



DUNGEONS & DRAGONS[®] Campaigns[™]

XEN'DRIK EXPEDITIONS

To Live Among You Covenant of Light Faction Scenario #12 An Adventure for 13th Level Characters (Scaled for 11th to 15th Levels of Play)

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The storm has passed but in its wake, the Covenant of Light stands weakened and wanting. In answer to this dire need, an offer of aid comes from a most unexpected source on the eve of what may prove to be its final day. Can the whispered pledge of support be trusted? Does the faction really have a choice?

Adventure Title: To Live Among You
Optimized Level: 13th, scaled for 11th, 12th, 14th, 15th and 16th levels
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Adventure Background

Since the beginning of the campaign, two villains have been a constant thorn in the Covenant of Light's side – Seraphen Cryheart and the Inspired assassin known as Whisper. Both have been background elements in several adventures, adding to the malice of life in Stormreach without ever directly interfering with the lives of the PCs.

Until recently, that is. In the past few days, the home of the Covenant has barely survived an attack by the blackguard Cryheart, the couatl ally of the faction has died and its mortal leader Xandrin Corvalis is in critical condition after a duel with his former protégé. The heroes of the Covenant of Light have been through Khyber and back (almost literally) dealing with the faction's past, its turbulent future and its increasingly questionable future.

Now, at the edge of what literally may be the Covenant's last chapter, its other constant villain arrives to make things even more complicated. Whisper has been quiet for some time as she has been off dealing with drama of her own – drama that will propel the PCs into a dangerous mission that will determine whether or not the faction survives the coming storm of Endgame.

One month ago, Whisper returned to Dar Qat, the Riedran settlement city on the coast of Xen'drik to see someone close to her. Even villains have loves and family; Whisper is no exception. When she arrived to be with her beloved Warrant, she was greeted with terrible news. The would-be Inspired, an empty vessel waiting patiently for his own Quori to host, had been taken into custody. According to those who would speak of him to her, Warrant was suspected of conspiring with kalashtar rebels against the rulers of Riedra.

Unwilling to believe such a thing, Whisper infiltrated the Inspired tower in Dar Qat, determined to exonerate her lover and get him out of captivity. She found him surrounded by guards, sentenced to be executed for the high crime of embracing the kalashtar belief in the Path of Light. Certain of his innocence and left with no time before his death, she killed the guards and fled with him out of the tower.

Once they were holed up in the wilderness outside Dar Qat alone, she confronted him about the changes and to her shock and horror, he denied none of them. He told her about a cell of kalashtar rebels in Dar Qat, a group that opened his eyes to a lot of things happening back in Sarlona and to a number of terrible truths about the Inspired. To her dismay, he admitted to accepting their philosophies and pledging to help them in their fight against "Riedran oppression".

Stunned and inwardly conflicted on a level she had never felt before, Whisper fled from Warrant before the screaming of the Quori mind in subconscious could force her to do something terrible. Half-crazed and staggering, she wandered the wilds of Xen'drik's eastern coast, trying desperately to regain herself.

While she was away, the forces of Dar Qat tracked their campsite and attacked, recapturing Warrant after a pitched battle. While he sent psychic pleas for help several times, Whisper assumed he was just calling after her and did not realize them for what they were until she eventually returned to camp and found him gone amid the signs of a brutal struggle.

Even more horrific was the dark satisfaction of her Quori half, content that the traitor would be suffering tortures undreamed of once he reached Sarlona. Though unused to the concept and evil in her own right, Whisper was truly in love with Warrant and the idea of the only person that ever mattered in her life subjected to such torments caused an instant rift in her mind. A brief moment of psychic conflict arose and beneath the light of Eberon's many moons, Whisper was caught in a war between the long-repressed human side of her soul and the foul beast within.

When she awoke in the morning, Whisper found herself alone for the first time in years. Though weak and exhausted, she had managed to drive the fragmentary Quori essence out and regain her humanity. No better a person than she ever had been, she was at least free to make a choice she never could have before. To rescue her lover, she would have to bite back all her pride and seek help from the last people on Eberon that would ever aid her – The Covenant of Light.

Fortunately, she had something with which to bargain. During the time when she was masquerading as Lady Savya the Seer, her psychic powers had manifested in a series of visions due to close proximity to the diviner's enchanted crystal ball. In them, she had seen many disturbing and confusing images, most of which made no sense.

One of the visions had been quite clear, however. A powerful force existed beneath the fortress of the Covenant, one that could destroy the faction from below if it struck without warning. Content to let that be the end of the Covenant of Light, she had set aside the revelation and given it little thought since leaving Stormreach to return to Dar Qat. Now, that vision was more than just a dark amusement. It was currency, something she could use to buy the help she so desperately needed.

Along with what she knew, Whisper had to take a leap of faith. Stripping herself of all disguises and weapons, she walked towards the battered gates of Radiant Hold and, in an act that went against every instinct she had, turned herself in for her crimes.

This is where the adventure takes place, with the PCs being asked to deal with the threat/possibilities that Whisper represents. Even captured, she is very dangerous and while she seems to be telling the truth, she has proven treacherous and evil in the past. Is her apparent reticence for previous deeds true or while she reverts and deals the Covenant of Light a fatal blow in its darkest hour?

Adventure Synopsis

The scenario begins with the PCs gathered in the chapel of the Lord's Tower, the now broken keep on the east side of Radiant Hold, in a meeting with the recently redeemed Seraphen Cryheart, reformed blackguard and newly appointed commander of the Covenant of Light. Though no one in the fortress is pleased with this arrangement, especially Seraphen, he has the backing of both the Lady Lirashana herself and the executive appointment of Lord Xandrin Corvalis.

Corvalis, lying in critical condition and now in a coma, placed Seraphen in charge before lapsing into unconsciousness. "You need us now," he whispered to his grief-stricken friend at his bedside. "And we need you more than ever."

Now Seraphen is in the uneasy position of being all-but-hated by most of the people he is supposed to lead and in command of a nearly-ruined fortress that his own troops put to the torch. On top of all that, he has to ask the PCs (most if not all of whom he recently tried to kill) to handle this Whisper situation and see to it that whatever she knows gets revealed in time to do them all any good.

When Whisper meets with the PCs, it will be for the first time face to face. Even so, she knows each of them quite well, having watched them with her spying skills and psychic abilities over the past two years. She addresses each by name, even showing almost-intimate familiarity. This is just her nature and while she is not trying to be coy or abrasive, some of the PCs may take understandable offense. Even if they do, they must put it aside and convince her to tell them what she knows.

She is willing to do so but they have to agree to her terms. They are fixed and she will not be bargained down. The danger from below that she foresees for the Covenant is not as urgent or immediate as her lover's peril and if he is not rescued first, she does not care what happens to Radiant Hold (or herself, truth be told, so threats are useless).

Once they agree, she will explain the plan. She knows the location of the Isle of Regrets, the holding isle off the coast near Dar Qat where Warrant is being held. The recent turbulence in the seas around Xen'drik has delayed many vessels, including the ones going to and from Sarlona. This means there is a very short window of opportunity to rescue Warrant while his captors await the galleon that is coming for him. She wants to get in, grab her beloved and get out.

Though it may be hard for the PCs to believe, Whisper is completely on the level. She has very simple motivations here and her reasons are pure. Even so, from this point on, her fate is in the hands of the PCs. She is **not** a good person and while her devotion to evil is quite shaken, it could return if she is treated poorly or if the PCs cannot provide good examples for her to follow.

The adventure moves to the coast near Dar Qat compliments of a secret *teleportation circle* Whisper knows of southwest of Stormreach. The PCs and Whisper will have to get aboard a supply cog heading from the city to the Isle of Regrets, either by stealth or force. Once there, they can slip in under the watchful Eye of Loathing, the Isle's manifest sentinel. Though stealth is required for the first part of the mission, strength will be needed when they get to the Wailing Vault.

There, the PCs will have to deal with a kolyarut, a manifestation of psychic energy sent to exact revenge against Whisper for her violation of the union between her and her Quori bonded.

This is a moment of truth for her. If the PCs have given her no reason to believe that Good is something worth pursuing, she will give in to the kolyarut's ultimatum to return to Sarlona and reunite with her Quori spirit. She asks that Warrant be spared and the kolyarut agrees, leaving with Whisper to Sarlona and leaving the PCs to their own devices.

If however the PCs have been kind and supportive, she is able to resist the summons home. She defies the kolyarut and refuses to go back. The manifest-creature attacks and if the PCs can help her defeat it, they can all flee the scene using a psychic-powered skiff before reinforcements arrive.

Returning to shore, they can use the *circle* and get to Xen'drik before the monstrous Eye of Loathing from the Isle of Regret can catch them. Whisper breaks the circle, prevent it from following them further. She and Warrant are reunited but happiness will have to wait. She has a promise to keep and if they have all gotten this far, she intends to do so.

Whisper reveals to the PCs that there is an underground grotto beneath Radiant Hold, a crystal lined cave with a deep pool and a wide river that leads to the ocean through a forgotten system of caverns. Bathed in the light of dozens of nightshards (Khyber dragonshards), a long lost evil has been bound by their dark radiance. With the turmoil of recent days above, this sleeping fiend is waking and if it is allowed to regain its full strength, it will erupt from the earth with such fury and wrath that Radiant Hold will be consumed entire.

From there, the PCs journey to the Cavern of Crystal Sleep (likely by means of Glitch and Lady Cannonball, his tumbler) and do battle with the half-slumbering nightwalker there. Though weakened by his long interment and unable to bring his full power to bear, this combat serves as the true pinnacle of the adventure and of the PCs' evolution as heroes of the Covenant.

If they win, they save their faction and put to rest an evil that had been plaguing Stormreach since its founding. If they fail, all they know will end in a shadow storm of night and fire.

But even if they fall, the PCs may still have a legacy in the lives of Whisper and Warrant, living together, living among the people of Stormreach. Two people, once dedicated to the evil of Sarlona and the Inspired, now free to find their own way in the Light...

Troubleshooting

This is a story of possible redemption and forgiveness in many forms. As such, it needs to be run from a point of view that makes it more than just the sum of its combats. The PCs should be encouraged to act emotionally, to explore how they feel about the massive changes in their own faction and the huge leaps of spiritual faith they are being asked to take in trusting Whisper, a woman who has confounded and moved against the Covenant on many occasions.

Desperate times can call for desperate actions and the PCs should also be allowed to react in whatever way they feel they must. This adventure is unlike any other Covenant module in that respect; the Players can take any actions they wish, even those that would violate their alignments and the Litany of the Covenant (reprinted in the Appendix since it figures in the Introduction of the scenario). If there was ever a time when the Scions and Paragons of the Covenant might lose their way and fall from grace, that moment is most certainly now.

As such, evil actions (or even just ones that would not normally be expected from a Covenant of Light PC) do not immediately cause a PC to be barred from the adventure. The game must be allowed to run its course, even if come or all of the PCs stray from the path. In the end, this module may mark the end of the heroes not in death but in disgrace instead.

Make certain that it comes across in play that the PCs actions and decisions matter. Unlike other scenarios where an authority has been over the PCs keeping them on the path, they are effectively on their own here. If they choose not to help Whisper, she will leave to find someone else who will. There are contingencies for dealing with the nightwalker beneath the fortress and while they will be better off if they aided Whisper, they are NOT required to do so.

Adventure Start

The Covenant of Light has been through so much these past few days, it is a wonder the whole faction has not gone up in flames. In many ways, part of it has. Radiant Hold, the fortress and guild house of the Covenant, shows the battle scars of a recent siege. The Lord's Tower, the Hold's eastern keep, has half collapsed, the outer wall is being repaired and many of its inner buildings are covered in soot from the fires that ravaged it from within.

This dark time has not been helped by the loss of Xandrin Corvalis, the Hold's military commander and the mortal leader of the Covenant. Though he is not dead, Xandrin was severely wounded in the same battle that left Radiant Hold so damaged and has lapsed into a comatose slumber.

But worse than all this has been what Lord Corvalis set into motion before succumbing to his dire wounds. In a private meeting with the Lady Lirashana, celestial head of the Covenant of the Light, he asked that Seraphen Cryheart, the man who nearly killed him, be named as his successor. Though obviously reserving her own judgment in the matter, the radiant archon agreed to his desire and appointed the newly redeemed blackguard to Xandrin's post.

This has caused strife within the faction like nothing before. While no one dares question the wisdom of the Bright Lady, there is no trust for the new commander of the Hold. The watch on the walls now moves

like a funeral march and the courtyard is often vacant for hours on end instead of filled with the sounds of training recruits.

