning smile and a good deal of charm but is also worryingly overconfident. He is full of ambition but will never progress as far or reach as high as he thinks he will.

Personality: My winning smile and charm can get me out of any situation (or at least I think it can).

Ideal: Running deals with two-bit criminals is fine for now, but one day I will be at the top of the Argentum, and then things will change around here.

Bond: Thrane is the natural heir to the Kingdom of Galifar. We have the power and the discipline, but lack the will to use it. For now.

Flaw: I am arrogant and confident beyond my abilities.

Vilina Vellareau (Vill-EEN-uh Vell-uh-roh). Vilina is a halfling woman in her early seventies, wiry and strong despite her age and small size. Gray-haired and wrinkled, you might think she was a kindly old woman were it not for her piercing hazel eyes and stern expression.

On the face of it, Vellareau is nothing more than a simple cobbler based in the downtrodden Archfall district on the eastern side of town. What most people don't know is that she is also a handler of stolen goods and a key contact in Thaliost's criminal underworld. She has spent decades carefully nurturing a mutually beneficial working relationship with the Argentum, alerting them to any items of particular interest being traded on the black market, while the Argentum persuades the local authorities to turn a blind eye to any minor misdemeanors she might commit in the course of her work, overlooking minor missteps in favor of the greater good.

Personality: I may be a little rough around the edges, but my heart is in the right place. I am a confidante and deal-maker.

Ideal: I will see Thaliost returned to Aundair within my lifetime, whether through diplomatic means or outright revolution.

Bond: The people of Archfall. Those outside this community see violence and petty crime, but there are many vulnerable and poor people here who need somebody to look out for them.

Flaw: I can come across as sarcastic and mean-spirited.



MAJOR CHARACTERS – PART 2

Councilman Brunstan Fisher (BRUHN-stan FISH-er). A human man in his late fifties, Brunstan Fisher is a councilman in Delethorn in the Eldeen Reaches. He is thin, with short gray hair.

Born to a simple life among the fishing folk of Merylsward, Brunstan rose to power within the community and was elected to the town council after the Eldeen Reaches declared independence from Aundair in the early 960s. After the Last War ended he moved to Delethorn where he now leads the town council. He is married to Anya d’Vadalis.

Personality: I am jovial and friendly to those I meet in the course of my duties, but it’s all a front—I am so tired now. I do this work not because I want to, but because nobody else will.

Ideals: Those in power should help people when they are in need, but otherwise should leave them alone to live their lives in peace.

Bonds: I am dedicated to the common people of the Eldeen Reaches, and preserving their safety dominates everything I do.

Flaws: I have become cynical as I’ve grown older and I increasingly believe that sometimes bad things need to be done for the greater good. I’ve done a lot of things I’m not proud of in the service of the Reaches.

Anya d’Vadalis (AHN-ya duh-vuh-DAH-lis). A scion of House Vadalis, Anya d’Vadalis is a human woman in her early forties with reddish-brown hair and athletic build. Born in Varna and brought up in a life of privilege, she now lives in Delethorn where she breeds and raises griffons in a small tower on the edge of town, not far from the council offices. Her second cousin is Sasik d’Vadalis, consort to Queen Aurala of Aundair. She is married to Brunstan Fisher.

Personality: I often seem standoffish and aloof to people when they first meet me, but I will warm to them in time. I find it hard to trust people I don’t know well.

Ideals: The peoples of Eberron have a responsibility to protect and care for our natural world and all of its creatures. We must never abuse our position of power.

Bonds: Vadalis is more than a commercial house—its members are my family, even those who are not related to me by blood.

Flaws: I am frequently impatient with people, and find it much easier to relate to animals.

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*). 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.

Margana Sargas (Mar-GAH-nah SAR-gus). Margana Sargas appears to be a human woman with black hair, but is actually a weretiger. In her former life, she was a scholar and citizen of the Eldeen Reaches, but was attacked by a rare and bloodthirsty weretiger still on the material plane. Now, with her will and personality overtaken by the curse of lycanthropy, she is filled with seething contempt for civilization and seeks its end.

Studying the Lycanthropic Purge and the history of the Church of the Silver Flame, she learned that toward the end of the Purge there was a mass exodus of peaceful lycanthropes to the plane of unspoiled wilderness, Lamannia. Even more interestingly, she discovered that since the Purge, the church has instituted a practice of exiling any captured werereatures—even ones subsumed by feral and violent instincts—to the same plane, using an artifact that once belonged to the Eldeen druids.

Margana plans to steal this artifact, the *Duskgate Crucible*, and open a gateway to Lamannia, allowing the most savage and brutal lycanthropes exiled there to return en masse and rip civilization apart in a flood of tooth and claw.

Personality: I combine a scholarly devotion to study with a burning fury powered by primal savagery. I am an apex predator, and those who stand before me are mere prey.

Ideal: One day the weakness and filth of civilization will be wiped away in a tide of blood and violence!

Bond: All lycanthropes everywhere are my people and we should stand together.

Flaw: Monomaniacally obsessed with my wish for bestial supremacy, I will commit atrocious deeds to see it carried out.

ACROSS EBERRON CHARACTERS

The following character appears as a framing device, though she does not directly push the narrative of the adventure. She is a recurring character in the *Convergence Manifesto* series, so if you intend to continue the adventure path, you may wish to spend time developing her.

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.

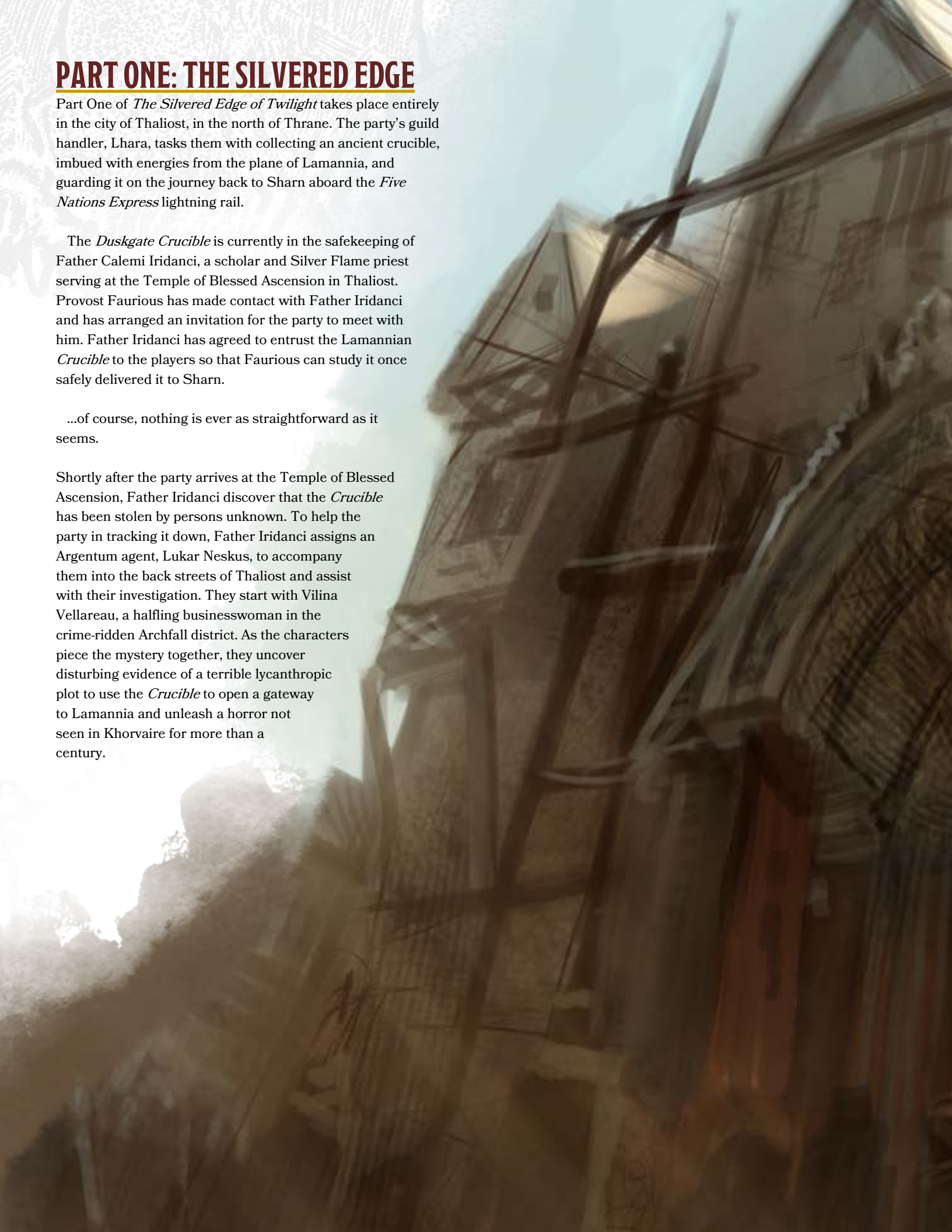
PART ONE: THE SILVERED EDGE

Part One of *The Silvered Edge of Twilight* takes place entirely in the city of Thaliost, in the north of Thrane. The party's guild handler, Lhara, tasks them with collecting an ancient crucible, imbued with energies from the plane of Lamannia, and guarding it on the journey back to Sharn aboard the *Five Nations Express* lightning rail.

The *Duskgate Crucible* is currently in the safekeeping of Father Calemi Iridanci, a scholar and Silver Flame priest serving at the Temple of Blessed Ascension in Thaliost. Provost Faurious has made contact with Father Iridanci and has arranged an invitation for the party to meet with him. Father Iridanci has agreed to entrust the Lamannian *Crucible* to the players so that Faurious can study it once safely delivered it to Sharn.

...of course, nothing is ever as straightforward as it seems.

Shortly after the party arrives at the Temple of Blessed Ascension, Father Iridanci discover that the *Crucible* has been stolen by persons unknown. To help the party in tracking it down, Father Iridanci assigns an Argentum agent, Lukar Neskus, to accompany them into the back streets of Thaliost and assist with their investigation. They start with Vilina Vellareau, a halfling businesswoman in the crime-ridden Archfall district. As the characters piece the mystery together, they uncover disturbing evidence of a terrible lycanthropic plot to use the *Crucible* to open a gateway to Lamannia and unleash a horror not seen in Khorvaire for more than a century.



SCENE 1: WELCOME TO THALIOST

“The primal instincts of the Twilight Forest shall be ignored no longer...”

—fragment of Provost Nigel Faurious’s Convergence Manifesto

Read or paraphrase the following:

Our adventure begins in the city of Thaliost, in the north of the nation of Thrane. Lhara, your handler from the Clifftop Adventurers’ Guild, has sent word to each of you by House Sivis messenger, asking you to meet her at Serrain Plaza for a new assignment.

The plaza is surrounded by tall buildings of magically worked white stone in the Aundairian fashion, beyond which are the high domes and towering spires of Thaliost. From a fountain, glittering in the sunlight, Lhara beckons you over.

“Ah, so you all got my message, excellent! I have another job for you – Provost Faurious is looking once more to expand his collection of planar artifacts. He has made arrangements with a correspondent here in Thaliost to borrow an item for his personal study back in Sharn.”

Holding up a sealed envelope, she continues. “This is a letter of introduction from Provost Faurious, which you are to give to Father Calemi Iridanci, a collector of antiquities at the Church of the Silver Flame. Father Iridanci has agreed to lend the Provost an item from his collection, on the provision that it be safely transported back to Sharn—which is where you all come in. The Guild has arranged tickets on the lightning rail back to Sharn. You are to meet with Father Iridanci, collect the item from him, get on the lightning rail and make sure your cargo gets back to Sharn in one piece. Understood?”

THE NATION OF THRANE

The province originally gifted to Galifar’s third scion, his son Thrane, adopted his name by popular decree in 32YK. A few hundred years later, the Church of the Silver Flame was established, rapidly growing in popularity until it became the dominant religion in Thrane. During the early years of the Last War when their then-king Thalin died, the people of Thrane rejected his heirs and demanded that the church assume political power, as well as spiritual.

