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THE DELIRIUM STONE

A One-Round Dungeons & Dragons[®] Adventure for 5th-Level Characters

Gen Con Indianapolis 2005 Version

Design: Keith Baker

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison. The Eberron setting created by Keith Baker. Eberron game design by Keith Baker, Bill Slavicsek, and James Wyatt

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For rules questions specific to this document and the MARK OF HEROES campaign email rpgahq@wizards.com

Introduction

This adventure is optimized for 5th-level characters. This means that it's designed and balanced for a group of four to five 5th-level characters. If your group deviates from this size and strength, each encounter features a section titled "Scaling the Encounter" so that you, the Dungeon Master (DM), can create a more balanced encounter. If there are only four of five PCs of the same level it is easy to use this section: just use the level entry that corresponds with the PCs' level (the optimized entry is given in the main adventure text). For groups of mixed levels and groups with six PCs, determine the average level of the PCs, and add increase that average by one for groups of six PCs. Treat that level as the groups level. That said, as DM you have discretion when it comes to fitting the challenges of the adventure. If the PCs are having too hard or too easy of a time, feel free to increase or decrease the level of challenge. The goal is to challenge the PCs, and entertain the players, not to overwhelm or even underwhelm them. The most enjoyable D&D games are ones where failure and character death are possible, but success and reward are attainable through daring and smart play.

This adventure has been designed to be part of the RPGA DUNGEON & DRAGONS: CAMPAIGNS—MARK OF HEROES program. Like all DUNGEONS & DRAGONS CAMPAIGNS adventures, it's recommended that parties undertaking its challenges have at least one arcane spellcaster, a divine spellcaster (preferably a cleric), a strong warrior, and a rogue. Parties missing these valuable adventuring components may find *The Delirium Stone* very challenging, and the percentages of character death higher. Please warn the players of this before play starts. DUNGEONS & DRAGONS CAMPAIGNS allow players to "take one for the team;" that is to play a fastplay wizard, fighter, rogue, or cleric in place of one of their characters, and gain experience point for their character. If the group lacks one of these vital four classes, suggest to your players to take advantage of this option.

RPGA-Sanctioned Play

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or as part of the DUNGEONS & DRAGONS CAMPAIGNS retail program. To play *The Delirium Stone* as part of the MARK OF HEROES campaign—a worldwide, ongoing D&D campaign set in EBERRON—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table DM (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a few things. First, it allows the PCs participating in play to accumulate experience points (XP) and gold pieces (gp) to advance their MARK OF HEROES characters. Second, it allows the RPGA to track and record what character did during the adventure, and future adventures a written with what the majority of player did in mind—in this way characters' action shape the future of the campaign. Lastly, player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth four (4) points.

This adventure retires from RPGA sanctioned play on **x**

To learn more about the DUNGEONS & DRAGONS CAMPAIGNS: MARK OF HEROES character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

Players Read No Farther

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

Preparing for Play

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, and the *Eberron Campaign Setting*. It is also a good idea to have a copy of the *RPGA Extend Psionics Handbook Primer*, a PDF document that you can find on the RPGA website (www.rpga.com) as it is possible that some character playing in this adventure will be kalashtar utilizing the psionics rules.

Throughout this adventure, shaded boxes provide player information for you to paraphrase or read aloud when appropriate. Sidebars contain important

information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in a section directly after each encounter, or can be found in the *Monster Manual*.

Attached to this adventure, you'll find a special RPGA Table Tracking sheet tailored for this adventure. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play.

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DUNGEONS & DRAGONS MINIATURES

To run this adventure it's recommended you have the following miniatures:

From the Harbinger™ set:

Nebbin (28/80) to represent Sivis Evoker
2 Goblin Sneaks (42/80) to represent Goblin Archers
Human Thug (47/80) to represent Grinder

From the Dragoneye™ set:

4 Human Crossbowmen (5/60) to represent Aberrant Archers

From the Archfiends™ set:

Dalelands Militia (02/60) to represent Mordra
Graycloak Ranger (16/60) to represent Phiarlan Necromancer

From the Aberrations™ set:

2 Hill Dwarf Warriors (07/60) to represent Corrlon and Corrluk
2 Elf Warriors (16/60) to represent Phiarlan Archers
Half-Elf Hexblade (33/60) to represent Black Cleric of Garl Glittergold (14/60) to represent Jorasco Healer
Sharn Cutthroat (20/60) to represent Grim

From the Deathkneel™ set:

Whirling Steel Monk (12/60) to represent Charisma
3 Soldiers of Thrane (9/60) to represent the Deneith Commandos
2 Skullcrusher Ogres to represent Huraskal and Shrulustra

From the Angelfire™ set:

Talenta Halfling (24/60) to represent the Dreambreaker
Steel Predator (48/60) to represent the Glyphweaver

Coins

The Bloodswarms are best represented by coins (4 per swarm).

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Adventure Background

The dragonmarked houses are among the most influential forces of the modern age, and the families that make up those houses have built upon the foundations of their innate magical powers to create mercantile empires. Today each family holds a virtual monopoly on a particular aspect of trade in Khorvaire.

It took many centuries for the houses to consolidate their power, to form alliances and master their trades. When the dragonmarks first appeared, they were things of mystery. Each mark was spread across a number of bloodlines, and it took time for the bearers of a particular mark to recognize their common bond and join together. During this time, many of the marked mixed their blood, marrying people who carried different dragonmarks. And then the aberrants appeared.

These twisted dragonmarks have spawned a host of superstitions. In both past and present, there have been many who believe that those who possess aberrant marks are touched by Khyber, the Dragon Below – and that this taint corrupts both body and soul, causing madness, deformity, or disease. Fifteen hundred years ago, the forces that would become the dragonmarked houses of the modern age fought a vicious war of extermination, joining forces to wipe the aberrant marks from the face of Khorvaire.

Today, the old superstitions still linger. There is a deep taboo against any mingling of the blood of different dragonmarked houses, as this is believed to result in aberrant (or "mixed") marks. Those who possess aberrant dragonmarks are feared and thought to be a threat to all around them. But there are those who question these prejudices. The aberrant marks of the modern age simply aren't that powerful: they don't have the strength of the dragonmarks of the twelve houses, and don't seem to be enough of a threat to call for the systematic destruction of the War of the Mark.

These doubters are right to wonder. The aberrant marks seen today have only a fraction of the power of those wielded in the War of the Mark. When their marks were amplified by dragonshard foci, the aberrant lords could shatter armies or cities with their destructive powers.

Now, after centuries in the shadows, the heirs of the aberrant marks are fighting to reclaim the power of their ancestors. This adventure brings the PCs in contact with two of these forces: the newly founded aberrant guild known as House Tarkanan, and a would-be aberrant lord, Aehion Hanius Haytpear. Both seek to reclaim a powerful relic from the depths of Sharn – a magical weapon known as the *Delirium Stone*.

Adventure Summary

"Fanatics also have their dreams, there to build a paradise for a sect."

-John Keats, "The Fall of Hyperion"

Matron Martra Sets the Scene: The heroes are called into the Diggers' Union office in Wroat. For once, Matron Martra thinks that they may be overqualified for the job at hand. But she has no one else available, and the money's good. She lays down the foundation of the story: a new-money aristocrat wants to recover family relics from the depths of Sharn. The party is provided with a prioritized list of items to recover; the *Delirium Stone* is at the top of the list, but no explanation of its powers or purpose is given.

The Foundations of Sharn: The party makes their way down to the ruins beneath Sharn. Sharn. Eventually the adventurers find themselves at the top of a near-vertical shaft dropping down toward the shattered ruins of the old city. But they are not alone. A few people are camped out at the top of the shaft – members of House Tarkanan. Charisma, the Tarkanan mediator, has no interest in a fight; the bulk of her team has already ventured into the shaft, and she's just waiting to see if they return. She will talk briefly with the group, try to find out what they know, and drop a few hints – but if combat starts, she will flee while her comrades cover her escape. This sets the stage for her appearance in the following adventure.

Into the Past: As the party ventures down the tunnel, the walls fade away. There is a sense of vertigo – and suddenly they are aboveground. Sharn is no longer a ruin. It is a city under siege, and the forces of the Dragonmarked Alliance have breached the walls. In this vision of the past, the PCs are perceived as aberrants; there is no reasoning with the attackers. They must make their way to the barricade held by the local commander – the Dreambreaker. Along the way, they may have a number of encounters. In **Deadly Dragonmarks**, the PCs are attacked by one of the elite Dragonmarked strike forces. Continuing on their path, they encounter the **Cannith Breacher**, a construct that has penetrated the walls and is laying magical traps in its wake. In **Under Siege**, they must cross a gap created by the impact of a powerful siege weapon.

The Dreambreaker: The mad gnome known as the Dreambreaker is barricaded at the top of his tower. Adventurers may try to fight him – but the wiser move is to seize the *Delirium Stone* itself, shattering his mystical ritual. Meanwhile, the tower is attacked by living weapons of House Vadalis – and the attacks get worse and worse, until the PCs finally get hold of the artifact.

Conclusion: The vision fades away. The heroes are alone in the ruins with the *Delirium Stone*. There are no more threats to face; the ruin is self-contained, and the surviving Tarkanans have lost interest and moved on. The party can deliver the prize to their contact and return to Wroat in triumph.

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Cast of Characters

There are a number of NPCs to keep track of in this module, so they are briefly summarized here to aid the DM.

Aehion Hanius Haytpear: A Zil gnome aristocrat and descendant of the Dreambreaker. Aehion has hired the Diggers' Union to recover the *Delirium Stone*, which is a relic that belonged to his distant ancestor. Aehion does not appear in this adventure, but becomes the primary villain in the following adventure, *Freely Given*.

Black: an aberrant soldier with the power to cast *scorching rays*; unfortunately, his aberrant mark has driven him mad.

Burn: One of the aberrant personalities adopted by the PCs. Burn is a human peasant with a few sorcerer levels and the power to set things ablaze.

Caine: One of the aberrant personalities adopted by the PCs. Caine is a halfling rogue with an insatiable sense of curiosity.

Charisma: A member of the House Tarkanan guild based in Sharn. Charisma is an exotic elf with pale hair and golden eyes, who typically dresses in white clothing. She is one of the primary facemen of House Tarkanan; she possesses an aberrant mark of *charm* and excellent diplomatic skills. House Tarkanan hopes that she will be able to make use of the *Delirium Stone* – though this is a long shot, since she is not a child of the Dreambreaker and her power of *charm* is different from the aberrant lord's ability to induce madness.

Corrlok: A member of House Tarkanan - a surly dwarf with the aberrant mark of *shield*.

Corrlon: The twin brother of Corrlok, who shares his abilities and temperament.

The Dreambreaker: One of the lieutenants of *Halas Tarkanan*. The Dreambreaker is a gnome whose aberrant dragonmark gave him the power to shatter the minds of others – but he himself carried the taint of madness. The *Delirium Stone* was designed to channel his powers.

Grim: An actress and jester who was forced to become a refugee because of her aberrant mark.

Grinder: An aberrant priest of the Shadow.

Grokk: One of the personalities adopted by the PCs. Grokk is an ogre who was abused by the Dragonmarked Alliance and has chosen to fight alongside the aberrants.

Huraskal: An ogre who lives in the Khyber's Gate district of Sharn.

Matron Marta: A stern Q'barran native, this large formidable woman has been the PCs' matron since their first mission. A powerful enchanter and matron of the Diggers' Union, she accepts no horseplay, expecting all present to professionals and not behave like children.

Lord Halas Tarkanan: Lord Tarkanan was one of the first and greatest of the aberrant lords. A brilliant strategist possessing deadly mystical powers, Tarkanan forged an army from the disparate aberrants being hunted by the bearers of the pure marks. He commanded the defense of Sharaat in the War of the Mark, and it was his death curse that brought a pyrrhic end to the siege. Tarkanan does not directly appear in the adventure, but he is the inspiration for the modern day House Tarkanan, and anyone who knows the history of the War of the Mark will have heard of him.

The Lady of the Plague: Halas Tarkanan's consort, a woman whose aberrant dragonmark gave her power over disease and vermin. Her curse is supposed to be the reason Sharn has so many strange forms of vermin in the Depths. She does not appear in this adventure, but could be mentioned in a discussion of the War of the Mark.

Mordra: A deadly archer who carries the aberrant mark of *pass without trace*. She works as a sniper for House Tarkanan.

Shrulustra: An ogre who lives in the Khyber's Gate district of Sharn.

Stone: One of the aberrant personalities adopted by the PCs. Stone is a dwarf warrior, stable and calm.

Twitch: One of the aberrant personalities adopted by the PCs. Twitch is a human scout with an attention deficit disorder, who can't stand staying in one place for long.

Whisper: One of the aberrant personalities adopted by the PCs. Whisper is an elf whose family was banished from Aerenal, who follows the necromantic practices of the line of Vol.

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Introduction: Matron Martra Sets the Scene

All of the PCs begin in the Diggers' Union headquarters of Grea Tower in Wroat, the capital of Breland. They have just been summoned from the dormitory to meet with their matron, Martra. It is a humid, cloudy day early in the summer month of Lharvion.

A storm is brewing over the streets of Wroat, and a roll of thunder fills the air as you enter the offices of the Diggers' Union. You have been summoned by Matron Martra, your patron in the Union; apparently there is work to be done.

Martra's homunculus leads you to a meeting room in the Hall of Messengers. The walls of the chamber are polished densewood, and bare of any

sort of decoration; the only object in the room is a large round table and accompanying chairs. The image of a rampant bulette has been engraved on the darkwood surface of the table; while reminiscent of the symbol of the Diggers' Union, the more observant among you note minor deviations in posture and the absence of the other traditional symbols of the Union. The lines of the image burn with the cold fire of continual flame, and this is the only source of light in this windowless room.

The homunculus flutters away through a hole in the ceiling. For the moment, you are alone.

If the players or their characters have not met before, this is an opportunity for introductions to be made. All of the PCs are members of the Diggers' Union who have worked for Martra in the past, and found her to be a fair – if stern – taskmistress. There is little to be found in the room; a character with the Investigate feat or at least 5 ranks in Craft (woodworking) or a similar skill can identify the table as being at elven work, at least 400 years old. As such, it predates the Union by centuries. In fact, it was a family heirloom belonging to Calsuntil Grea, the founder of the Order; Calsuntil and his original band of explorers once sat around the table as they planned expeditions to lost lands.

Once the PCs have had a chance to meet each other, proceed with the entrance of Matron Martra.

After a few minutes have passed, the doors of the chamber swing open once more. A stout woman strides in, sorting through a sheaf of papers. Her blond hair is bound in a tight bun at the back of her head, and she is dressed in a glameweave robe that shifts through a series of deep green hues, reminding you of staring down into jungle waters. She pays no attention to you as she strides around the chamber and takes a seat in the patron's chair. She carefully spreads her papers and folders in front of her and then finally glances around the table, studying each of you in turn.

After a moment of contemplation, Matron Martra slides a folder to each of you. "Diggers," she begins, as close as she ever comes to a pleasantry. "This job is so simple that I think you're actually overqualified. But you're the greenest I've got available at the moment, and the money is good... And it's always the simple missions that seem to go wrong, anyhow. So. Let's get down to business."

While going through the prepared briefing, Martra will highlight the following points for discussion:

- The city of Sharn is the largest city in Khorvaire; it is located a short distance to the south of Wroat. Today it is known as the City of Towers, after the massive spires that rise almost a mile into the sky. But it was built on the ruins of

other older cities. One of these was the city of Sharaat, founded by the first human settlers to make their homes in the region of Breland, and destroyed in the conflict known as the War of the Mark.

- The old city of Sharaat was partially destroyed by a magically generated earthquake. The city was buried beneath tons of shattered stone. The foundations of the old towers were built over these ancient ruins. Occasionally, seismic activity opens paths to the deep undercity.
- A wealthy lord recently moved to Sharn, hoping to locate some heirlooms his family lost during the War of the Mark. This individual – who has chosen to remain nameless – has been monitoring the area of Sharaat where his family had their estate. After years of waiting, a quake has opened a passage to the buried tower. However, the lord has enemies in Sharn and doesn't want to attract attention, so he's turned to the Diggers' Union to help him recover his lost treasures. There shouldn't be any substantial danger – the ruins have been buried for 1,500 years, and little could survive the passage of time; the greatest threat should come from the denizens of Sharn's undercity, as it is a relatively lawless region.
- The packets the PCs have been given include a list of the items they are trying to recover. The most important of these is a statue made of dark crystal, about one foot in height and carved in the shape of a dragon. As long as this is found and returned, the mission is successful. Recovering other items from the list will result in additional rewards, but unless the statue is found, the mission is a failure.
- This should be a simple task, but time is of the essence. In addition to random adventurers and the client's nameless enemies, the city authorities will seal up the tunnel as soon as they become aware of it. The equipment the PCs will need for the job has already been prepared and is waiting for them: the lightning rail leaves within the hour. The party should proceed with the mission the moment they reach Sharn. Once the statue has been recovered, the PCs should return to the message station in the Black Arch district of Tavick's Landing and send a message to Matron Martra; she will tell them where to meet the client to turn over the goods.

The packets the PCs have been given include a list describing the articles to be recovered, lightning rail tickets to Sharn, and maps directing them to the supposed gap to Sharaat, Once the PCs are done asking questions, Martra will tell them to gather their belongings and the assigned equipment and leave.