Perhaps these dark times are why you have been called to the chapel of the Lord's Tower. What fell news awaits you there? What new threat seeks to end your order in this, its darkest hour?

The PCs have been called to the chapel by Seraphen, not that he signed the request or delivered it himself. He is having enough trouble getting the rank and file of Radiant Hold to listen to him without having to worry about the faction's greatest heroes distrusting or disobeying him as well.

When the Players are settled and their PCs have agreed to answer the summons, proceed below.

Dedication

The chapel is a two story building that, like most of Radiant Hold, has seen better days. Its many stained glass windows are all damaged or gone, many shattered panels still lying in glittering piles at the base of the walls. Most of its furnishings are either broken or burned, the result of the intense fighting that saw its sacred halls awash in the blood of marauder and innocent alike.

What little remains intact is all up near the church's glowing altar, icons to the gods that remained sanctified through the staunch sacrifice of soldiers willing to lay down their lives rather than see a horde of invaders defile this place.

There, amid several acolytes and onlookers, a broad shouldered man in a white cassock kneels at the feet of an elderly priest of the Sovereign Host. The cleric is reciting a litany of faith, anointing him as he echoes the words in turn. The penitent man is Seraphen Cryheart, eyes closed, long sweep of hair pulled back with a simple silver clasp and hands clasped in prayer.

The PCs can either watch and wait or approach. If they do the latter, a young man in similar robes interposes himself and asks them politely to take a seat and wait for the ceremony to be over. If they wait, the same boy approaches them during the service. Paraphrase what's below to reflect that the PCs did not try to interrupt the old priest in his duties.

A blonde haired human boy, perhaps twelve or thirteen years old, steps in your path. "Please hold," he says quietly. "This is a dedication ceremony for the new lord of the fortress. If you'll have a seat, whoever you need to speak with can be with you soon."

A lay priest at one of the few intact pews motions you over, a scroll in his hands. "Come, sit here and wait with the rest of us."

If the PCs take him up on the offer, he slides over to make room.

"Kyval's the name, heroes, though you need no introductions. Here, take these." He reaches into a bag at his feet and offers each of you a grey parchment scroll. "Times are dark, friends. We can all use a reminder of the Light, methinks."

Hand the Players Handout One. The scrolls are copies of the Litany, the creed and code of the Covenant of the Light. Kyval is also happy to speak in hushed tones with the PCs if they want; it's a half hour wait in silence otherwise.

Kyval is a spokesman for a new sect in the Covenant of Light called the Legacy. "No Lady but Lirashana. No Lord but Corvalis. No Law but the Light." While Kyval is not preaching open defiance of Seraphen, his words will not be kind on the subject of the former blackguard. Talk with the PCs as Kyval for as long as they wish, lacing your speech with hard liner phrases like, *"In the past, service was simple. No we have to make hard choices about who to trust,"* and *"The time is upon us when every man and woman in the Covenant will have to decide how to serve the Light, my friends."*

Kyval the Elder; male human cleric 9; hp 40.

When the service is over, Kyval and several other priests leave without a word to High Priest Ondus or even looking twice at Seraphen Cryheart. *"Remember what I've said, my friends. Do not falter,"* he tells the PCs before stepping out of the chapel and heading to temporary living quarters in the barracks in the west keep. He has made contact with the PCs, the greatest living heroes of the Covenant, and for now has nothing else to say to them.

Seraphen, on the other hand, has a great deal to talk over with the PCs. Gesturing quietly, he will retire to a vigil chamber in the back of the chapel and wait for them there. If the PCs do not immediately follow, High Priest Ondus asks them to hurry. *"Much troubles the mind of our new lord. Please, try to ease his burdens, will you?"*

The Vigil

The small room is quite sparsely furnished. Only a single chair and a sleeping mat can be found inside, both sitting beneath a pair of symbols on the wall. One is the gold and blue sigil of the Sovereign Host, the other is the flame-etched arrowhead of the Silver Flame. Both are the same size and both have been enchanted to provide the room with its only sources of light.

Seraphen, crouched in his simple robe, kneels on the mat and bids you enter. "Come in, please. I need to speak with you all." His voice is soft, almost weary, and his eyes barely look up from the barren floor.

Seraphen Cryheart is, as the elderly priest eloquently put it, "much troubled". Between these acts of soul searching and penance, he has been overworked in the last three days overseeing the damage he caused to the Hold. He has not slept in that time and the stress of it shows in his every expression (Sense Motive DC 15 to see that he is on the edge of exhaustive collapse, Heal DC 15 sees the signs of borderline malnutrition and dehydration).

Though he would never ask for it, any kindness or concern the PCs show towards him now will be gratefully accepted. He may not say it in words but the PCs' acts of kindness mean more to him right now than he can express.

"With all I have to do to make amends for the past, there are tasks I must regrettably pass to you. Though I am in charge here now, I do not much feel like I have any right to command you. Not until I have earned it, at least."

He sighs heavily. "Even so, I have to ask that you attend to something. We have a prisoner below, kept in a room I am quite familiar with, actually." There is a faint trace of ironic amusement. "I would like you to go down to the same cell I was recently in and speak to the prisoner there. I think you will find the conversation very enlightening."

Running one pale hand through his hair, he looks up at you with dark, bloodshot eyes. "The woman's name is Whisper and, believe it or not, she turned herself in."

If the PCs agree, he will explain that she came to the gates and offered herself in exchange for an audience with the Lord of the fortress. He spoke with her for a short time but, since he was not who she expected to see, she refused to confide in him. Instead, she informed him that she would talk to the PCs because she knew them "better than they might think".

Seraphen tells the PCs:

"The woman is Riedran and unapologetically an agent of the Inspired. Or at least she was; I am not clear on the details. She says she can help us avert a coming disaster but only if we help her in turn."

Another sigh passes his dry lips. "I don't have any idea what she wants but I became very acquainted with how a twisted mind thinks. I suspect she is on the level and if we deal fairly with her, she will uphold her side of things... whatever that side might be."

"If her business involves you leaving the Hold on an extended mission, be sure to drop by the quartermaster if you have any magical needs. I'll make everything we can spare available to you."

The PCs are literally under no obligation to accept this task. It is a request and not a particularly emphatic one at that. Seraphen would appreciate the help but he will also understand if the PCs, like so many in Radiant Hold, are resistant to follow his lead. If he must, he will go back to her himself and try to secure her aid personally.

Assuming the heroes of the Covenant agree to do this for him, Seraphen will hand them the prison key from a chain around his neck. Wishing them luck, he turns back to his prayers and bids them a good night. They will not be out of the room a full minute before he is passed out on the mat, stone cold asleep.

"Not Interested, Thanks."

If the PCs want nothing to do with Whisper or the mission as presented, there are other options for adventure in this scenario. Consider the first two hours or so of play to be like a DM's Mark with the plotline of the game being anything you wish.

The Hold needs building supplies, a task that might be best accomplished by strong adventurers willing to strike into the jungle looking for ruins to dismantle and transport. Tasks similar to this could easily come under attack by dark elves, jungle beasts or even giant foes interested in reclaiming said ruins or plundering them themselves.

There is also the plot thread of the Legacy, introduced here but not expanded upon. Left to its own devices, this splinter faction will grow into a public face of the Covenant of Light based in Stormreach itself, answering only to itself and the Lady. To assist them in this refounding, even though she also remains loyal to the Covenant of Radiant Hold, she shares with them a celestial music called the Song.

More information on this “new” Covenant of Light created by the Legacy can be found in [City of Stormreach](#), an Eberron sourcebook containing details on many city organizations and much more.

If the PCs proceed with the meeting with Whisper, the guards in the dungeon below the Lord’s Tower will not bar their passage once they see the Master Key in their possession. The PCs are lead to a possibly-familiar cell and allowed to go inside. Proceed with Meeting of the Mind below.

Meeting of the Mind

Once the door opens, you see a heavy wooden table with a single figure sitting behind it. Pale, almost white hair curls past her face and over her shoulders. Slender, almost elven, with a gaze so intense it can almost be felt, she stares at you as you enter.

“You are not Lord Corvalis. I want to speak to Corvalis.” Her tone is that of a dignitary, not a prisoner despite her confinement.

Whisper can be reasoned with, especially if the PCs tell her of the Lord’s injuries and that they were sent here to speak with her. She wants help, enough so that she will talk with anyone if she has reason to think they will aid her. As such, no Diplomacy check is needed here as long as at least one PCs talks with her with anything approaching courtesy and calm.

If none of the PCs do this, there will be a far more tense conversation here. She is arrogant and difficult to deal with at time, something you should remember in roleplaying her. While she has an agenda that includes getting out of here and helping her lover, she is still the result of a lifetime of evil behavior. She wants help, she needs help but it is hard for her to behave nicely when confronted with people being rude to her. Conversely, it is also hard for her not to verbally snipe at people who are “too nice”.

Once she is talking with the PCs, read or paraphrase the following:

“Fine, I’ll talk with you. I’m here to ask for help, as humiliating as that might seem. I am not exactly empty handed, though. I do have something to offer in exchange.”

The PCs are in control at this point. The conversation should be guided entirely by them. The following are talking points that you can use to conduct Whisper’s half of the discussion. She is a very focused person, unlikely to deviate much from the talk she wants to have. Roleplay her in that way, with her trying to steer the talk towards how the PCs can serve her interests, preferably as soon as possible.

- **What do you want?** *“I need to rescue someone in a very bad place. It’s not out of reach for me but I can’t do this alone. From what I know of this place, people like the Covenant are my best bet to succeed. Also? My things would be nice. Where we are going, I’ll need them.”*
- **Why us?** *“Trust. It doesn’t come easily for me but it does for you all. If you say you’ll help me, I know you’ll keep your word. Being honest is sort of your job, after all.”*
- **Any other reason?** *“The prison is defended by some dark things, powerful forces I would prefer to avoid. If that is not possible, you all have powers with the divine that might give us an edge.”*
- **Dark things?** *“Hard to say exactly, but undead are not out of the question. That’s all I know. I have never personally been there.”*
- **Where exactly are you talking about?** *“We will be striking a holding prison off the shore of Dar Qat. The tower is called Isle of Regrets and the people they hold there are criminals against the law of the Inspired. I don’t care about them; I am just looking for one man.”*
- **Who and why?** *“That’s my business, but if you need to know something, I’ll tell you this. His name is Warrant. He means a lot to me... personally.”*
- **Why should we help you?** *“I could say out of the goodness of your hearts but that isn’t really how the world works, is it? I have something you all need, knowledge of a serious threat to all of you. I’ll reveal what I know once we are done. You help me; I’ll help you.”*
- **Tell us now.** *“No. You all deal in trust but I don’t. I will tell you what I know once we are done and not one second before. I promise, though. The threat is not as urgent as the trouble Warrant is in.”*
 - **Diplomacy:** If the PCs press, there should be a way to convince Whisper to offer what she knows first. This is a **very** difficult task but not impossible. A DC 35 Diplomacy check will earn her skeptical trust enough to tell the PCs about the danger she divined. This may cause the PCs to immediately wish to deal with that trouble first; she will desperately insist that they not do so. Warrant has far more limited time than the Covenant right now.
 - If the PCs insist on saving the Covenant’s fortress first, skip to the last part of the adventure and deal with it out of sequence. This ‘betrayal’ of Whisper’s trust will cause her to turn on them when they get into the Isle of Regrets as noted in Whisper’s Dilemma.

- **You have done a lot of damage to the Covenant before.** *“Would you believe I was just under orders and did not have a choice? No? Well, let’s just say have had a change of heart. I don’t much like you Lighters but I don’t wish you any harm either.”*

If the PCs agree to help Whisper, she will be eager to get down to business quickly. Every moment she waits is another second closer to Warrant being moved completely out of her reach forever. She asks them to move fast, following her out of Radiant Hold and into the jungle. This, of course, involves her getting released but the PCs can arrange that if they try.

Seraphen has instructed the guards to follow the PCs’ orders. They can get her released immediately and even get her weapons restored to her if they desire. She is very adamant that they move quickly, pushing them at every turn. It would be easy to lose patience with her over this but doing so will not phase her at all. Whisper has recently been subjected to the soul-ravaging madness of the Quori inside her; a few harsh words by the PCs mean little in comparison.

Out and About

Once the PCs are ready to leave Radiant Hold, even if they are nervous about giving Whisper her freedom or following her lead, read or paraphrase this section. There are a number of matters to deal with before the PCs can leave Radiant Hold, most of which can be handled without direct roleplaying or time spent in game. The PCs may wish to report to Seraphen or equip themselves before their journey.