The Keeper of the Flame, once only the spiritual head of the nation, became the ultimate authority in Thrane. With the Diet of Cardinals by their side, the Keepers of the Flame have ruled the country ever since. The current Keeper is the eleven-year-old Jaela Daran, chosen by the Flame five years ago. Quiet and soft spoken, she shows remarkable insight and wisdom despite her young age.

THE LETTER

Lhara hasn’t read the letter, since Provost Faurious sealed it before he gave it to her. If the characters give her any hint they plan to read the letter, she will be furious. It was sealed personally by Provost Faurious and is private correspondence. Such a violation of client privacy would be a black mark against the reputation of the Clifftop Adventurers’ Guild. If you choose, Iridanci may decide to share some of the letter’s contents when they deliver it to him.

If any of the party members decide to break the seal and read it between Serrain Plaza and the Temple of Blessed Ascension, this is what they will see:

“My esteemed colleague Calemi,

It is my sincerest hope that this letter finds you well and in good spirits –and I hope that your study of the Purge is proving fruitful.

I cannot thank you enough for agreeing to my request for you to entrust the *Duskgate Crucible* into my care for my studies. My associate from the Clifftop Adventurers’ Guild, Lhara, has personally selected a team from what she assures me are her finest to collect the *Crucible* and protect it on their return journey to Sharn. They may not look like much, but the Guild has served my investigations well and I have every confidence in them.

I look forward to our next correspondence and until we speak again, may the light of the Flame shine upon you.

N.”

THE LYCANTHROPIC PURGE

Lycanthropes have preyed on the fringes of humanity since their earliest appearance in Khorvaire. But in the early 800s, something changed. Before, only those born with the curse of lycanthropy could pass on the curse to those who survived their bite. But to the horror of the Five Nations, survivors of the bite of a werecreature who became afflicted with the curse developed the ability to pass on the curse themselves, turning even the most mild-mannered farmer into a ravaging monster that posed an apocalyptic threat of infection. The lycanthropic population exploded with this new ease of transmission.

In the year 832YK, the Church of the Silver Flame officially launched the Lycanthropic Purge. With courage and silvered steel, the templars of the church fought this civilization-ending threat. Though hundreds of these brave souls perished, over the next hundred years the threat was ended. The few surviving lycanthropes fled to Lamannia or to the fringes of Khorvaire, such as the region that would, in time, become Droaam.

What Does Lhara Know? Lhara gave the party a basic rundown of the mission, but she is more than willing to answer any more questions the party asks of her, provided she knows the answer.

- The party is being asked to transport the *Duskgate Crucible*. From an ancient forge, it is imbued with the energies of the plane of Lamannia, the Twilight Forest.
- The characters will be paid 300 gp each for four days work escorting the *Duskgate Crucible* to Sharn.
- Father Iridanci can usually be found at the Temple of Blessed Ascension, in Valtrosgate. Lhara will point out Saint Valtros' Gate, a stone gate on the south side of Serrain Plaza. The temple is a large building with a tall silver dome, easily visible from the plaza—the characters will only need to navigate a few side streets in order to reach it.
- She suspects, but does not know for certain, that Father Iridanci is actually a member of the Argentum, a secretive ministry within the Church of the Silver Flame dedicated to the acquisition and protection of dangerous artifacts, especially those related to supernatural evil. However, since she's not completely sure, she won't reveal these suspicions to the characters unless they ask her directly.
- Lhara is unsure why the *Crucible* requires an escort. Whether because it is more powerful than Faurious is letting on, or because someone might try to steal it en route, she isn't sure. Being uncertain about what the Guild might encounter on a job bothers and frustrates Lhara, because she can't warn her guild members what to expect. All that she can tell them is that this assignment might be riskier than it appears on the surface.

LAMANNIA, THE TWILIGHT FOREST

Lamannia is a place of raw and unbounded nature, completely untouched by civilization. Despite being called the Twilight Forest, every type of natural biome is contained within this plane, with rolling hills, breathtaking mountains, and wide oceans as common as its forests.

When Lamannia is coterminous with Eberron, the power of nature grows. Especially in regions of unspoiled nature, plants grow more verdant and animals breed more prolifically.

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

ALONG THE WAY

Once the characters have finished talking with Lhara, she will point them toward Saint Valtros' Gate, where the party will be able to see the dome of the Temple of Blessed Ascension off to the east. The players might choose to head straight to the temple, in which case they can find it without difficulty. If they decide to explore on the side streets on their way to the temple, these are some of the things they might find...

- A gnomish bookseller named Jebbedo Whitecap, who will enthusiastically hail the party if they linger too long at his

storefront, trying to sell them one of his threadbare second-hand books.

- The King of Sypheros, a dwarven tavern selling strong ale and spirits. A drunken goblin sits on the steps outside, muttering complaints about the dwarves and lashing out at anyone who comes too close with a battered walking-stick.
- A human street-hawker selling trinkets to pilgrims—cheap-looking necklaces and bracelets bearing the symbols of the Silver Flame, and small pebbles she tells you are from the Face of Tira, a famed monument and shrine to Tira Miron carved into the hills to the west of Flamekeep. The street-hawker nervously looks up and down the street as she tries to sell her wares. A successful DC 12 Wisdom (Insight) check will confirm that she is selling worthless junk.

Whether the party goes directly to the temple or stops to explore, they will get the unsettling sensation that they are being watched. As they glance behind them, a DC 15 Wisdom (Perception) check reveals that a human-sized figure in a maroon-colored cloak was watching the party from around 100 feet away. As soon as the figure realizes they've been spotted, they duck into an alleyway and run. If no one in the party succeeds on this check, the character with the highest passive Perception only sees a sudden flicker of movement from a narrow alley around 100 feet away, and a flash of a distinctive maroon color as someone ducks into cover.

If the party attempts to give chase, they will be able to follow the figure through a number of side streets, but turning a corner, they'll find themselves back on Serrain Plaza, the cloaked figure nowhere to be seen. The cloaked figure has a 100-foot head start on the party, so there should be no risk of catching her. The cloaked figure is the weretiger Margana Sargas, but the party has no way of knowing that at this point.

THE CHURCH OF THE SILVER FLAME IN EBERRON

In the year 299YK, all of Galifar was shaken when a terrible eruption split the ground and a column of red fire roared from the resulting chasm. Any who dared approach felt sheer malevolence coming off of it like heat. A paladin of Dol Arrah, Tira Miron, saw a rainbow feathered serpent in her dreams, urging her to help seal the demon at the heart of the crimson flame. She and her staunch companions fought through a horde of foul creatures, then as she engaged it, the rainbow serpent from her dreams, a couatl, joined her in combat. As the couatl wrestled with the demon, it urged her to impale them together to seal the demon away once again. Tira's sword Kloinjier pierced them, and a burst of silvery fire blinded everyone present. When their vision returned, it had become a column of cool silver fire. Over the next several hundred years, the fortress of Flamekeep was built over the chasm, enclosing the eternal flame within its walls. The Silver Flame, speaking through Tira Miron, the Voice of the Flame, appoints its own Keeper of the Flame, the spiritual leader of the faith.

The faith of the Silver Flame maintains that the best way to combat human evil is by showing an example of virtuous behavior, through acts of compassion and charity. Supernatural evil, however, can be shown no mercy and must be brought forth into the light and destroyed without hesitation.

SCENE 2: BENEATH A SILVERED ALTAR

Arriving at the Temple of Blessed Ascension, the party sees it is a tall, square building made of white stone, topped by a silver dome. From the street outside, a pair of heavy wooden doors mark the entrance to the temple. Stained-glass windows in shades of blue stretch the height of the temple on either side of the doors.

Read or paraphrase the following:

As you enter the temple, you are greeted by the sight of a single enormous chamber with a mosaic floor and stone walls hung with silver and white banners. The tall temple doors swing shut behind you and immediately the hubbub of the street outside vanishes, the quiet which replaces it conveying a deep sense of peace. Suspended from the immense ceiling underneath the temple's domed roof is a brazier whose dancing flames shine with the alchemical light of silverburn. Gazing up at the brazier, his eyes half-closed in prayer, is a slightly portly man in his mid-fifties dressed in the white robes of the Silver Flame's priesthood.

The man in white robes is Father Iridanci, the priest the party is supposed to meet and collect the *Crucible* from. Besides Iridanci there are a few other people in the temple at this point in the day—worshippers and pilgrims sitting in the seats surrounding the mosaic and the suspended silver brazier.

If the players seize the opportunity to speak to Iridanci right away, he greets them warmly, but until they present him with the letter Lhara gave them, or otherwise explain who they are, he will treat them as if they were ordinary pilgrims or worshippers.

If the players delay in talking to the Father, one of the worshippers will approach him. After a brief conversation, Iridanci places a tender hand on their shoulder, the worshiper nods and walks toward the exit. At this, Iridanci will notice the party and come over to speak to them.

Once the party introduces themselves and explains their business, Iridanci's demeanor becomes far more businesslike. Leading them to a small wooden side door at one side of the temple, he guides the party down a set of stone steps into the undercroft. In this space beneath the temple are tombs of the templar knights and ministers who have served the Silver Flame in years gone by. Father Iridanci will quickly march over to a door at the far end of the undercroft, rap upon it smartly and call out:

"Jeffi! Jeffi! Open up, it's me—our... pilgrims from Sharn are here!"

Hearing no answer at the door, Iridanci draws out his keyring and begin to unlock it, but finds to his surprise that the door is already unlocked. Beyond the door lies a small antechamber and another door which leads to the temple's reliquary. Inside the antechamber, a young man lies slumped in a chair in front of the reliquary door, unconscious. Next to him is a low table with a guttering candle, almost entirely spent.

Iridanci's young acolyte, Jeffi, was supposed to be guarding the door to the reliquary. The Father is flustered to find him sleeping, and will unsuccessfully try to shake him awake.

Party members can check Jeffi for any indication as to why he is sleeping, or search for clues in the antechamber itself. The following checks can reveal information:

- **DC 10 Wisdom (Medicine):** A telltale purplish tinge to the young man's lips shows he has ingested a soporific poison, carefully measured out to knock him unconscious but not kill him. He should be fine by the end of the day.
- **DC 10 Intelligence (Investigation):** On the floor next to the unconscious acolyte is an uncorked waterskin, from which has dribbled a thin violet liquid. The young acolyte has been drugged. The now-guttering candle suggests he has lain here unconscious for some time.

If none of the party succeed on their checks, Iridanci will still realize that Jeffi has been drugged, but won't know what drug or poison has been used.

Succeeding on either check by 10 or more will reveal that Jeffi has been drugged with extract of havenflax, a soporific poison, but is not at 0 hit points. Any attempts to heal him by restoring hit points will not wake him while the poison is still in his system. Spells or effects which remove the poisoned condition, (e.g. *lesser restoration*, *protection from poison*, or a paladin's Lay on Hands) will allow Jeffi to awaken. If the party successfully wakes him, he will recount what happened—see "Jeffi's Story" at the end of this scene. If not, they can learn more about the poison keeping him unconscious in Scene 3, and wake him up in Scene 4.

Father Iridanci's face dawns with horror as he realizes what has happened. He anxiously moves to open the reliquary door and finds a small empty chest inside, its lock expertly picked. This is where the *Crucible* had been kept, safely locked away under guard, but now it has been stolen!

"Stay here!" Iridanci implores you. "I'll be back in a few minutes!"

Five minutes later Father Iridanci reappears, joined by a man in his early thirties. The man is an Argentum agent named Lukar Neskus. Iridanci will introduce Lukar Neskus to the party, and ask him to take them to the Archfall district to speak with one of Lukar's contacts there, an old halfling named Vilina Vellareau. If something is being plotted in Thaliost's criminal underbelly, or if the poison's source can be identified, odds are good that Vellareau knows something about it.