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The War of the Mark

Over the course of the adventure, characters may want to know about the War of the Mark. A successful Bardic Knowledge or Knowledge (history) check will produce the following information:

- 5 or below: This was some sort of war where the dragomarked houses fought each other, right? It's the reason Thuranni and Phiarlan split, right? (Wrong)
- DC 10: The War of the Mark occurred 1,500 years ago. The Dragonmarked houses banded together to fight a common foe.
- DC 15: The War of the Mark was actually what caused the modern dragonmarked houses to take shape. The war was fought against people who possessed aberrant marks – twisted dragonmarks that carry dangerous powers and are said to cause madness.
- DC 20: Much of the "war" was just a witch-hunt, as the dragonmarked systematically exterminated those with aberrant marks. Eventually a man named Halas Tarkanan brought together the most powerful aberrants and formed an armed resistance to the purge. Tarkanan's army took refuge in the city of Sharaat; when it became clear that they couldn't win the battle, Tarkanan and his lieutenants destroyed the city by unleashing the full power of their tainted marks.
- DC 25: Tarkanan's chief lieutenants included a gnome named the Dreambreaker – who could drive people mad – and a woman known only as the Lady of the Plague, who had power of disease and vermin. Halas himself could control earth and stone. Their marks were unquestionably far more powerful and dangerous than the aberrant marks of the present day: it's believed that Tarkanan destroyed Sharaat with earthquakes, and that the curse of the Lady of the Plague still lingers in the undercity of modern Sharn.

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Equipment Supplied

One Hammer
One *Everbright Lantern*
Two 100-ft. lengths of Silk Rope
Two Grappling Hooks
Two Climber's Kits
Twenty Pitons

Per character

One Backpack
One Sunrod
One Waterskin
Two Day's Trail Rations
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Part One: The Foundations of Sharn

Your trip on the lightning rail lasts for the better part of a day, but your compartment is luxuriously appointed and you are provided with a fine meal to bring the evening to a close – tribex filet on a bed of masthin shoots, seasoned with a blend of sharp Talentan spices known as chular. The meal is accompanied by strong Aundairian wine, and those of you who choose to rest sleep soundly on the comfortable feather beds of the sleeping coach.

As the morning sun rises, you can see the towers of Sharn rising up on the southern horizon, disappearing into the clouds. Soon you will reach your destination.

This is the party's last chance to adjust spells or make other long-term preparations. Once the party has made their final preparations, the train arrives in Sharn.

Within the hour, your coach glides to a halt at the gateway district known as Terminus. The streets are filled with sound and life. Merchants offer gaudy trinkets and overpriced food. Guards watch you suspiciously, while beggars and cutpurses consider the odds and choose to leave you alone.

The city is a wonder, but Matron Martra's instructions were clear: the job must be completed as quickly as possible. The maps provided by the matron lead you down ramps and curving tunnels into the industrial district of Blackbones.

The foundry tunnels are dark and crowded. The heat is sweltering, and a hundred forges fill the air with the sound of steel. Warforged workers haul carts of ore and other goods to and from the surface.

As you move further beneath the city, the overwhelming heat begins to fade. The tunnels grow wider, and the ceiling rises up to a height of approximately 12 feet. The smell of the forge is replaced by the stench of garbage and unwashed flesh. Small buildings are carved into the tunnel walls. Most are one-room hovels claimed by goblin families, but there are a few larger shops and taverns scattered along the dark streets. Goblins form the bulk of the population, but you see people of all races, including humans, gnolls, and even ogres. But all of the inhabitants of the Undercity have a few things in common. Filthy clothes. Hungry eyes.

Everyone you see carries a knife or some sort of weapon – and everyone seems ready to fight.

The ruffians of Khyber's Gate aren't fools; they survive by knowing how to pick their targets, balancing wealth against risk. Most are wise enough to leave the party alone. But there are a pair of ogres who are having a particularly bad day... and who are tired of seeing wealthy adventurers pass through their home. If the party comes up with a deliberate and sensible plan of action for avoiding troubles with the locals, go straight to **Tarkanans at the Gate**. Otherwise, it's time for **The Trouble with Ogres**. If your party seems likely to want to fight, you should go ahead and establish a marching order now; the tunnels are ten feet wide, but there is often two-way traffic.

The Trouble with Ogres (EL 6)

The everburning touches in these tunnels are embedded deep in the walls, but even so, many have been stolen or destroyed over the decades. You are passing through an unlit stretch of tunnel when a huge, dark-skinned ogre steps out in front of you, deliberately blocking your path. Another squeezes out of a doorway behind you, leaving you between the two massive creatures.

The ogre in front of you is dressed in studded leather – a shabby suit of armor that has clearly seen better days. But he holds a greatclub carved from polished densewood, and he slaps it against the palm of his left hand.

"I've had about enough of your type," he snarls, revealing yellowed fangs; the stench of his breath drifts down the hall. "Coming down here with your treasures and your gold. I think we've got better use for that gold than you."

If this seems like a fairly erudite conversation for an ogre, it is. Both the speaker, Huraskal, and his mate Shrulustra are fluent in Common and quite intelligent for ogres. They served as mercenaries in the employ of House Tharashk during the Last War, fighting on behalf of Breland.

If the PCs want a fight, the ogres will oblige. Use Map A; the map in Appendix 3 shows the placement of the ogres, at the spots marked **O**. If either ogre is dropped below 8 hit points, they will attempt to flee; however, if one is rendered unconscious, the other will fight to the death. Given the choice, they will direct their attacks at a halfling, using the PCs to vent frustration against the Boromar Clan. The ogres have nothing of value beyond the possessions they are carrying, and PCs who search the nearby hovel will simply find the ogre's injured son.

Level-headed PCs may choose to talk instead of fight. What do the ogres mean by "your type" – have they

seen other adventurers recently? What IS the "better use" the ogres have for the gold?

If someone makes a DC 20 Diplomacy check, Huraskal will be willing to discuss things. The ogres settled in Sharn after the war and work as porters, using their great strength to haul heavy objects. But they are often caught in the conflict between Daask and the Boromar Clan, two of Sharn's larger crime guilds. Recently, their son Shuskal was seriously injured by a group of Boromar enforcers, and the ogres want to heal him; this will take at least 50 gold. If the PCs are willing to donate the gold or to use a *cure light wounds* (or better) to heal the child, the ogres will be grateful and apologize for their brusque behavior; the PCs who were actively friendly to the ogres should receive the *Friends in Khyber's Gate* story object. PCs who fight the ogres or are especially rude to them should instead receive the *Enemies Below Sharn* story object.

If the PCs help heal Shuskal, the ogres will elaborate on the fact that the PCs are the second group of adventurers they've seen in the last day. About half a dozen people came down this way asking questions some seven hours ago – looking for a tunnel opened in the recent quake. The ogres didn't know anything about it, but they recognized the people as members of House Tarkanan – a guild of thieves and assassins – and chose to stay away. They distinctly remember two dwarves carrying axes, and a woman... an elf... dressed in white, who carried no weapons; she was the one asking questions. That's all they know.

Once the PCs have resolved their business with the ogres, move on to the next encounter.

Scaling the Encounter

This encounter is optional, and smart characters can easily talk their way around it. If the average character level is 4, remove Shrulustra (reducing the EL to 4). There is no need to adjust it for more powerful groups.

Tarkanans at the Gate (EL 7)

Martra's map leads you deeper and deeper into the undercity of Sharn, and before long you have left the wretched beggars and other scum of Khyber's Gate behind. The tunnels are eerily silent. Occasionally you come upon a mass of insects or a pair of rats who quickly flee from your light. But it seems that this section of the tunnels has been abandoned for some time.

The chasm is supposed to be in an old warehouse, and the door to this chamber lies just ahead.

This encounter uses Map A. Place the characters at the far end of the southern hallway. Once the PCs have been set on the map, have them make Listen checks. This check will produce the following results:

- 5 or below: The character not only hears nothing, but is convinced that any sound anyone else hears must be imaginary – just a bunch of rats.
- DC 15: The character hears voices coming from the old warehouse – a deep male voice and a female voice. He can't make out any details.
- DC 20: In addition to the voices, the character hears a rattling sound – pebbles being thrown on the ground, or possibly dice.
- DC 25: With a result of 25 or above, the character receives a considerable amount of information. He can tell that there are three separate voices, and that the two deep voices are probably dwarves. He has a general sense of the dwarves' location.

A character who makes the check with a result of 25 or higher hears the following snatch of conversation:

"I hate this waiting," a deep voice growls. "I say follow them down or call it done."

"They'll be back," says another voice, so similar to the first that it is hardly possible to tell them apart. "And Bal himself couldn't make me go down. Now shut up and roll." This is followed by the sound of dice rattling against stone and a curse, along with the clink of coins.

"I command here, Corrlon" says a woman's voice, cold and calm. "I will decide when it is time for us to leave, and where we shall go."

A deep voice grumbles in protest, but the only words that follow this pronouncement are "Shut up and roll."

Beyond this point, any conversation focuses on the two dwarves and their dice game.

Inside the chamber, four members of House Tarkanan are guarding the passage that leads down to the Sharaat garrison. Three of their companions climbed down the gap to search for the *Delirium Stone*, but hours have passed and they have not returned.

Entering the Room

The sorcerer Charisma has placed a silent *alarm* to warn of the approach of strangers. This extends out in a twenty foot radius from the point marked **A** on the map (see Map A in Appendix 3). This will keep her from being surprised. If the party moves across the *alarm* in a single round, they can surprise the other members of the group. If the party triggers the *alarm* without moving into the room, Charisma will signal to the others, who will ready themselves for battle.

When the party enters the chamber, the DM should read or paraphrase the following:

This large stone chamber was once a storeroom. A few everburning torches provide dim light, but this illumination is torn into shreds by the hulking remains of the rotting wooden crates that scattered around the room. Near the southeastern wall, a

jagged circular hole has been punched through the floor. Iron spikes driven into the stone support a number of ropes that disappear down into the dark passage.

There are three people by the chasm. Two appear to be brothers: a pair of dwarves, who share the same tight features and fiery red hair. They wear darkweave cloaks over finely wrought chainmail, and each carries an enormous axe. An elf dressed in a shimmering white robe stands behind them. She has long, silver-blond hair, and her skin seems almost golden in the torchlight. Even at a glance, you are struck by her unearthly beauty; she could easily have the blood of the fey in her veins. She carries no weapons, and seems somewhat bored.

Have the characters make Spot checks. If anyone gets a result of 25 or more, add:

You catch a glimpse of movement in the southwestern corner of the room. A figure in a darkweave cloak is standing behind an old barrel, a longbow in her hand.

If the party wants a fight, the Tarkanans will oblige them. But there is no need for violence; the Tarkanans are already on the verge of leaving. If the party enters in a non-threatening manner, one of the dwarves growls "Move along." But the woman in white smiles and makes a slight curtsy.

"We weren't expecting to have company in such a desolate place," she says. "What brings you here?"

If a character makes a Diplomacy check of 10 or above, Charisma will say that she and her companions are a group of adventurers in search of the treasures of ancient Sharn. They make a practice of exploring any new gaps to the ancient city. In particular, they were hoping to recover a statue – a dragon carved from crystal. She knows a buyer who would pay top platinum for it – and if the party plans to explore and finds this item, she'd be happy to broker a deal. For her part, they've already sent down three explorers, and after six hours there's been no word; it's a dangerous business, and she is, sadly, on the verge of declaring their companions to be lost. She'd be most grateful if the party provided assistance to any injured explorers they find below. Meanwhile, she will ask probing questions, trying to find out just how much the PCs know.

Detect thoughts or a Sense Motive check with a DC of 30 will reveal that Charisma wants the statue for herself. If the PCs mention House Tarkan, Charisma simply shrugs. "Yes, we're part of the house. But today, we're simply interested in salvage."

The dwarves are less friendly, and will sneer and snort. "If whatever's down there could bring down Silean, the likes of you won't fare any better." None of the Tarkanans knows much about what is below, other than Charisma's hope that the *Delirium Stone* is down there.

Fighting the Tarkanans

If the PCs want a fight, the Tarkanans will be happy to oblige.

The two dwarves, Corrlon and Corrluk, are located at the spaces marked **B** on the map. If they are surprised, they will be sitting on the floor playing dice, with their axes on the ground. If they are warned by Charisma, they will be standing facing the door, axes in hand, ready to use the *shield* power of their dragonmarks.

Charisma is standing at the space marked **C**. She's got a role to play in the future, and whatever happens here, she's going to get away. She's wearing a *ring of blinking*, and she's got action points just like the PCs do – so just imagine that she has a Campaign Card that says "While *blinking*, you can use this card to make all attacks and spells miss you for one round." If it comes to combat, she will simply study the faces of the PCs as attacks pass through her, and then *dimension door* away with a smile.

The archer Mordra is hiding at the spot marked **D**. She has partial cover from the barrel. Her *potion of cat's grace* is put on the ground in front of her, and she will drink it if there are any signs of trouble. She will not make her presence known unless combat breaks out. She will rely on Rapid Shot, targeting spellcasters and humans (preferably human spellcasters), and if necessary, using Tumble to move out of melee.

When the party has dealt with the Tarkanans (whether through violence or conversation), it's time to head below. Move on to **The Long Descent**.

Scaling the Encounter

4th-level characters (EL 6): Remove Mordra.

6th-level characters (EL 8): Add a Phiarlan necromancer, using the statistics provided for Part Two: Deadly Dragonmarks. This character is not actually a member of House Phiarlan, but rather an independent necromancer working with the Tarkanans.

7th-level characters (EL 9): Add a third dwarf – Corrlos, who is identical to Corrluk and Corrlon. Charisma will turn invisible, move to a concealed location, and then use *bold person* once (preferably targeting a big dumb low-will-save fighter) before teleporting away.

The Long Descent

The hole in the floor opens into a deep, natural chasm – a gap in the massive sheets of rock that slammed together when the ancient city was destroyed. Three well-anchored ropes drop down into the darkness, evidence that other climbers have made the descent before you.

The Tarkan, explorers have done an excellent job of paving the way for the PCs. The climb DC is 5. Since a skill check that fails by 4 or less simply results in no progress, the only way for a PC to fail this check is if he has a negative Climb value – in which case, he should

plan on using action points or some form of *feather fall*. It's a hundred-foot drop to the bottom of the cavern, and a misstep could bring a quick end to the adventure.

As the party descends, they will see a light far below – but by the time any of the characters gets half-way down the rock face, the light fades and dies. No one is waiting at the bottom; a successful Search check (DC 15) will turn up a used sunrod, presumably left by a previous explorer. So it seems that the party is six hours behind the Tarkanans.

The chamber at the base of the cliff is 25 feet wide and 10 feet across. The only thing of interest is a smaller gap in the floor to the north. This tunnel is about 5 feet high and 4 feet wide. The walls are rough, covered with dirt and chunks of rock. The passage extends for another 40 feet; the base DC for Climb checks is 10, but this can be lowered to 5 if the party takes the time to anchor ropes.

Because of the tight tunnel, the party will have to descend one at a time. When the first person descends, move on to “Part Two: Into the Past”.

Part Two: Into the Past

As you descend, the tight tunnel slopes sharply to the west. A minute later, you come to the edge of a wall – the wall of an ancient building, buried beneath the earth! Studying the area more closely, you see that the tunnel runs into the wall of an old fortress, or keep: sturdy granite, nearly two feet thick. Looking through the gap, you can see a stone hallway. It is completely silent: there is no light, and no sound or motion.

When the first player steps through, you can place them on Map B. However, at this point in time there is little to see.

The air is stale, and the hallway is covered with dust and cobwebs. The hall is dark and silent.

Anyone with the Track or Investigate feats will spot the tracks of the Tarkanans; they appear to have gone both north and south, - but the tracks don't go very far. There's no sign of where they ended up; the tracks shuffle around, and then vanish.

The instant the last PC enters the tower, everything changes.

The Transition

Suddenly the hallway is flooded with light and sound. There are torches on the wall, everburning torches fixed in steel sconces! The smell of smoke is strong in the air, and you hear screams and the clash of steel. The dirt and cobwebs are gone – and so is the tunnel you came through. The wall is in perfect condition.

The party has stepped back across the gulf of time, and they are now sharing the bodies of members of the aberrant army of the Dreambreaker. The forces of the

dragonmark alliance have finally broken through Sharn's defenses, and a horde of elite dragonmarked soldiers are surging into the base of the tower.

The tower itself is eleven stories tall, and the PCs are on the fifth story. A hallway wraps around each level, with a sloping passage on the southern edge that leads up to the next floor. The party will not be able to descend below the fifth floor due to the hordes of invaders: the object of their quest lies above.

At this point, provide each player with one of the special Aberrant Dragonmark story objects, as described in the *Aberrant Dragonmarks for Everyone!* sidebar.

Give players a moment to absorb the knowledge on the story objects and to ask questions about these abilities. They know nothing beyond the information provided on the story objects. They can attempt to disbelieve the illusion, but it will have no effect. Some may think it is a dream, and point out that warforged, elves, and kalashtar don't dream; yet, characters of these races still perceive the shift.

As soon as everyone is settled, proceed with **Deadly Dragonmarks**.

[[start sidebar]]

Aberrant Dragonmarks for Everyone!

When the transition occurs, each PC receives a special story object, describing a sense of personality, a name, and a mechanical benefit. The characters do not notice any physical changes beyond the aberrant dragonmarks that appear on their skin: they still see one another in their original forms, and they still possess their original skills. But everyone else in the scenario perceives them as aberrants, and responds accordingly. Aberrant NPCs will refer to the PCs using these names, will respond to Grokk as if he was a large creature (looking up to him instead of meeting the PC's gaze), and so on.

The six aberrants are:

Caine. A halfling rogue, driven by an insatiable curiosity. His story object is *Aberrant Dragonmark (detect secret doors)*. It's best to give this to a player who's thoughtful and observant, as a hack'n/slash gamer may be frustrated by the lack of combat application.