Seraphen will appreciate the update but makes it clear that he considers the matter theirs to deal with in whatever way they decide. He is completely occupied with other matters in the faction and needs them to show initiative from here on out. If the PCs tell Seraphen about the threat from below, he promises to look into the matter.

Equipment is another matter. Radiant Hold is in rough shape after the attacks and difficulties of recent months. That being the case, the faction’s coffers are as open to the PCs as they can be. Each PC can request up to 5000 gp worth of potions and scrolls for divine spells. These are priced at base cost (not x5 cost as normal for the Xen’drik Expeditions campaign) and consider to be event treasure. They disappear at the end of the scenario if not used. In addition, up to 2000 gp in mundane equipment can be selected from the *Player’s Handbook* can be selected as per the Xen’drik Expeditions campaign standards’ rules at no cost. These items are also event treasure.

When everything is settled in Radiant Hold, the PCs are ready to depart. Be sure to paraphrase if the PCs and Whisper are mounted.

Whisper rubs her wrists, settling leather bracers back onto her forearms. “I can’t say I will miss the stellar hospitality,” she says in a snide murmur, glancing back at the hostile looks of the guards over Radiant Hold’s main gate. Then, with a sigh, “Come on; we’ve wasted enough time.”

Her stride is quick, a practiced march that covers a great deal of ground with each step. “Follow me and stay close. I do not intend to wait for anyone too slow to keep up.”

Whisper is about to reveal a major Riedran secret to the PCs – a teleportation ring in the jungles near Stormreach. While she does not expect them to be appreciative of this revelation, she knows there is no faster way to get where she needs to go.

There are many opportunities for roleplaying with Whisper during the hour’s hike to the hidden glade where the Riedran Ring lies. She is not above talking to the PCs, though it will take a great deal to get past her shell of rude condescension. She sought out Covenant help but she does not have to (and certainly does not) like it. She still considers members of the faction to be foolish, short sighted do-gooders with a damaged and myopic grasp on reality.

She is not impossible to reach, however. A PC could get to her if they talk with her reasonable, do not rise to her verbal bait and can show her that it is possible to be both good and intelligent. Sufficient examples of this could even win Whisper over to the side of Light once Warrant is rescued, though such a laudable goal should be **very** hard won.

After slipping into a heavy patch of foliage, Whisper calls out from concealment. “In here, but step carefully. You’re about to see something Sarlona would much rather you didn’t.”

This is a moment of faith. If the PCs trust her enough to enter the glade unseen, she reveals the following to them. A certain level of caution is just good sense and she will take no offense if the PCs are careful. She will only be insulted if they are rude or abrasive when they do so.

In the midst of the hidden clearing, there is a large tree that appears to be long dead, bare branches reaching into the sky like a hundred skeletal hands clawing at the sun. Whisper strides across the glade and taps the trunk twice, murmuring under her breath.

From a wide knothole in the dead tree's trunk, there is a glimmer of movement. A moonstone pale serpent arches up out of the hole, its vaguely draconic maw parting to emit a strange, ethereal keening sound. Whisper reaches out and strokes it just behind its jaw, cooing as it slithers out and crawls across her shoulders. Halfway down its iridescent white body, a single clawed hand closes around the collar of her armor for support.

"This is a little friend of mine," she tells you quietly. Then, to the serpentine creature, she asks affectionately, "Could you open the gate for us, little love?"

The snake-like beast hovers into the air with a shrill cry, flying over to the tree and touching it with the end of its brightly glowing tail. A moment later, the dead jungle oak shudders, limbs flexing as if it were awakening from a long sleep.

The tree pulls brittle roots out of the earth, slowly walking across the broken earth below. Where it was standing, there is a stone platform on the ground. Set into a deeply engraved circle on the dais, a five foot wide ring flickers with an inner light. Small jewels set into the ring and in symbols gracing the surface of the platform suddenly flash in unison.

"That is a teleport ring," Whisper says as the odd serpent flies back to her shoulders, flexing its deeply scarred body and curling into her hair. "And trust me, moving that tree was a lot harder before I met my poor wounded darling here."

The creature is a ravid, a strange outsider with the power to *animate objects* at will. This particular one, X'xiquath, may be familiar to the PCs. They may have met and done battle with it as part of an encounter in the Expedition adventure *Mere of Shattered Souls*. It does not hold grudges but if any of the PCs press the point, it will hiss at them and hide in Whisper's hair.

For her part, Whisper has become quite fond of the strange little thing. Winnow, as she has named it, considers her a friend and protector, trusting her because she found it when it was direly wounded and in need of aid. She nursed it back to health and brought it here to keep it safe, an act that saved the ravid's life and won its heartfelt loyalty.

When the PCs are ready to use the portal, Whisper eases the ravid back into the tree trunk, kisses it on its head scales, and asks it to keep the ring clear until she gets back.

Proceed to Part One: The Shores of Dar Qat.

Part One: The Shores of Dar Qat

The transit is disorienting, a sort of sideways falling that floods your senses. There is a wave of nausea and a surging darkness, oblivion that passes through you before the light returns. When the illness passes, you are solid again, coming to rest on one side of a stone platform similar to the one you just left.

That is where the similarity in your surroundings ends. You are in a small sea cave, beach sand surrounding the platform and stretching out across a wide coastline all the way to an ocean of teeming blue.

"Welcome to Inspired territory, Lighters," Whisper says as she reappears. "We are just north of Dar Qat." Stepping off the dais, she stretches her legs and rests her hands on her blades. "Hope you're up for a nice long walk."

The trek from the secluded coastal cave to Dar Qat is about an hour as well, made more difficult by the slow going over the wet beach sand and rocky hills of the coast. Conversations that were cut short from the previous scene can be continued now.

Whisper is not as tractable, however. She is more serious now, focused and quieter with each step towards her former home. This journey is a tough one for her, since every passing moment is a second closer to committing treason against Sarlona. Whisper could never have imagined she would be here with members of the Covenant of Light, about to act out against the ever-present authority that has shaped her entire life.

Be sure to give the PCs a little time to talk and look around; this may be the closest any of them have been to Dar Qat, Riedra's outpost on Xen'drik. This place is quite literally an evil empire's outpost in their world, the kind of place that in another age they would be assaulting with the armies of Light at their backs.

The hike is uneventful, though you should certainly allow the PCs to watch for trouble and travel cautiously. Whisper is certainly doing so, moving between the shadows, careful to attract little attention and leaving very little trail. If the other PCs do the same, she seems quietly appreciative. Any PCs who make a lot of noise or who pointedly show no caution at all get her glare of disapproval.

The Plan

The walled port city of Dar Qat looms in the distance past a long sand bar and a few coastal hills. A series of small docks connect it to the waves, all in the shadow of its most notable feature – the Dar Qat monolith. Panels of crystal glow ominous between the massive obelisk’s curved sides, shedding light over the city even in the shadows of the darkest night.

“We don’t dare get too close to Dar Qat itself but don’t worry,” Whisper says, her eyes on the docks. “I have a plan.”

Whisper’s plan is this, shared either with words if she is asked or just followed along with if the PCs are willing to follow her lead. If the PCs are the sort to be insightful and tactical, you may wish to omit the “I have a plan” sentence from above and let them find a way to get to the off-shore Isle of Regrets by themselves. The ship plan below is included as a default but many other methods could work and should be allowed if the PCs wish to try.

“The Isle gets supplies from here, ferried over on an armored cog down there at the docks. I know the ship but I have never been aboard. We sneak onto the ship or take it over; that’s a plan. We can sail right past the Isle’s security, get to the prison tower and sail back out with no one the wiser.

“You in?”

Getting to the docks without being seen is an exercise in stealth. There is a run of beach up to the docks overseen by a psionic guard tower on either end. Only one of these unmanned towers has to be evaded by the PCs, a task that can be easily accomplished by *invisibility* or similar magic. The Hide check to do so mundanely is at DC 25; the only reason it is so low is because Dar Qat has gone years without ever being attacked by sea and the standing *clairsentience* in the towers has not been reworked or empowered in quite some time.

If the PCs are seen during the 90 yards they have to travel before they reach the supply cog, they will have to deal with the dockside guardian activated by the alarmed tower. Putting down the guardian gives the PCs the chance to board the cog before any reinforcements arrive from the city (a process that will take 15 minutes, more than enough time for the PCs to get underway). Whisper knows all of these details and can inform the PCs of such, though she would **much** rather do this without alerting anyone.

Foe: One of the chief traits of Sarlona’s authorities is that they prefer to use dominated forces from other nations in chiefly visible places as a display of their power. The docks of Dar Qat are no exception. A creature called the Blades of Dar Qat stands at the heart of the pier network, ready at a moment’s telepathic notice to attack intruders.

The Blades of Dar Qat; slaughterstone eviscerator; hp 120; *Monster Manual III*

Development: This combat only occurs if the PCs alert one of the dock’s guard towers. If this occurs, the eviscerator emits a piercing shriek as an alarm and stands ready to attack the PCs. Use the Dockside Brawl map in the appendix.

Scaling the Encounter: This encounter does not scale as the guardian of the docks is as much a sentinel as it is a combatant. PCs under 13th level may be hard pressed to defeat the guardian golem while those of higher level may have little challenge. It is present here merely as a potential encounter and a reason for the PCs to exercise caution.

Reaching the Cog

Whether the alarm has been raised or not, the PCs will have to move swiftly because the cog is getting ready to shove off for its scheduled trip to the Isle of Regrets. This ‘haste’ is a plot device; the ship will not leave without the PCs but they do not know this. Let them sweat the timing by describing the ship’s crew throwing off mooring ropes and unfurling the sails.

If the alarm has been raised, this still occurs but there is a scramble on the cog’s decks as the ship’s slave crew works to clear the moorings and get out into open water away from the PCs and the reason for the alarm. If this occurs, a fight on the vessel will be virtually inevitable.

If there is still the chance for stealth, Whisper will advocate such, pointing to a small anchor chain hatch.

“We can climb onto the ship if we are careful. That hatch leads to a storage compartment for the anchor. It’s not large but if we can get it open, we can just be cozy until we reach the isle.”

The Climb check is a DC 10 but the length of the chain necessitates two checks to reach the hatch. The hatch door is, as Whisper feared, locked. Opening the hatch will require an Open Lock check (DC 30 due to complexity). If the lock cannot be bypassed by the PCs, they will have to either force the latch or find another way on to the ship. The hatch has a Break DC 20 but unless caution is used, getting in will make a considerable amount of noise.

If the PCs have to fight, the battle is described below. Again, Whisper would greatly prefer stealth to open battle but she will follow the PCs' lead in this matter. So close to her goal, she is willing to do just about anything to press on.

Foes: The prison cog is manned by slaves, ogre guard thralls in service to Dar Qat. The ship actually sails itself, capable only of moving from the Isle to the Dar Qat docks and back again. The ogres are present to ensure that the ship is never used by escaping prisoners, not that any ever have.

These slaves are all that remains of the retinue of Ool'shath, a mind flayer captured in Sarlona and 'convinced' to serve the Inspired. Fanatically loyal, he will offer no quarter once he joins in battle and cares nothing for sacrificing the lives of his ogres if it gives him some advantage over the PCs or could ensure another glorious kill for Dar Qat.

Ogre Ship Crew: mixed male and female ogre guard thralls (7); hp 40; See Combat Statistics
Ool'shath the Mindslaver: male mind flayer; hp 45; *Monster Manual 187*

Scaling the Encounter

This is the first major battle for the PCs in this adventure if it occurs and as such, it needs to be a serious challenge. Use the following adjustments to ensure a memorable and significant fight.

11th-Level Characters: The ship's crew is reduced to 4 ogres and the mind flayer.

12th-Level Characters: The ship's crew is reduced to 5 ogres and the mind flayer.

14th-Level Characters: The ship's crew is increased to 8 ogres and the mind flayer.

15th-Level Characters: The ship's crew is increased to 8 ogres and the mind flayer. In addition, add 20 hit points to each foe – 60 hp for the ogres and 65 for Ool'shath.

Use the Prison Cog map for this battle. Place the foes on the ship's deck wherever they can confront the PCs best. The mind flayer captain of the vessel stays on the stern castle at range for as long as he can.

Once the battle is done (or avoided entirely by sneaking aboard), the PCs will enjoy a short sail to the Isle of Regrets. The ship docks and drops anchor, something that makes exit from the ship easy if the PCs are hiding in the cramped anchor house. In either case, the vessel has brought the PCs where they need to go. This concludes Part One and leads to Part Two: The Isle of Regrets.