THE ARGENTUM

Created hundreds of years ago as a covert branch of the Church of the Silver Flame, the Argentum originally had but one goal: to acquire and contain dangerous or powerful artifacts, especially those with ties to supernatural evil.

After the Church of the Silver Flame gained governmental control over Thrane, the Argentum was the natural choice to step in to serve as Thrane's new national intelligence service under the auspices of the Church, and merely added that to their dossier of responsibilities.

Before the characters leave with Lukar to go track down the artifact, Iridanci explains the significance of the *Duskgate Crucible* to the party. Read or paraphrase the following:

Father Iridanci turns to you, his expression deadly serious. "The *Duskgate Crucible* looks like such a simple little thing, a small gray pot like you might find at any forge. But appearances can be deceptive, and the *Crucible* is far more powerful than it appears. It contains within it the essence of the plane of Lamannia, the Twilight Forest. Indeed, it is created from that very plane. Formed from ore extracted from Lamannia's tallest mountain, and quenched in its coldest ocean, the druids in the west guarded it for centuries before it came into the church's possession during the Lycanthropic Purge. You must get it back, and quickly—the *Crucible* could be extremely dangerous in the wrong hands..."

Iridanci urges the party to take Lukar, find out what they can in Archfall, then come back to Iridanci in Valtrosgate so that they can plan the next step.

JEFFI'S STORY

If the party manages to remove the effects of the poison from Jeffi's system, he awakens and tries to explain what happened. Read or paraphrase the following:

Jeffi's eyes struggle to gain focus as he regains consciousness, looking up at the gathered party. His speech slurs as he slowly begins to speak.

"Father, I'm so sorry... I came to the temple at sunrise to open up, like I always do. Only today, there was a woman standing there, waiting by the door. I couldn't get a good look at her under the maroon cloak she was wearing, but she seemed so friendly, Father. I didn't think... she said she wanted to come in to pray, so I bid her welcome to the temple and she went to the benches to sit down.

"I was setting up the church and lighting the silverburn, Father, and I think she must have seen my waterskin—I hadn't filled it yet, and she called out, 'Here, brother, let me fill that for you' ... I thanked her for her generosity and came down here to take my post. I don't remember what happened after that.

"I'm sorry, Father—I should have been more careful..." he adds, dejectedly.



SCENE 3: CITY AT WAR

With the *Crucible* stolen, it's up to the party to recover it. Father Iridanci implores them to hurry off to Archfall to talk with Vilina, the questionably legal contact who always seems to have her thumb on the pulse of the city. Read the following:

The journey by horse-drawn cab across Thaliost to the Archfall district only takes a few minutes, but the dilapidated streets you enter feel a million miles away from the smart polished marble of Serrain Plaza.

As the cab pulls in to this poor neighborhood, you notice the tall splintered towers of the old White Arch Bridge, shooting skyward. Once, they would have supported great arches and the lightning rail across the river, but these are long gone, casualties of the Last War. Today, the towers simply end in ragged stumps, crowded with nesting seabirds.

The cab pulls up beside a crude wooden sign proclaiming this street to be "Chandler's Lane." Next to the street sign, someone has scrawled "Thaliost is Aundair! Never forget the martyrs of '28!" Angry shouts ring in the distance, from behind a row of buildings, but Lukar ignores it with a grimace, focused on the mission at hand.

As you disembark, Lukar flashes a silver badge at the driver, who nods at him then drives off. Lukar scowls at the graffiti, tucking his badge into the folds of his coat. "Damned Aundairian loyalists. Thaliost is ours now, and all the better for it."

With one last glare at the scrawl, he curses, "Crooked!"

If any of the characters inquire about the sign or Lukar's opinions, feel free to paraphrase as much as you like from the "Tensions in Thaliost" sidebar below. As a native of Thaliost, Lukar would know everything in there.

TENSIONS IN THALIOST

Although now part of Thrane, Thaliost was part of the nation of Aundair before the Last War broke out. Slightly over seventy years ago, in 926 YK, Thranish forces crossed Scion's Sound and took the city. Aundairian armies spent the next few years unsuccessfully attempting to recapture Thaliost while its population, still fiercely loyal to Aundair and their young regent Marlex, formulated their own plots to overthrow Thranish rule. In 928 YK an attempted revolution by the commoners of Thaliost took the Thranish occupiers by surprise but was quickly put down, the ringleaders rounded up and executed for treason.

As the Last War raged on, many in Thaliost kept alive a hope that the city would be recaptured and made part of Aundair once again, but the war finally ended with the city still occupied. Thaliost was officially recognized as part of Thrane by the Treaty of Thronehold, but tensions in the city run high and those who still feel strong ties to Aundair plan their next moves. The Scions Liberation Front, a separatist insurgency, is building up strength in Thaliost—it may only be a matter of time before violence returns once more to the streets of this troubled city.

Vilina's shop on Chandler's Lane is one of the more respectable-looking establishments in Archfall. The black-painted wooden shop front bears gold lettering in both Common and Elven script, reading "V. Vellareau—Cobbler, Printer, and Locksmith." When the party enters her shop, it is empty except for Vilina herself. Read or paraphrase the following:

As you enter the shop, you see a stern-looking halfling, perhaps in her seventies, with hazel-green eyes. Her thick gray hair is pulled back with a brilliant blue ribbon, keeping it out of her face as she bends over shoe-leather parts and expertly cuts them out with a razor-sharp knife.

Vilina looks up at the sound of a jingling bell on the door, and the ghost of a smile crosses her face. "Well, well, if it isn't Filthy Lucre, my favorite customer... and you brought some friends today, how kind of you."

She gestures with the knife at the store's shelves. "Are you here to buy some shoes, Lukar, or is there something else I can help you with today?"

Lukar grimaces slightly, then composes himself and replies, "These good people here are looking into an unfortunate theft, I'm just here to keep them company and make sure they don't get into too much trouble while they're in our fair city."

What does Vilina know? Vilina is glad to help Lukar by answering the party's questions about the theft and the poisoning. If their conversation doesn't touch on all of the below points, have Lukar chime in with a question to make sure the information is revealed, as Vilina's answers provide the party with several leads to follow up on to catch the thief.

- **Any word of a theft?** There's been talk of someone planning a heist from the Temple of Blessed Ascension, but she didn't pay it much attention. Of all the targets in the city, she didn't think the temple had much worthy of such an effort.
- **How would a thief quickly smuggle things out of the city?** The thief would want to vacate the city quickly after the theft—a lot of Orien employees hang out at the White Arch dance hall in their spare time, perhaps they might be able to help?
- **Any hideouts?** The Anchor & Chain is a seedy tavern on the docks, and a common hideout for those planning heists in the city, so the thief likely passed through there, for supplies if nothing else.
- **Do you know anything about this poison?** Vilina suggests going to Woodsy Wendy's, a local herbalist who's a little eccentric, but highly knowledgeable.

SCENE 3A: INTERESTING TIMES

Once the characters leave Vilina's shop and are ready to continue their investigation, read or paraphrase the following:

As the afternoon light lengthens, the heroes can hear the shouting from earlier has erupted into anarchy. The wind carries the sharp scent of smoke and the crackle of fire, and opposing calls of "Aundair dares!" and "Stand down!" echo through the district. It seems like the tensions between the Aundairian loyalists and the Thranish authorities have finally hit a breaking point!

Travel through the city is growing dangerous with the flaring hostilities. Every time the player characters move from one location to another in their investigation, the DM may choose to roll on the following table. Regardless of the roll, after visiting two of the three locations, you should continue on to Scene 3B.

ENCOUNTER TABLE

d10	Encounter
1–5	Shouts in the distance, but otherwise no encounter
6–7	Six Thranish authorities (see Appendix A)
8–10	Four Aundairian separatist thugs (see Appendix A)

If the party encounters the Thranish authorities, Lukar flashes his Argentum badge. As long as the party doesn't stir up trouble, after a brief conversation to make all is well, the authorities let them go without issue.

If they encounter Aundairian separatists while traveling in the city, the party has three options:

1. **Fight!** Run the encounters as specified.
2. **Hide!** Allow the players to attempt a group DC 13 Dexterity (Stealth) or Charisma (Deception) check, based on whether each character prefers to physically hide or blend into the crowd. So long as at least half of the players succeed on their checks, they all do.
3. **Talk!** As long as none of the PCs are wearing something that visibly identifies them as affiliated with the Church of the Silver Flame or Thrane, a successful DC 15 Charisma (Deception, Intimidation, or Persuasion) check allows them to talk their way out of it. If a second character assists, allow the check to be rolled with advantage.



LOCATION: WHITE ARCH DANCE HALL

A broken white arch hangs over the door of this building. Loud music is coming from behind the closed doors, even amidst the growing riots. You walk through the doors to see a lively crowd. It's easy to pick out the Oriens heirs, richly dressed with their unicorn crests on the backs of their tunics. The bartender behind the modest bars nods his head in greeting as you walk in.

The White Arch dance hall is a favorite among the upper class, especially lower-level nobility and the heirs of House Oriens. With a successful DC 14 Dexterity (Stealth) or Charisma (Deception) check to listen in on conversations, or a DC 12 Charisma (Performance or Persuasion) check to chat up the heirs, the party can learn the following information:

A woman in a maroon cloak has been inquiring about one-way trips to the city of Passage in Aundair on short notice.

LOCATION: ANCHOR & CHAIN, SEEDY TAVERN

A massive iron anchor pierces the front wall of this tavern, and the scent of spilled beer and burning cigarillos rolls out of the door. The inside is no better—a yelling, drunken crowd fills the entire tavern.

One of the seedier taverns in the district, the Anchor & Chain has a reputation for harboring thieves and criminals. With a successful DC 14 Dexterity (Stealth) or Charisma (Deception) check to listen in on conversations, or a DC 12 Charisma (Persuasion or Intimidation) check to loosen some tongues, the party can learn more about the thief. Alternatively, if the party spends 5 gold pieces worth of drinks for other patrons, then they'll overhear the information they seek automatically. Regardless of method, the party learns the following:

A gang of thieves from out of town has been seen in the taverns of Archfall over the past few days, talking about a crucible and a gateway.

LOCATION: WOODSY WENDY'S

The small shop, squeezed between two larger ones, has a low display window in the front with various herbal concoctions and poultices. If not for Vilina, you would have likely overlooked the small, unremarkable storefront.

Wendy is an eccentric old gnomish woman who is more than willing to identify the poison that was used to knock Jeffi out. Poisons are a specialty of hers, though she's more used to mixing antidotes than preparing the poisons themselves. As soon as the party mention poisons, she asks them excitedly to describe what they saw. With the description of the poison's effects and the thin violet tinge to the water in Jeffi's waterskin, she can identify the drug used. Wendy informs the party that the poison used was havenflax, a potent sleeping drug from the Eldeen Reaches. It takes a certain expertise to use the correct dosage, which points toward a native of the Reaches being the poisoner.

SCENE 3B: A STICKY SITUATION

Walking down an alleyway, the party encounters a crying child—a shifter boy of about four years old. The boy sits on the ground next to a handcart and some small wooden crates. He is dressed in tatty clothing that's a little too small for him, and is alone in the alleyway.

If the party doesn't stop to help the boy, Lukar will gesture to them to wait a moment, and he will bend down to talk to him.

As the party begins to address the child, two rough-looking human men appear at the end of the alleyway in front of the party. A third member, a half-elf woman enters the alleyway behind the party, surrounding them. All three are wearing silk neckerchiefs of brilliant Aundairian blue.

Once the party realizes they are surrounded, read or paraphrase the following:

The half-elven woman at the mouth of the alley scornfully calls out, "We saw you flashing that badge around, Thrane," and spits on the ground at her feet. She draws a vicious-looking scimitar and points it at Lukar. "We're going to teach you a lesson about what happens when you occupying filth wander into our part of town..."

With that, the **Aundairian separatist leader** and her two **Aundairian separatist thugs** will attack (see Appendix A for combat statistics and Appendix B for a map of the area). Lukar rushes the small boy into an alcove, trying to keep him out of the fight. Thus, it will be up to the party to defend themselves from the attacking Aundairian separatists.