Whisper. An elf whose ancestors aligned themselves with the House of Vol, and who had to flee Aerenal in the wake of the civil war. She is cold, bitter, and calculating. Her story object is *Aberrant Dragonmark (cause fear)*.

Burn. A human peasant with a few sorcerer levels and the power to set things ablaze. Burn lost his wife when his dragonmark first manifested, and his children were killed by the dragonmark alliance. He is filled with rage and anger. His story object is *Aberrant Dragonmark (burning hands)*.

Stone. A dwarf warrior, Stone is solid and dependable. He is the leader of this particular aberrant squad, and when other aberrants address the PCs, they

should typically direct their comments to Stone. His story object is *Aberrant Dragonmark (shield)*.

Twitch. A human scout with a serious attention deficit disorder, Twitch can't stand still. Her story object is *Aberrant Dragonmark (jump)*.

Grokk. An ogre, Grokk sided with the aberrants because they suffered the same unreasoning prejudice that he did. His story object is *Ogre's Strength*, which will be most useful to a melee fighter. With that said, it's amusing to give this a small character, as Grokk still believes he is large.

These story objects provide the PCs with additional powers, but also provide an opportunity for roleplaying, as each one describes the dominant personality trait of the host body. As a DM, you will have to decide whether to assign these based on utility – matching the power to the character who could get the best use out of it – or personality.

If a character already has any sort of Dragonmark-related feat (aberrant or not), he loses the use of the feat, but gains the use of either *Aberrant Dragonmark Gift* or *Aberrant Dragonmark Vigor* (your choice) in addition to the base story object.

Observant players may point out that characters of certain races (warforged, shifters, changelings, kalashtar) shouldn't be able to have aberrant dragonmarks. This is absolutely true, and yet the PCs can still have the marks; they're only borrowing them. Likewise, it is intentional that the story objects let the PCs use their full character level to determine the caster level of the mark, instead of the normal 1/2 character level.

[[end sidebar]]

1. **Deadly Dragonmarks (EL 7)**

Place the characters in the outer hallway of Map B (Tower Level 5). The characters should be arranged as close to point A as possible, though if they spread out a little before the transition occurred that's fine; if they spread out too far, the transition draws them back together.

Have characters make Listen checks. Everyone can hear screams and the sounds of battle; there is a conflict raging beyond the walls, but it also sounds like there is fighting on the lower levels of the tower itself. Anyone who makes a DC 15 check hears the sounds of footsteps racing along the northern corridor, and is not surprised; roll initiative for these PCs and for Grim, and if the PCs role higher, they may choose to act (albeit in total ignorance). When Grim moves, read the following.

You hear a flurry of footsteps hammering on the floor of the hallway to the north – a single person, gasping for breath. A moment later she comes into view: a human in her late teens, wearing studded leather armor over simple brown clothes. She is covered with dirt and blood; a black-feathered arrow protrudes from her left shoulder, and she has a deep

gash on her right ribs. There is a scabbard on her belt, but she carries no weapons. Her eyes are wide with panic, and she is running as fast as she can.

"(Name*), run!" she screams when she sees you. "They're coming!"

**She addresses the first character she sees, using the name on their story object.*

This is Grim, an aberrant scout. She is fleeing the battle below, hoping to reach the Dreambreaker's sanctum at the top of the tower. In the course of this action, she runs around the northwest corner of the hall and moves to the spot marked **B**. If PCs have already moved in front of her, or if they later block her path, she will attempt to move through their squares, assuming that they are allies. If the PCs choose to block her path, this should be resolved as a bull rush; Grim will be surprised and demand an explanation.

If any of the PCs engages her in conversation, she will address him using the name listed on his story object: she perceives him as an aberrant.

"They've broken through, (name)," she says, even as she tries to push her way past you and keep moving. "The Dreambreaker is our only hope. Move! We need to get to the sanctum!"

She is in shock and has nothing more to say; the PCs will need to grapple her to stop her from moving, and if they do she will address them by story object name and curse them as traitors.

In any case, on the round following Grim's appearance, her enemies appear. If the PCs can see the northern hallway, read the following.

Three new figures come into view. Two warriors are in the lead, both wielding longswords and massive tower shields emblazoned with the symbol of a golden sun with a silver eye in the center. You can see little behind the shields, but you catch a glimpse of a woman in a dark cloak, with a longbow in her hand.

Anyone who makes a successful Knowledge (nobility) check (DC 15) recognizes the symbol on the shields as the Watchful Eye icon of House Deneith, the dragonmarked house of mercenaries. However, the design seems slightly off: the rays of the sun are two sharp and angular, the eye more stylized than usual.

There are four people in the party: The two Deneith commandos move to the spaces marked **C**. on the map. The Phiarlan archer moves to space **D**. and the Jorasco healer remains hidden at space **E**. The Deneith commandos use their full action to move, but the archer still has a standard action available after moving. If Grim is in sight, the archer will shoot her; otherwise, the archer will target one of the PCs.

The soldiers cannot be reasoned with; attempts to parley will be met with cries of "Aberrant scum!" and "Bloodfilth!" The Deneith commandos will do their best to block the hall and protect the archer and healer, using Combat Expertise and their tower shields to form a high-defense wall.

Aftermath

Once the dragonmarked strike force has been defeated, the PCs have a moment to recognize a few things. The character need only make one check for each skill: with a Knowledge (nobility) check of DC 25, the PC will receive all three pieces of information.

Knowledge (nobility) or *Profession (armorsmith)* (DC 15): One would expect Deneith shock troops to be wearing heavy armor, yet these mercenaries are wearing breastplates. And the design of the armor itself seems strange – more awkward in design.

Knowledge (history), *Knowledge (nobility)*, or *Bardic Knowledge* (DC 20): The name "Dreampireaker" is vaguely familiar. The Dreampireaker was a villain from the War of the Mark, the battle between the Dragonmarked houses and those possessing aberrant dragonmarks. Folktales claim he still haunts dreams, preying on the minds of dragonmarked children.

Knowledge (history), *Knowledge (nobility)*, or *Bardic Knowledge* (DC 25): The Dreampireaker was one of the lieutenants of Halas Tarkanan, the leader of the Aberrant forces. The Dreampireaker was said to have the power to drive his enemies mad. His exact fate is a mystery, but he is believed to have died in the destruction of Sharaat.

Knowledge (nobility) (DC 15): The griffon on the halfling's chest identifies him as a member of House Jorasco. But like the Deneith symbol, the design isn't quite right: the pose of the griffon is too martial, its claws too long.

Knowledge (religion) (DC 10): The halfling's shield and holy symbol identify him as a priest of the Sovereign Host, specifically dedicated to Olladra. The design of the octogram on his shield is antiquated.

Knowledge (religion) (DC 20): The octogram design on the halfling's shield predates Galifar: it's at least a thousand years old.

After the PCs have gained all the knowledge they can, they can either explore the fifth floor or head up to the next level. Descent is impossible: the fourth floor is flooded with troops. These invaders are mopping up resistance, but anyone who tries to go down will simply run into group after group of soldiers, as described in **The Endless Horde** sidebar.

When the party moves to the sixth floor, move on to **Part Three**.

Scaling the Encounter

4th-level characters (EL 6): Remove the Jorasco Healer.

7th-level characters (EL 8): Add a Phiarlan necromancer.

[[start sidebar]]

The Endless Horde

This tower is going to fall, and there's no way around that. There are over a hundred dragonmarked troops surrounding the tower and pushing their way inside – and

the longer the party waits, the more of them show up. The PCs should have a sense of urgency: every minute counts, and pausing to search a room could result in death.

Appendix 1 includes statistics for an assortment of dragonmarked soldiers. If the PCs head straight up to the top of the tower, they will never meet the Sivis evoker. But if they spend too long in one place, more troops will come charging up from below.

The precise trigger of a troop encounter is up to the DM. However, a few things that should definitely trigger a troop encounter are:

- Taking 20 on a skill check that normally takes 1 round (Search, Open Lock).
- Trying to loot a large room (like areas 2 or 7).
- Going down the tower instead of up.

If the PCs come up with a clever way to block the hall, they should certainly be able to slow down the advance – but sooner or later, troops will break through.

The party should encounter troops in the following order:

1. Two Deneith commandos, one Phiarlan necromancer, one Phiarlan archer. (EL 7)
2. Two Deneith commandos, one Sivis evoker, one Jorasco healer. (EL 7)
3. Three Deneith commandos, one Jorasco healer. (EL 7)
4. Three Deneith commandos, one Jorasco healer, one Phiarlan archer. (EL 8)
5. Three Deneith commandos, two Phiarlan archers. (EL 8)
- 6+. Three Deneith commandos, one Jorasco healer, one Sivis evoker. (EL 8)

The DM should make clear to the PCs that delays will have a price – the goal is to encourage speed and to add a sense of tension, not simply to drag things out and pound the party. As long as the party makes an effort to keep moving forward, there is no need to bring in any troop encounters. But the players should never forget the dragonmarked dogs at their heels – and the fact that they can't just pause and take 20 on Search checks.

To scale these encounters, remove one opponent for 4th-level characters, and add an opponent (whatever the group seems to be missing) for 7th-level characters.

[[end sidebar]]

2. Barracks

Simple bunks line walls of this large room. Rough wool blankets are crumpled and tossed aside. A mug of ale has been left on a table, next to a half-finished game of Three Stones. Weapon racks are empty: whoever lives here has already gone to answer the call.

These are barracks commandeered by the Dreampireaker's aberrant soldiers. There are footlockers by the bunks, but they contain nothing of value – just a

few worn cloaks, personal keepsakes, unsent letters to loved ones or tools. Searching through the footlockers will take enough time to trigger a troop encounter (see “The Endless Horde” sidebar).

Strong Wooden Door: 2 in. thick; hardness 5; hp 20; AC 5; Open Lock DC 20; Break DC 23.

3. Kitchen and Storeroom

If characters head towards area 3, have them make a Listen check (DC 15); anyone who is successful will hear the sounds of a combat – the moan of a dying man, and the sounds of soldiers fighting and smashing things. If they continue, they will see the following:

The doors along the hall have been smashed in. You catch a glimpse of a kitchen, with a doorway connecting to a large storeroom. A woman in a brown burlap robe is stretched out on the floor, blood flowing from multiple wounds. You catch a glimpse of soldiers searching the room, smashing furniture and finishing off another injured denizen of the tower.

Dragonmarked soldiers are in the process of looting the room: use the next encounter indicated by “The Endless Horde” sidebar. There is nothing of value to be found here, and any delay will simply result in another troop encounter – this is the threshold the invaders are moving across. If the party chooses to stay and fight it out, the dying woman will address one of the PCs (using their story object name), gasping “(Name), find... the Dreambreaker...” with her final breath.

Part Three: A Breach in the Walls

As the party moves up the tower, they find a gap in the wall. A Cannith-built construct has forced its way in and is moving up the tower, laying traps as it goes. Will the party take the direct route, or find another way around the traps?

This floor is represented by Map C in Appendix Three.

4. Hallway

The hall stretches ahead of you. There are two heavy wooden doors on the eastern wall. Somewhat more interesting is the gaping hole on the western wall, about thirty feet away from you.

There are three separate points of interest in the hallway: the blast point, the glyphs, and the glyphweaver.

4A. The Breach

There is a gap in the wall, a wound about ten feet across.

If a character with the Investigate or Track feat examines the rubble on the floor and makes a Search or Survival check (DC 15), he will come to the conclusion that the damage was inflicted from the outside and is the result of a repeated series of focused explosions. Furthermore, a large creature came in through the hole and moved off to the north.

If a character looks out through the breach, they see the following:

The edges of the hole are rough and blackened, blasted in by heat and explosive force. But what lies beyond is what draws your attention. An hour ago you were deep beneath Sharn, and all that should be beyond this wall is earth and shattered stone. Instead, a city stretches out before you.

It is not Sharn. While there are a few towers, the simple, blocky architecture is unfamiliar to you, and these buildings are only a few hundred feet in height – no match for the mile-high spires of Sharn. An assortment of squat stone buildings are nestled around these towers. But there is no time to study the buildings: this city is under attack. Smoke fills the sky, billowing from towers and shattered buildings. The streets below are filled with hundreds of soldiers and siege engines pressing forward, and you can hear screams and the clash of steel. A knot of warriors are clustered around the base of your tower – some seventy-five feet below you – and in the moment you look out through the wall a shower of arrows and magical blasts hurtle towards you.

The character who looks out is targeted by a magic missile (1d4+1 damage) and 3 arrows (+6 ranged, 1d8 damage) – however, the victim receives a +4 to AC versus these attacks because of the cover. If multiple characters declare their intention to approach the gap, split the attacks as evenly as possible. These attacks will continue every round that a character remains framed in the gap. It is impossible to defeat the troops below; a *fireball* may clear a patch, but additional soldiers will appear to fill the void.

Looking up, a character can see that the tower rises up another 75 feet. There are no windows, but there are arrow-slits across the walls on the higher levels. Anyone who tries to use Climb, *fly*, or similar means to scale the outside of the tower will be vulnerable to four attacks (three arrows and a *magic missile*) every round... and more importantly, the gap is the only way back into the tower, so such an excursion would be fruitless as well as dangerous.

4B. The Glyphs

The corners of the tower have been trapped. If Grim survived encounter 1, her body will be found at the northwestern glyph field; there is evidence of an explosion, and she is quite dead. In this case, the northwestern glyph field will be deactivated, and the party

will be warned to watch for traps. If the characters are searching, they will receive the following information on a Search check resulting in a 19 or higher:

As you move along the hallway, the faintest shimmer on the floor catches your eye. There is a symbol on the floor, glowing lines of energy that are almost invisible – but not quite. Studying the area, you realize that there are dozens of the symbols covering a wide stretch of the nearby walls and floor.

The glyphs can also be detected using *detect magic*; they have a moderate abjuration aura. The combination of *read magic* and a successful Spellcraft check (DC 13) will allow a character to identify this as a simple form of *blast glyph*. A rogue or artificer can attempt to deactivate a glyph field using Disable Device; it actually looks reasonably simple for a magical trap (which are, of course, very difficult to deal with), and the Disable Device check has a DC of 24.

If the characters step onto a glyph field, or if a rogue or artificer fails the Disable check, the field detonates: all of the glyphs burst into light and a bolt of flame roars towards the person who set it off. This inflicts 4d8 points of fire damage (Reflex save DC 14 for half damage) on the character who triggers it and everyone within five feet of her.

Note that the invading soldiers know the password for the glyph fields ("Cannith Triumphant"); once they see the gap in the wall, they will say this phrase at every corner. So the glyphs do not pose a threat to the invaders – and potentially, the PCs could learn the password.

Scaling the Encounter

6th or 7th-level characters: Increase the damage of the glyph fields to 5d8 (save DC 16). Search DC 21, Disable Device DC 26.

4C. A Bloody Mess

You see the remains of two bodies spread across the hallway. These unfortunates were torn apart, and a pool of blood has spread across the hallway.

These are the remains of two aberrant soldiers who ran afoul of the glyphweaver. The damage is severe, but a character can make a Heal check to gain information about the corpses. A character with the Investigate feat gains a +5 synergy bonus. This check produces the following results:

- DC 5: The character is at least able to find enough pieces to deduce that the victims were a human male and a dwarf female.
- DC 10: Both were killed by slashing damage.
- DC 20: The wounds look like they were caused by the pincers of a large creature – something akin to a giant lobster – but the cuts are too

clean to be the result of natural weapons; they seem like the result of a metal blade.

Both soldiers were wearing leather armor, now ruined. Their equipment includes a masterwork dwarven waraxe, a mace, and two vials of alchemist's fire.

4D. Cannith Breacher

A large creature is crouched in the southern end of the hallway - a massive metal insect. Its jointed body is formed of mirror-bright steel, and its compound eyes are studded with glowing rubies. It rests its weight on four sturdy legs; two additional limbs are folded just beneath its head, and these long arms are tipped with serrated blades. Wings of gossamer and steel are tucked against the sides of its thorax.

The hide of the creature is covered with an intricate pattern of mystical sigils, and these symbols pulse with an inner light. You see that these symbols are taking shape on the floors and walls around the creature, growing clearer with each pulse.

This is a glyphweaver – a Cannith war machine. It is not terribly observant, and it is currently in the midst of establishing a new glyph field. As a result, it will not notice PCs until they come within 50 feet. At this point, it can make a Spot check opposed by the Hide checks of the adventurers. It will abandon the glyph field as soon as it notices the PCs, and the half-woven glyphs will blink out of existence.

Once it engages in combat, the glyphweaver will fight to the death.

Scaling the Encounter

6th or 7th-level characters: Use the statistics for the advanced glyphweaver.

5. Prison

Manacles line the walls of this room, and the stench of sweat and blood is strong in the air. It seems that this was a lord's dungeon; there is a cage set against the northeastern corner, and a rack dominates the center of the room. An assortment of branding irons and other gruesome implements are scattered about. A lone figure hangs from a pair of chains on the northern wall – an elf. His shirt has been torn off, and his chest is covered with scars and burns.

This room is exactly what it appears to be. The man in the manacles is a Phiarlan spy caught by the Dreambreaker. He was tortured to death over a day ago, and is beyond help; however, an examination of his body will reveal the Phiarlan dragonmark on his left shoulderblade.

A careful search of the room (Search DC 20) will reveal two tiny vials marked with the seal of House Jorasco – *potions of cure minor wounds*.

Strong Wooden Door: 2 in. thick; hardness 5; hp 20; AC 5; Open Lock DC 30; Break DC 23.