Part Two: The Isle of Regrets

As the ship glides into the island's lonely stone-shielded pier, it slows to a drifting crawl. Past the dock's cobbled path, you can see a tall tower in the distance, shrouded in ocean mist. At the top of the tower, a pale light revolves like a ghostly eye, shining a beam of whispering white in a slow pan over the entire isle.

Whisper knows of this place mostly from rumors. She knows that the 'eye' is a psionic manifestation, a constant watcher that both warns ships away from this rocky island and looks for intruders wherever they might hide.

This knowledge gives her an advantage; she knows that the eye has a blind spot directly behind it. If the PCs move up the path quickly at the exact moment when the eye is looking precisely the other direction, they can evade notice and approach the tower. *Invisibility* will not fool the tower's eye, something else she suspects and can inform the PCs of such.

Once the PCs are to the tower, they can enter and accomplish Whisper's mission any way they see fit. She would prefer a quiet, stealthy approach but if the PCs want to tear the place apart and slaughter every creature inside except Warrant, so be it.

The Prison Tower

What now stands as a testament to the cruelty of the Inspired in Dar Qat was once a watchtower for the giants that ruled this land long ago. One of the last bastions to hold out against the rebellion of the elves, this edifice endured dozens of attacks before its storm giant masters were finally defeated and their broken bodies cast into the ocean.

The tower still bears the marks of that great struggle. Many cracks and craters line its walls both inside and out, yet its excellent construction and the residual magic of its making have allowed the once-great building to withstand the elements and the ravages of time.

Because the Inspired only use this tower as a holding cell for dangerous prisoners and staff it with inhuman guardians, most of the tower's inner rooms are barren and empty. While the authorities in Dar Qat fully intend to do more with this old relic of the past, they are content to leave it unpopulated and unrepaired for now. The tower serves a useful purpose and looks imposing, two aesthetics the Inspire value highly.

Built of grey stone and buttressed with rough granite, this tower practically radiates sorrow and hopelessness. The cliff side, storm washed and lightning cragged, falls off just past the tower's far side, a plunge that drops more than a hundred feet to unforgiving rocks below.

1. Foyer Courtyard (EL -)

Getting through the tower's gate proves far easier than it could have been. Whisper steps forward, focusing on the massive iron portal closing off the front of the prison edifice. A white stone in the door flickers for a moment, then a loud 'clack' echoes within the door.

"Door's open. Let's go." Whisper quickly darts inside, leaving the way clear for you to follow her inside the eerily silent prison.

There are no guards inside the courtyard as the Eye of Loathing is intended as the prison's primary means of defense. There are sentinels within but the courtyard is left entirely unmanned. This is also done to make transport of prisoners quicker and easier; there are no obstructions between here and the tower's main stair straight ahead.

While the PCs may be understandably paranoid and expecting a fight as soon as they get into the prison tower, there is nothing here but an open room and locked door on the west wall.

Whisper's mental command cannot get the doors open. They are locked with complex mechanisms, requiring an Open Lock (DC 30) check. Conversely, the metal doors can be broken down (Break DC 25) or the stone around them can be smashed away (Break DC 20). This latter option makes a great deal of noise and will alert this level of the tower's only guards – the crystalline clay golems in room 4 on the north and south of the tower.

2. Main Stair (EL -)

Wide stairs lead upward from here, grey stone marked by a strange rippling pattern for its first ten feet. The walls of the stairwell are deeply engraved, strange runes that form abstract lines and arcs all the way up to the second floor.

The steps here are 'whirled' because the prison's warden uses *stone shape* to come up through the ground to collect prisoners and take them below. Fortunately for the PCs, the warden is currently in Dar Qat, called there on urgent business involving a prisoner transfer coming in the next few days from Sarlona. This plot element is unresolved during the adventure but could form the basis for an excellent DM's Mark.

The runes, while ominous, hold no power any longer (except to perhaps make the PCs nervous).

3. Ascension (EL 10)

This narrow stairwell is inset with hundreds of small, glowing crystal tiles. The radiance of the tiles bathes the stairs in an ephemeral glow the some pale hue as the massive eye hovering over the tower.

"Be careful here," Whisper says quietly. "These are the ascension steps. I've heard that no one living climbs these stairs and lives. They are slain by their own minds."

The stairs leading up to the second level are warded by a deadly and incredibly dangerous trap. This trap is psionically powered and inset on the first step, going off if anyone passes it before it is disabled. Though the trap does reset itself, this takes 24 hours and is thus effectively a one-shot hazard.

Weird Trap

CR 10; magic device; visual trigger (true seeing); automatic reset (24 hours); Atk +8 ranged touch; spell effect (*weird*, 17th-level wizard, *weird* spell effect, DC 23 Fortitude save negates); Search DC 34; Disable Device DC 34.

4. Defender Halls (EL 12)

The barren walls of this room are covered in runic symbols and the remnants of stone furnishings. Two statues grace the middle of the chamber, each one carved from milky, slightly translucent glittering clay. The statues resemble bald, powerfully muscled men wearing loincloths, open sandals and wraps around their clenched fists.

The statues are clay golems, psionically charged and animated. They will not activate and attack unless they are alerted to noises in room 1 or if living creatures enter their room. For the purposes of this detection, warforged do not count and can enter freely. Once combat begins, this protection ends and warforged can be detected and engaged freely.

If the golems are activated by someone entering their room, only the two in that room are activated. The only way all four can be active at once is if the PCs have to smash their way through the doors in room 1. If this occurs, the golems attack in unison, arriving 1 minute after the doors are broken down.

Foes: The clay golems are recent additions, placed here on the authority of the Inspired. They are psionic as opposed to magic but their statistics are unaltered. They are not instructed to show any mercy or capture opponents. They fight to kill.

Mindstone Sentinels: clay golems (2); hp 90; *Monster Manual* 134.

Scaling the Encounter

If they are encountered in their room, this encounter does not scale and should be fought as shown regardless of the party level. If they are fought as a group in room 1, use the notes written below. (As a note, if the PCs are 11th level and they would be severely pressed by a pair of clay golems, consider reducing the room's occupancy to a single golem only.)

11th-Level Characters: The golems have suffered some degradation after their installation here. Reduce each one's hit points to 60 and limit them to a single action each round (move or attack) in the same manner as a zombie.

12th-Level Characters: As per 11th level, but the golem's hit points are not reduced.

14th-Level Characters: No alteration; the PCs fight all four golems.

15th-Level Characters: The golems are all high quality and possess 120 hit points each.

5. Chamber of Fear (EL 12)

This open hallway is broken up by tall, rune inlaid columns and willed with a strange, billowing mist. While the fog is not opaque, it does leave the features of the room hazy and difficult to make out. Glowing crystals in the walls shed a dim radiance, making the currents in the mist glow as its drifts past.

The mist is a side effect of the powerful runic magic that lingers on this level of the tower. Since the building has no living mortal denizens, the spell here is only a hazard to intruders and has been left in place as a defense mechanism.

The entire hallway around the main stair is filled with a magical effect, a persistent *fear* that affects living, non-outsider corporeal creatures only. Every round such a creature spends moving through the room, he or she must make a Will save (DC 18) or succumb to the *fear* and immediately flee back down to the base of the main stairs on the first floor. This could be **very** dangerous if the trap on the stairs was bypassed and not disarmed.

If a given PC gets all the way to area 6, the Trapped Stair, in a single round, there is a twinge of horror but no saving throw needs to be made. If the PCs ends up anywhere else on this floor, the save has to be made at their end of his or her movement.

This effect cannot be disarmed but it can be dispelled or suspended. For this purpose, the caster level of the effect is 15th.

6. Trapped Stair (EL -)

The mist within the hall roils around the opening of this stairwell but does not enter, as if an invisible barrier prevents it from doing so. Several rusted iron blades jut from the walls, mounted on hinged arms set into the walls. The blades all point into the stairwell, offering enough room to claim the steps safely if one were to walk carefully.

Once, this stairwell was viciously trapped but during the battle that claimed the lives of the giants that once lived here, the blades were sprung by a powerful blow to the tower and its reset mechanism ruined. The wall weapons proved too massive to clear easily and so they were left out. This trap is visibly dangerous but in actuality harmless.

The ancient trap does have one residual effect. The raw, once enchanted iron emanates a weak but persistent field that interferes with magic. If the PCs have any reason to cast spells in this stairwell, the PC's caster level is reduced in half for the purpose of all level variable effects.

7. The Storm Gallery (EL 10)

The tower's roof is covered in scorch marks and shallow craters, the stone flooring tiles covered in charred ash all around the ground. A pair of pillars is set into the middle of the roof, arcs of light emanating up between the columns to form a huge, disembodied eye.

This rooftop is marked by the tower's only other active ward, an enchantment that summons lightning against its invaders. During the tower's final days, its master set its defenses to automatically strike anyone on the tower's roof without giant's blood in their veins. This change in the ward struck down dozens of attackers before the tower fell, remaining lethal all these years later.

Any PC ending his or her round on the roof level outside the Trapped Stair has a 25% chance to suffer a *lightning bolt* attack from the sky above the tower. If it occurs, the bolt lashes down out of the clouds, inflicting 10d6 electrical damage (half on a successful DC 17 Reflex save).

8. The Loathing Eye (EL -)

The massive eye slowly moves around, revolving as its gaze burns a swath of intense light across the haze of the coming storm outside. White and featureless save for a grey, slit pupil, the ocular sphere is wreathed in a pale, flickering fire.

The eye manifestation is called the Eye of Loathing. It is effectively a living psionic focus, allowing psychic diviners in Dar Qat to survey the area around the tower and, if necessary, take action against intruders. If Whisper is with the PCs, she will warn them that the Eye cannot be allowed to see them. She urges them to quick motion, pointing out the side stairwell at area 9.

This encounter should not be an encounter at all. Frighten and motivate the PCs with the possibility of the Eye's powers and intervention but do not actually have it detect them unless the PCs intentionally draw its gaze. If the PCs make any effort to avoid the eye, allow the attempt to succeed.

If all else fails and the PCs force a confrontation, use the Eye's statistics and abilities as noted at the end of this adventure section. Such a battle should be unscaled and played out however it happens; the PCs have every opportunity to avoid this fight and if they insist on battling the Eye, let the dice fall where they may. Even if they defeat the Eye, their situation is basically unchanged. They still have to hurry before the reinforcements from Riedra arrive.

9. The Hard Way (EL 10)

These stairs are carved from black stone, each one inlaid with a hexagonal disc of white crystal. The air here is chilly, far colder than the whipping winds of the storm-crowned tower roof above.

This stairwell leads straight down into the prison basement and exist merely as a mundane method for prisoner transport, a backup way to get in and out should the prison's warden be unavailable.

The stairs are inlaid with a potent psionic trap, an energy draining field that can kill weaker beings and severely impair living creatures foolish enough to blithely take this stairwell to the dungeon level. The drain is specifically intended to make escape impossible for anyone imprisoned below. Since the mental 'cell' in area 10 suppresses an inmate's life force down to 1st level (a single hit die), any trip up the stairs would be a harsh, brief one-way trip.

LifeSlayer Trap

CR 10; magic device; visual trigger (true seeing); automatic reset (24 hours); Atk automatic; spell effect (*energy drain*, 17th-level wizard, *energy drain* spell effect, DC 23 Fortitude save negates); Search DC 34; Disable Device DC 34.

10. Cell of the Mind (EL 12)

Past the jet-black stairs, the room opens into a large square room with light blazing at its heart. Four pillars surround the light, stretching from floor to ceiling, each one engraved with complex runes. In each corner of the room, a miniature version of the monolith towering over Dar Qat rests under a shroud of leather, surrounded by a faint violet glow of its own.

A man kneels in the middle of the sphere of light, a human dressed in simple linen clothes and bound by dark metal chains. He seems to be trembling, reacting slightly to the soft but constant wailing that echoes throughout the room.

For the first time, Whisper acts impulsively, stepping into the room without any hint of caution and calling out, "Warrant!". This immediately moves the action of the scene to the next section of text.

Suddenly, a flash of darkness and crimson light fills the room, receding into the figure of a cloaked man standing in the chamber between you and the glowing prison sphere. A hint of metal can be seen under its crimson cowl as it raises its gaze to regard you.

"None of you need be involved. This matter is between the woman and myself." The figure's voice sounds oddly hollow and metallic, a theme continued when it raises a perfectly formed arm of black iron bones clad in 'skin' of plated bronze.

"Leave now or share her fate."

