

EMH-8



MARK OF HEROES

FREELY GIVEN

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

Gen Con 2005 Version

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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 *Freely Given* 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 *Reflections of the Multiverse* 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 October 1, 2005.

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 Archfiends™ set:

Evermeet Wizard (15/60) to represent Tallista

From the Giants of Legend™ set:

Protectar (11/72) to represent Charisma (while she doesn't have wings, this represents her strange otherworldly countenance)

Deepshadow Elf (14/72) to represent Bleoredis Greenmantle

Orc Brute (56/72) to represent Bernt

From the Aberrations™ set:

Several Man-at-Arms (08/60) to represent Unmarked Defenders Guild Guards

Aasimar Favored Soul (11/60) to represent Rienes Luckmaker

Cleric of Garl Glittergold (14/60) to represent Lord Aehion Hanius Hayttear

4 Sharn Cutthroats (20/60) to represent Cerney, Gurlig, Mastaff, and Octold

Half-Elf Hexblade (33/60) to represent Vai

Orc Sergeant (57/60) to represent Aglor the Brute

From the Deathknell™ set:

2 Soldiers of Thrane (9/60) to represent the Macartish d'Deneith

Voice of Battle (25/60) to represent Serilla d'Deneith

2 Timber Wolves (27/60) to represent the hounds

Kruthik Hatchling (37/60) to represent an iron defender

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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 they don't seem to be enough of a threat to call for the kind of systematic destruction last seen in 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.

In the previous event, *EMH-7 The Delirium Stone*, the PCs helped recover the *Delirium Stone* for Lord Aehion Hanius Hayttear. The newly wealthy Zil gnome Lord Hayttear has settled in Sharn in the hopes of recovering family relics that were lost over a thousand years ago, during the War of the Mark. Hayttear hired the Diggers' Union to reclaim his ancestral treasures, and the heroes are assigned this seemingly innocuous task. But on the way down into the tunnels beneath the city, they encountered a taskforce of House Tarkanan—and discover that the innocent keepsakes they've been sent to recover may not be so innocent after all.

Adventure Summary

"A man of genius makes no mistakes. His errors are volitional and are the portals of discovery."

—James Joyce, "Ulysses"

Matron Martra has done further investigation into what the Diggers' Union recently uncovered below Sharn (events of *EMH-7 The Delirium Stone*) and has concerns. Her research suggests that the recovered stone may in

fact be disastrous if activated—stirring more dreadful attention that the Union doesn't need. Because the PCs were involved in its recovery, Matron Martra asks them to deal with the problem.

The Allure of Old Friends: Matron Martra has arranged for the PCs to meet with members of House Tarkanan whom they bested to retrieve the stone. The members of House Tarkanan explain the truth about the Delirium Stone and agree to assist the PCs in the retrieval of the artifact.

Home Sweet Home: Due to the clandestine nature of their mission, the Union has provided a safe house, out of which the PCs and their allies can operate; along with a limited selection of equipment to us on their mission.

Legwork: The PCs must determine a plan of attack in order to penetrate the home of Aehion Hanius Hayttear in Skyway. This encounter covers gathering of information to make this possible. While investigating Aehion, the PCs have an opportunity to locate a previous associate.

Robbery!: While preparing for the assault, the safe house is attacked by a group of thieves intending to rob it. This red herring might serve as a distraction to some, but it also provides an opportunity to mesh fighting styles with the House Tarkanan team.

Formal Attire Required: The PCs and their allies infiltrate Aehion's household during a formal gathering of the Sixty. The PCs must defeat security, traps, and the guests in order to retrieve the Delirium Stone from its display.

Double Cross: The Tarkanan allies attempt to steal the Stone from the party while they all flee from the heights of Skyway. The PCs must stymie their attempt if they are to complete their mission.

Conclusion: The PCs flee Sharn and escape back to the Diggers' Union in Wroat.

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Cast of Characters

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

Aehion Hanius Hayttear: A Zil gnome aristocrat and descendant of the Dreambreaker, Aehion previously hired the Diggers' Union to recover the Delirium Stone (a relic that belonged to his distant ancestor). Once the employer of the Union, Aehion becomes the primary villain in this adventure. He begins as a smooth, chic, rich nobleman, but as the adventure goes on, his insanity grows, until his lunacy is painfully apparent.

Aglor the Brute: One of Charisma's minions, this House Tarkanan half-orc makes up much of the team's muscle. He is a good follower, and speaks rarely.

Bereesha: The day manager for Galdrin's Garden, Bereesha is an elven woman with long black hair. She is a stern woman used to running a restaurant and having her

help do exactly as she says. Those who stray from her orders are berated mercilessly and sometimes fired.