6. Storeroom

An unlocked door opens into a storeroom filled with barrels and crates of supplies. Most have already been tapped, but there are a few cartons of dried meat, bandages, and other supplies. The only other exit is a door on the eastern wall.

The crates hold nothing of value to the party. What this room has to offer is the door – an opportunity to bypass the glyph fields. It is a strong door, but it can be brought down in time.

The door to the outer hallway is not locked.

Strong Wooden Door (to area 7): 2 in. thick; hardness 5; hp 20; AC 5; Open Lock DC 25; Break DC 28.

7. With Friends Like These...

The smell of burning flesh fills the barracks. It doesn't take long to identify the source – the corpse of a female gnome lies before you, slain by a burst of immense heat.

"(Name)," a voice mutters, filled with misery. A man is leaning against a bunk. He wears a jerkin and breeches of black leather studded with iron rivets, and wherever his skin shows you can see that it's scarred by burns – some old, some quite recent. Much of his hair has been seared off, and his scalp is a patchwork of angry welts and scars. Even his lips are burnt. But what catches your eye is the mark on his forehead – a blackened brand in the shape of a twisted dragonmark, burnt into his skin. His eyes are wild, but he seems more frightened than angry; he looks at you, and you can feel his fear and confusion.*

"(Name)," he repeats. "The others. They're here."*

** He uses the story object name of the first character to enter the room.*

Legends say that aberrant marks drive their bearers insane: this is an example of how those stories got started. Black is an aberrant soldier who has been driven mad by his mark. He is paranoid, and believes that ghosts and Phiarlan spies are everywhere. He will mutter about the people watching them, how no one can be trusted – they could be in anyone, could *be* anyone, and fire is the only cure.

Black is located at the area marked **F**. His actions are entirely random. Each round, roll on the following table:

01-10	Act normally. In this state, he can carry on a conversation – though he is still paranoid and unstable, and not as helpful as he could be. He will call the PCs by their story object names.
11-40	Babble incoherently, raving about "The watchers" and the spies.

41-60 Flee, running into whatever corner of the room is farthest from any PCs.

61-100 Attack nearest creature.

Black is only vaguely aware of his actions; he can make an attack one round and converse pleasantly the next, as long as the PCs don't attack him. If he is injured, he falls into combat mode, as described in Appendix 1.

Black knows that the Dreambreaker is in his sanctum on the tenth floor. He knows that the Dreambreaker is commanding the defense of this tower, and that the Dreambreaker has a plan: that he is engaged in a ritual that can still save them all. Which is obviously why the ghosts and spies are here, watching, trying to stop them.

If the party chooses not to attack him, Black will remain in the room when they leave, muttering and moaning. When he is lucid, he can be convinced to leave the room with a Diplomacy check (DC 30); this will bring him into conflict with the glyphweaver at 4D.

If the party does not enter area 7 at all, Black may instead be found in area 10.

Part Four: Under Siege

As the party ascends the tower, they are nearly caught in an attack that shatters the wall of the tower; they must find a way to cross the gap.

This floor is represented by Map D in Appendix Three. The DM will need to conceal the eastern half of the map until the PCs reach it, since this damage occurs when the party reaches the area.

8. Hallway

You can still hear the sounds of battle raging below, but for the moment this hallway seems to be secure. The walls are intact, and you don't see anyone at all; the only noteworthy feature is the door on the eastern wall.

The western side of the tower is safe, provided that the party doesn't decide to linger for long enough to trigger another troop encounter. The problem comes when the PCs try to make their way to the next level. Make certain you have party order clearly established before the party reaches the space marked **A**. on the map.

8A. The Blast

When a character reaches the space marked **A**., or the space immediately to the west, disaster strikes.

As you turn the northeastern corner of the tower, you hear a faint whistling... and then the world disappears in a burst of fire.

Look at the party formation and compare it to the map in Appendix Three. Any character caught in the marked box suffers 4d6 points of damage and is knocked prone. A

DC 13 Reflex save halves the damage and negates the secondary effect. Half of the damage is fire; the other half is piercing.

Hot wind slams into you, along with a rain of sharp stone shards. Dust chokes your breath and blocks your sight. And when it clears, you find that you are standing on the edge of an abyss.

The blast was the result of a magical siege engine, one of the creations of House Cannith. Any PC whose character fought in the Last War will have seen weapons of similar power. Luckily, at this point in time these engines are not very accurate, and take a long time to recharge: the tower won't be hit again in the near future. But now there is an enormous hole in the tower. The eastern half of this level has collapsed and been reduced to rubble, and the other floors aren't much better. The good news is that this will slow the progress of the invading troops, although Phiarlan rogues may start scaling the wall to reach the breach. But for the moment, the party is out of danger from the endless horde.

Studying the situation, the PCs will see that there is an open passage across the forty-five-foot gap and up thirty feet – a tunnel that will lead directly to the tenth floor, if they can reach it.

There are a variety of ways to cross the gap. Hopefully the party still has some of the climbing gear they were given by the Diggers' Union. If someone can get across, she can use pitons and grappling hooks to set up a rope for the others to use; this would result in a climb DC of 5. But someone will have to blaze the trail.

The challenge facing the players is to move between three points, marked **B**, **C**, and **D** on the map. Assuming no one can fly, there are two ways to cross the gap: climbing and jumping. The platforms are just wide enough to prevent characters from needing to make Balance checks.

Climbing: It's not the job for the warforged with Adamantine Body, but a good climber can move sideways across the rubble. The shattered wall is rough and provides excellent handholds. The Climb DC is 10 for both segments of the trip – but people have a lot farther to fall when moving from **C** to **D**.

Jumping: If someone had, say, an aberrant dragonmark providing a +20 bonus to Jump checks, she might decide to try jumping across (or using her mark to enhance the abilities of the best athlete in the party).

To reach platform **C**, a character can either make a running jump from the **A** region (DC 25), or a standing jump from the edge of the **B** platform (DC 30).

On platform **C**, the character will spot a series of small ledges, each about ten feet apart, which could let her reach **D**. This will require three separate checks. For a medium-sized creature, the DC is only 16; for a small creature, it's considerably worse, increasing to 48.

Falling: Moving from **B** to **C**, a character will only fall 30 feet, landing on the outcropping below. Moving from **C** to **D** the fall is far more dangerous – unless the characters have protections in place (*feather fall*, rope harnesses), such a fall will likely remove the character from the adventure. Make sure that people remember their action points!

Not Enough Tension? 1d6 rounds after the explosion, a group of soldiers will spot the PCs: three Phiarlan archers and one Sivis evoker. These will appear one at a time: the first archer will come in at the spot marked **E** on the map; at the start of each subsequent round, an additional soldier will enter on an adjacent square. Remember that the soldiers are 90 feet below the PCs: spell range and weapon range increments may come into effect!

In general, do what you can to highlight the tension of the scene. Even if the character has a +20 Climb check and can't fail, he's still making his way across a shattered tower a hundred feet above a devastated battlefield, with arrows whistling past him and the wind howling around the tower!

Once the party has reached platform **D**, they can move on to the top floor of the tower - and **Part Five**.

9. Temple

The marble altar in the center of the room suggests that this room is a temple. There are nine statues raised on pedestals and set around the walls of the chamber, but blankets have been draped over the statues, hiding their images. A broken quarterstaff lies across the altar.

The body of a young man is stretched across the carpet that lies before the altar.

A Knowledge (religion) check (DC 10) will reveal that this is a temple to the Sovereign Host; the covering of the statues is not so disrespectful as destroying them, but implies that someone doesn't want the gods to see what happens in this place. If someone gets a DC 20 or greater on the Knowledge (religion) check, they will recognize the broken quarterstaff as being one of the symbols of the dark god known as the Shadow – a sign that this temple has been converted for the use of the Dark Six. The Shadow is a god of magic, but one who deals in sinister powers and the corruption of nature; it shouldn't come as much of a surprise that many aberrants would see the Shadow as their patron.

If the party skipped encounter 7 on the previous floor, the dead man on the floor has been burnt to death, and the aberrant soldier Black is standing behind the altar at the spot marked **F**. Play out the encounter as described in encounter 7; Black has sought sanctuary in the shelter of the temple, but he thinks the gods are watching and plotting his downfall.

Needless to say, should the party go to area 7 **after** visiting the temple, Black won't suddenly appear back in

the barracks. There's two chances to meet him, but only one can happen.

Beneath the blankets, the statues are indeed images of the nine Sovereigns. The statue of Aureon has been defaced; the others are fully intact. There is nothing else of interest in the room.

Strong Wooden Door (to 8): 2 in. thick; hardness 5; hp 20; AC 5; Open Lock DC 20; Break DC 23.

10. Priest's Chamber

This chamber must have been the private garret of the priests who tended to the temple. The bedding is disheveled, and the room is in a general state of disarray; it seems likely that someone else has taken over from the original tenants.

The bookshelf is filled with tomes that any priest of the Sovereign Host will find fascinating – old texts that could help show how beliefs and rituals have evolved. But anything that could be useful in battle has already been stripped from the room, along with anything of value to anyone other than a theological scholar.

Strong Wooden Door (to 9): 2 in. thick; hardness 5; hp 20; AC 5; Open Lock DC 30; Break DC 23.

Part Five: The Dreambreaker

The party has finally reached the top of the tower – the sanctum of the Dreambreaker. Here, the aberrant lord is seeking to twist the fabric of time itself.

This floor is represented by Map E in Appendix Three.

Because of the ritual of the Dreambreaker, this entire floor is suffused with an overpowering magical aura of the universal school. This masks all lesser auras.

11. Entry Hall

You rise to the top of the ramp and turn the corner – and stop. There is a smooth wall ten feet ahead of you. There is no door to be seen: the hallway just comes to an end.

It should come as no surprise that there is a secret door here, leading to the Dreambreaker's sanctum. The mechanism is carefully concealed and requires the touch of an aberrant dragonmark to activate.

The simplest way to find the door is for the character channeling Caine to use his *detect secret doors* ability; this will reveal both the door and how to open it. Anyone can find the outline of the door with a Search check (and don't forget the free chance elves have to notice such things), along with the slightly projecting stone that serves as the trigger: but unless they specify that they are touching it with their dragonmark it will not

open. Note that Burn's dragonmark is on the palm of his hand; as such, the PC may do it without even meaning to.

The walls in this area are two feet thick (Hardness 8, 360 HP). The wall to the east is mystically reinforced (Hardness 12) and resists effects such as *stone shape* and *soften earth and stone*, though these will work on the other walls. Should the party be determined to tunnel through the eastern wall, Grinder and the guards from location 12 will show up when the PCs reach the half-way mark (180 hp damage).

Secret Stone Door: Search DC 25 to locate; 1 ft. thick; hardness 8; hp 180; AC 5; Open Lock DC 30; Break DC 40.

12. Hallway

The stone door slides open on hidden hinges. The final floor of the tower lies beyond. The walls are lined with arrow slots, and you see a woman with a crossbow leaning up against one of the walls and peering through the slit; she is covered with sweat and dirt, clearly near exhaustion.

A bald man in rusting chainmail stands a few feet away from the woman. He looks at you and smiles faintly. "(Name)," he says, "Thank the shadows that preserved you. Are others on their way? Are you injured?"*

* He uses the story object name of the character who opens the door.

There are a total of six people in the outer hall: three archers (two male, one female) at the locations marked **A**, two goblins (one male, one female) place at the spots marked **G**, and the priest who has addressed the party (**C**). Anyone who makes a Knowledge (history) check (DC 25) will recall vague stories of goblins, ogres, and other creatures joining forces with the aberrants; while the Dragonmarked houses used this to vilify their opponents, it was likely due to the fact that the houses abused and enslaved goblins and their kin.

The speaker's name is Grinder, and he is a priest of the Shadow. If the party needs healing, he can help – he has three *cure light wounds* and three *cure minor wounds* prepared. He will only use these for characters who are significantly injured (60% hp or below); after all, others may need his help. His spells are slightly disturbing. He calls on the darkness to surround and protect, and to give strength to resist those who can only see the light. Pure shadow flows out from his hands and wraps around the wounds, flowing into the body as it heals the injury. Anyone making a Knowledge (religion) check (DC 15) will recognize these as rituals of the Shadow, one of the sinister gods known as the Dark Six. There's no actual ill effect from this – but a worshipper of the Sovereign Host may be a little disturbed at the thought of accepting a blessing from the Shadow, the corruptor of all things.

After any healing has been done, Grinder suggests that the PCs find posts along the walls. "There's only a handful of us left up here. But the Dreambreaker says

that our time of victory is close at hand." The Dreambreaker is in his private sanctum, and Grinder doesn't see any reason for the PCs to interrupt him. However, a DC 15 Diplomacy check (with a circumstance bonus of up to +3 if the PCs come up with a compelling story) will convince him to present the party to the lord. Approaching the grand double doors, he produces an amulet on a chain around his neck and holds it before the doors (deactivating the *arcane lock*); the gates creak open, leading to encounter 13.

If the party wants to force the door to area 13, they will have to fight any guards who observe them.

Heavy Wooden Door: 6 inches thick; hardness 8; hp 60; AC 5; Break DC 35; magically reinforced and sealed with *arcane lock*.

13. Hall of the Dreambreaker

The double doors swing wide, revealing an opulently appointed chamber. The smell of bitter incense fills the air, and a beautiful red carpet covers the floor, intricate circles of silver thread woven into the pattern. Maps of the city and of Khorvaire hang from the walls, bristling with colorful pins. The far end of the room is lined with shelves – books, scrolls, and a workbench littered with arcane tools.

But the raised dais is what dominates the chamber. Arcane symbols are carved around the rim of this massive circle, and these burn with cold fire.

A tiny figure floats cross-legged above the platform – an old gnome dressed in white robes trimmed with gold. He has a short and slightly uneven gray beard, and a small white cap on his head. He opens his eyes, revealing irises pale and luminescent as opals, and you feel the sheer mental power behind his gaze.

"Greetings, children," he says, and his voice is unnaturally deep and resonant for a gnome. "Have no fear: victory is close at hand."

Players may want to act immediately. A character's first hostile action against the Dreambreaker will automatically fail; see **Fighting the Dreambreaker** below. A character who examines the room should make a Search check: if he has the Investigate feat he receives a +2 circumstance bonus to this check, and if specifically says he's looking for the Delirium Stone, he gets an additional +5. On a result of 15 or higher, he notices the following:

As you examine the room, one thing catches your eye – a statue sitting on the table against the southern wall. It is a dragon carved from dark crystal. Even from this distance you can see that its eyes are glowing with a fearsome red light, and the air around it seems to be rippling.

The location of the stone is marked **S** on map E. After each character has had a single chance to act, the Dreambreaker continues his speech.

"This is a battle only I can fight," the gnome booms, in his rumbling voice. "Time itself is a dream, and I shatter dreams. I shall shift the course of history, and pluck the world away from our foes. You cannot help me here. Go. Guard the walls and keep the enemy at bay while I destroy their future."

Vadalis Attack! (EL 7)

At this point, all characters must make a Will save (DC 16). Tell the following to those who fail:

The words of the Dreambreaker have a powerful effect on you. Since arriving in the tower, you have felt the presence of another mind – the thoughts of a soldier in the aberrant army. As the Dreambreaker speaks, that personality grows stronger, pressing out your thoughts. Your visions of the future are fading dreams, overpowered by your memories of the years of conflict with the Dragonmarked Alliance. You will not fail your commander now.

For the moment, these people believe that they ARE the characters named on their story object, and their duty is to get out into the hall and defend the Dreambreaker. They must act accordingly, and should head out into the hall and take up defensive positions.

But what are they defending against? Give each character one round to act (including those who have resisted the effect). At the beginning of the next round, a dark, buzzing mass presses in through the arrow slits.

At first it seems like smoke, until the goblins start screaming. "Vadalis bloodswarm!" one cries. It's hundreds of tiny, hovering birds – black-feathered hummingbirds with plates of bony armor and long beaks dripping with acid.

The swarms move in through the arrow slits by each of the goblins. A swarm fills four spaces, and will take up the four spaces that contain the most creatures, including the goblins. Grinder and the aberrant guards will move to assist any PCs caught in the swarm – but they don't have much that will prove useful. Unless the PCs have magic available, their best hope lies in recovering the *Delirium Stone*.

Every time a swarm is defeated, give each character a new Will save (DC 16) to regain his memories and control of his character. Should both swarms be defeated, the party has 1d6 rounds – and then two more swarms appear. This process continues until a conclusion is reached.

Fighting the Dreambreaker

Having made his speech, the Dreambreaker completely ignores the PCs. His mind is wrapped in complex arcane schemes a sane mind could not even comprehend. However, fighting the Dreambreaker himself is a monumentally bad idea. This is a legendary villain who battled armies, and who can shatter sanity with a glance.

The first time a character attempts a hostile action against the Dreambreaker, it simply fails. The character does not perform the action – so no spells are wasted, and the Dreambreaker does not even know the action was considered. This is due to the rebellion of the spirit sharing the body of the PC: loyalty to the commander and outright terror over the consequences momentarily overpower the PC, who suddenly sees flashes of memory in which the Dreambreaker fought armored knights with his bare hands and reduced them to mewling idiots.

If the PC *STILL* wants to fight the Dreambreaker, he can try to overcome the mental resistance – but this requires a DC 20 Will save. Once he's made this saving throw, he can act normally for the rest of the combat; until he makes it, every hostile action will be countered from within. The Dreambreaker will take no action until he is actually damaged or targeted with a spell or psionic power; at this point he will open his eyes and unleash his mental might against the offender.