The "leather shrouds" are actually mated pairs of cloakers, creatures born and bred to maintain a drone of hopelessness in this room. While normally dangerous, these particular beasts do not fight unless directly attacked and will play no direct part in this scene unless the PCs have to fight the kolyarut. Then, at its silent command, they rise up and assault the PCs directly.

This is the moment of truth for the PCs. Whisper looks at them in a mixture of fear and concern, unsure what they will and equally uncertain of what she would do in their place. This strange man is a kolyarut, an inevitable summoned by the Inspired to punish her, something she has seen many times but never suspected would ever occur to her.

"Repent and rejoin with the Quori," the bronze masked, mechanical man tells Whisper. "You have but this one chance to be forgiven. To refuse," he says as he draws a wickedly honed crystal blade, "is death."

The PCs' behavior is key to how this scene plays out. If they have been kind and reasonable to her, coming of their own free will and interacting with her like a person instead of as a monster, her heart has softened enough that the allure of returning to harmony with the Inspired is not enough to make her turn her back on her promise and her beloved. Proceed with Bright Refusal below.

If the PCs have been rude, abusive and provided a miserable example of 'good', she has been wracked with doubts this entire journey. The kolyarut's offer could not have come at a worse time and in a moment of longing for the simpler evil life she had before, her resolve breaks. Proceed with Dark Acceptance below instead.

Bright Refusal

Whisper steps forward, eyes bright as she stares at the metal figure between her and Warrant. "I have only known freedom a short time," she tells the impassive automaton, "but I have found it to my liking." Her hands close over the handles of her blades. "I am afraid I must decline the Inspired's generosity."

The bronze-sheathed figure nods slightly. "So be it."

This heralds the kolyarut's attack. Details on the battle are given below.

OR

Dark Acceptance

"A deal is a deal," Whisper says grimly. "I foresaw a darkness deep beneath the earth under your Radiant Hold. If you do not confront it before it awakens, it will destroy all you have worked so hard to build." She looks at each of you, handing over a small red gem. "There. We are even. Please free him if you can."

She strides forward and extends her hand to the metal man. "I relent. Please take me home. I have made a terrible mistake."

The bronze-plated golem takes her by the wrist and nods. "It will be done." In a blaze of shadows and blood-red, they are gone, leaving you all alone in the prison cell.

This means the PCs will have to conduct the rest of the adventure without Whisper's aid. Though she brought them all this way, their own treatment of her has rendered them without aid or guide for returning home. Ultimately, they have no one but themselves to blame.

Foe: The kolyarut has no name of its own but is sometimes called the Harbinger by the few people in Sarlona unfortunate enough to know of it. This outsider automaton exists only to carry out the vengeful will of the Inspired, moving against anyone they feel needs to be taught the error of their ways. It has no true emotions, cannot be reasoned with and will offer no mercy or quarter once battle begins. The PCs can, however, flee the area without fear of being chased. The kolyarut is only here for Whisper; she is the only one it will pursue.

The Harbinger of Sarlona: kolyarut, inevitable; hp 130; *Monster Manual* 159.
Wailing Shrouds: cloakers (8); hp 45; *Monster Manual* 36

Tactics: The kolyarut will focus its attention on Whisper to the exclusion of the PCs, even if directly attacked. It will only engage the PCs if they physically interpose themselves or initiate attack forms that require its attention such as grappling. If it can succeed in killing Whisper, it immediately *teleports* away on its next available action.

To keep the PCs from interfering with the battle, the kolyarut commands the room's four cloakers to assault them and keep them busy. Each cloaker picks a different PC to harass, limiting their attacks to that PC until either it is defeated or its target drops.

Scaling the Encounter

This is the first "have to" battle the PCs have encountered; everything prior to this fight can be avoided. If the PCs have treated Whisper well, they will have to get involved in this combat. As such, it needs to be challenging and memorable.

11th-Level Characters: The kolyarut will not engage the PCs even if they are in its way, moving around them to attack Whisper alone. This means the PCs only have to fight the cloakers.

12th-Level Characters: As per 11th level.

14th-Level Characters: The monoliths generate a psychic *heroism* effect on the cloakers, as per the spell of the same name.

15th-Level Characters: As per 14th level. In addition, the cloakers gain *protection from chaos* and Fast healing 5 while the kolyarut is still functional.

Once the kolyarut is defeated (which is entirely likely since Whisper is present and quite capable on her own), the PCs are free to get Warrant out of his cell.

The Wailing Vault

The pillars are another leftover of the giants that once held this place. Used for precisely what the Inspired now do with it, this sphere slowly drains away the life force of anyone placed inside until they are very near death and then suspends them at that level of health indefinitely. In game terms, a living being suffers one negative level each round or part of a round they spend in the sphere. There is no save against this effect but the sphere cannot take a victim below a single level or hit die. These levels remain for 24 hours after the creature is freed from the sphere, after which time they fade away without lasting effect.

Once a creature reaches a number of negative levels equal to their normal total minus one, he or she is subjected to a *deep slumber*, also without recourse to a saving throw.

There are no physical barriers preventing passage in or out of the sphere. A PC can simply enter the sphere and carry Warrant out of it. Caution will have to be shown in how this is done; otherwise the PC will suffer one or more negative levels as noted above.

The Eye Sleeps No More

Unknown to Whisper, the Eye of Loathing is aware of the goings on in the prison tower in ways she has never heard of in rumors. The extraction of a prisoner from the Wailing Vault is automatically detected by the Eye, resulting in a psychic alarm that blares all around the tower and alerts the forces of Dar Qat to the prisoner's escape.

Read or paraphrase the following as soon as Warrant is freed from his imprisoning sphere. Be sure to alter the wording considerably if Whisper has abandoned the PCs. Also be careful to adjust the words if Warrant is awake or if anyone else is carrying him. Psionic PCs will feel the alarm the same time Whisper does, a sort of blaring horn followed by a sharp, intense spike of mental pain.

The air suddenly feels heavy, the light in the room's four monoliths flickering uncontrollably. Whisper places her hands to her temples and winces. "We have a problem. Dar Qat has been warned of our presence here. We have to run!"

With Warrant in her arms, she moves for the eastern wall as fast as she can. "Follow me!"

Whisper is going to use the red gem mentioned earlier, a *portal gem*. This will open a small doorway that lasts seven rounds to a location up to 360 yards away. Because the *portal gem* can only be used to go to a place the user has seen or been before, it was not useful to get the PCs in to the tower. It will certainly be invaluable in getting them out.

The spiraling door of energy opens up into a rocky field cut by a barren path. You are at the base of the Isle again, standing on the beach where the prison cog used to be. "I was afraid of that," Whisper sighs. "The ship automatically headed back after we got off."

A strange, blood-chilling howl pierces the night behind you, coming from the crest of the island's cliffs. Whisper hears it and shudders despite herself. "We may be in real trouble here."

She is not understating the matter at all; the Eye of Loathing is a psionic focus for diviners and other mentalists in the city of Dar Qat. Faced with a potential prison break, they have done the only thing they can to try and prevent it – animate the Eye by channeling a massive amount of psychic energy into it. Incarnated as a semi-living being of pure mental force, the Eye is already tracking down its quarry, moving through *telekinetic flight*.

All is not lost, however. While the PCs could stand and fight, there is a safer way to escape. Give the PCs a Search check (DC 20) to catch sight of a small soarwood skiff hidden under the island's pier. Kept here for emergencies, this magically powered raft can seat up to ten and move at considerable speed. If found, it offers the hope of evading what is about to appear.

Over the rise high atop the rocky hills above, a huge orb appears. Its grey slit of a pupil narrows as it looks down towards the beach where you are. A second shriek issues forth, a raptor-like cry of vicious discovery. Igniting in a sudden nimbus of raging white flames, it starts moving down the path, every second bearing it closer to reaching you all!

Whisper can operate the skiff, as can Warrant if he is conscious. If neither is an option, the PCs will have to do it for themselves. Use Psionic Device or Use Magic Device will work equally well at DC 15, as will an Intelligence check (also DC 15). Any of these methods will allow a PC to control the power gem imbedded in the skiff's tiller and propel the boat at a land speed of 120' per round.

This will keep the skiff just ahead of the animate Eye, allowing the PCs to get back to the beach site where the teleportation circle is hidden. Right now, it is their only real means of escape. Whisper will suggest it if the PCs do not think of it, but again they should be allowed to come up with their own plans first.

Foe: The animate Eye of Loathing is literally nothing more than astral energy formed into a focusing matrix. At the point in which the Eye is chasing the PCs, it is animated into a quasi-living creature and acting as the channel for a most terrifying creature – a composite of the Inspired minds behind its creation. This gestalt creature is incredibly powerful, capable of eradicating almost anything in its path. It can exude force-tendrils from itself that radiate energy so intense that it burns like acid.

The Eye of Loathing; animated astral gestalt; hp 174; See Combat Statistics.

The most terrible thing about the Eye of Loathing is that it is effectively immortal. If it is destroyed, the minds that created it back in Dar Qat can recreate it in 2d10 rounds of concentration. This means that while the PCs may be capable of defeating it once or twice, it will quickly wear them down unless they flee.

Home Again, Home Again

Whisper starts activating the crystal matrix around the teleportation circle, gesturing for you all to hurry. "Don't worry. We can stop it from coming through after us. Come on!"

This means of egress is quick and automatic; if the PCs escape the Eye this way, they will succeed in getting home. To make the escape seem more dramatic, have the Eye tear its way into the cove as the last of them are getting through, beams of scything, acidic energy shredding through the sand towards them as they vanish!

When the last PC gets out of the cove, Part Two ends. Move to the Interlude below (assuming that the events of the Interlude are still appropriate).

Interlude – Parting of the Ways

The PCs have done their part, getting Warrant safely out of the hands of the Inspired and bringing him to Stormreach as they agreed. Whether they have Whisper with them or are now acting alone, their work is far from over. There is still the matter of the danger that slumbers beneath Radiant Hold.

If Whisper is here, she immediately draws her dagger and drives it into the metal ring at the heart of the *teleportation circle*. This prevents the authorities from sending anyone through to come for her and Warrant, not to mention making Stormreach considerably safer in the process. If she does not do this, the PCs are likely to wish to do so themselves or do something else to prevent pursuit.

That settled, there is one more order of business as far as Whisper is concerned.

Cradling Warrant against her, kneeling beside him, she looks up at all of you. "I'm not sure if you would accept an apology for all I've done to you, even if I meant it." She sighs. "To be honest, I am not sure I know what an apology is supposed to sound like."

One hand on Warrant's weary face, she closes her eyes. "I don't deserve it, but if you let me go, I swear you'll never hear from me again. I am through doing the Inspired's work and the Quori have no hold on me any longer." Looking between him and you, she says quietly, "I think I want to find out what a normal life is like, even if it's only for a little while."

"Is that too much to ask?"

A Sense Motive (DC 15) will discern that she is completely serious. *Detect evil* and similar effects have an ambiguous result, as if her alignment is currently in a state of great flux (which it is). She is totally sincere in her promise to leave the PCs and the Covenant of Light alone. All she wants is to find a place to live, nurse Warrant back to health and spend a long while getting to know who she is again.

It is possible the PCs, especially hidebound ones of Lawful Good alignment, will not be able to let her go because of the severity of her past crimes. This is understandable and may even make for good roleplaying. Whisper is not at all willing to go back with them, however, and unless she is prevented from using her abilities, she will do everything she can to get away from them. She has no desire to fight them, especially after all they have been through, but she will not go back to Radiant Hold willingly.

Alternately, the PCs may try to convince her to join the Covenant and seek redemption. While that might be possible someday, Whisper is not ready for any kind of major choice like that. She needs time to reexamine everything in her life she once thought so important. She has done terrible things and she knows it. This will all take a while for her to get through but it is a journey she must take alone. Or rather, one she can only take with Warrant at her side.

Warrant, if he is awake, has words of his own to share with the PCs.

"I know not who you are but you rescued me and for that I am grateful. You helped Whisper save me and you kept her safe. For that, I am eternally in your debt."

The PCs have a lifelong friend in the former bloodhound and tracker, an ally that might prove valuable some day in the future. He will certainly be devoting himself to keep Whisper on the straight and narrow; his own conversion to good far more settled than her own.

If he is conscious while the PCs are trying to prevent Whisper from escaping, he will beg them to let her go and swears himself to be her keeper. He also asks her not to hurt the PCs, a request she has no trouble granting since a fight now is the last thing she wants. When she tries to *dimension door* away, he goes with her willingly.