Bleoredis Greenmantle: Another of Charisma's ream, Bleoredis is a plain-looking, athletic, human rogue who tries to remain unnoticed.

Charisma: A member of the House Tarkanan guild based in Sharn. Charisma is an exotic elf with pale hair and golden eyes. She typically dresses in white clothing (most likely kept unnaturally fresh with *prestidigitation*, allowing her to be as comfortable in the sewers as she would be in a ballroom). She is one of the primary negotiators of House Tarkanan; possessing 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*, while it deals with the manipulation of thought, is different from the aberrant lord's ability to induce madness. In the previous module, the PCs bested her attempts to retrieve the *Delirium Stone* and now she plays at being their ally.

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. The item was retrieved on behalf of Aehion Hanius Hayttear in the previous module. The Dreambreaker does not appear personally in the module, but is important for understanding the history.

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 Dursharaat 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 this adventure, but he is the inspiration for the modern day House Tarkanan, and he is mentioned numerous times in the adventure.

Hob: Hob is an old sea salt who has spent his life on the sea in the company of pirates and sailors. Now he has taken up a more respectable trade using the gold he recovered in *EMH-2 Pirates Bounty and the Isle of Fire* in order to go into semi-retirement as the bartender for Galdin's Garden in the Seventh Tower ward of Upper Menthis Plateau. In general, he is friendly and given to deep throaty laughs.

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 is mentioned in passing.

Matron Martra: 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 be professionals, and to not behave like children.

Rienes Luckmaker: A member of Charisma's House Tarkanen team, the handsome Rienes is a jovial conversationalist and cleric of Olladra.

Vai: The fourth member of Charisma's team, this Valenar elf sees non-elves as weak; unwilling to do everything needed to find glory. He barely tolerates the Tarkanens, but sneers at others who seek his council.

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Introduction

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 Matron Martra. It is a warm summer day in the month of Lharvion.

The warmth of the Lharvion day has yet to fully infiltrate the depths of Grea Tower, but here near the top, the humidity has already made today miserable.

You have been summoned to meet with Matron Martra at eight bells in the Gerritta Room, one of the many meeting rooms in Grea Tower; this one named after Hansfor Gerritta a member of the Union lost eleven years ago in the jungles of Xen'drik.

Waiting as patiently as possible, the humidity has left a fine patina of moisture on the table before you. The sun pours through the yellow tinted window, warming the room to a stifling temperature. One must wonder why you have been kept waiting uncomfortably for so long. You sit in the company of several others around a large table.

The PCs have an opportunity to introduce themselves and look about the room if they so choose. Large hangings depicting the heraldry of Breland and the Diggers' Union cover the walls, with various minor honorary plaques studded between them. A large case filled with trophies from the Union's time as part of Morgrave University sits on the wall opposite the window. All of them are old, and none are especially noteworthy. Under a fine layer of dust they are festooned with meaningless names from times long past. Once the PCs have had a chance to meet each other, proceed with the entrance of Matron Martra.

The door springs open, bringing with it a brief respite of cool air. Sadly, the door closes again much too quickly, granting you only a tease of the cool darkness in the hallway. The large, sour-faced woman in the doorway seems unperturbed by the heat. Matron Martra, a native of the jungles of Q'Barra, glances around the room. "Someone screwed up, and I will not tolerate failures on my watch. You're going to fix it, and you're going to fix

it now." The formidable woman hands a packet of papers to each of you before sitting at the head of the table. "Now, if you will all turn to page three we can begin."

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

- The Diggers' Union recently recovered an artifact from UnderSharn for an employer, who she is now willing to identify as the gnome Lord Aehion Hanius Hayttear. Most PCs should note that it is unusual for the employer to be identified to the Diggers assigned to perform his mission. The secrecy is normally kept to maintain the secrecy of those that hire the Diggers' Union.
- Further research into the item recovered suggests that it may in fact be extremely dangerous. The Union Masters have begun to question the motives of Lord Hayttear, after a deeper background check suggested that he may be related to the aberrant who first created the item and assisted in the destruction of Dursharaat.
- The PCs are given wide discretion to investigate the situation and must determine if Lord Hayttear is in fact planning some sort of diabolical scheme using the recovered item. If so, he cannot be allowed to keep the Delirium Stone. If it came to light that the Union provided him with the means to cause widespread destruction, the Union would be disbanded by royal decree. The Diggers simply cannot afford to take the chance.
- As many of the PCs likely were directly involved in the recovery mission in UnderSharn, this is partially their responsibility, and so they must clean up the mess. Matron Martra has provided them with a safe house in Sharn, as well as some supplies at the safe house, with details on how to find it. It is located in the dossier they have in front of them. One of the PCs has the key. They are to use any means necessary to protect the reputation of the Diggers' Union.
- PCs who have not played the previous event may question why they are being sent. In this case, Martra has searched for the six Digger's responsible, but it seems some of them have fled or hid, in which case she has chosen some of her other operatives at random to fill the holes. She is their Matron, so they don't really have a choice.
- One last thing to note is that it seems that the Union and the gnome lord were not the only people interested in the recovered item. A group of thieves and assassins using the name House

Tarkanan after Lord Halas Tarkanan has also tried to previously acquire the stone. Martra has arranged a meeting with their representative upon the PCs arrival in Sharn. Under no circumstances are the PCs to give House Tarkanan the item, but they should work with the Tarkanans as they much as they are willing under that condition. The PCs should plan to be contacted by them shortly after their arrival.