The small boy has been separated from his friends, a gaggle of street urchins who live near the Anchor & Chain, a tavern at the dockside. When the fight is over, he will thank the party and have something to tell them.

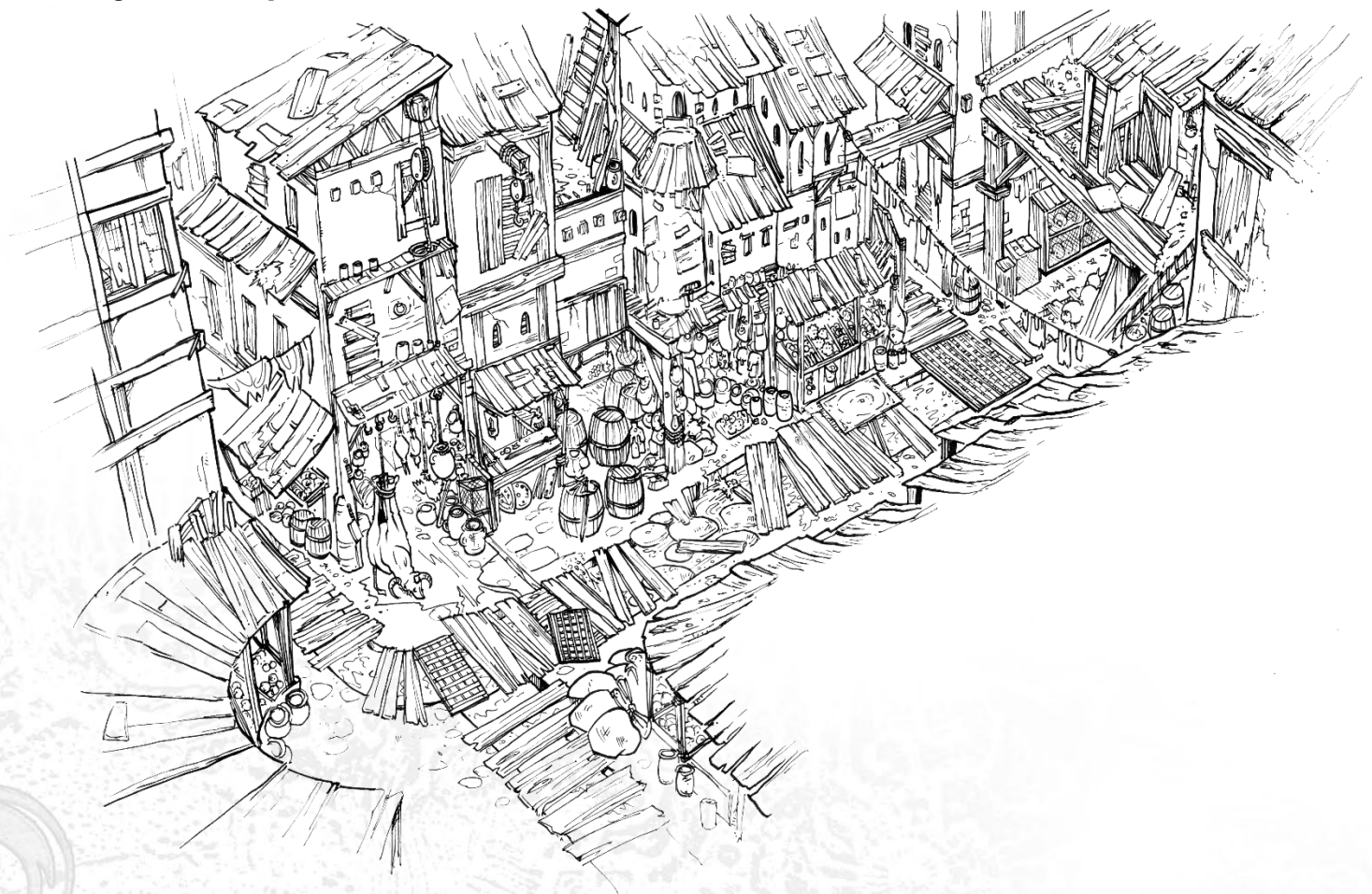
"That was scary, but not as scary as the lady in the cloak..."

The child will relate that yesterday when he was playing with his friends at the docks, he saw a woman in a maroon cloak talking to a group of grubby-looking humans—two men and a woman. Thinking the woman in the cloak was a shifter like him, he pulled on her cloak to say hello, but she turned and snarled at him, her face taking on wild feline features and baring sharp fangs. He ran away from "the scary lady" and lost his friends.

With a look of fear, he whispers to you and Lukar, "they say there used to be weretigers here, but they're all gone now... aren't they?"

MOVING ON

With their investigations in Archfall concluded, the party should be encouraged to head back to Father Iridanci at the Temple of Blessed Ascension, and tell him what they have found out so that they can work out their next step.



SCENE 4: THE PLOT THICKENS

Returning to Valtrosgate, the party finds Father Iridanci in his study within the Temple of Blessed Ascension, tending to the young acolyte Jeffi who is awake but terribly weak. If this is the first time the party has seen him awake, he will tell them his story if asked (see “Jeffi’s Story” in Scene 2).

By now, the party and Iridanci should know the following:

- If they visited the Anchor & Chain, they will know that a gang of thieves from out of town has been seen in the taverns of Archfall over the past few days, talking about a crucible and a gateway.
- If they visited Woodsy Wendy, they will know that Jeffi was drugged with a poison made from havenflax, a plant which grows in the Eldeen Reaches. If the party hasn’t yet managed to identify the poison, a cleric attached to the temple will have studied the residue while the party was in Archfall.
- A woman in a maroon cloak was seen with the thieves, and again at the docks. She scared a young boy by changing her face to a wild feline visage with sharp fangs.
- If they visited the White Arch dance hall, they will know that a woman in a maroon cloak has been asking about the best way to get out of town at short notice, heading west to Passage.

Once all of this is reported to Iridanci, read the following:

Father Iridanci reacts to your news with barely restrained horror, and whispers to himself, “Flame be blessed, could it be happening again?”

Iridanci will reveal to the party that the *Crucible* Faurious asked to study was used by shifters and Eldeen druids as part of a ritual to help lycanthropes escape to Lamannia during the Lycanthropic Purge. The mention of a gateway and the connection to the Eldeen Reaches is particularly troubling to Iridanci, and he tells the party of the Changegate, an ancient portal guarded by Gatekeeper druids. Read or paraphrase his tale:

“During the Lycanthropic Purge more than a hundred years ago, the Church of the Silver Flame fought across Aundair and Thrane to push back against the spread of wercreatures of all kinds. Toward the end of the conflict, we realized that not all of them were beset by uncontrollable savagery and bloodthirst. Those who could be reasoned with were helped by Eldeen druids and shifters to cross over into the primal plane of Lamannia, where their curse could no longer threaten the people of Eberron. The most important crossing-point between Eberron and Lamannia was an ancient structure known as the ‘Changegate.’ There are still some lycanthropes on the material plane, Eberron, bent on drowning civilization in blood and

violence. They want to force that gateway open—permanently—so that they can lead the others back to this plane, bringing back a plague these lands haven’t seen in more than a century! You have to get there as soon as possible. But, oh! They would need...”

Iridanci frantically searches through the heaving bookshelves that line the wall of his study and pulls out an astronomical almanac. Consulting the charts within, he turns ghostly pale.

“There’s a conjunction of three of the moons coming up! The Lantern, the Eye and the Gateway... they will all rise together, all full, in three days time... By all the saints! They’re really going to do it!”

He begs the party to stop the ritual before it’s too late, both for the sake of completing their mission, and for the sake of Khorvaire itself. Father Iridanci will insist that the PCs take silvered weapons from the church’s collection, which overcome the lycanthropic immunity to steel weapons. Iridanci pulls out a long, heavy crate from under a bench in his study, then taking a key from a cord around his neck, unlocks it. Inside are the silvered weapons, and Father Iridanci insists that each party member make one selection from the list below.

- Three silvered daggers
- Three tied bundles of 20 silvered arrows each
- A pair of silvered shortswords
- Two silvered longswords
- A silvered halberd
- A silvered greatsword

If the party asks, Father Iridanci isn’t expecting them to give these weapons back. If they successfully defeat the lycanthropes, they will have proved themselves worthy to keep them. And if they don’t, well, the weapons won’t be coming back.

Once the party has made their choice of weapons, Iridanci will urge them on their way—the threat they face is grave, and there’s no time to lose!

“To get to the Changegate in time for the conjunction, the thieves would need to take the *Five Nations Express*. You should get on at the station here in Thaliost and travel to Passage, on the eastern side of Lake Galifar. That’s the route they’ll be taking, I’m sure of it. Once you get to Passage, take the ferry to Delethorn in the Eldeen Reaches, and from there you can travel across country to the Changegate. Let me see now... when you get to Delethorn, ask after the local councilman, a man named Brunstan Fisher. He owes me a favor, so he’ll help you get to the Changegate. But you’ll have to be careful: that’s the fastest way there, so our thief will most likely be on the lightning rail with you!”

“Hurry now! May the Flame guide you on the path ahead!”

He urges them to head straight to the lightning rail station, given the situation outside.

HANDLE WITH CARE

If the party decide to seek out their handler Lhara on the way out of town, she will listen impatiently, thank them for their update, then urge them to the lightning rail station before they miss their train. If asked about the fare for the *Five Nations Express* to Passage, she'll roll her eyes and tell the party that the tickets they have for the return trip to Sharn should be able to be transferred to the *Five Nations Express*.

There is no time to waste. She will tell them that she will get word to them in Delethorn once they arrive in the Eldeen Reaches.

As the party is coming up to the station, they find a mob heading their way, complete with bludgeons and torches. This stretch of the street has no side streets, so the party is going to have to go through the advancing **Aundairian separatist mob** (see Appendix A) if they want to get to the station. The mob is mindless with patriotic furor and will attack anyone that they meet.

Once past the mob, the party will hear a whistle blowing from inside the lightning rail station, signaling the train is getting ready to depart. The *Five Nations Express* sits at the platform, lightning crackling and sparking around the engine, and the smell of ozone hanging in the air. House Orien crew and station porters at the platform are hurriedly urging the last few passengers aboard. The characters have just enough time to board before it departs

As the party boards and the train pulls away from the platform, the sound of violence grows louder outside, and the station staff move to bar the concourse doors. Thaliost will not sleep easy tonight.

THE MOONS OF EBERRON

Eberron's night sky is distinctly different from Earth's – instead of one moon and the faint traces of the Milky Way, the sky in Eberron is lit by twelve moons and a distinct band of gold in the sky—the Ring of Siberys. These moons are all on their own lunar orbits, and there is nearly always at least one moon shining brightly in the sky. Three or more moons hanging full in the night sky are often called for by specific rituals or prophecies.



PART TWO: EDGE OF TWILIGHT

At the end of Part One, the party boarded the *Five Nations Express* lightning rail train in Thaliost, on the trail of the thieves who stole the *Duskgate Crucible* from the Church of the Silver Flame. Although the train is ultimately bound for Sharn, Father Iridanci told the players in Scene 4 that he expects the lycanthrope woman and her companions to take the train as far as the city of Passage in the west of Aundair, and cross Lake Galifar by ferry to reach the Eldeen Reaches where they will conduct their ritual under the light of three moons, opening the gateway to Lamannia.

In Part Two, the party will travel by lightning rail aboard House Orien's flagship service, the Five Nations Express. They will need to investigate the passengers aboard the train to discover which are the lycanthropes they are chasing, then try to stop them from carrying out the gateway ritual at the Changegate and retrieve the *Duskgate Crucible*.





SCENE 5: THE JOURNEY WEST

Three Days until the Conjunction of the Moons

The *Five Nations Express* leaves Thalioست late in the evening, and the journey to Passage will be around nineteen hours long. Read or paraphrase the following:

You board the train at the lightning rail station in Thalioست, remembering what you learned in Archfall—that the lycanthrope you are pursuing is a woman in a maroon-colored cloak who was working with two men and a woman, likely to be lycanthropes themselves. Looking for them will be perilous and require extreme caution, but it's the only way to retrieve the *Crucible* that Lhara sent you to collect.