The wiser idea is to go after the *Delirium Stone*. If the characters didn't notice this before, have them make a Spot check (DC 15) – as the Dreambreaker concentrates on his ritual, the eyes of the statue burn with a brilliant light, and even non-wizards can feel the magical energy swirling from the corner of the room.

The spirit with the PC will also try to prevent him from touching the *Delirium Stone*. However, the Will save to overcome this impulse only has a DC of 15. A character can attempt to break the compulsion once per round. This does not prevent the character from moving across the room – just from touching the stone.

If the characters touch the *stone*, read or paraphrase the following.

The Dreambreaker's eyes snap open and he whirls towards you. "NO!" he cries, and his voice seems to resonate in your bones. "Not now!"

A terrible sense of vertigo washes over you. Thoughts and vision blur together, and everything fades to black.

If the PCs kill the Dreambreaker, the same sense of vertigo overtakes them.

If all players die or voluntarily choose to fight for the Dreambreaker – stating of their own free will that they will fight to the death to defend the gnome and his ritual – the mission is a failure. Either way, move to the **Conclusion**.

The other doors in the Dreambreaker's chamber are sealed with *arcane locks*; in the future these areas are

collapsed and filled in with rubble. There is nothing of any relevance in these areas.

Scaling the Encounter

There's no scaling for the Dreambreaker himself, because attacking him is already a suicidal action. But the bloodswarms can be scaled.

4th-level characters (EL 5): Remove one bloodswarm.

7th-level characters (EL 8): Add a third bloodswarm.

Conclusion

Success

If the PCs touch the *Delirium Stone* or kill the Dreambreaker, everything changes.

The darkness seems to last for eons. Slowly – ever so slowly – you come back to the world. But it is not the world you left behind. everything has changed. The everburning torches have been extinguished. Walls have collapsed and the air is stale and full of dust.

Take the *Aberrant Dragonmark* and *Ogre's Strength* story objects away from the PCs at this point, exchanging them for the appropriate *Echoes* story object. The PCs are back in their own reality, in a ruined tower buried beneath the foundations of Sharn.

Sifting through the rubble, you are able to locate the objects you were sent to find – a few journals written in an incomprehensible cipher and the statue itself. A few bones attest to the presence of the aberrant soldiers who fought by your side, but most of what you remember has been swept away by the passage of time.

If someone specifically searches, he will find the remains of the "PCs" – that is, the characters associated with the story objects – including the huge bones of Grokk the ogre. If any of the PCs died, their bodies are also in the room – dead, but in perfect condition.

It takes some time to make your way down through the ruined tower, but eventually you reach the tunnel leading back to the surface. No one is waiting for you at the top; there are chalk marks on the floor, and it seems that the Sharn Watch must have arrived in your absence and begun making plans to seal the passage. As ordered, you deliver a message from the station in Black Arch, and you quickly receive a reply from Matron Martra, providing you with a Kundarak deposit number; you're to leave the goods at the great bank of Central Plateau. In addition, she gives you an account and a password that will provide you with a few califars* of your own: She congratulates

you on a job well done, and suggests that you use the cash to take a little vacation in Sharn before heading home. "See the sights," she suggests. "The city has a lot of history. You might even learn something."

**A "galifar" is a gold piece, imprinted with the face of King Galifar I.*

Failure

One possible form of failure is that all of the players are killed.

However, there is another possibility: that the party will *choose* to side with the Dreambreaker, wanting to see if his ritual will work. You should play this out for a bit; they'll need to survive at least four bloodswarms, and they may change their mind in the process. But if they make a conscious choice to see things through, they deserve some sense of closure.

If you want a story that merges with the rest of Mark of Heroes and leaves history untouched, use the following:

No one knows what happened to the Dreambreaker. Did he truly have the power to shift the fabric of time? Or was he simply a madman, whose power was so great that he embedded memories in the stone itself?

Whatever happened in those final hours, the Dreambreaker vanished from history, as did Caine, Grokk, and the others. As for you, you were more fortunate: your bodies were found by a group of explorers that followed in your footsteps, and returned to the surface. If you have the means, you can find your way back from death. Matron Martra is disgusted – Diggers being saved by Clifftop wretches – but it seems the client did get the object he seeks. Still... even you can't remember exactly what happened at the end. And while the remnants were ravaged by time, no body was found that could be identified as that of the Dreambreaker. Perhaps he was successful after all – perhaps, somewhere, there is a mirror of this world in which the Dreambreaker triumphed over his foes, with Twitch and Whisper at his side.

On the other hand, if you want more color, you can follow the characters into an alternate reality (though EMH-8 will pull them back to the core path of history).

Matron Martra was disappointed when she received your report... but who would expect such a powerful relic to be left in a ruin? You have lots of time to consider it as you fly back to Wroat on the Lyrandar slave galley, watching the storm-marked scum being whipped by their keepers. The Dominion of the Dreambreaker stretched across Southern Khorvaire,

and there's no reason to believe that the gnome returned to the site of that critical battle in his final days.

Standing at the railing of the airship, you look out across the lands of the Tarkanan Empire, and for a moment you wonder how things might have been different. What would have happened if Sharaat had fell, if the Dragonmarked Alliance had succeeded in its campaign of genocide against the so-called "aberrants"? What heroes would have risen to take the place of the mighty Grokk and Bloody Burn?

But ultimately, history is history. There'll be another mission tomorrow: hopefully that one won't be such a waste of time.

[[start sidebar]]

The Delirium Stone

People may want to know about the artifact they recovered. If so, here's the description:

At first glance, this object seems fairly simple: a statuette of a coiled dragon, carved from some dark crystal, a little over a foot in height. But the longer you look at it, the stranger and more disturbing it seems. Its outlines are blurry, indistinct, as if it is devouring the light around it. It leaves vague impressions, which seem to change by the moment - vicious talons; rows of curved teeth; horns and tusks that change in shape and size with every glance. Only one thing remains constant: the dragon's eyes. Liquid and red, they are like pools of pure blood. They seem to see you, pull you in, and threaten to devour your thoughts. It is an effort to tear your gaze away.

It is a magical artifact with a strong aura in the universal and enchantment schools. *Identify* will not reveal its purpose, nor will trial and error; its powers are tied to the blood and mark of the Dreambreaker.

[[end sidebar]]

ADVENTURE QUESTIONS

Copy Generic Info Here

1. **How did the PCs deal with the ogres beneath Sharn?**
 - a. The PCs talked to the ogres and chose to help them.
 - b. The PCs talked to the ogres and at least managed to avoid a fight.
 - c. The cowardly PCs gave up their cash on hand to avoid a fight.
 - d. The ruthless PCs slaughtered the dumb brutes without a second thought.
 - e. The PCs tried to fight the ogres and were defeated.
2. **How did the PCs deal with the members of House Tarkanan?**
 - a. The PCs spoke with Charisma and received her permission to descend.
 - b. The PCs fought the Tarkanans and defeated them.
 - c. The PCs fought the Tarkanans and were defeated.
3. **What happened to Grim in the first encounter?**
 - a. The PCs saved her life.
 - b. She escaped, but the PCs had nothing to do with it.
 - c. She was killed by the Dragonmarked soldiers.
 - d. She was killed by the PCs.
4. **How did the PCs deal with the Glyphweaver's traps?**
 - a. The PCs bypassed the traps completed by moving through the center of the floor (or a similar trick).
 - b. The PCs used Disable Device to bypass the traps.
 - c. The PCs simply set off the traps.
5. **How did the PCs deal with the Glyphweaver itself?**
 - a. They managed to avoid it through clever strategy.
 - b. They defeated it in battle.
 - c. The construct slaughtered one or more of them before falling.
 - d. The glyphweaver killed them all.
6. **How did the PCs deal with Black?**
 - a. They convinced him to go down fighting, and got him to battle the glyphweaver.
 - b. They managed to leave him alive.
 - c. They spoke to him, but ended up killing him.
 - d. They killed him without speaking to him.
7. **How did the PCs cross the gap?**
 - a. Using Twitch's *jump* dragonmark.
 - b. They came up with a clever plan that got them all across.
 - c. They did things the old-fashioned way, but all made it across.
 - d. One or more fell to their deaths.
8. **How did they deal with the Dreambreaker and the *Delirium Stone*?**
 - a. They acquired the *stone* without fighting the Dreambreaker.
 - b. They fought the Dreambreaker, and either killed him or acquired the *stone* during the fight.
 - c. They were killed before reaching the *Delirium Stone*.
 - d. They attacked the Dreambreaker and were killed by him.

STORY OBJECT:

Friends in Khyber's Gate: The ogres Huraskal and Shrulustra are grateful for your help, and word of your generous nature has spread throughout the undercity. While you possess this story object, you receive a +3 to Gather Information and Diplomacy checks made in the Khyber's Gate district of Sharn. However, others may ask you for favors – and if the DM decides that you have ruined your reputation with harsh actions, the object may be taken away.

Enemies in Khyber's Gate: The ogres Huraskal and Shrulustra had many friends in the tunnels below Sharn, and you have made enemies by killing them. You receive a -5 to Gather Information checks made in the Khyber's Gate district of Sharn, and the residents of this district automatically drop one attitude category when dealing with you (indifferent becomes unfriendly, unfriendly becomes hostile). At the DM's discretion, you can lose this object if you perform a great service to the people of Khyber's Gate – but it's harder to lose an enemy than a friend.

Aberrant Dragonmark (*Burning Hands*): A strange mark has appeared on the palm of your right hand. You feel angry, and that anger seems to be a physical force boiling through your veins; you have an innate sense of how you could unleash this as pure fire. You may use *burning hands* as a spell-like ability once over the course of this adventure; the caster level is equal to your character level.

For some reason, the word "Burn" is floating in the back of your thoughts.

Aberrant Dragonmark (*Cause Fear*): You feel a sense of cold, icy detachment, a distancing from your emotions. You can feel something on your forehead – a crawling, tingling sensation – and if you find a reflective surface you will find this is a strange, twisted dragonmark. Somehow you know how to channel its magical power: once during the adventure, you can use *cause fear* as a spell-like ability, with a caster level equal to your character level.

The word "Whisper" is fixed in your mind: you believe it is a name.

Aberrant Dragonmark (*Detect Secret Doors*): You are filled with a powerful sense of curiosity – it's almost a physical itch in your brain. Your head itches as well – it's as if someone has scratched a pattern across your scalp, and it burns ever so slightly. When you rub your hand across your head, you can feel it: there IS a mark, some sort of strange dragonmark. You have an instinctive sense of how you could channel its power to reveal hidden things: Once during this adventure, you can use *detect secret*

doors as a spell-like ability with a caster level equal to your character level.

The word "Caine" is stuck in your head.

Aberrant Dragonmark (*Jump*): You feel a surging sense of impatience: it is difficult to stand still, to keep from fidgeting. As you fiddle with your hands, you notice a strange, blackened dragonmark spread across the back of your left hand. You can feel the energy pouring off of it, and you somehow know how to channel this into a burst of pure physical power. Once during the course of the adventure, you can use *jump* as a spell-like ability. The caster level is equal to your character level; this provides a +20 bonus to Jump checks for 1 minute/level.

The word "Twitch" is stuck in your head.

Aberrant Dragonmark (*Shield*): A strange sense of confidence and power washes over you. You can feel something painted across your chest – a cold, icy seal, dead nerves in the shape of a twisted dragonmark. You have an instinctive sense of how to call on the power of this mark: once during this adventure, you can use *shield* as a spell-like ability, with a caster level equal to your character level.

The word "Stone" is fixed in your mind. You think it is a name.

Ogre's Strength: EVERYTHING IS TOO BIG! No! YOU'RE TOO SMALL! Someone has cast *reduce* on you! No. Wait. You're still your normal size. But for some reason you FEEL as if you should be larger – as if you should tower over the people around you. Beyond this, you feel a surge of physical power: for the duration of the adventure, you receive a +2 bonus to Strength.

The word "Grokk" is fixed in your mind.

Echoes of Burn: You can still feel traces of the aberrant warrior whose mind and body you shared – an angry and aggressive man with the power to produce flame. Occasionally you see the faces of your children, who were killed by Deneith soldiers; you will have to restrain your fury when you encounter members of House Deneith. It makes you want to... burn things.

This provides you with a +1 circumstance bonus to Knowledge (history) and resistance 1 versus fire damage.

Echoes of Caine: You can still feel traces of the aberrant warrior whose mind and body you shared – a halfling rogue with the power to find secret doors. You were driven from House Ghallanda, and you spent much of your life hunting Phiarlan assassins; you still feel bitterness towards members of these two houses.

This provides you with a +1 circumstance bonus to Knowledge (history) and Search checks.

Echoes of Grokk: You can still feel traces of the ogre whose mind and body you shared – a warrior who fought

on the side of the aberrants in the War of the Mark. You miss being large, and enjoy using *enlarge person* whenever the opportunity presents itself.

This provides you with a +1 circumstance bonus to Intimidate checks, and a +2 insight bonus to all Charisma-based skill checks involving ogres.

Echoes of Stone: You can still feel traces of the dwarf warrior whose mind and body you shared. You remember being exposed by House Sivis and hunted across the length of Zilargo by gnome assassins. But you made them pay... and those memories bring a disturbing sense of pleasure.

This provides you with a +1 circumstance bonus to Knowledge (history) and a +1 morale bonus to attack and damage rolls when you are fighting gnomes. You suffer a -1 circumstance penalty to Charisma-based skill checks when you are dealing with gnomes.

Echoes of Twitch: You can still feel traces of the aberrant warrior whose mind and body you shared – an impatient scout who was always in motion. Your mind is filled with a whirl of memories: nights spent sneaking through Deneith camps, duels with Phiarlan swashbucklers, promises of true love broken when your aberrant mark came to light. You fight to forget, but the memories still haunt you.

This provides you with a +1 circumstance bonus to Knowledge (history), Jump, and Tumble checks – but you suffer a -1 circumstance penalty on all Concentration checks.

Echoes of Whisper: You can still feel traces of the aberrant warrior whose mind and body you shared – a cold and calculating necromancer with mastery over fear. You remember fleeing from Phiarlan spies and the Deathguard of Aerenal. You feel a disdain for elves of both cultures – and an odd sense of sympathy with those who follow the teachings of the Blood of Vol.

This provides you with a +1 circumstance bonus to Knowledge (history). You receive a +2 insight bonus to any sort of Charisma-based skill check when dealing with people who follow the Blood of Vol – but only if you are aware of their allegiance!

Appendix 1 – NPC Statistics

Part One: The Trouble With Ogres

Huraskal and Shrulustra, Ogres of Khyber's Gate:

Male and female ogre barbarian 1; CR 4; Large giant; HD 4d8+1d12+20; hp 51; Init +1; Spd 50 ft.; AC 18 [+1 Dex, -1 size, +3 studded leather, +5 natural], touch 10, flat-footed 17; BAB/Grp: +4/+15; Atk: +12 melee (2d8+10, darkwood greatclub); Full Atk: +12 melee (2d8+10, darkwood greatclub); SA: Rage 1/day; SQ: Darkvision 60', fast movement, low-light vision; AL N; SV Fort +10, Ref +2, Will +3; Str 24, Dex 12, Con 18, Int 10, Wis 10, Cha 4.

Skills and Feats: Climb +6, Listen +4, Jump +3, Profession (mercenary soldier) +3, Profession (porter) +3, Spot +4, Survival +2; Iron Will, Power Attack, Weapon Focus (greatclub).

Languages: Common, Giant.

Possessions: Studded leather armor, darkwood greatclub, 14 cp.

Physical Description: Two ogres, one male and one female. They both have dull brown hide and protruding, yellowing tusks, and are dressed in battered black studded leather armor. Each carries a fine club of polished darkwood: these weapons have been carefully maintained, but have clearly seen a great deal of use.

Personality: Huraskal (male) and Shrulustra (female) are ogres from Droaam. They served as mercenary soldiers in the Last War, and settled in Sharn when the conflict came to an end, putting their vast strength to use hauling heavy objects. They are trying to make an honest living, but they are easily frustrated and aggravated by arrogant and wealthy cityfolk – and the adventurers have caught them on a bad day. Huraskal and Shrulustra are not stupid, and are annoyed by the fear and prejudice they deal with on a daily basis from the people of the world above.

Power-Up Suite (rage) – HP 61; AC 16 [+1 Dex, +3 armor, +5 natural, -1 size, -2 rage], touch 8, flat-footed 15; Atk: +14 melee (2d8+13, darkwood greatclub); Atk: +14 melee (2d8+13, darkwood greatclub); SV Fort +12, Ref +4, Will +5; Str 28, Dex 12, Con 22, Int 10, Wis 10, Cha 4. Duration 8 rounds. Without *shield*, AC 15, touch 10, flat-footed 13.

Part One: Tarkanans at the Gate

Corrlok and Corrlon, House Tarkanans Soldiers:

Male dwarf fighter 2/barbarian 1/rogue 1; CR 4; Medium humanoid (dwarf); HD 2d10+1d12+1d6+12; hp 40; Init +2; Spd 30 ft.; AC 17 [+2 Dex, +5 armor], touch 12, flat-footed 15; BAB/Grp: +3/+6; Atk: +8 melee (1d12+4/x3, masterwork greataxe); Full Atk: +8 melee (1d12+4/x3, masterwork greataxe); SA: Rage 1/day, sneak attack +1d6; SQ: Darkvision 60', fast movement, trapfinding, +2 save vs poison, +2 save vs spells and spell-like abilities; AL NE; SV Fort +8, Ref

+4, Will +2; Str 16, Dex 14, Con 16, Int 10, Wis 11, Cha 6.