If there is a fight, do not discount the ravid. Winnow will not allow the PCs to hurt Whisper without trying to intervene. This aid will come in the form of the dead tree getting animated in the first round of combat as a Huge-sized object, wailing through the PCs angrily until hostilities cease.

When All is Said and Done

Whisper is not above using her last leverage to get the PCs to leave her and Warrant alone. She makes sure to inform them of the danger under Radiant Hold, even in the midst of combat if she must, all in an effort to be free. She is not wrong or lying about the danger, nor is she incorrect when she tells them:

"The darkness is rousing even as we speak, Lighters. The sooner you act, the safer you'll be!"

Part Three: The Dweller in the Dark

Getting back to Radiant Hold without Whisper is not as much of an issue as the PCs might fear. After all, Seraphen knows a few things about personal conversions and wishing to be left alone. He will not chide the PCs on letting her go, assuming they did.

Instead, he is more than willing to get to work on the real issue before them all. Whisper's revelation about a darkness sleeping beneath the fortress matches dreams that he has been having for the past few nights. While he had thought them just nightmares, an easy mistake since he has so many, these dreams have been portents of what is about to awaken and consume them all.

When the PCs have regained lost levels and healed to full at the expense of Radiant Hold's grateful priests, proceed with the following meeting.

Lord Cryheart rises as you enter the office that used to belong to Xandrin Corvalis. Nothing has changed, not one book or scrap of parchment. "Please, come in and sit down. We have much to discuss and time is growing dangerously short."

"First, let me commend you on how you handled that Riedran woman. Your heroism and conviction to the Light continues to inspire." He adds with a sigh, "Or at least, that's what Xandrin would have said, I am sure."

"Don't get me wrong; you've done a great thing and we are all proud of you. I am just no good at this kind of thing. Let me be blunt."

He turns a sheet of vellum around to where you can see it. A rough picture of a castle is at the top, with a great deal of earth and stone drawn out beneath it. Near the bottom of the page, there is an oval-shaped cavern scrawled out, its lower half sketched to resemble waves. Tiny lines radiate out of the cave, tributaries that lead off both sides of the page.

"We have been able to verify what Whisper told you. There is a cave far below the Hold and when we tried to divine for evil within, two of our priests went blind and a third was nearly killed by shock."

His look turns serious and dark. "Whatever is down there is as foul as it gets, alien and evil in a way that most could never imagine. I can conceive of it, of course, and I know you can as well." He stands, crossing the room to its main door. "If you are willing, I need you to do us one more thing before you can rest, heroes. Will you venture into the earth and confront this thing before it awakens?"

Placing his hand on the knob, he looks down. "Trust me. I, more than anyone, will understand if you want to say no."

Assuming the PCs agree to the mission, their next stop is a secret chamber beneath the castle, one that may not be so secret to them if they have played in previous adventures and know about Glitch the gnome and his tumbler named Lady Cannonball.

Chamber of the Lady... Cannonball

The basement room Seraphen leads you into has been completely taken over by shelves and work tables. Supplies of a hundred different varieties cover the walls and much of the large chamber's floor space is occupied with alchemical experiments, engineering gear, an odd blacksmithing forge that does not seem to produce any smoke from its blazing hearth, and other production and experimentation facilities too strange to easily identify.

In the middle of the room, surrounded by a circular barrier four feet high, is a gigantic metal sphere with a dozen or more thick spikes protruding from its surface. On one side of the sphere, the seam of what might be some kind of doorway can be spotted and light appears to be emanating from within.

On top of the sphere, a small shape is beating out a dent in its thick metal armor, making the tiny divot vastly worse with each over-enthusiastic blow. "Hello there!" shouts the figure in an unmistakably gnomish voice.

If the PCs have been here before, they recognize the room, the sphere and the gnome. Glitch is happy to see them even if he has never met them; he seldom gets visitors since his presence at Radiant Hold is technically a secret. Paraphrase the following text if the PCs have met Glitch before but keep him nice and verbose. He likes to talk and he is quite prone to tell people things they already know... over and over and over again...

"Pleased to meet you! Say, isn't Lady Cannonball a beauty! She sure is, true enough. Are you the people I'll be taking in her to wherever it is you need to go? I assume so since I really don't get many visitors down here. Well, none really except Mister Cryheart here and he's only been here once! Say, did you know he

used to be evil? Really! Still, I think he's all right now. He yells at me the same way Mister Corvalis used to, so he must be okay!

"How about you all? You seem nice, so no yelling at me, okay? Okay!"

"So... I'm Glitch! Who are you all? Do I know you folks? You seem familiar but without my goggles I don't hardly see worth a golden gorger's tuckus!"

"Don't say much, do you?"

"Lady Cannonball" is a tumbler, a magical conveyance that uses earth elemental energy to travel underground at incredible speeds. Though use of Lady Cannonball has always led to painful misadventures, this time will be surprisingly peril-free. The pain and danger will all be waiting for them at the end of the ride instead.

You are welcome to ad lib as much of the journey under the earth as you wish but getting them to the Cavern of Crystal Sleep is the end goal of this scene and it should not be delayed overmuch. As mentioned before, this scenario can run very long is not tightly controlled. Feel free to have fun but do not let the game run long in the process.

The tumbler is a cramped but swift ride, taking you through the churning soil and stone beneath Radiant Hold as quickly as Glitch can make her go. "Boy! This is great! I have never gone straight down before!"

Then, with a laugh, he points to a blinking jewel in front of him. "Great! That means we are going deep enough that we might implode! Awesome! I wonder what happens if a tumbler implodes underground? Imploding is by far the niftiest kind of ploding! Isn't this exciting?"

Despite this ominous amusement, the tumbler does not implode. Instead, the PCs get to the ceiling of the Cavern of Crystal Sleep map after only a few minutes of close-quartered near-death experiences.

The Cavern of Crystal Sleep

Suddenly, Lady Cannonball lurches, seems to spin out of control for a moment and plummets! "Ooooh," shouts Glitch excitedly. "Freefall!"

As soon as the descent begins, it ends in a bone jarring impact that shakes the tumbler and throws everyone from their seats violently. The lights in the cabin all go dark, plunging you all into pitch black chaos as the tunneling vehicle rolls to a halt and dumps you onto the ceiling unceremoniously.

*"That was... **awesome!**"*

Once the tumbler can be righted and opened (an amusing task that the PCs are free to come up with ways to accomplish if they wish, some of which might resemble hamsters moving around inside an exercise ball), the PCs are free to disembark and continue with the last scene in the adventure, their confrontation with Nullus, the Ending Lord.

The cavern is vast, an underground pool fed by rivers emerging and disappearing into jagged mouths along its flooded basalt walls. The tumbler has come to rest against one side of the cave, a long natural bridge of stone leading from where you stand to an outcropping of rock on the other side of the grotto.

The cave's most notable feature is the array of massive crystalline shards jutting out of the domed ceiling high overhead. Some are many times wider than a human body, while others are barely the length of a sleeping halfling. All are filled with a shimmering darkness, pulsing as dark veins of power writhe within their glowing facets. From the occasional flash in the depths of the lake around you, there are just as many crystals below the water's surface as there are above.

Something rests in the middle of the distant land spar but it is impossible to make out clearly.

Roughly humanoid in shape, it is almost more shadow than substance. From the splatter of inky black near one side of it and the trail of pooling darkness that tracks all the back to the tumbler, one thing seems clear.

Whatever that thing is, you hit it on the way down.

Though potentially amusing, landing on the creature has also been the last impetus needed to finally wake it up. Even as the PCs exit the tumbler, Nullus is rousing from his incredibly long sleep. When you are ready to proceed, use the text below to start the battle.

The cavern rumbles, a low roar rising up from the heart of the cavern's shadowy island. The dark shape slowly rises, a pair of rents appearing when a man's eyes might be. Its voice, as soft as silk and as menacing as a headsman's axe, whispers through the cave.

“Those... who sought... to bind the Lord of Endings... They have failed.” With a piercing scream of raw horror, the thing spreads its arms wide and dozens of the crystals overhead shatter into a storm of scintillating razors!

“Nullus... lives... again!”

The broken crystals will not harm the PCs. Instead, they just fall into the waters around them, causing a shadowy, boiling mist to rise up out of the depths. Nullus is drawing power from the nightshards that once held it prisoner. It neither knows of the PCs nor would care if it did. All it wants is to escape and if it gets 10 uninterrupted rounds to draw energy from the cave, it will send an *earthquake* straight up and tear open the land. This massive ground shock will destroy Radiant Hold, granting the Lord of Endings the freedom it has dreamed of for so long.

That is, of course, unless the PCs can stop it.

Foe: The giants became quite desperate during their war against the elves, especially as it became apparent that their former slaves had learned the twin lessons of magic and battle better than any could have believed. As city after city fell, refugees from a dozen empires were pushed east towards the sea. Some of them came to Ap'ta'roth, the fortress whose ruined shell now holds Radiant Hold. There, the giant made a valiant last stand, using its magically impenetrable walls to hold off the vastly greater numbers of their elven assailants.

When it became apparent that impervious walls could not defeat the most powerful enemy of starvation, the giants turned to their darkest magic for what they hoped would be their salvation. A dire summoning took place on a night of no moons, a black calling that brought forth into Eberron a creature of pure death and evil. At the cost of a dozen willing sacrifices, Nullus the Lord of Endings was invoked.

At first, the great necromantic power of Nullus was chain by its summoners' wills. It swept forth and annihilated the elves, slaying hundreds before being repelled back into Ap'ta'roth. There, it broke free of its bindings and slaughtered every man, woman and child in the fortress. The giants were slain by the very being they had hoped would deliver them.

The elves were not able to savor their ironic victory for long. Once Nullus was done with the giants, it turned once more against them. Though the death toll was immense and the damage wrought upon the “invulnerable” fortress was extensive, the elves were finally able to plunge the Lord of Endings deep into the earth using a potent imprisoning spell that locked the titanic nightwalker in a cyst of Khyber dragonshards. To empower the cyst and ensure that Nullus never escaped to wreak its revenge, a golden shard was suffused with life energy and erected in the courtyard of the ruined keep directly over the dark one's subterranean prison.

For years uncounted, Nullus has slept, the victim of this potent *imprisonment*. Unbeknownst to the Covenant of Light, their increasing use of their own special power, the *blessing of the light*, has placed a strain on the source of that ability – the golden shard that keeps Nullus dormant. In a way, the Covenant is itself to blame for the Lord of Endings' awakening.

Nullus, the Lord of Endings; nightwalker; hp 200; *Monster Manual* 196.

Tactics: This is the most important fight any of the Covenant's paragons have ever had to wage. At stake are the lives of every person in Radiant Hold and shortly thereafter every person in Stormreach. Nullus is weakened both by his long sleep and being crushed by the falling tumbler a few moment's ago. As such, he “merely” has the statistics and abilities of a normal nightwalker. This makes him a terrible foe for any group, especially if the PCs are below 15th level in ability.

Keep him very straightforward in his tactics against the PCs. He is still waking up and is not entirely in possession of his full faculties. He can and will use all of his abilities but special powers should be saved for later in the combat to simulate him awakening to his greater potential over time.

There is no map for this encounter. The island upon which Nullus rests is wide enough to allow full movement in any direction and you are free to place huge (1 to 3 squares wide) crystals over the map to allow cover and obstruct line of sight as you see fit. Have fun with this fight, constructing the map however you wish it to be.

Development: During the battle, have the Lord of Endings speak to the PCs, taunting them with whispers of destruction and death. It is an immortal being and it knows that its physical death here is only a temporary oblivion, knowledge it wickedly shares with the PCs.

“You cannot slay death, little lights. Destroyed here, I am simply reborn in the darkness beyond.”

Scaling the Encounter

This is it, the ultimate confrontation with evil that many of the PCs have been waiting an entire campaign to fight. Be sure to keep the action flowing, the descriptions vibrant and the challenge in keeping with their abilities. Some PCs may die during this encounter; such is the price of facing the darkness. If the PCs pay a heavy price for their victory here, it will make the encounter seem all the more epic!

Because of the nature of the chamber, no summoning spells work here. This applies equally to the PCs and to Nullus.

11th-Level Characters: Nullus has been seriously injured by Lady Cannonball and his abilities have suffered for it. Reduce his hit points to 150 and for five rounds he has no special abilities or qualities except telepathy, spell resistance (reduced to 24) and undead traits. He does not regain his spell-like abilities during the battle at all. Also, grant the PCs an automatic surprise round.

12th-Level Characters: As per 11th level but no reduction in hit points.