It's late in the evening when the train pulls out of Thalioست, following the winding bends of the Aundair river. As the train crosses the Aundairian border, Aryth—the Gateway moon—hangs above the eastern horizon, three-quarters full and shining with an orange-red fire-spark light. A group of first-time passengers by the windows gasp in awe at the sight of the Starpeak mountains lit up by the glow of the moonlight, then sigh in disappointment as the House Orien staff begin to shutter the everbright lanterns and usher the passengers to their compartments for the night. A smartly dressed half-elf trader looks up briefly from a copy of the Korranberg Chronicle, snorts and then heads off to his bed.

There won't be time for the party to explore the train in the evening, and the House Orien attendants are ushering passengers into their compartments overnight. The party should take advantage of the opportunity to take a long rest and recover from the day's events in the compartment reserved for them (marked with a label on the door reading "Clifftop Adventurers' Guild"). After resting, they will have ample opportunity to begin their investigations.

PASSENGERS IN THE DINING CAR

In the morning, the passengers begin to rise from their beds and make their way to the dining car for breakfast. Among the early risers are the following passengers—if the party speaks to them, this is what they will learn and how the passengers may react:

- **Lenora** is a slim half-elf female with dirty blond hair, nervously stroking a necklace with a simple knotted pendant hanging from it. A Thranish historian en route to a conference in Sharn, the characters will see that she looks nervous, and keeps referring to a large number of sheets of paper spread out on the table in front of her, covered in diagrams and spidery handwriting. While these might look like arcane ritual diagrams to the characters, Lenora is preparing for a speech she will be giving at Morgrave University in a few days' time. She will talk to the party only reluctantly, but does know about the Lycanthropic Purge from her studies. She will appear horrified if the party suggest there are lycanthropes aboard, and will quietly retire to her compartment and lock the door shortly afterward.
- **Margana Sargas**—the weretiger—is a human female with black hair, smartly dressed in loose-fitting dark silks. She is making notes in a small leather notebook, and her maroon cloak and a satchel containing the *Crucible* are stowed out of sight under her seat, requiring a successful DC 16 Wisdom (Perception) check to spot. She won't be interested in talking to the party. If the party mention the theft of the *Crucible* or their search for lycanthropes to Margana, or in the unlikely event they notice and attempt to take the satchel, she will run. See "Rats on a Train" below.
- Margana has three scruffily dressed companions: two men and a woman, all scrawny beady-eyed humans—and secretly, **wererats**. They will sit drinking in a corner booth a little way away from her in the dining car, picking unenthusiastically at their breakfasts. If the party approaches them, they will sneer at them and tell them to go away and leave them alone—unless the party specifically mentions either that they are looking for lycanthropes, or

that they are investigating the theft of the *Crucible*. If this happens, proceed to “Rats on a Train” below.

- **Marty Azeri** is a flamboyantly dressed human male in billowing purple silks, a Cyran merchant traveling from Thalios to Passage with crates of textiles in cargo. He won’t believe anything the party tells him about lycanthropes, and if the party talks to him about the stolen *Crucible* he will turn and ask them, “Do you expect me to have sympathy for your losses? You lost a crucible—we lost an entire nation, the jewel in Galifar’s crown! Our homes, our families, our history wiped out, and for what?” He turns away from the party on the verge of tears. “Leave me alone,” he says.
- **Karash** is a garrulous half-orc with a scar on her cheek and braided coal-black hair. A trader from the Eldeen Reaches, she is heading to Passage to catch a ferry across Lake Galifar. She knows about the “underground railroad” that helped peaceful lycanthropes escape to Lamannia during the Purge. She doesn’t approve of helping lycanthropes but thinks they’re better off in Lamannia than in the Reaches. If the party asks her if she’s seen anything suspicious, she will tell them that she passed three drunk humans in the hall last night, talking about “getting even with the Silver Flame” and muttering about a gate. She’s not sure what it means, but thinks it sounded suspicious.

Also aboard the train are various Deneith guards, Orien catering staff, and other crew. The party can talk to them, and they’ll listen sympathetically but they won’t be able to help, and they won’t divulge private information on other passengers even if the party asks.

DM’S NOTE

If your players have previously completed *AE01-05 Perfect Timing*, their characters conducted a lengthy investigation aboard the lightning rail. In contrast, this scene is not intended to be an extensive exploration of the lightning rail, nor a conversation with every character aboard each car.

AVOIDING DETECTION

Any time the party talks to one of the passengers, there is a risk the lycanthropes aboard the train might overhear their line of questioning and be alerted to the party’s pursuit of them and the *Crucible*. Every time a party member is talking to or questioning people in the same dining car as either Margana or the wererats, have that party member roll a DC 10 Charisma (Investigation) check to determine how discreet they are being, and whether or not the lycanthropes overhear their discussion. If the party fails a check, the lycanthropes will realize they are being followed and you should proceed to “Rats on a Train” below.

IDENTIFYING THE LYCANTHROPE

If the party hasn’t identified Margana as the lycanthrope after speaking with a couple of passengers, you can transition the scene to lunch time.

Lunch rolls around, and you enjoy the spicy Aundairian rabbit soup, served on the finest House Orien china and smartly polished silverware, accompanied by fresh-baked bread and salad.

Address the character with the highest passive Insight and read or paraphrase the following passage:

As you eat, you notice that the well-dressed human woman in the black silks is picking at her salad with her fingers and lifting the soup bowl directly to her lips, drinking the soup despite the clean and untouched silverware sitting in front of her. After a moment, you notice she has a maroon cloak lying folded neatly beside her.

The party should realize at this point that she is unable to touch the silverware because she is a lycanthrope, and the silver would be painful for her to touch. If the party approaches Margana at this point, she will sniff the air as though picking up a scent and look over at the party suspiciously. Proceed to “Rats on a Train.”

THE LIGHTNING RAIL

Characters and DMs who’ve played through *AE01-05: Perfect Timing* will already be familiar with the lightning rail. A marvel of Cannith and Orien artifice, the lightning rail connects the major population centers in Khorvaire. Orien heirs use a set of lightning reins to control the bound air elemental that powers the train.



RATS ON A TRAIN

If at any point in the journey, the players directly confront the lycanthropes, or the lycanthropes realize the party is investigating them, the following will happen:

- **If the party confronts Margana directly** to speak to her, she will nod attentively, seem interested in whatever they are saying, and then when they are done talking she will get up, grab her maroon cloak and a leather satchel (containing the *Crucible*) from under her seat, and run for whichever end of the carriage is nearest, pushing passers-by out of her way. The wererats will rise and follow a round later.
- **If the party confronts the scruffily dressed humans** (the wererats) or otherwise tip them off that they are investigating the lycanthropes and the theft of the *Crucible*, they will rush to where Margana is seated and report to her that they have been discovered.

Either way, Margana and the wererats will then run to a roof hatch and climb up onto the roof. After the player characters follow, read or paraphrase the following:

Up on the roof, the wind whistles past your faces and tugs at your clothes as the train hurtles along the line at great speed. Up ahead of you on the roof is the weretiger Margana, still in human form—she casts a withering look toward you and calls to her three lackeys.

“Deal with these interfering busybodies for me—I have an appointment to keep.” She pulls the hood of her cloak up over her head and adds, “I’ll meet you at the gate. Don’t disappoint me.”

With that, Margana runs for the edge of the roof of the speeding train, her cloak billowing out behind her. She vaults over the safety barrier and leaps off the roof, aiming for a patch of ground to the side of the train. As she lands, there is a sickening crunching of bone, audible even from the train roof. One leg bends outward at an impossible angle, but then astonishingly, she draws it back in and it immediately mends before your eyes. She gets up and starts running away from the track. The speeding train pulls away and she is lost from sight, leaving you on the rooftop with the three scruffy lackeys, who shift from human to wererat form before you. Their faces stretch to accommodate rodent snouts and mouths filled with sharp teeth, fingers growing into claws and eyes shrinking to beady black orbs. The short female wererat looks to the two males and says with a grin, “This ought to be fun...”

This is a combat encounter atop the *Five Nations Express* (see Appendix B for the combat map). The three **wererats** (see Appendix A) are confident that they can deal with the party—after all, they know that ordinary weapons can’t hurt them, and they don’t yet know the party is carrying silvered gear. The wererats will come in close to start, slashing with short swords and leaning in to bite at the player characters. However as soon as they take damage from silvered weapons, the wererats will back away in surprise and adopt a more defensive position, making ranged attacks with their hand crossbows. The wererats will sneer at the players and mock them for any missed attacks.

Special notes for fighting on top of the speeding train:

- Nonmagical ranged attacks pointing toward the front of the train have disadvantage, due to the headwind from the train’s motion.
- Any combatant who gets knocked or shoved off the maintenance walkway that runs down the middle of the rooftop can make a DC 10 Dexterity saving throw to avoid falling down the sloped roof toward the edge of the train. If they fail their saving throw, they will slide down the sloped roof before being caught by a safety barrier at the very edge. They then must spend all of their movement on their next turn in order to get back on the walkway.
- There is a 5-foot gap between carriages. Jumping between carriages follows the Long Jump rules on page 182 of the *Player’s Handbook*. Wererats can make the jump provided they have a 10-foot run-up before the jump. If the fighting moves to another carriage, simply reuse the rooftop layout since all of the carriages are the same on top. The only exception is the engine at the front end of the train—combat cannot move onto the engine due to the lightning elemental bound into the engine. Even wererats aren’t crazy enough to mix it up with one of them!
- The wererats will not surrender—they are fighting to the death.

Once the wererats have been dealt with, the remainder of the journey will be uneventful. If the players inspect the compartment doors in standard class they will find one labeled “Reserved for Margana Sargas.” Inside will be a change of clothes and a notebook covered with arcane symbols and diagrams showing the movement of Eberron’s moons—but no *Crucible*.

ARRIVAL IN PASSAGE

Two Days until the Conjunction of the Moons

Around sundown, the *Five Nations Express* arrives at the station in Passage. The House Orien crew guides passengers off the train and help those bound for the Eldeen Reaches to the ferry terminal, a few minutes walk away. A House Lyrandar wind galleon sits ready to leave for Delethorn, a bound air elemental whirling and blowing at its stern, its barely contained power waiting for the Lyrandar half-elf helmsman to give the signal to set sail. The fare for the crossing is 10 gp per person, but the half-elves of House Lyrandar are willing to charge this to the Clifftop Adventurers’ Guild if the party asks, since their identification papers properly identify them as Guild members.

The crossing to Delethorn is free of trouble; there are no signs of lycanthropes aboard the wind galleon, and the characters can use the overnight crossing to rest. Aryth rises almost full in the east as the afternoon light fades into evening, and is joined a few hours later by Lharvion, a milky-white moon riven by a dark chasm which makes it look like a malevolent slitted eye.

The galleon arrives in the Eldeen port of Delethorn on the other side of Lake Galifar a little after sunrise the next morning.

SCENE 6: A HIDDEN PATH

One Day until the Conjunction of the Moons

The party arrives in Delethorn early in the morning, ready to visit the town's council chambers and meet councilman Brunstan Fisher, who can tell them how to reach the Changegate.

The lights of Delethorn shine through a thin early morning mist as the House Lyrandar wind galleon pulls into port a little after sunrise the next morning. A large stone quay juts into the waters of Lake Galifar and already the harbor and quayside are abuzz with activity. House Lyrandar porters and staff work to secure the wind galleon in place with ropes, while fishermen bringing in their daily catch from Lake Galifar mingle on the quayside with merchants and tourists from Aundair and Breland across the water.