Skills and Feats: Climb +6, Concentration +4, Disable Device +4, Hide +6, Intimidate +5, Knowledge (local) +2, Listen +3, Move Silently +5, Open Lock +6, Spot +4; Aberrant Dragonmark (*shield* 1/day, CL 2), Iron Will, Power Attack, Weapon Focus (greataxe).

Languages: Common, Dwarven.

Possessions: Chain shirt +1, masterwork greataxe, darkweave cloak, 2 *potions of cure light wounds*, dice, purse with 3 gp, 11 sp, and 14 cp.

Physical Description: This dwarf has tight, pinched facial features. His dark eyes are small and beady, sunk in his sockets. In contrast to his face, which seems too small for his muscular body, his red hair is an untidy mane; his mouth is completely hidden beneath his long mustache and wild beard. He wears a crafted chainmail shirt and carries a massive axe; the worn edge suggests that this weapon has seen considerable use.

Personality: Corrlok and Corrlon are twins, and are identical in both appearance and behavior. They are surly at the best of times, driven by a love of gambling, drink, and violence. They adore Thora Tarkanans, and their loyalty to the Tarkanans cause is largely personal devotion to Thora.

In battle, the dwarves will always *shield* first (if it can be done safely), then rage and charge into the fray.

Power-Up Suite (shield and rage) – HP 48; AC 19 [+2 Dex, +4 *shield*, +5 armor, -2 rage], touch 12, flat-footed 17; Atk: +10 melee (1d12+7/x3, masterwork greataxe); Full Atk: +10 melee (1d12+7/x3, masterwork greataxe); SV Fort +10, Ref +4, Will +4; Str 20, Dex 14, Con 20, Int 10, Wis 11, Cha 6. Duration 8 rounds. Without *shield*, AC 15, touch 10, flat-footed 13.

Mordra, Tarkanans Sniper: Female human urban ranger 2/rogue 2; CR 4; Medium humanoid (human); HD 2d8+2d6+4; hp 25; Init +3; Spd 30 ft.; AC 19 [+3 Dex, +5 armor, +1 *shield*], touch 13, flat-footed 16; BAB/Grp: +3/+5; Atk: +5 melee (1d6+2/18-20, rapier) or +7 ranged (1d8+2, masterwork mighty composite longbow); Full Atk: +5 melee (1d6+2/18-20, rapier) or +7 ranged (1d8+2, masterwork mighty composite longbow) or +5/+5 ranged (1d8+2, masterwork mighty composite longbow, rapid shot); SA: Favored enemy (human), sneak attack +1d6; SQ: Evasion, trapfinding; AL N; SV Fort +4, Ref +9, Will +0; Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Balance +4, Climb +6, Disable Device +7, Gather Information +8, Knowledge (local) +6, Hide +10, Jump +3, Listen +6, Move Silently +9, Open Lock +10, Search +7, Spot +7, Tumble +7; Aberrant Dragonmark (*pass without trace* 1/day, CL 2),

Point Blank Shot, Precise Shot, Rapid Shot^B, Urban Tracking^B.

Languages: Common.

Possessions: Rapier, *chain shirt* +1, masterwork buckler, masterwork mighty composite longbow (+2), *potion of cure light wounds*, *potion of cat's grace*, sunrod, darkweave cloak, masterwork thief's tools, purse with 4 gp, 8 sp, and 6 cp.

Physical Description: This woman is barely five feet tall, and shrouded in a darkweave cloak. At first glance it's easy to mistake her for an elf, but a closer look at the face beneath the hood and her stocky, athletic build shows her to be human. Her hair is short and dark, and there is something wrong with the face it frames. Her eyes are different colors – brown and blue – and if you study her closely, it almost seems as if her entire face is asymmetric. Her cheekbones, her ears, the shape of her chin – somehow, they don't quite match.

She is carrying a black-lacquered longbow, and a rapier hangs at her side.

Personality: Mordra is quiet and solitary by nature. She excels at gathering information, but this is largely because she's good at getting other people to talk: she prefers to sit back and watch, and can sit for hours on end without moving or speaking. She is truly sociopathic, and feels no empathy at all for the people she kills: for Mordra, life is a game, and shooting an innocent is no different than taking a pawn in a game of chess.

Mordra will attempt to flee if she is reduced below five hit points.

Mordra receives a +2 to damage checks when attacking humans (Favored Enemy), and a +1 to hit and damage with ranged attacks if her enemy is within 30 feet (Point Blank Shot).

Power-Up Suite (*cat's grace*) – Init +5; AC 20 [+4 Dex, +5 armor, +1 shield], touch 14, flat-footed 19; Atk: +5 melee (1d6+2/18-20, rapier) or +9 ranged (1d8+2, masterwork mighty composite longbow); Full Atk: +5 melee (1d6+2/18-20, rapier) or +9 ranged (1d8+2, masterwork mighty composite longbow) or +7/+7 ranged (1d8+2, masterwork mighty composite longbow, rapid shot); SV Fort +4, Ref +11, Will +0; Balance +6, Hide +12, Move Silently +11, Open Lock +12, Tumble +9

Charisma, Tarkanian Fixer: Female elf rogue 2/sorcerer 8; CR 10; Medium humanoid (elf); HD 2d6+8d4; hp 26; Init +3; Spd 30 ft.; AC 15 [+3 Dex, +2 deflection], touch 15, flat-footed 12; BAB/Grp: +5/+4; Atk: Spell or +8 ranged touch (*ray of enfeeblement*); Full Atk: Spell or +8 ranged touch (*ray of enfeeblement*); SA: Sneak attack +1d6; SQ: Evasion, low-light vision, trapfinding, +2 save vs. Enchantment effects; AL LE; SV Fort +5, Ref +11, Will +9; Str 8, Dex 16, Con 10, Int 12, Wis 10, Cha 18; Action Points: 3.

Skills and Feats: Bluff +18, Concentration +8, Diplomacy +15, Disguise +4 (+6 when acting, +14/16 with *hat of disguise*), Gather Information +11, Hide +8, Intimidate +9, Knowledge (arcana) +6, Knowledge (local) +6, Listen +4, Move Silently +8, Search +3, Sense Motive +7, Spellcraft +8, Spot +9; Aberrant Dragonmark (*charm person* 1/day, DC 15, CL 5th), Heroic Spirit, Negotiator, Spell Focus (enchantment).

Languages: Common, Elvish, Gnome.

Possessions: *Cloak of resistance* +3, *hat of disguise*, *ring of blinking*, *ring of protection* +2, 2 *potions of cure moderate wounds*, courtier's outfit, purse with 4 gp, 8 sp, and 6 cp.

Physical Description: Charisma is an exotic elf with long, silver-blond hair and golden eyes, who typically dresses in white clothing (kept unnaturally fresh with *prestidigitation*, allowing her to be as comfortable in the sewers as she would be in a ballroom). Her skin has a faint golden glow that is quite unusual for an elf, and strikes a contrast to her pale hair and clothing.

Personality: Charisma is a masterful manipulator. She is always in control of her emotions, and if she lets feelings show it's because it serves her purposes to do so. She loves playing games with people, and she's always looking a few moves ahead; as such, she will invariably flee from any unexpected combat. Even if she could defeat an opponent, if battle isn't part of her plans, there's no reason to take any risk.

Spells known (6/7/7/6/4; base DC = 14 + spell level, +1 for enchantment): 0th – *daze* (DC 15), *detect magic*, *detect poison*, *light*, *mage hand*, *mending*, *message*, *prestidigitation*; 1st – *alarm*, *charm person* (DC 16), *mage armor*, *magic missile* (four missiles), *ray of enfeeblement* (1d6+4); 2nd – *detect thoughts* (DC 16), *invisibility*, *Tasha's hideous laughter* (DC 17); 3rd – *hold person* (DC 18), *suggestion* (DC 18); 4th – *dimension door* (DC 17)

Power-Up Suite (*mage armor*) – AC 19 [+3 Dex, +2 deflection, +4 *mage armor*], touch 15, flat-footed 16.

Charisma possesses a serpent familiar (AC 21, HP 13), which stays hidden at all times. The skill bonuses granted by the familiar have already been taken into account.

Part Two: Deadly Dragonmarks

Deneith Commando: Male human fighter 3; CR 3; Medium humanoid (human); HD 3d10+3; hp 25; Init +1; Spd 20 ft.; AC 20 [+1 Dex, +5 armor, +4 shield], touch 11, flat-footed 19; BAB/Grp: +3/+5; Atk: +6 melee (1d8+3/19-20, masterwork longsword); Full Atk: +6 melee (1d8+3/19-20, masterwork longsword); AL LN; SV Fort +5, Ref +2, Will +3; Str 16, Dex 12, Con 12, Int 13, Wis 10, Cha 8.

Skills and Feats: Climb -8, Intimidate +5, Ride +4, Sense Motive +5, Spot +3; Combat Expertise, Least Dragonmark (*shield other*, 1/day), Iron Will, Tower Shield Proficiency, Weapon Focus (longsword).

Languages: Common, Goblin.

Possessions: Masterwork longsword, breastplate, signal whistle, tower shield, sunrod, cloak, House Deneith tunic, *potion of cure light wounds*.

Physical Description: This man is virtually hidden behind his enormous shield, which bears the symbol of a blazing golden sun with a silver eye in the center. He wears a black tunic over a sturdy breastplate, and his features are concealed by his steel helm.

Personality: These are elite soldiers of House Deneith, chosen for their skill and unflinching courage. They despise the aberrants, and are completely prepared to lay down their lives to protect their companions. A Deneith commando will have used his dragonmark to *shield* one of the other members of his party – so in a group with two commandos, one Jorasco Healer, and one Phiarlan Necromancer, each commando will be shielding one of the casters.

The commandos will engage the enemy as quickly as possible, standing shoulder to shoulder in order to block the hall. Deneith commandos will generally use Combat Expertise to full effect: they are trying to keep anyone from passing and striking at the spellcasters and archers.

If the group has a Jorasco healer, one of the commandos will have received *aid*. If the group has three commandos, one commando will use his *shield other* to protect one of the other commandos.

Power-Up Suite (*aid* from Jorasco Healer) – HP 33; Atk: +7 melee (1d8+3/19-20, masterwork longsword); Full Atk: +7 melee (1d8+3/19-20, masterwork longsword); +1 save vs fear effect.

Power-Up Suite (*shield other* from Deneith Commando) – AC 21 [+1 Dex, +5 armor, +4 shield, +1 deflection], touch 12, flat-footed 20; SV Fort +6, Ref +3, Will +4; half HP damage goes to other Deneith Commando.

Phiarlan Archer: Female elf rogue 2/fighter 1; CR 3; Medium humanoid (elf); HD 2d6+1d10; hp 16; Init +4; Spd 30 ft.; AC 19 [+4 Dex, +4 armor, +1 shield], touch 14, flat-footed 15; BAB/Grp: +2/+4; Atk: +4 melee (1d8+2/19-20, longsword) or +7 ranged (1d8+2, masterwork mighty composite longbow); Full Atk: +4 melee (1d8+2/19-20, longsword) or +7 ranged (1d8+2, masterwork mighty composite longbow); SA: Sneak Attack +1d6; SQ: Evasion, trapfinding; AL N; SV Fort +1, Ref +7, Will +0; Str 14, Dex 18, Con 10, Int 10, Wis 8, Cha 11.

Skills and Feats: Bluff +5, Climb +3, Disguise +7 (+17 with *disguise self*; +9/19 when acting), Diplomacy +2, Disable Device +5, Gather Information +2, Hide +9, Listen +1, Move Silently +8, Open Lock +9, Search +7, Spot +6, Tumble +8; Least Dragonmark (*disguise self*, 1/day), Point Blank Shot, Precise Shot.

Languages: Common, Elven.

Possessions: Longsword, masterwork chain shirt, masterwork buckler, masterwork mighty composite longbow, sunrod, darkweave cloak.

Physical Description: A slender woman with pale skin and delicate elven features. She wears a long hooded cloak that seems to be woven from pure shadow, but the glint of a blackened chainmail shirt can be seen beneath the cloak. She holds a polished longbow with the comfortable grip of an expert archer.

Personality: The Phiarlan archer may use her *disguise self* dragonmark to assume the shape of an aberrant, allowing her to sneak attack her foes or set up a flank. Otherwise, she will attempt to stay behind the commandos, using Precise Shot to fire into melee as her Deneith allies block for her. She is a sharp strategist and will focus her attention on lightly armored spellcasters whenever possible, though she will also take the opportunity to finish off foes on the verge of falling.

The archer will attempt to flee if she is reduced below five hit points.

Make sure to apply the bonuses from Point Blank shot (+1 to hit and damage with ranged attacks) if her enemy is within 30 feet.

Power-Up Suite (*shield other* from Deneith Commando) – AC 20 [+4 Dex, +4 armor, +1 shield, +1 deflection], touch 15, flat-footed 16; SV Fort +2, Ref +8, Will +1; half HP damage goes to Deneith Commando.

Jorasco Healer: Male halfling cleric (Olladra) 3; CR 3; Small humanoid (halfling); HD 3d8+3; hp 21; Init +3; Spd 15 ft.; AC 21 [+3 Dex, +5 armor, +2 shield, +1 size], touch 14, flat-footed 18; BAB/Grp: +2/-1; Atk: +5 melee (1d6+1, masterwork morningstar); Full Atk: +5 melee (1d6+1, masterwork morningstar); AL NG; SV Fort +5, Ref +5, Will +6; Str 12, Dex 16, Con 12, Int 9, Wis 14, Cha 10.

Skills and Feats: Concentration +1, Heal +9, Knowledge (religion) +0, Listen +4; Investigate, Least Dragonmark (*cure light wounds*, 1/day), Negotiator.

Languages: Common, Halfling.

Possessions: Masterwork morningstar, heavy steel shield, breastplate, House Jorasco tunic, sunrod, tanglefoot bag, spell component bag, *potion of cure light wounds*.

Physical Description: This tiny figure is wrapped in steel. He wears a white silk tunic bearing the symbol of a rampant griffon over his sturdy breastplate, while his heavy shield is emblazoned with the octogram of the Sovereign Host. His features are hidden beneath a sturdy helm.

Personality: The healer is as dedicated to the cause as his fellows. His good alignment means that he will try to make things merciful and quick, but he believes that aberrant marks are a cancer on the soul of

Eberon itself: and unfortunately, surgery is the only option.

Spells Prepared (4/4/3; base DC = 12 + spell level): 0th – *detect magic, guidance, open, light, resistance*; 1st – *bless, cause fear* (DC 13), *entropic shield, shield of faith*; 2nd – *aid, hold person* (DC 14), *silence* (DC 14). May drop any spell for a *cure* spell of the same level.

Domains: Luck and Healing. Casts healing spells at +1 CL, can reroll one roll per day.

Power-Up Suite (shield other from Deneith Commando) – AC 22 [+3 Dex, +5 armor, +2 shield, +1 size, +1 deflection], touch 15, flat-footed 19; SV Fort +6, Ref +6, Will +7; half HP damage goes to Deneith Commando.

Phiarlan Necromancer: Female elf necromancer 3; CR 3; Medium humanoid (elf); HD 3d4+3; hp 11; Init +3; Spd 30 ft.; AC 13 [+3 Dex], touch 13, flat-footed 10; BAB/Grp: +1/+0; Atk: +0 melee (1d8-1/19-20, longsword) or +5 ranged (1d8, masterwork composite longbow); Full Atk: +0 melee (1d8-1/19-20, longsword) or +5 ranged (1d8, masterwork composite longbow) or +4 ranged touch (*ray of enfeeblement*); AL NE; SV Fort +2, Ref +4, Will +3; Str 8, Dex 16, Con 12, Int 16, Wis 11, Cha 8.

Skills and Feats: Climb +4, Diplomacy +1, Handle Animal +4, Sense Motive +3; Greater Spell Focus (necromancy), Spell Focus (necromancy).

Languages: Common, Draconic, Elvish, Gnome, Goblin.

Possessions: Longsword, masterwork composite longbow, sunrod.

Physical Description: This lean elf could be male or female; at a distance, it's hard to say. Loose black clothing conceals the figure, though the five-headed hydra embroidered on the doublet hints at house allegiance. The elf wears no armor, but holds a longbow in one hand, and a longsword hangs from a leather scabbard.

Personality: This elf follows the necromantic traditions established by the Undying Court, as opposed to those of the line of Vol. She is calm and calculating, and will use her *rays of enfeeblement* and *blindness* to try to cripple front line fighters. If she comes down to shooting arrows, she will try to strike the character with the *cause fear* story object, who she perceives as a treacherous elf.

Spells Prepared (5/4/3; base DC = 13 + spell level, +2 for necromancy): 0th – *daze* (DC 13), *detect magic, message, touch of fatigue* x2; 1st – *mage armor, ray of enfeeblement* x2 (1d6+2), *shield*; 2nd – *blindness* (DC 17), *false life, scare* (DC 17).

Power-Up Suite (shield other from Deneith Commando, mage armor, false life, shield) – HP 20, AC 22 [+3 Dex, +4 *mage armor*, +4 shield bonus, +1 deflection], touch 14, flat-footed 19; SV Fort +3, Ref

+5, Will +4; half HP damage goes to Deneith Commando.

Sivis Evoker: Male gnome evoker 3; CR 3; Small humanoid (gnome); HD 3d4+6; hp 14; Init +2; Spd 20 ft.; AC 13 [+2 Dex, +1 size], touch 13, flat-footed 11; BAB/Grp: +1/+0; Atk: +0 melee (1d3-1/19-20, dagger), +0 melee touch (3d6, *shocking grasp*) or +4 ranged touch (4d6, *scorching ray*); Full Atk: +0 melee (1d3-1/19-20, dagger) +0 melee touch (3d6, *shocking grasp*) or +4 ranged touch (4d6, *scorching ray*); AL N; SV Fort +3, Ref +3, Will +4; Str 6, Dex 14, Con 14, Int 16, Wis 12, Cha 9.