13th-Level Characters: As per 12th level. Special qualities return in three rounds instead of five.

14th-Level Characters: As per 12th level. Special qualities return in two rounds instead of five.

15th-Level Characters: As per 12th level. Special qualities return in one round instead of five.

Once the battle is done, the PCs can return to Radiant Hold, no doubt battered and ready for a nice, long rest. They have most certainly earned it. Proceed to Ending the Adventure when ready.

Ending the Adventure

You emerge once more into the light, the golden glow of the Starried Shard in the courtyard and the spreading radiance of the dawning sun to the east. Where there might have been wrath, you have brought redemption. Where there would have been destruction, you have delivered a new day.

No longer forced to send its energies deep into the earth to imprison that terrible fiend, the golden dragonshard that forms the heart of your fortress home blossoms into a brighter, more vivid light and sends a column of brilliance into the clouds over head, a beacon promising hope to a land that has all but forgotten it. This new light has been born thanks to your deeds, your heroism. Lit by your bravery, fueled by your courage, this celestial brand will burn for generations to come...

A fitting legacy to Xen'drik's greatest heroes!

This adventure concludes the official story line for the Covenant of Light. The PCs are welcome to press on and play the campaign finale, Endgame, as well as the DM's Mark for this adventure. There are no story objects to be had; the PCs have reached the end of one story and stand on the threshold of another.

Here ends **To Live Among You.**

Adventure Questions

- 1. Which best describes the apparent attitude of the PCs toward their mission during the scenario?**
 - a) The PCs were totally professional and seemed genuinely interested in upholding the faction's goals during the mission.
 - b) The PCs were motivated but seemed to be more interested in rewards than in serving the common good or their faction's needs.
 - c) Aside from the desire to earn experience and get another mission "over with", the PCs did not seem to have any motivation at all.
 - d) They were completely disinterested and had no desire to perform this task at all.

- 2. Did the PCs constantly monitor their surroundings during the mission for clues and leads?**
 - a) If there was a hidden coin under an alley rock, the PCs would have found it.
 - b) They maintained a strong vigilance but there were things they could have found and did not (such as the LifeSlayer trap or the skiff under the bridge on the Isle of Regrets).
 - c) The PCs only found things that snuck up and hit them in the face.

- 3. How did the PCs treat Whisper?**
 - a) They acted like heroes while still roleplaying. Some may have been harsh but they all maintained their good or neutral alignments and no one was outright rude.
 - b) Some heated words were exchanged but in the end, there were only a few incidents of rudeness.
 - c) The behavior of the majority of the PCs bordered on verbal or physical abuse. Their actions were at times very unbecoming to paragons of the Light.
 - d) The PCs cared only for themselves and effectively drove Whisper away with their horrible treatment of her during the mission.

- 4. Did the PCs handle the task of saving Warrant properly?**
 - a) They did admirably, following Whisper's lead or taking charge and doing things their own way.
 - b) There were a few incidents of poor performance but they tried diligently and Warrant was eventually rescued without losses.
 - c) The going was rough, the PCs suffered losses and/or they made a mess of things. Even so, Warrant was freed.
 - d) The PCs were unable to rescue Warrant from the Isle of Regrets.

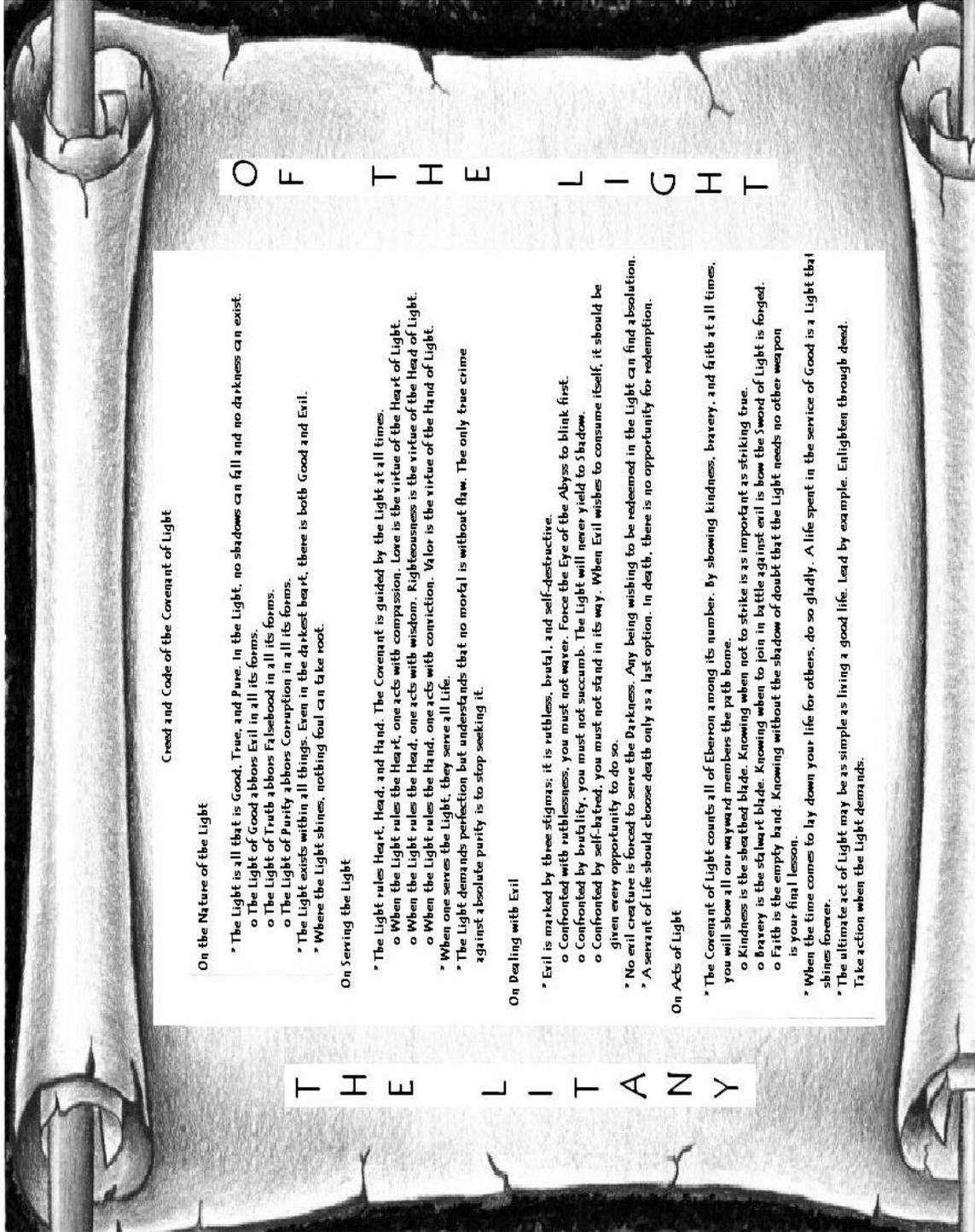
- 5. Did Whisper leave the PCs and return to Sarlona with the kolyarut?**
 - a) Constantly heroic, constantly maintaining their morals and good alignments, the PCs inspired Whisper to stay with them and fight for her freedom.
 - b) Because she was given no good reason to stay free, Whisper left the PCs in the Wailing Vault.
 - c) The PCs were unable to get to this point in the scenario.

- 6. How did the PCs deal with Whisper's request to be set free?**
 - a) As paragons of Light and virtue, the PCs could not let Whisper go free.
 - b) Though many of them may serve Law as well as good, they took compassion on Whisper and set her free to be with Warrant.

- 7. What was the outcome of the Dweller in the Dark?**
 - a) The PCs battled bravely and were able to slain the manifestation of death itself handily.
 - b) Though they had a somewhat rough time of it and there were losses, the PCs came through in the end and slew the dire threat of Nullus.
 - c) The PCs only prevailed by the narrowest of margins. There was at least one death among them but in the end, Nullus was defeated.
 - d) The PCs were simply outclassed and defeated by the Lord of Endings.

- 8. How would you rate the group's roleplaying?**
 - a) Exemplary! Everyone was in character and having a grand time.
 - b) Good! Most of the Players were enjoying themselves and acting in character.
 - c) Decent. There was some in-character action but not a considerable amount.
 - d) None! The game was little more than tactical decisions and dice rolling.

Appendix One: Handouts



OF THE LIGHT

Creed and Code of the Covenant of Light

On the Nature of the Light

- * The Light is all that is Good, True, and Pure. In the Light, no shadows can fall and no darkness can exist.
 - o The Light of Good abhors Evil in all its forms.
 - o The Light of Truth abhors Falsehood in all its forms.
 - o The Light of Purity abhors Corruption in all its forms.
- * The Light exists within all things. Even in the darkest heart, there is both Good and Evil.
 - > Where the Light shines, nothing foul can take root.

On Serving the Light

- * The Light rules Heart, Head, and Hand. The Covenant is guided by the Light at all times.
 - o When the Light rules the Heart, one acts with compassion. Love is the virtue of the Heart of Light.
 - o When the Light rules the Head, one acts with wisdom. Righteousness is the virtue of the Head of Light.
 - o When the Light rules the Hand, one acts with conviction. Valor is the virtue of the Hand of Light.
- * When one serves the Light, they serve all Life.
- * The Light demands perfection but understands that no mortal is without flaw. The only true crime against absolute parity is to stop seeking it.

On Dealing with Evil

- * Evil is marked by three stigmas: it is ruthless, brutal, and self-destructive.
 - o Confronted with ruthlessness, you must not waver. Force the Eye of the Abyss to blink first.
 - o Confronted by brutality, you must not succumb. The Light will never yield to shadow.
 - o Confronted by self-hatred, you must not stand in its way. When Evil wishes to consume itself, it should be given every opportunity to do so.
- * No evil creature is forced to serve the Darkness. Any being wishing to be redeemed in the Light can find a solution.
- * A servant of Life should choose death only as a last option. In death, there is no opportunity for redemption.

On Acts of Light

- * The Covenant of Light counts all of Eberon among its number. By showing kindness, bravery, and faith at all times, you will show all our wayward members the path home.
 - o Kindness is the sheathed blade. Knowing when not to strike is as important as striking true.
 - o Bravery is the stilet blade. Knowing when to join in battle against evil is how the sword of Light is forged.
 - o Faith is the empty hand. Knowing without the shadow of doubt that the Light needs no other weapon is your final lesson.
- * When the time comes to lay down your life for others, do so gladly. A life spent in the service of Good is a Light that shines forever.
- * The ultimate act of Light may be as simple as living a good life. Lead by example. Enlighten through deed. Take action when the Light demands.

THE LITANY

Appendix Two: Combat Statistics

Whisper, Shadow Agent of Dar Qat

CR 17

Human Lurk 12/Ebon Saint 5

NE Medium humanoid (human)

Init +3; Senses Listen +1, Search +0. Spot +0

Languages Common, Quori

AC 23, touch 14, flat-footed 18 (27+ when using *mental barrier*)

hp 121 (17 HD)

Resist As per psionic powers

Fort +10, Ref +20, Will +18

Action Points: 12 (d6)

Speed 30 ft. (6 squares)

Melee +18/+13/+8 Impulse (*Riedran +4 crysteel shortsword*) (1d6+6, 19-20 x2) and

Melee +18/+13/+8 Inkling (*Riedran +4 crysteel dagger*) (1d6+6, 19-20 x2)

Ranged +20 Inkling (*Riedran +4 crysteel scimitar*) (1d4+6, 19-20 x2, *returning*)

Base Atk +11; Grp +7

Special Actions Psionics, Immediate action: expend psionic focus for one round of *displacement* (50% miss chance, Deception mantle granted ability), lurk augment (two at once, 17 augments per day), psionic sneak attack +4d6, evasion, dire strike, thought theft, mind interrogation, steal form, disappear from the mind

Psionic Powers Known (ML 16th), 119 power points/day.