If the party asks directly, the House Lyrandar staff on the quayside will point them in the direction of the town council, which is a stone building in the northwest quarter of town, next to a market square. Otherwise, the players may choose to explore the town themselves with an Intelligence (Investigation) check. If the players explore as a group, they will learn based on the highest roll in the group; otherwise, they will gather information based on their individual investigation rolls

If the highest result among the party is 9 or less, they learn the following:

- Near the quayside is a cellar bar called The Rabbit Hole which seems popular, even at this early hour. A blacksmith working in his forge a few buildings down shakes his head and tells you “that place attracts the wrong sort,” warning you away from the bar.
- You overhear a merchant and a fisherman on the docks complaining about taxes while pointing to the council chambers—a two-story stone building in the northwest quarter of the town.

If a character rolls 10 or more, they learn everything in the above section, plus the following:

- Walking past the blacksmith's forge and The Rabbit Hole, you find a temple to the Sovereign Host. There are shrines inside dedicated to all the members of the Host, but those for Arawai (Sovereign goddess of fertility agriculture and bounty) and Boldrei (Sovereign goddess of hearth, home, and community) in particular, are decorated with flowers and other offerings.
- The temple cleric is more than happy to help you on your way, pointing out the council chambers in the north-west of town and explaining the best way to get there, following the road to the market square. The council buildings are on the far side of the market.

FINDING THE WAY...

As the party arrives at the Delethorn council chambers, they see they span two floors of a square, gray stone building in the northwest of the town, next to the market square. The building's stonework is relatively plain and simple, though this seems to be a deliberate choice as the stone has been worked with great care and attention to detail. The entrance sits within a stone arch, topped with the coat of arms of the town—a sailing ship surrounded by a circular border of small flowers.

Inside the council offices, the first floor is almost entirely taken up with a large wood-paneled meeting hall. Several small offices and booths crowd the edges of the room. Standing in the middle of the room, an older man, Brunstan Fisher, is engaged in conversation with a trio of well-dressed merchants. Fisher is a human man nearing sixty, his hair entirely gray and his weatherbeaten face wrinkled. Despite his age, he carries himself with an air of strength and grace. He is dressed simply, in a plain white shirt and brown waistcoat, and around his neck hangs the chains of office.

If the party approaches him, he responds impatiently, since he is in the middle of council business—however, if the party mentions Father Iridanci or the Changegate, he reacts with surprise and breaks off conversation with the merchants, suggesting to the party that they continue this conversation in his private chambers upstairs.

When the party follows him, read or paraphrase the following:

Fisher's private chambers are behind a locked door at the top of a flight of stone steps. These are living quarters as well as offices, and are much more comfortable than the businesslike meeting hall and offices downstairs. Bookcases line the walls, and a large wooden desk sits in the center of the room. At the far end of the room, a brown-haired woman stands at an open window, cooing and calling to something unseen outside as Fisher and the party enter. She is dressed in dark green House Vadalis livery and wears a long brown leather gauntlet on her left hand. At the sound of her calling, a baby griffon flies in through the window and lands on her outstretched arm—the woman coos at the baby griffon and tickles it under its chin before feeding it a piece of raw bloody meat from a bowl on the desk. The creature emits a tiny shriek of pleasure.

“This is my wife Anya,” Fisher says, introducing the woman at the window. “I think these visitors may have an interesting story to tell us...”

The party will need to explain their mission to Fisher, that they have come to him from Thaliost, sent by Father Iridanci to travel to the Changegate to prevent a terrible ritual from being conducted under the imminent conjunction of three moons. Fisher and Anya ask questions of the party until they understand what is happening, at which point they make their offer of help:

Fisher pulls out a map from a drawer in his desk and sighs. "The Gatekeepers will have my head if this gets out, but... here." He takes a pen and marks a cross on the map in red ink.

"That's where the Changegate is, out in the Towering Woods northeast of Greenheart. There's an old druidic road that starts on the edge of town here," he says, jabbing a finger at Delethorn, "...it leads up to the mountains, but passes quite close to the gate. It's not much of a road, narrow and cuts through wild forest, but it's navigable enough if you know what to look out for. The druids leave little signs pointing the way—magically shaping the wood of the trees, and small white flowers grow along the route. Of course, if you're expecting trouble on the road, you might like to go another route over the hills, here." He points out a line of hills which start slightly to the west of the druidic road, not long after it enters the Towering Wood. "Up on the hills it'll be a little more exposed, but you'll miss all but the most determined trouble..."

Anya leans in and says in a low conspiratorial voice "There are worse things than wild beasts in those woods. Take care."

Fisher will offer the map to the party to take with them (see Appendix C)

If the party asks Anya to elaborate on her vague warning, she'll tell them that there are druids living throughout the Towering Wood and while most of them are friendly, some of them are anything but.

The Ashbound are a druidic sect who believe that arcane magic—and technologies derived from it—are an abomination against nature. If there any arcane spellcasters in the party she will point at them for emphasis, "That means you... sorry." If the party run into Ashbound druids in the woods, they should expect trouble.

As the party leaves Fisher's offices, he will call out to them, proffering a letter. "Wait! I almost forgot! This came for you yesterday!"

The letter is in an envelope sealed with the mark of House Sivis. On the envelope it reads, "Clifftop Adventurers' Guild, care of Brunstan Fisher, Delethorn"

The letter reads:

Team -

I have asked House Sivis to pass this letter directly to Brunstan Fisher on your behalf. Hopefully, he will get it, and pass it to you when you meet with him in Delethorn.

I have spoken with Father Iridanci about the theft at the temple and the plot to use the *Duskgate Crucible* to open a permanent door to Lamannia in the Eldeen Reaches. This absolutely must not happen—not only would it create a new danger in the world, it risks us losing the *Crucible* and failing to deliver on our promises, and that is not something the Clifftop Guild does. Ever.

Retrieve the *Crucible* by any means necessary. Whatever happens, meet me in Greenheart. I will hurry as fast as I can, but the earliest I can get there is two days after the lunar conjunction.

I wish you all the best of luck—I know you'll make the Guild proud!

—Lhara

THINGS TO DO IN DELETHORN

Although the party won't have a great deal of time in Delethorn before they must head to the Changegate, they may wish to top up on supplies, eat and drink, or otherwise see what the town has to offer. Here's what they will find if they go exploring:

- A small market in the northwest corner of town, selling food and drink, traveling supplies and simple weapons.
- A temple to the Sovereign Host near the center of town.
- A much smaller Church of the Silver Flame near the docks. It mainly seems to be catering to passing worshipers.
- A druidic shrine at a single tall, broad tree which stands in the middle of a residential street. The tree is old and the houses seem to have been built around it. Ribbons hang from its branches, and around the base of the tree, flowers, coins, and simple carved wooden offerings have been left by visiting worshipers.
- The Rabbit Hole, a cellar bar near the docks whose clientele seem to consist almost entirely of sailors from Breland and Aundair. Stone steps lead down below street level to a plain wooden door from behind which spills music and raucous cheering. The food and drink are tolerable, but most of the crowd are here to see the changeling dancers on the stage at the far end of the bar.

SCENE 7: THE WOODS ARE A DANGEROUS PLACE

Following the map given by Councilman Fisher, the party takes the quiet druidic road through the Towering Wood. As the day progresses, the characters begin to sense they might not be the only people on the road, though they can't see others around.

Party members making a successful DC 10 Intelligence (Nature) or Wisdom (Survival) check notice occasional motes of ash and dust drifting lazily across the road on a faint breeze. If they leave the road to see where the motes are coming from, they find the remains of a small fire—a scorched patch of ground within a circle of stones, and a few pieces of charred wood sitting in white and gray ash. While the ashes are cold, they haven't yet blown away, so the fire was made recently, within the last day or two. A short distance from the remains of the fire, there are dried splashes of spilled blood, and the ground is scorched and daubed with ashes in what looks like the shape of a tree—the unmistakable signs of Ashbound druids.

In the early afternoon, a line of hills rise up to the west. These are the hills that Councilman Fisher mentioned when he gave the party the map in Delethorn. The party must decide whether they want to continue to follow the road through the forest (proceed to Druidic Road Encounter) or leave the road and follow the ridge of hills (proceed to Hilltop Ridge Encounter).

DRUIDIC ROAD ENCOUNTER

The forest is alive with the sounds of life, animals scurrying through the underbrush, and the heady scent of loamy earth mixing with the smell of pine in the mixed forest. One by one, however, the bird calls begin to drop off. There's a crashing in the brush to your left, large and quickly approaching...

Three **horrid wolves** jump out of the brush at the party, followed immediately by two **Ashbound druids** (see Appendix A). The wolves close to engage the party in melee, while the druids stay at range to try and support them and attack with ranged spells.

HILLTOP RIDGE ENCOUNTER

The air carries the scent of the pine trees as you look down the heather-covered ridge to the thick forest on either side of the high ground. The open space lets you see any incoming fellow travelers for miles in either direction. As you reach the top of the next ridge, however, you hear an ear-piercing screech. A trio of enormous eagles dive onto you from above, razor-sharp talons extended!

This encounter takes place on a flat hilltop ridge 20 feet wide. On either side of the ridge, the ground slopes down to the forest floor several hundred feet below. The hillside slopes are covered in heather and burrows, making them difficult terrain.

The **giant eagles** are actually a trio of wild-shaped **Ashbound druids** (see Appendix A). With a fly speed of 80 feet in giant eagle form, the druids have an opportunity to swoop in on a

player, multiattack with beak and talons, and then continue flying on, provoking an opportunity attack. Whenever one of the attacking eagles falls to 0 hit points or less, it will return to its original humanoid form, with any carryover damage inflicted upon the druid.

When the first druid is knocked out of wild shape, the one with the next-lowest hit points in eagle form will land nearby and spend a bonus action shifting to their humanoid form, a wild-eyed Ashbound druid dressed in gray robes, face daubed with wood-ashes. The third druid will continue attacking from the air until it too is knocked out of wild shape.

Optional Encounter Tactics. A giant eagle is capable of attempting to grapple a player character as an Attack action (but not as part of a Multiattack action) with the intention of lifting that character up into the sky and dropping them from a height. Unless the player character is Small or smaller, the giant eagle's speed will be halved. Be mindful of your player characters' remaining hit points, as this tactic could do a significant amount of damage.

The Player's Handbook covers falling and grappling (page 195). Falling damage is 1d6 bludgeoning damage per 10ft of fall, up to a maximum of 20d6.

TREASURE

Regardless of where the party encounters the Ashbound, a successful DC 13 Intelligence (Investigation) check finds that one of the druids was wearing *boots of elvenkind*.

INTO THE EVENING

After the encounter with Ashbound druids, the party can continue on their journey toward the Changegate without encountering any further danger on their chosen path. Aryth, the Gateway moon, rises full and bright at sunset followed shortly after by Lharvion, the Eye. As evening turns into night, the bright moon Barrakas, the Lantern, rises over the forests to the east and casts a pale light over the trees. The night will pass uneventfully except for the noises of forest animals passing nearby.

ELDEEN DRUIDIC SECTS

Ashbound: The Ashbound believe that all arcane magic is inherently corrupting. They view themselves as the true defenders of nature and tend to have strong connections to the beast world.

Children of Winter: Nihilists who embrace death and disease as part of the natural cycle of life, believing that the strong will survive and prosper.

Gatekeepers: The original humanoid druids of Khorvaire, having been taught by the dragon Vvarrak 17,000 years ago. They helped the Dhakaani repel the invaders from Xoriat, and now guard against any sort of planar incursion.

Greensingers: Druids and Rangers who have an especially deep connection to Thelanis, the Faerie Court.

Wardens of the Wood: By far the largest sect, the Wardens of the Wood are led by Oalian, an awakened greatpine tree dwelling in the town of Greenheart, capital of the Eldeen Reaches. The most moderate of druids, they're also the de facto leaders of the Reaches.

SCENE 8: BAD MOONS RISING

The Day of the Conjunction of the Moons

Overnight, a thick blanket of mist settles in over the forest, lending the air a damp chill.