Skills and Feats: Climb +4, Diplomacy +1, Handle Animal +4, Sense Motive +3; Least Dragonmark (*whispering wind*, 1/day), Spell Focus (evocation).

Languages: Common, Draconic, Elvish, Gnome, Goblin.

Possessions: Dagger, sunrod, *wand of magic missiles* (1d4+1).

Physical Description: A tiny gnome with a blue robe and a bright red beard. He carries a long wand in one hand and flashes a smile even as he sends a burst of energy at you.

Personality: This gnome is having a wonderful time. Travel the world, see exotic people, and kill them. What could be more fun?

The evoker is a walking arsenal. He will try to use his *scorching rays* against weaker characters – spellcasters or injured PCs – while they are still at a distance, turning to *shocking grasp* and *burning hands* when people close in. He is extremely confident and cheerful even in the height of battle.

Spells Prepared (5/4/3; base DC = 13 + spell level, +1 for evocation): 0th – *daze* (DC 13), *detect magic, message* x3; 1st – *burning hands* (3d4, DC 15), *mage armor, shield, shocking grasp* (3d6); 2nd – *false life, scorching ray* x2.

Power-Up Suite (shield other from Deneith Commando, mage armor, false life, shield) – HP 23, AC 22 [+2 Dex, +4 *mage armor*, +4 shield bonus, +1 size, +1 deflection], touch 14, flat-footed 19; SV Fort +4, Ref +4, Will +5; half HP damage goes to Deneith Commando.

Grim, Aberrant Refugee: Female human expert 2; CR 1; Medium humanoid (human); HD 2d6+5; hp 13*; Init +1; Spd 30 ft.; AC 14 [+1 Dex, +3 armor], touch 11, flat-footed 13; BAB/Grp: +1/+0; Atk: +0 melee (1d3-1 subdual, unarmed strike); Full Atk: +0 melee (1d3-1 subdual, unarmed strike); AL N; SV Fort +1, Ref +1, Will +2; Str 8, Dex 12, Con 12, Int 10, Wis 9, Cha 12.

Skills and Feats: Balance +2, Bluff +6, Disguise +5 (+7 when acting), Diplomacy +4, Hide +5, Intimidate +3, Perform (Act) +6, Perform (Comedy) +6, Sleight of Hand +7, Tumble +5; Aberrant Dragonmark (*light*, 1/day), Toughness.

Languages: Common.

Possessions: Studded leather armor

Physical Description: A human in her late teens, wearing studded leather armor over simple brown clothes. She is covered with dirt and blood; a black-feathered arrow protrudes from her left shoulder, and she has a deep gash on her right ribs. There is a scabbard on her belt, but she carries no weapons.

Personality: Grim goes to show that not all aberrants were thieves or cutthroats: she was a jester and actress before her mark manifested and she was driven from her home. Normally she is quite cheerful, and she has helped to maintain the spirits of the besieged; her nick-name is sarcastic. But at the moment, she is in shock, and can think of nothing beyond escaping the invaders and reaching the sanctum of the Dreambreaker at the top of the tower.

Power-Up Suite (Previous Injuries) – Grim has already been shot by a Phiarlan archer and cut by a commando. When encountered in the adventure, she has been reduced to 2 hit points.

Part Three: Cannith Breacher

Glyphweaver: CR 6; Large construct; HD 8d10+30; hp 74; Init +0; Spd 30 ft., fly 30 ft. (poor), climb 30 feet; AC 18 [-1 size, +9 natural], touch 9, flat-footed 18; BAB/Grp: +6/+14; Atk: +10 melee (1d6+4, claw); Full Atk: +10/+10 melee (1d6+4, claws); SA: Berserk, detonation; SQ Construct traits, damage reduction 5/adamantine, darkvision 60 ft., glyphweaving, low-light vision, spell resistance 19; AL N; SV Fort +3, Ref +3, Will +3; Str 18, Dex 10, Con 14, Int 2, Wis 11, Cha 1.

Physical Description: This creature is a massive metal insect. Its jointed body is formed of mirror-bright steel, and its compound eyes are studded with glowing rubies. It rests its weight on four sturdy legs; two additional limbs are folded just beneath its head, and these long arms are tipped with serrated blades. Wings of gossamer and steel are tucked against the sides of its thorax.

The hide of the creature is covered with an intricate pattern of mystical sigils, and these symbols glow with an inner light.

Personality: The glyphweaver is moving up the tower, laying blast glyphs in every corner. It will stop to attack anyone it encounters who is not a member of the dragonmark alliance, but it will not pursue enemies who move out of its line of sight. It is NOT a living construct and does not have the sentience of a warforged: it is not capable of clever strategy.

Advanced Glyphweaver: CR 7; Large construct; HD 12d10+30; hp 91; Init +0; Spd 30 ft., fly 30 ft. (poor), climb 30 feet; AC 18 [-1 size, +9 natural], touch 9, flat-footed 18; BAB/Grp: +8/+16; Atk: +12 melee

(1d8+4, claw); Full Atk: +12/+12 melee (1d8+4, claws); SA: Berserk, detonation; SQ Construct traits, damage reduction 5/adamantine, darkvision 60 ft., glyphweaving, low-light vision, spell resistance 23; AL N; SV Fort +3, Ref +3, Will +3; Str 18, Dex 10, Con -, Int 2, Wis 11, Cha 1.

Detonation (Su): The detonation of the advanced glyphweaver inflicts 5d8 points of damage (Reflex save DC 16 for half).

Part Three: With Friends Like These

Black, Crazy Aberrant: Male human barbarian 5; CR 5; Medium humanoid (human); HD 5d12+12; hp 56; Init +3; Spd 40 ft.; AC 16 [+3 Dex, +3 armor], touch 13, flat-footed 13; BAB/Grp: +5/+5; Atk: +6 melee (1d6+1, shortsword) or +8 ranged touch (4d6 *scorching ray*); Full Atk: +6 melee (1d6+1, shortsword) or +8 ranged touch (4d6 *scorching ray*); AL CN; SV Fort +7, Ref +5, Will +4; Str 12, Dex 16, Con 16, Int 6/8*, Wis 10, Cha 8.

Skills and Feats: Concentration +7, Intimidate +7, Listen +8; Aberrant Dragonmark (Special, see below), Dodge, Iron Will.

Languages: Common.

Possessions: Shortsword, studded leather armor.

Physical Description: This man is well over six feet tall. He is gaunt, but there is muscle on his bones – lean and tough, like fire-hardened wood. He wears a jerkin and breeches of black leather studded with iron rivets, and wherever his skin shows you can see that it's scarred by burns – some old, some quite recent. Much of his hair has been burnt off, and his scalp is a patchwork of angry welts and scars. Even his lips are burnt. But what catches your eye is the mark on his forehead – a blackened brand in the shape of a twisted dragonmark, seared into his skin. His eyes are wild, but he seems more frightened than angry; he looks at you, and you can feel his fear and confusion.

When Black uses his *scorching ray*, his dragonmark bursts into flame and the ray emerges from it. He burns his own skin in the process; by the time he has used the *ray* four times, he should be covered with fresh burns. But somehow, this doesn't seem to hurt him.

Personality: Black is driven by madness, as noted below. He believes that evil spirits are watching, and that elf spies are everywhere. In his moments of lucidity, he will recognize the PCs (by story object names) and try to help them – but his mind is shattered, and even lucidity is limited.

Black will rage as soon as he drops below 30 hit points.

Aberrant Dragonmark: This character's dragonmark is unlike those of the modern day. He can use *scorching ray* as a spell-like ability, but every time that he does, he takes a point of intelligence damage. If his Intelligence

drops to 1, he falls into a catatonic stupor. He further risks insanity every time he uses his power – a gamble he has already lost, resulting in his current condition. His original Intelligence was 8; currently it stands at 6.

Insanity: Ever round, roll to see what action Black will perform:

- 01-10 Act normally.
- 11-40 Babble incoherently.
- 41-60 Flee from nearest creature.
- 61-100 Attack nearest creature.

If Black is attacked, switch to the following table:

- 01-10 Babble incoherently.
- 11-40 Attack nearest enemy with shortsword.
- 61-100 Attack nearest enemy with *scorching ray*.

While fighting, Black will ignore anyone who has not made an attack against him. If he defeats all enemies, he begins rolling on the normal confusion table again.

Power-Up Suite (Rage) – HP 64; Atk: +8 melee (1d6+3, shortsword); AC 14 [+3 Dex, +3 armor, -2 rage], touch 11, flat-footed 11; SV Fort +9, Ref +5, Will +6;

Part Five: The Dreambreaker

Grinder, Aberrant Priest: Male human cleric (Shadow) 1/adept 3; CR 3; Medium humanoid (human); HD 1d8+3d6+4; hp 26; Init +0; Spd 20 ft.; AC 16 [+0 Dex, +4 armor, +2 shield], touch 10, flat-footed 16; BAB/Grp: +1/+1; Atk: +1 melee (1d8, mace); Full Atk: +1 melee (1d8, mace); AL N; SV Fort +4, Ref +1, Will +7; Str 11, Dex 10, Con 12, Int 12, Wis 14, Cha 14.

Skills and Feats: Concentration +8, Diplomacy +7, Heal +8, Knowledge (arcana) +2, Knowledge (nobility) +3, Knowledge (religion) +7, Listen +2, Sense Motive +9, Spellcraft +2, Spot +2; Aberrant Dragonmark (*burning hands*, 1/day*, CL 4), Blind-Fight^B, Educated, Negotiator.

Languages: Common, Goblin.

Possessions: Mace, heavy wooden shield, chainmail, spell component bag.

Physical Description: A bald man in rusting chainmail. He has a long mustache and a ragged black beard, and his eyes are so dark that they seem almost black. He is reasonably fit, but he has a sense of power and authority that goes beyond physical strength.

Personality: The healer is as devoted

Cleric Spells Prepared (3/3; base DC = 12 + spell level): 0th – *cure minor wounds** x4; 1st – *cause fear* (DC 13), *cure light wounds* (1d8+1), *protection from good**. May drop any spell for an *inflict* spell of the same level.

Adept Spells Prepared (3/2; base DC = 12 + spell level): 0th – *cure minor wounds* x3; 1st – *cure light wounds* (1d8+3) x2

Domains: Evil and Shadow.

Power-Up Suite (Battle Damage) – HP 14; Grinder has already used his dragonmark ability and all spells marked with an asterisk (*).

Aberrant Archers: Male and female human warrior 2; CR 1; Medium humanoid (human); HD 2d8+2; hp 12; Init +1; Spd 30 ft.; AC 14 [+1 Dex, +3 armor], touch 11, flat-footed 13; BAB/Grp: +2/+3; Atk: +3 melee (1d6+1, club) or +3 ranged (1d8, light crossbow); Full Atk: +3 melee (1d6+1, club) or +3 ranged (1d8, light crossbow); AL N; SV Fort +4, Ref +1, Will +0; Str 12, Dex 12, Con 12, Int 9, Wis 10, Cha 8.

Skills and Feats: Climb +1, Handle Animal +3, Heal +1, Profession (any one) +2; Aberrant Dragonmark (*inflict light wounds*, 1/day, 1d8+1), Point Blank Shot.

Languages: Common.

Possessions: Studded leather armor, light crossbow, club.

Physical Description: These ragged men and women look like they have been fighting for days on end, and they have little left but exhaustion. They are wearing studded leather armor and clutching their weapons like children. Occasionally you catch sight of an aberrant dragonmark on an exposed patch of skin, often surrounded by boils or scabs.

Personality: These soldiers are exhausted, but they are utterly dedicated to the cause and prepared to lay down their lives for the Dreambreaker.

Goblin Archers: Male and female goblin warrior 2; CR 1; Small humanoid (goblin); HD 2d8; hp 9; Init +3; Spd 30 ft.; AC 16 [+3 Dex, +2 armor, +1 size], touch 14, flat-footed 13; BAB/Grp: +2/-2; Atk: +3 melee (1d4, club) or +6 ranged (1d6, light crossbow); Full Atk: +3 melee (1d4, club) or +6 ranged (1d6, light crossbow); AL N; SQ: Darkvision 60 feet; SV Fort +3, Ref +3, Will +0; Str 10, Dex 16, Con 10, Int 9, Wis 10, Cha 6.

Skills and Feats: Hide +7, Move Silently +7, Profession (any one) +2, Ride +8; Point Blank Shot.

Languages: Common, Goblin.

Possessions: Leather armor, light crossbow, club.

Physical Description: This small orange-skinned figure is wearing leather armor that looks like it was sewn together from the armor of a larger person. He holds a crossbow and grins, revealing yellowed fangs.

Personality: These goblins were enslaved by House Cannith and friend by the aberrants; as such they are loyal to the Dreambreaker and will fight to the death.

Vadalis Bloodswarm: CR 5; Diminutive animal (swarm); HD 5d8+10; hp 32; Init +7; Spd 5 ft., fly 50 ft. (perfect); AC 23 [+4 size, +4 Dex, +5 natural], touch 18, flat-footed 19; BAB/Grp: +3/-; Atk: swarm (1d8+1d6 acid); Full Atk: swarm (1d8+1d6 acid); SA: Distraction (DC 17), vicious wounding; SQ Immune to

acid, immune to weapon damage, improved natural healing, low-light vision, scent, swarm traits; AL NE; SV Fort +6, Ref +7, Will +3; Str 3, Dex 16, Con 14, Int 2, Wis 14, Cha 4.

Skills and Feats: Listen +10, Spot +10; Ability Focus (distraction), Alertness, Improved Initiative, Improved Natural Weapons (swarm)^B.

Physical Description: A dense flock of tiny, black-feathered birds, hummingbirds with bony armor and acid dripping from their beaks.

Personality: The swarm will target as many creatures as possible in its initial attack, but as long as there is a living victim in its space, it will not move. It does not possess human intelligence, and cannot identify spellcasters or make similar tactical decisions.

The Dreambreaker: Male gnome sorcerer 15; CR 16; Small humanoid (gnome); HD 15d4+75; hp 107; Init +1; Spd 20 ft.; AC 12 [+1 Dex, +1 size], touch 12, flat-footed 11; BAB/Grp: +7/+1; Atk: +6 melee touch (*shattering touch*); Full Atk: +6 melee touch (*shattering touch*); SA Mark of the Dreambreaker/Delirium Stone Connection; SQ Gnome traits; AL NE; SV Fort +8, Ref +9, Will +14; Str 6, Dex 12, Con 10, Int 12, Wis 14, Cha 20 (24).

Skills and Feats: Bluff +20, Concentration +18, Diplomacy +9, Intimidate +9, Knowledge (arcana) +9, Listen +2, Spellcraft +20, Spot +2; Greater Spell Focus (enchantment), Mark of the Dreambreaker, Spell Focus (enchantment), Widen Spell. *The Mark of the Dreambreaker – which uses three feat slots – is intentionally left undefined beyond the abilities described below. For now, the powerful aberrant marks remain one of the mysteries of the past.*

Languages: Common, Draconic, Elvish, Gnome, Goblin.

Mark of the Dreambreaker/Delirium Stone Connection (Su): The Dreambreaker possesses an aberrant mark with a level of power unknown in the modern age. These abilities are further enhanced by his mystical bond to the *Delirium Stone*, an artifact that has been specifically designed to channel his powers. The Dreambreaker's connection to the *stone* provides him with the following concrete benefits, in addition to intangible powers that do not need to be fully defined (such as the reality-warping ritual he is attempting to perform). Note that the stone is designed specifically for the Dreambreaker: it may function for another aberrant, especially one of his bloodline, but the effects will not be as powerful... something that will be explored further in *EMH-8 Freely Given*.

The Dreambreaker can use these mental abilities without drawing attacks of opportunity and does not even need to have the *delirium stone* on his person. The saving throw to resist these abilities (where appropriate) are Charisma-based. In all cases his caster level is equal to his class level.

Confusion: The hallmark of the Dreambreaker is his ability to shatter thoughts. He may use *confusion* at will (DC 20).

Insanity: The Dreambreaker can use *insanity* (DC 24) at will, but suffers 3 points of ability damage when he uses this power; he may divide this damage as he sees fit between Intelligence, Charisma, and Wisdom.

Mental Blast: The Dreambreaker can strike down foes with a burst of mental energy. This inflicts 8d6+7 points of damage in a 15-foot cone. Those are damaged by this attack are panicked as terrifying visions overwhelm their minds. A successful Will save (DC 18) halves the damage and negates the secondary effect. This is a mind-affecting effect.

My Thoughts Are My Strength: As long as the Dreambreaker maintains his connection to the *delirium stone*, he uses his Charisma score to determine bonus hit points instead of his Constitution score.

Sense Thoughts: As long as he is connected to the *Delirium Stone*, the Dreambreaker can sense the presence of living creatures. He gains blindsight in a 60' radius, and cannot be flanked. However, this only allows him to sense the location of living, sentient creatures. Inanimate objects and any creature immune to mind-affecting effects will not register.

Shattering Touch: The touch of the Dreambreaker can break the mind of a lesser being. By making a melee touch attack, he can target a victim with the combined effects of *phantasmal killer* (DC 21) and *feeblemind* (DC 22).

Total Connection: If the Dreambreaker is ever killed, his brain is destroyed as the *delirium stone* claims its due.