6th: *aura alteration, personal mind blank, retrieve, mass cloud mind**

5th: *ethereal agent, psionic true seeing*

4th: *mind wipe, psionic freedom of movement, psionic dimension door, psionic modify memory*

3rd: *mental barrier, false sensory input*, psionic darkvision, escape detection**

2nd: *cloud mind*, psionic tongues, psionic suggestion, concealing amphora**

1st: *defensive precognition, offensive precognition, offensive prescience, psionic charm**

Abilities Str 12, Dex 19, Con 14, Int 22, Wis 16, Cha 18

SQ: initiative boost

Feats Combat Expertise, Improved Feint, Weapon Finesse, Psionic Mastery, Expanded Knowledge (*psionic suggestion*), Expanded Knowledge (*psionic modify memory*), Psionic Embodiment (Deception)

Skills Autohypnosis +10, Bluff +15, Climb +10, Concentration +15, Diplomacy +15, Disguise +15, Escape Artist +14, Hide +19, Jump +10, Knowledge (psionic) +10, Knowledge (local) +10, Knowledge (streetwise) +10, Knowledge (nobility) +10, Listen +10, Move Silently +19, Psicraft +20, Search +9, Sense Motive +15, Tumble +15, Use Psionic Device +15

Gear: +3 *glamered shadow* leather of *silent moves*, *hat of disguise*, *vest of escape*, +3 *cloak of resistance*, *ring of free action*, +3 *amulet of natural armor*, Impulse (*Riedran +4 crysteel shortsword of parrying*), Inkling (*Riedran +4 crysteel dagger of returning*).

Whisper does not remember her young life; for her, existence began in the cold shadow of a Sarlona monolith. Trained in the twin arts of psionics and espionage, Whisper quickly rose about the ranks of her peers and distinguished herself in the ethereal eyes of her quori overseers. Countless threats to the Inspired have fallen to her blades, their deaths coming in the still of the night. Named for her habit of 'whispering' in the minds of her victims and pawns, this shadowy killer is as adept at subterfuge as she is at slaughter.

After the end of the Last War, Sarlona's need for a full time psychic assassin and spy became limited enough that she was assigned to the outpost of Dar Qat in Xen'drik. Her masters, unsure of how best to use her talents, sent her to infiltrate the power groups of Stormreach and report on their activities.

For three years, she has performed admirably at her job. With more than twenty false identities and a small fortune in stolen funds, she has insinuated herself into the city's upper and lower societies with consummate ease. In this way, she has identified friends, foes and potential pawns for the Inspired. Whisper is almost single-handedly responsible for setting up Dar Qat's intelligence network in Stormreach, an accomplishment made all the more impressive by the face that she has managed to remain completely anonymous while doing so.

Roleplaying Hook: "My whole life, I have believed in the Inspired. Now, I am not even sure I believe in myself."

SLAUGHTERSTONE EVISCERATOR

Large Construct (Earth)

Hit Dice: 15d10+30 (112 hp)

Initiative: -1

Speed: 30 ft. (6 squares)

Armor Class: 29 (-1 size, +20 natural), touch 9, flat-footed 29

Base Attack/Grapple: +11/+23

Attack: +2 *adamantine blade* +20 melee (2d8+8/18-20/x3)

Full Attack: 4 +2 *adamantine blades* +20 melee (2d8+8/18-20/x3)

Space/Reach: 10 ft./10 ft.

Special Attacks: Augment critical, enhanced mobility

Special Qualities: Construct traits, damage reduction 10/adamantine, darkvision 60 ft., low-light vision, resistance to acid 10, cold 10, electricity 10, and fire 10, tunnel fighting, spell resistance 20

Saves: Fort +5, Ref +5, Will +5

Abilities: Str 29, Dex 11, Con —, Int —, Wis 11, Cha 1

Skills: —

Feats: Whirlwind Attack^B

Environment: Underground

Organization: Solitary or gang (2-4)

Challenge Rating: 12

Treasure: None

Alignment: Always neutral

Advancement: 16-30 HD (Large); 31-45 HD (Huge)

Level Adjustment: —

Six squat, powerful legs support this stone automaton's thick, insectoid body, which is wider and lower to the ground than a horse's. The creature's stable bulk supports four serrated blade-arms that whirl around with vicious speed.

Slaughterstone eviscerators were originally built by dwarves to defend their strongholds; now, other underground races have started to build their own versions of this deadly construct. Made for war, a slaughterstone eviscerator has powerful blade-arms capable of tearing through hordes of foes.

A slaughterstone eviscerator's blades are of a size comparable to Large greatswords.

Slaughterstone eviscerators cannot speak or make any vocal noise, nor do they have any distinguishable odor.

COMBAT

A slaughterstone eviscerator approaches combat with the uncaring and brutal precision that most constructs exhibit. When confronted with a large group of foes, an eviscerator uses its enhanced mobility to move toward the largest concentration of foes that it can reach and cut them down.

Lacking ranged attacks itself, a slaughterstone eviscerator is at the mercy of highly mobile groups with powerful ranged

attacks. For this reason, dwarves and other races that employ slaughterstone eviscerators usually support them with a number of archers or spellcasters capable of striking down foes determined to fight from a distance.

Augment Critical (Ex): A slaughterstone eviscerator's adamantine blades are magically hardened and honed to a razor's edge. They threaten a critical hit on a natural attack roll of 18-20, dealing triple damage on a successful critical hit. The blades are not subject to effects such as *keen edge* that would further improve their threat range.

Enhanced Mobility (Ex): A slaughterstone eviscerator can move up to 15 feet in a round and still make a full attack.

Tunnel Fighting (Ex): A slaughterstone eviscerator has a limited ability to reshape its form to fit into a tight area. It does not take a penalty on attack rolls or to Armor Class when squeezing through a tight space. See page 29 of the *Dungeon Master's Guide* for more information on squeezing through tight spaces.

CONSTRUCTION

A slaughterstone eviscerator's body is chiseled from a single block of stone, much like the body of a stone golem. The eviscerator weighs at least 3,000 pounds. The stone must be of exceptional quality and costs 7,500 gp. Assembling the body requires a DC 20 Craft (sculpting) check or a DC 20 Craft (stonemasonry) check. Creating an eviscerator also requires four Large +2 *adamantine greatswords*. These swords are forever melded into the form of the eviscerator and are destroyed if it is.

CL 16th; Craft Construct, *keen edge*, *geas/quest*, *haste*, *stone-skin*, caster must be at least 16th level; Price 127,500 gp; Cost 67,500 gp + 4,800 XP.



Slaughterstone eviscerator

SLAUGHTERSTONE CONSTRUCTS IN EBERRON

Slaughterstone behemoths (see page 159) and slaughterstone eviscerators protect the cities, strongholds, and necropolises of the Mror Holds. House Kunderak also uses them as guardians in their great banks. The massive slaughterstone behemoth that stands guard inside the Kunderak Bank of Sharn is one of the city's most popular tourist attractions.

SLAUGHTERSTONE CONSTRUCTS IN FAERÛN

Slaughterstone behemoths (see page 159) and slaughterstone eviscerators guard the kingdoms of the gold dwarves. The gray dwarves (*duergar*) build their own slaughterstone eviscerators and sometimes even ride them into battle.

OGRE GUARD THRALL

CR 6

Always N Large giant

Init -1; **Senses** darkvision 60 ft., low-light vision; **Listen** -2,
Spot -2

AC 20, touch 8, flat-footed 20

(-1 size, -1 Dex, +7 armor, +5 natural)

hp 37 (4 HD); fast healing 5

Immune mind-affecting spells and abilities, stunning

Fort +8, **Ref** +0, **Will** -1

Speed 30 ft. (6 squares) in half-plate; base speed 40 ft.

Melee mwk greataxe +10 (3d6+10/x3)

Special Actions echo mind blast

Space 10 ft.; **Reach** 10 ft.

Base Atk +3; **Grp** +14

Abilities Str 25, Dex 8, Con 19, Int —, Wis 6, Cha 1

SQ guard mind flayer

Feats Toughness^B

Skills Listen -2, Spot -2

Advancement —

Possessions half-plate, masterwork greataxe

Echo Mind Blast (Su) Being mindless, ogre guard thralls are unaffected by *mind blast*. When a mind flayer catches an ogre guard thrall in the area of a *mind blast*, as a free action, it can choose to emit a second, weaker *mind blast* through the guard thrall. This secondary *mind blast* is a 60-foot cone that stuns those caught in its area for 1d4 rounds; a successful DC 16 Will save negates the stunning effect. An ogre guard thrall can echo only one *mind blast* per round. If a mind flayer catches multiple ogre guard thralls in its *mind blast*, it must choose one to use this ability. The save DC is Constitution-based.

Guard Mind Flayer (Ex) As long as an ogre guard thrall is not flat-footed or immobilized, it automatically protects any mind flayers within reach, granting each a +2 bonus to AC. If a mind flayer commands it to do so (a free action), a guard thrall can use the aid another action to grant that mind flayer an additional +2 bonus to AC on the next melee attack against it.

THE EYE OF LOATHING

The Eye of Loathing

CR 15

Usually NE Large aberration

Init +6, dual action; **Senses** darkvision 60 ft.; Listen +6, Spot +6

Languages Undercommon; telepathy 1 mile

AC 26, touch 11, flat-footed 24
(-1 size, +2 Dex, +15 natural)

hp 174 (12 HD); fast healing 10

SR 26

Immune acid, fear

Fort +14, **Ref** +8, **Will** +14

Speed 10 feet (2 squares), fly 20 ft. (perfect), swim 30 ft.

Melee 8 tentacles +17 each (1d6+8 plus 2d6 acid)

Space 10 ft.; **Reach** 10 ft.

Base Atk +9; **Grp** +21

Atk Options Combat Reflexes, acid burn

Special Actions confusion sphere, overmind blast

Spell-Like Abilities (CL 15th):

At will—*charm monster* (DC 20), *detect magic*, *detect thoughts* (DC 18), *mage armor*, *plane shift*, *suggestion* (DC 19).

3/day—*dominate monster* (DC 25)

Abilities Str 26, Dex 14, Con 30, Int 25, Wis 23, Cha 23

SA acid burn, confusion sphere, dual action, overmind blast, spell-like abilities

Feats Ability Focus (confusion sphere), Combat Reflexes, Improved Initiative, Lightning Reflexes, Weapon Focus (tentacle)

Skills Bluff +21, Concentration +25, Diplomacy +25, Intimidate +23, Knowledge (arcana) +22, Knowledge (religion) +22, Knowledge (the planes) +22, Listen +6, Sense Motive +21, Spellcraft +24, Spot +6

Advancement 13–19 HD (Large); 20–36 HD (Huge)

Dual Action (Ex) The Eye of Loathing is a creature made up of multiple minds, all touched by the unreality of the Far Realm. Make two initiative checks for the creature. The higher result represents a mental action turn, and the lower result is used for a physical action turn. This means The Eye of Loathing can do more in a single round than most creatures. For example, it could perform an overmind blast (a purely mental action) on initiative count 17, then move and make a tentacle attack (a physical action) on initiative count 12. These initiative counts can change if The Eye of Loathing readies an action or delays to let its other half go first.

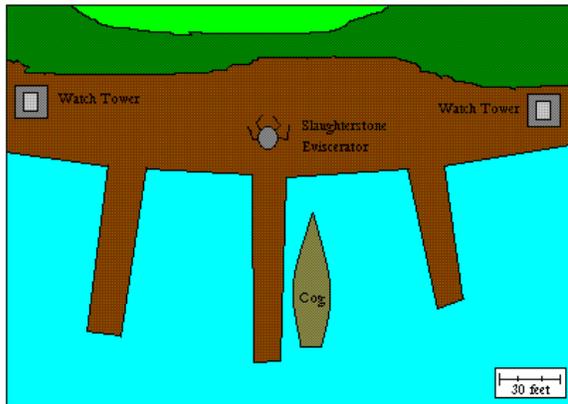
Acid Burn (Ex) The acid delivered by The Eye of Loathing's tentacles continues to burn in the round after the Eye of

Loathing hits. At the beginning of each of the psychic construct's physical action turns, the acid deals 4d6 points of acid damage to any creature The Eye of Loathing hit with a tentacle attack during the previous round. The damage is always 4d6 points, regardless of how many times The Eye of Loathing hit the creature.

Confusion Sphere (Su) The Eye of Loathing can scramble the thoughts of nearby creatures. This ability functions like a *confusion* spell (CL 15th, Will DC 22 negates), except that all creatures (except for psychic creatures) within a 10-foot radius centered on The Eye of Loathing are subject to the effect. The effect lasts 15 rounds, but it cannot end for an affected creature when that creature is still within 10 feet of The Eye of Loathing. At the beginning of each affected creature's turn, roll on the spell's table as normal.

Overmind Blast (Su) The Eye of Loathing can project the horror of its consciousness against a single foe within 100 feet. That target must succeed on a DC 22 Will save or take 2d6 points of Wisdom damage. Though overmind blast isn't a fear effect, a creature that has immunity to fear or a save bonus against fear receives a +4 bonus on the saving throw. The save DC is Charisma-based.

Appendix Three: Maps



DOCKSIDE BRAWL