- If the party continued along the druidic road, when the morning dawns, they find themselves in a thick, chilling mist which blocks out most of the sunlight and makes it hard to see to the next tree, let alone find their way on the druidic road.
- If the party chose the path over the ridge on the previous day, they will be above the mist on a hilltop, and below they will be able to see only the very tops of the trees poking out through the mist in the forests. They will be able to walk a short distance along the ridge before the path returns to the forest floor.

By mid-morning, the sun finally burns off the mist and the party can safely get underway. The day's journey through the forest to the Changegate is without incident, and they arrive just before sunset. Once at the Changegate, the party must take on the weretiger Margana and prevent her from completing the ritual to open a gateway to Lamannia.

You arrive at a forest clearing just as the last light of the day fades into twilight. Out to the east, the three moons—the Eye, the Lantern, and the Gateway—rise full and bright over the forest horizon, casting an eerie orange-red pallor over the scene before you.

At the far end of the clearing are two warped and twisted trees, and between them, the Changegate, a circular stone arch carved with ancient runes, crackling with elemental power and deep magic. In front of the Changegate lie the mangled and torn bodies of two shifter druids, presumably those who had been tasked to guard it.

In the clearing in front of the Changegate is a circle of twelve stones, each the height of a man. In the center of the stone circle sits Margana—half-human, half-tiger—head bowed, incanting words of power over the *Crucible* she holds in her hands.

At the rising of the moons, a faint shimmering light begins to appear in the arch of the Changegate. Margana's head snaps up and she sniffs at the air, realizing that she is no longer alone. Stowing the *Crucible* into her satchel, she stands up and turns to face the players, the fur on her muzzle matted with fresh blood, and snarls through razor-sharp teeth...



TERMINUS

Call for initiative and begin the climactic encounter with **Margana** (see Appendix A). The weretiger will start in the middle of the stone circle in hybrid form, standing up and facing the players (for a map showing the layout for this encounter see Appendix B).

The players have just arrived on the scene and should be positioned toward the south, with the circle of standing stones between them and the Changegate.

The Tiger. Margana will stay within the stone circle unless forced to exit it—her priority is to keep the *Crucible* within the circle at all times now that the ritual is underway.

While the party is at a distance, Margana will use ranged attacks against them with her longbow. If any party members get close enough to engage with melee attacks, Margana will switch to using her multiattack to make attacks with either her scimitar or bite and claws. She will want to keep her distance from the player characters while still staying in the circle of standing stones.

The Crucible. A character can attempt to take possession of the *Crucible* from Margana by using their action to make an opposed Strength (Athletics) check; they can only do this while standing in a square adjacent to her and if they have a hand free.

If any player characters succeed in taking the *Crucible*, Margana will pursue them relentlessly until she gets it back using another opposed Strength (Athletics) check.

The Stones. The standing stones are tall and wide enough to provide total cover for a Medium creature, or three-quarters cover for a Large creature. Rules for cover are given on page 196 of the *Player's Handbook*.

The Ritual. For each round the *Crucible* spends entirely within the stone circle, the ritual advances one step. After five such steps, the ritual is complete and the Changegate is transformed into a permanent gateway to Lamannia. The shimmering mist in the center of the Changegate disperses, and through the gate, towering trees are lit by the starlight of unknown constellations. If this happens, Margana will change her focus and will concentrate purely on killing the party—she won't step through the gateway until they are dead, so as to

avoid them giving chase and interfering further with her plans. She will no longer have to stay within the stone circle, although she will continue to guard the *Crucible* jealously.

Each time the ritual advances a step, the power in the stone circle will summon forth a **Lamannian leaf spirit** (see Appendix A), a vindictive spirit composed entirely of leaves in tiny humanoid form. The leaf spirit will appear within the stone circle in a square adjacent to one of the standing stones. To determine this randomly, roll a d12 and check the result against the Standing Stones table below. The leaf spirit will attack the nearest character to them each round, using their Leaf Storm to momentarily scatter into a whirling cloud of sharp-edged leaves. They will not attack Margana since she summoned them. All leaf spirits act on initiative count 0 (losing ties).













If the *Crucible* spends three consecutive rounds outside the stone circle, the ritual will end and its powers will disperse (if this happens, any Lamannian leaf spirits in play will scatter into ordinary harmless leaves). When the ritual ends (whether in success or failure) and Margana is still in combat, she will forget about protecting the *Crucible* and focus entirely on killing the player characters.

As long as the ritual is still in effect, its magical power will give the Changegate a lair action. On initiative count 20 (losing ties), a blast of blue-white lightning will leap from the Changegate to whoever is holding the *Crucible*, and from there to another combatant within the stone circle, determined at random. If nobody else is in the stone circle, the lightning will arc to one of the stones with a flash of electric blue sparks. The holder of the *Crucible* will not be harmed by the lightning, but the combatant ultimately targeted by the lightning will need to make a DC 14 Dexterity save to avoid the full impact of the lightning bolt, taking 9 (2d8) lightning damage on a failed save, or half damage if they succeed.

CONCLUDING THE ENCOUNTER

Hopefully, the encounter will end with the player characters defeating the weretiger and recovering the *Crucible* before the ritual completes, preventing the gateway to Lamannia from opening. However, if the gateway does open, it will have to be closed. The characters will not have the arcane knowledge necessary to close the gateway, and should instead proceed to Greenheart where they can alert the Gatekeeper druids.

STANDING STONES

d12	Glyph	d12	Glyph
1	 Zarantyr, the Storm	7	 Lharvion, the Eye
2	 Olarune, the Sentinel	8	 Barrakas, the Lantern
3	 Therendor, the Healer	9	 Rhaan, the Book
4	 Eyre, the Anvil	10	 Sypheros, the Shadow
5	 Dravago, the Herder	11	 Aryth, the Gateway
6	 Nymm, the Crown	12	 Vult, the Warden

SCENE 9: RESOLUTION

With the weretiger defeated and her plot foiled, the adventurers leave the Changegate and travel through the forest toward the druidic capital, Greenheart, where Lhara has arranged to meet them.

It takes a day and a half to walk through the forest to Greenheart. The first day passes uneventfully, and an hour after sunrise on the second day, the party are greeted by two half-orc druids who tell the party, “The trees told us you were coming. Follow us, Greenheart is not far from here and there you can rest.”

(If the gateway ritual was completed in Scene 8 and the gate to Lamannia opened before the party defeated Margana, the druids will reassure the party that it is being dealt with by the Gatekeepers, who are sworn to protect Eberon from the influence of other planes).

Arriving in Greenheart at noon, the party finds a central clearing around which tower a number of enormous trees, their trunks and high branches magically shaped into walkways, platforms, and homes for the druidic community who live here. The clearing is full of a waiting crowd of druids who break out into cheers at the sight of the adventurers.

At the head of the crowd of druids is Lhara, who grins at the party with genuine warmth. As she speaks, her relief and pride are clear in her voice. “I knew you’d come through. Well done, all of you, you’ve done the Guild proud!”

A feast has been arranged in the party’s honor, and for now, they can take a well-earned rest and take pride in their success. After which, Sharn awaits...

REWARDS

In addition to the feast, Lhara has one more surprise for the victorious party. Seeing as how the original terms of the delivery were so extraordinarily complicated, and they “up and saved the world and all,” Father Iridanci has agreed to add an additional bonus of 100 gp for each character, netting them a total reward of 400 gold each.

THE CONVERGENCE MANIFESTO

With the *Duskgate Crucible* securely in hand and on its way to Sharn, 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 [AE01-08: *March of Madness*](#).



APPENDIX A: BESTIARY

AUNDAIRIAN SEPARATIST THUG

Medium humanoid (any), any non-good alignment

Armor Class 13 (leather armor)

Hit Points 33 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The thug makes two melee attacks.

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

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

AUNDAIRIAN SEPARATIST LEADER

Medium humanoid (half-elf), lawful evil alignment

Armor Class 16 (chain shirt)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

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

Skills Insight +3, Intimidation +4

Senses passive Perception 11

Languages Common, Elven

Challenge 2 (450 XP)

Pack Tactics. The separatist leader 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.

Spellcasting. The separatist leader is a 1st-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *fire bolt*

1st level (1 slot): *color spray*

Actions

Multiattack. The separatist leader makes three melee attacks, or casts *fire bolt* twice.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) slashing damage.

AUNDAIRIAN SEPARATIST MOB

Gargantuan swarm of Medium humanoids, any non-good alignment

Armor Class 11

Hit Points 88 (7d20 + 14)

Speed 30 ft.

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

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities exhaustion, grappled, paralyzed, prone, restrained, stunned, poisoned

Senses passive Perception 10

Languages Common

Challenge 5 (1,800 XP)

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

Actions

Mob. *Melee Weapon Attack:* +3 to hit, reach 0 ft., up to two targets in the mob's space. *Hit:* 14 (4d6) bludgeoning damage, or 7 (2d6) bludgeoning damage if the mob has half of its hit points or fewer.

Desekane Cocktail (Recharge 6). The mob can throw up to three flaming projectiles 40 feet from any part of it, which explode upon contact in a 5-foot radius sphere. Every creature caught within the area must make a DC 13 Dexterity save or take 11 (3d6) points of fire damage on a failed save, or half as much damage on a successful one.

THRANISH AUTHORITY

Medium humanoid (any), any alignment

Armor Class 16 (breastplate, shield)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	12 (+1)	13 (+1)

Skills Athletics +4, Insight +4, Persuasion +3

Senses passive Perception 11

Languages Common

Challenge 1 (200 XP)

Cease and Desist. If Thranish authorities knock an opponent down to 0 hit points, they are automatically stabilized.

Actions

Multiattack. The Thranish authority makes two truncheon attacks, or one manacle attack.

Truncheon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Manacles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one grappled creature. *Hit:* 1 bludgeoning damage, the target is restrained, and the Thranish authority can't attack another target with manacles.

The target creature cannot end this restrained condition unless it takes an action to pick the manacles' lock with a successful DC 15 Dexterity (Thieves' Tools) check or burst the manacles open with a DC 20 Strength check.

ASHBOUND DRUID

Medium humanoid (any race, shapchanger), neutral evil

Armor Class 11 (16 with barkskin)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+2)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

Skills Medicine +4, Nature +3, Perception +4

Senses passive Perception 14

Languages Common, Druidic, Elven

Challenge 2 (450 XP)

Spellcasting. The druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*

1st level (4 slots): *entangle*, *faerie fire*, *healing word*, *thunderwave*

2nd level (3 slots): *flaming sphere*, *barkskin*

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit (or +4 to hit with *shillelagh*), reach 5 ft., one creature. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) if used with two hands, or 6 (1d8 + 2) bludgeoning damage with *shillelagh*.

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

Wild Shape (Recharges after a Short or Long Rest). The druid magically assumes the shape of a giant eagle, remaining in that form for up to 1 hour. It can revert to its true form as a bonus action. Any equipment it is wearing or carrying is merged into the eagle shape. The druid retains its alignment, Intelligence, Wisdom, and Charisma scores, and known languages, but otherwise uses the eagle's statistics, including its hit points, and cannot cast spells in eagle form. The shape change ends when the druid chooses to end it as a bonus action, or if the druid's eagle form has no hit points remaining. If reduced to 0 hit points in eagle form by damage, any remaining damage after being brought to 0 is dealt to the druid's humanoid form.

GIANT EAGLE (WILD-SHAPED DRUID)

Large beast (shapchanger), neutral evil

Armor Class 13 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

Skills Perception +4

Senses passive Perception 14

Languages understands Common, Druidic, and Elven, but can't speak

Challenge 1 (200 XP)

Keen Sight. The giant eagle has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The eagle makes two attacks: one with its beak and one with its talons.

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

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

HORRID WOLF

Medium beast, neutral evil

Armor Class 13 (natural armor)

Hit Points 20 (3d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4

Damage Immunities acid

Senses passive Perception 13

Languages None

Challenge 1/2 (100 XP)

Ill-tempered. The wolf has advantage on saving throws against being charmed.

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage plus 3 (1d6) acid damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.