Tower of the Mind: The *Delirium Stone* surrounds the Dreambreaker with a field of mental repulsion that makes it difficult for sentient creatures to strike him. He receives a deflection bonus to AC against attacks made by any creature that can be affected by mind-affecting effects. This bonus is equal to his Charisma modifier (+7).

Possessions: *Delirium Stone*, *amulet of the eagle* +4, *cloak of resistance* +3, *ioun stone* (pearly white), *ring of sustenance*, courtier's outfit. The *amulet of the eagle* has the same effect and cost as a *cloak of charisma*.

Physical Description: An old gnome dressed in white robes trimmed with gold. He has a short and slightly uneven gray beard, and a small white cap on his head. He opens his eyes, revealing irises pale and luminescent as opals, and you feel the sheer mental power behind his gaze.

Personality: While he is a commander, the Dreambreaker is insane. He sees visions no one else can see, and he believes the true battle is with the gods, with time and space, and that the people around him are merely manifestations of patterns. When playing the Dreambreaker, always act as if you know terrible things others can't imagine. Take care of the Aberrants

in your charge – but treat them as children, because that's what they are to you.

Spells known (6/8/8/8/7/7/7/5)*; base DC = 17 + spell level, +1 for illusion, +2 for enchantment): 0th – *daze* (DC 19), *detect magic*, *detect poison*, *light*, *mage hand*, *mending*, *message*, *prestidigitation*, *touch of fatigue*; 1st – *cause fear* (DC 18), *charm person* (DC 20), *disguise self*, *mage armor*, *ray of enfeeblement* (1d6+6); 2nd – *detect thoughts* (DC 19), *invisibility*, *scare* (DC 19), *Tasha's hideous laughter* (DC 21), *touch of idiocy*; 3rd – *blink*, *hold person* (DC 22), *rage*, *suggestion* (DC 22); 4th – *confusion* (DC 23), *crushing despair* (DC 23), *fear* (DC 21), *phantasmal killer* (DC 22); 5th – *dream*, *feeblemind* (DC 24), *bold monster* (DC 24), *nightmare* (DC 23); 6th – *greater dispel magic*, *greater heroism*, *mass suggestion* (DC 25); 7th – *insanity* (DC 26), *mass hold person* (DC 26)

Power-Up Suite (*mage armor*, *tower of the mind*) – AC 23 [+1 Dex, +1 size, +7 deflection, +4 *mage armor*], touch 19, flat-footed 22.

*The Dreambreaker has already used most of his spells, and has had no time to rest; in battle, he will rely on the powers of the *Delirium Stone*. His current spell slots are: 3/2/1/2/1/0/0/0.

Appendix 2 – New Rules

New Creatures

Glyphweaver

Large Construct

Hit Dice: 8d10+30 (74 hp)

Initiative: +2

Speed: 30 ft. (6 squares), fly 30 ft (poor), climb 30 ft

AC: 18 (-1 size, +9 natural), touch 9, flat-footed 18

Base Attack/Grapple: +6/+14

Attack: Claw +10 melee (1d8+4)

Full Attack: Two claws +10 melee (1d8+4)

Space/Reach: 10 ft./10 ft.

Special Attacks: Berserk, detonation

Special Qualities: Construct traits, damage reduction 5/adamantine, darkvision 60 ft., glyphweaving, low-light vision, spell resistance 19

Saves: Fort +2, Ref +2, Will +2

Abilities: Str 18, Dex 10, Con -, Int -, Wis 11, Cha 1

Skills: -

Feats: -

Environment: Any

Organization: Solitary

Challenge Rating: 6

Treasure: None

Alignment: Always neutral

Advancement: 9-18 HD (Large)

Level Adjustment: -

This creature is a massive metal insect. Its jointed body is formed of mirror-bright steel, and its compound eyes are studded with glowing rubies. It rests its weight on four sturdy legs; two additional limbs are folded just beneath its head, and these long arms are tipped with serrated blades. Wings of gossamer and steel are tucked against the sides of its thorax.

The hide of the creature is covered with an intricate pattern of mystical sigils, and these symbols glow with an inner light.

The glyphweaver is a war construct designed by House Cannith during the War of the Mark. While it is a dangerous melee combatant, the glyphweaver was built to serve as a siege weapon, designed to breach enemy walls and to lay deadly magical traps across contested territory. Due to an inherent design flaw, glyphweavers inevitably go mad, turning on ally and enemy alike in a berserk rage; as a result the design was ultimately abandoned.

Combat

Glyphweavers are often sent to breach enemy fortifications. Between its power of flight and ability to cling to walls, a glyphweaver can land on a wall and plant *glyphs of warding* on it; it will then detonate the glyphs to penetrate the wall. Once within, it will systematically lay glyphs at set intervals as designated by its commander. If it encounters enemy forces, it will engage them with its claws. Like many constructs, the

glyphweaver is not truly sentient and cannot make intelligent tactical decisions.

Berserk (Ex): Every time the glyphweaver creates a new glyph, there is a cumulative 1% chance that it will go berserk. A berserk glyphweaver will attack the nearest living creature; if no living creatures are in sight, it will smash any object smaller than itself, then move on to spread more destruction. There is no way to restore balance to a berserk glyphweaver. If a glyphweaver is encountered at random, roll 1d20 to determine how many glyphs it has already generated.

Detonation (Su): The symbols carved into the body of the glyphweaver mimic the effects of a *glyph of warding*. When the glyphweaver is reduced to zero hit points or below, the energies that animate the construct are realized through these symbols, generating an explosion that utterly destroys the construct. Anyone within ten feet of the glyphweaver suffers 4d8 points of damage; a Reflex save (DC 14) reduces the damage by half.

This damage is 50% fire and 50% piercing. Spell resistance applies to the fire damage (CL 8), but not to the physical damage.

Glyphweaving (Su): The primary purpose of the construct is to place *glyphs of warding* in enemy territory. Generating a glyph takes five minutes; during this time the construct can take no other action. However, it remains aware of its surroundings and attackers receive no advantage against it. A glyphweaver can abandon glyph creation at any point in the process, though the current glyph is lost if it does.

A typical glyphweaver can generate a *glyph* covering 40 square feet. The *glyph* must fill the four squares occupied by the glyphweaver; the remaining four squares may be allocated as best suits the situation, but the glyphweaver is not subtle: it will typically use 10 ft x 40 ft rectangles.

A normal glyphweaver can only create *blast glyphs*: these inflict 4d8 points of fire damage (Reflex save DC 14 for half damage) to the person who triggers the glyph and to anyone within 5 feet; spell resistance applies to this damage. At the DM's discretion, a glyphweaver may be empowered to create a particular form of *spell glyph*, holding a harmful spell of up to 3rd level.

As a standard action, a glyphweaver can detonate any of its *glyphs* within 120 feet. It does not trigger its own *glyphs* through proximity. Other creatures may use a password to safely bypass the *glyphs*; this can be set or changed by the construct's commander.

The magical traps created by a standard glyphweaver are easier to spot than most *glyphs of warding*. Any character can spot a *glyph* with a successful Search check (DC 15 + 1/2 the Glyphweaver's hit dice). A rogue or artificer can use the Disable Device

skill to deactivate the *glyph*; this has a DC of 20 + 1/2 the glyphweaver's hit dice. Failure triggers the *glyph*.

The caster level of this ability is equal to the hit dice of the construct. The saving throw DC is equal to 10 + (1/2 hit dice).

Vadalis Bloodswarm

Diminutive Animal (swarm)

Hit Dice: 5d8+10 (32 hp)

Initiative: +7

Speed: 5 ft. (1 square), fly 50 ft (perfect)

AC: 23 (+4 size, +4 Dex, +5 natural), touch 18, flat-footed 19

Base Attack/Grapple: +3/-

Attack: Swarm (1d8+1d6 acid)

Full Attack: Swarm (1d8+1d6 acid)

Space/Reach: 10 ft./0 ft.

Special Attacks: Distraction, vicious wounding

Special Qualities: Immune to acid, immune to weapon damage, improved natural healing, low-light vision, scent, swarm traits.

Saves: Fort +6, Ref +7, Will +3

Abilities: Str 2, Dex 18, Con 14, Int 2, Wis 14, Cha 4

Skills: Listen +10, Spot +10

Feats: Ability Focus (Distraction), Improved Initiative, Improved Natural Weapons (swarm)^B

Environment: Any

Organization: Solitary or flight (1-4 swarms)

Challenge Rating: 5

Treasure: None

Alignment: Always neutral evil

Advancement: -

Level Adjustment: -

At first this seems like a cloud of smoke laced with blood. As it drifts closer, you see that it is a mass of tiny birds, much like hummingbirds with black feathers – along with crimson plates of bony armor. They dart towards you in a blur of motion, acid dripping from their sharp beaks...

The bloodswarm is a living weapon bred by House Vadalis during the final days of the War of the Mark. The swarms proved difficult to control, and the carnage they left in their wake horrified many members of the other houses; eventually, Vadalis was forced to destroy the bloodswarms. Over the centuries the knowledge of their creation has been lost – though perhaps a devoted heir of the Mark of Handling could breed them anew.

Combat

A bloodswarm has a remarkably well-developed sense of smell for an avian creature. Bloodswarms are trained to identify friendly troops by scent. Left to their own devices, they will kill any living creature they encounter – but a handler can order them to focus on humanoids or a similarly distinctive class of foe. Bloodswarms are

not subtle enemies: a swarm will target as many creatures as possible with its initial attack, but as long as at least one creature remains within its area it will stay put, pursuing escaped foes only after it has destroyed its current victim.

Distraction (Ex): Any living creature that begins its turn with a bloodswarm in its space must succeed on a DC 16 Fortitude save or be nauseated for 1 round.

Improved Natural Healing (Ex): A bloodswarm heals naturally at three times the normal rate, recovering 15 hit points with a full night's rest.

Vicious Wounding (Ex): Any living creature damaged by a bloodswarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds **do** result in cumulative bleeding loss. The bleeding can be stopped by a DC 15 Heal check or the application of a *cure* spell or some other healing magic; a single spell or check will stop all bleeding, regardless of how many wounds the victim has suffered.

Swarm Attack: A swarm deals automatic damage to any creature whose space it occupies at the end of its move. A swarm attack is not subject to a miss chance for concealment or cover. A swarm does not threaten creatures in its space, and cannot make attacks of opportunity with its swarm attack.

Swarm Traits: A swarm is not subject to critical hits or flanking. It cannot be tripped, grappled, or bull rush. It is immune to any spell or effect that targets a specific number of creatures. It takes an additional 50% damage from spells or effects that affect an area, such as *burning hands* or splash weapons.

Wind effects (such as *gust of wind*) deal 1d6 nonlethal damage to the swarm per spell level.

A swarm can move through cracks or holes large enough for its component creatures. It can move through or occupy spaces containing enemy creatures, though it does provoke attacks of opportunity as usual.

Skills: A bloodswarm has a +4 racial bonus to Spot and Listen checks.

New Feats

Aberrant Dragonmark [General]

Reference: Eberron Campaign Setting, page 47.

Although you are not a recognized member of the dragonmarked families, you have manifested a dragonmark.

Prerequisites: Dragonmarked race (human, dwarf, elf, gnome, halfling, half-elf, or half-orc).

Benefit: This feat provides you with a single dragonmark spell-like ability that is not directly tied to the trueborn dragonmarked houses. All aberrant mark spell-like abilities can be used once per day.

When you select this feat, you must choose an aberrant dragonmark spell-like ability from the

following list. You can never improve this mark in any way, and you can never gain a second mark. A character with one of the true dragonmarks (least, lesser, or greater) cannot select this feat, and a character with this feat cannot later select one of the true dragonmark feats.

A saving throw against your aberrant dragonmark spell-like ability has a DC of 10 + spell level + your Cha modifier. (Spell level for an aberrant dragonmark is always 1st.)

Your caster level for your aberrant dragonmark spell-like ability one-half your character level.

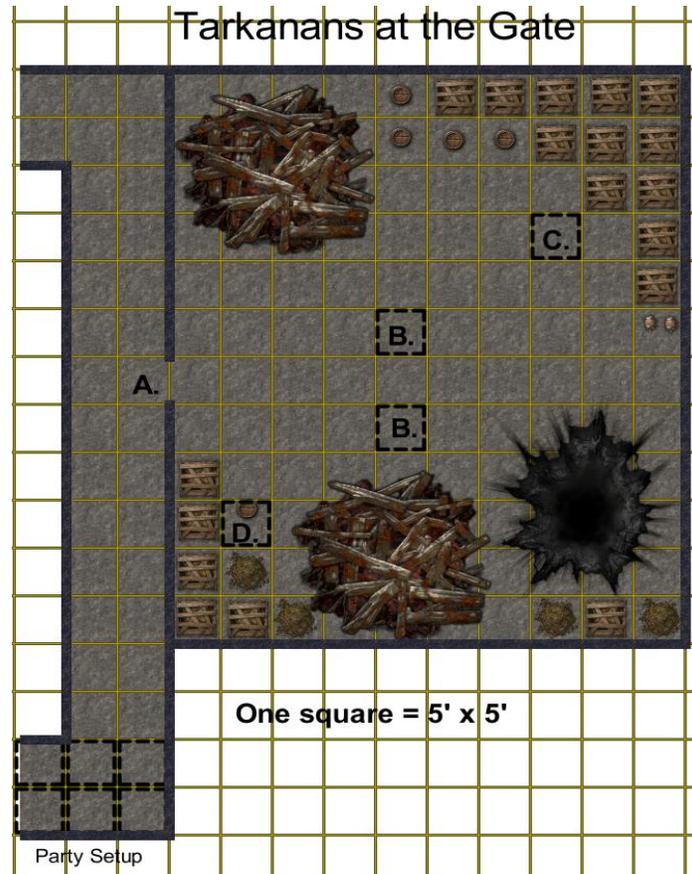
Aberrant Mark Powers: *burning hands, cause fear, charm person, chill touch, detect secret doors, feather fall, inflict light wounds, jump, light, pass without trace, produce flame, shield, Tenser's floating disk.*

Aberrant dragonmarks are mutations that appear occasionally among the dragonmarked races (usually to those not of a dragonmarked house) that can be traced back to the bloodlines of corrupted dragonmarked families eliminated in the War of the Mark. At a quick glance, an aberrant mark could be mistaken for an established dragonmark, but on close inspection its differences are readily apparent.

Maps

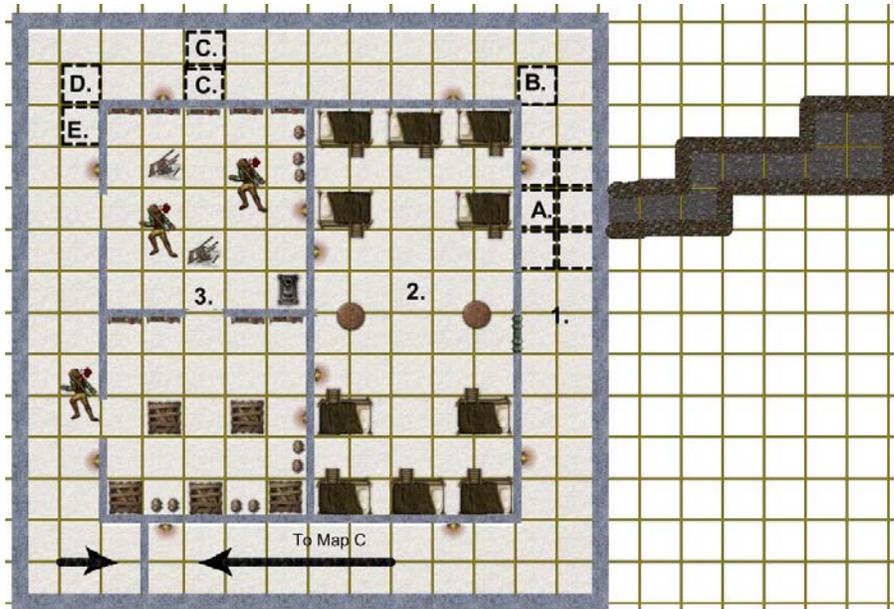
All maps use a scale of one square to five feet.

Map A: The Foundations of Sharn

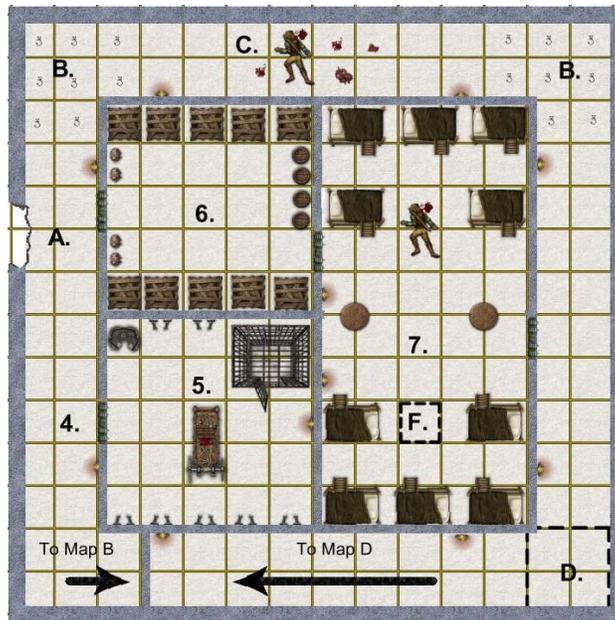


Map B: Tower Level Five

Elevation: 75 feet



Map C: Tower Level Six
Elevation: 90 feet



Map D: Tower Level 7

Elevation: 90 feet



Map E: Tower Level 10

Elevation: 135 feet