LAMANNIAN LEAF SPIRIT

Tiny elemental, neutral evil

Armor Class 12

Hit Points 3 (2d4 – 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	14 (+2)	8 (–1)	9 (–1)	10 (+0)	10 (+0)

Skills Stealth +4

Senses passive Perception 12

Languages Primordial

Challenge 1/8 (25 XP)

Actions

Leaf Storm. *Melee Weapon Attack:* +4 to hit, reach 5 ft., all targets within reach. *Hit:* 5 (1d6 + 2) slashing damage.

WERERAT

Medium humanoid (human, shapechanger), lawful evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	9 (–1)

Skills Perception +2, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered

Senses darkvision 60 ft. (rat form only), passive Perception 12

Languages Common (can't speak in rat form)

Challenge 2 (450 XP)

Shapechanger. The wererat can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form, which is humanoid. Its statistics, other than its size, 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.

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

Actions

Multiattack (Humanoid or Hybrid Form Only). The wererat makes two attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

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

Hand Crossbow (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

MARGANA (WERETIGER)

Medium humanoid (human, shapechanger), lawful evil

Armor Class 12

Hit Points 120 (16d8 + 48)

Speed 30 ft. (40 ft. in tiger form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	11 (+0)

Skills Perception +5, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered

Senses darkvision 60 ft., passive Perception 15

Languages Common (can't speak in tiger form)

Challenge 2 (450 XP)

Shapechanger. Margana can use her action to polymorph into a tiger-humanoid hybrid or into a tiger, or back into her true form, which is a human woman. Her statistics, other than her size, are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Keen Hearing and Smell. Margana has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pounce (Tiger or Hybrid Form Only). If Margana moves at least 15 feet 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, Margana can make one bite attack against it as a bonus action.

Cunning Action. Margana can take the Dash, Disengage or Hide actions as a bonus action.

Actions

Multiattack (Humanoid or Hybrid Form Only). In humanoid form, Margana makes two scimitar attacks or two longbow attacks. In hybrid form, she can attack like a humanoid or make two claw attacks.

Bite (Tiger or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with weretiger lycanthropy.

Claw (Tiger or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

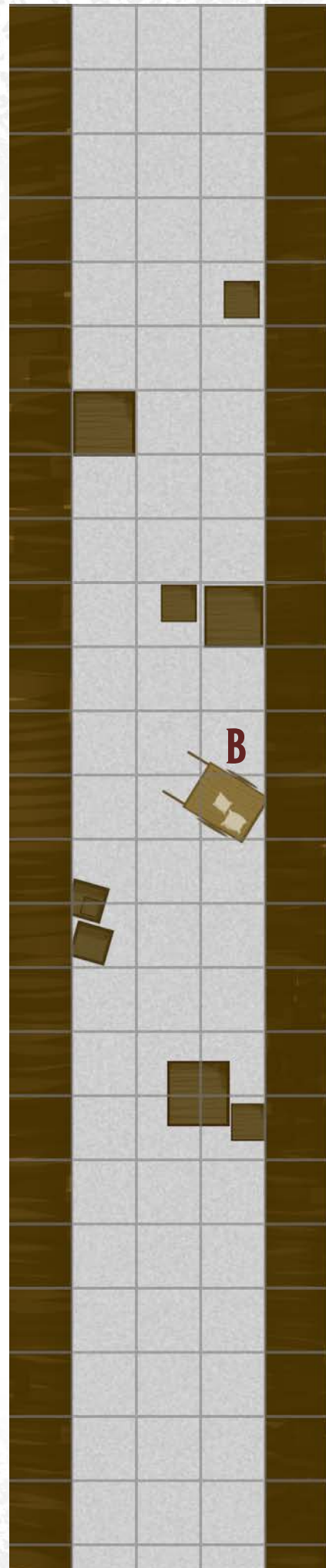
Scimitar (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Longbow (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

APPENDIX B: ENCOUNTER MAPS

SCENE 3B: A STICKY SITUATION

The alleyway is flanked by buildings on both sides and cluttered with small crates which could provide half-cover for a Medium creature, or three-quarters cover for a Small creature. The crying shifter boy, marked “B,” is sitting to the side of the small cart.

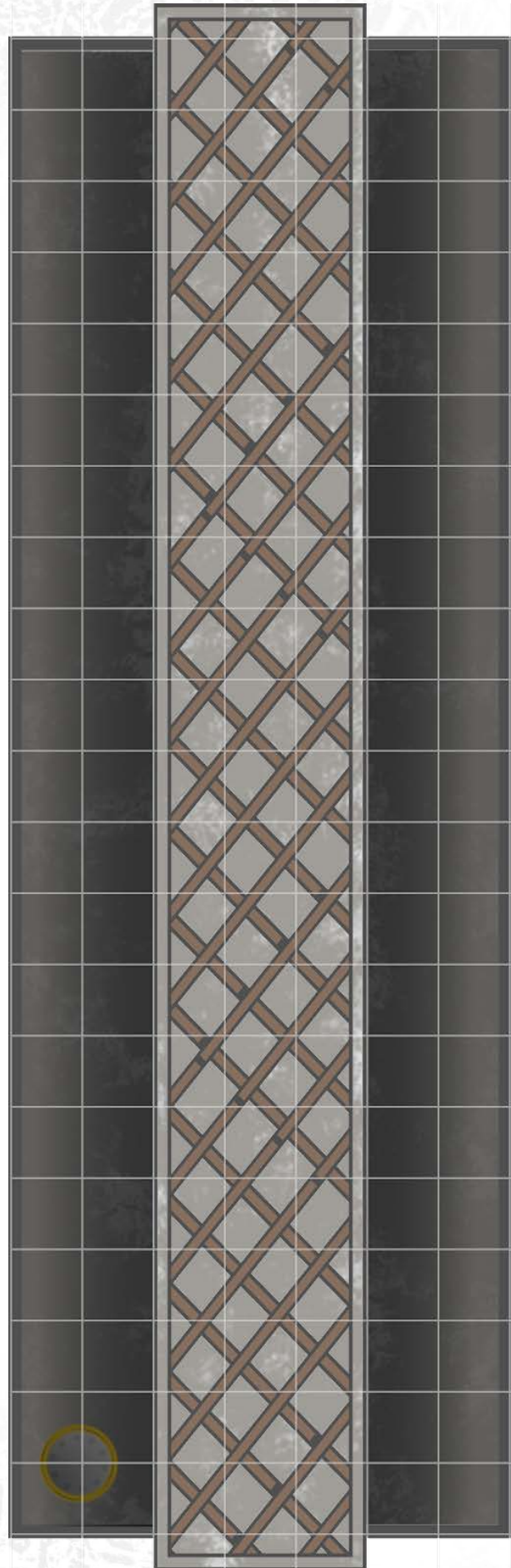


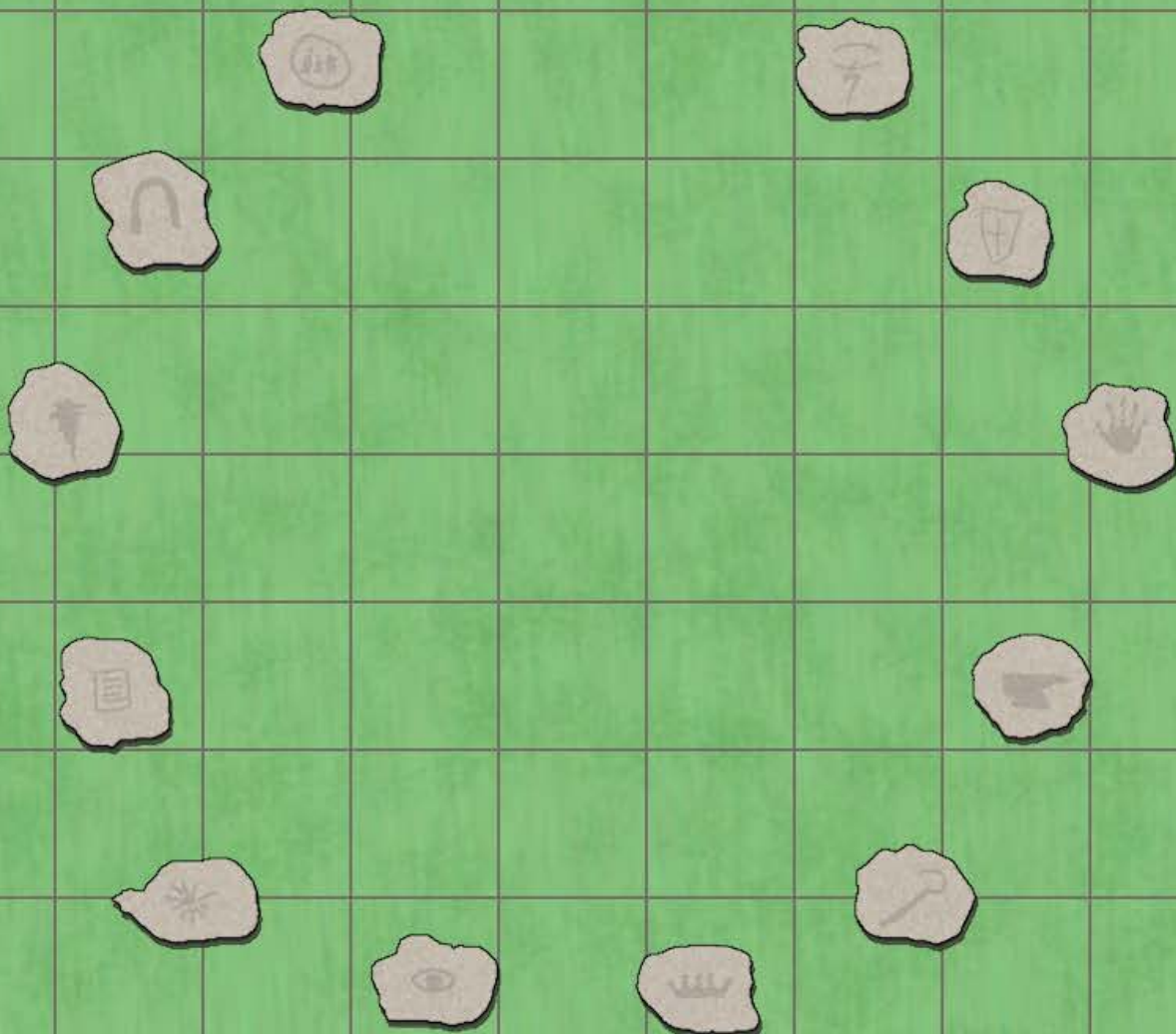
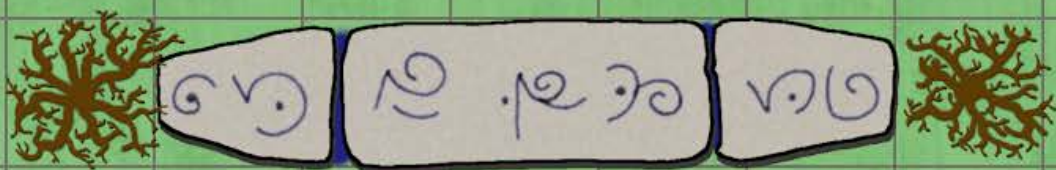
SCENE 5: RATS ON A TRAIN

In Scene 5, a confrontation with lycanthropes leads the party to a fight atop the speeding train. The roof is 35 feet wide, with the middle 15 feet being a maintenance walkway with curved roof sections falling away on either side. A circular maintenance hatch (shown bottom-left) leads from the roof down into the carriage below. Next to the hatch on the walkway is where the party begins the encounter.

SCENE 8: TERMINUS

A map for the climactic battle of this adventure has been provided on the next page, which you can use if you are playing with miniatures. If the map is printed out on A3 size paper, the map's squares will be roughly an inch across.





APPENDIX C: PLAYER HANDOUT

This is the map given to the party by councilman Brunstan Fisher in Delethorn, with the Changegate location marked with an 'X.' The players have two ways to get there—along the old druidic road (dotted line), or over the hills (running west of the druidic road).