Once the PCs are done asking questions, they find directions to the safe house, along with lightning rail tickets to Sharn, in the packet in front of them. They leave within the hour.

Part One: The Allure of Old Friends

Your ride on the lightning rail was comfortable but uneventful. Your party offloads your equipment at the station in the Terminus ward of Lower Tavick's Landing. The bustle of the crowd is distracting. Several Talentan halflings argue with some of the Guardians of the Gate over some strange reptilian beasts. In the shadows, two half-orcs pummel a would-be pickpocket, while a woman bearing the holy vestments of Aureon boards a coach bound for towers unknown. As you get your bearings while hundreds of people flurry about you, a small man standing before a large skycoach catches your attention. He is slim, not taller than a horse's shoulder, with oily dark hair. His clothes are plain, but he holds a large white card with "Diggers' Union" lettered upon it in crisp handwriting.

The coachman is Drammin (male human, Rog 3, Bluff +8), a member of House Tarkanan, sent in disguise to recover the PCs as they disembark. Drammin claims to be an independent operator of his own skycoach, which he uses to ferry people wherever they like. This particular ride has been prepaid for by the Diggers' Union, Wroat Chapter. Should the PCs ignore him, he hails them, as likely adventuring types, and asks if they are the Diggers' Union members he has been hired to ferry. (If the PCs still ignore him, they are free to walk to their safe house. Charisma contacts them on their way there.)

Assuming the PCs enter the coach, proceed with the following boxed text. If not, move to Part Two: Home Sweet Home.

The large luxury skycoach, big enough for perhaps a dozen men, lifts gently from the ground and soars into the air. The citizens of Sharn ply the skies in skycoaches, on soarsleds, or riding any number of exotic beasts. The sky near Terminus Station is almost as busy as the ground. As your coach pulls away from the ground, it heads west out over a great

chasm and towards the Central Plateau. Enjoying to the sights, you note that you seem to be slowing as a second coach pulls up alongside.

"Nothing to be worried about folks, just picking up some more passengers," Drammin's voice echoes into the coach from outside. As the door to the other coach opens, you see a radiant elven woman possessed of golden skin, with several rough looking men behind her. Her gold eyes survey your group with a calm smile, as the wind whips at her white mane, hundreds of feet above the rocks below. The glamerweave of her white dress shines with a soft, faint light all its own, as though she were a spirit sent by the Host themselves.

"Hello friends, I have missed you. We have much to discuss." The woman coolly steps across the gap and into your coach, with her men following agilely behind her.

The PCs have encountered Charisma, their contact from House Tarkanan. Those that have played EMH-7 *The Delirium Stone* have met her before, and she recalls them as well. She is calm and does not appear hostile. Her men are calm, but prepared. They do not expect a conflict, at least at this time. In her somewhat alien manner, Charisma explains the following things while negotiating with the PCs:

- House Tarkanan holds no hard feelings about what happened previously. Business is business and the PCs couldn't have known what they were getting themselves into.
- The item recovered was called the *Delirium Stone* and was once the property of a gnome known as The Dreambreaker, one of the lieutenants of Halas Tarkanan. The stone is a dragonshard focus, meant specifically amplify the powers of the Dreambreaker who, through his mark, had the power to shatter the minds of others. The Union has retrieved this terror for Achion Hanius Hayttear.
- House Tarkanan believes that Lord Hayttear, an ancestor of the Dreambreaker, possesses an aberrant dragonmark despite his refusal to work with the Tarkanans. Hayttear, a Zil gnome, has recently risen to the top of Sharn society and has recently been named to the Sixty, a social club of the sixty most influential families in Sharn. It is believed that he plans to use the focus to amplify the power of his mark to reinforce his position.
- The Dreambreaker was tainted with madness and like many of the Aberrant Lords of the past, left destruction in his wake during the War of the Mark. The *Delirium Stone* was meant to be used only by the Dreambreaker. While it is possible that his ancestor can use the focus, it is

likely the side effects will be worse. He will become dangerously insane, as likely will his victims. Indeed, if used, a plague of insanity may spread throughout all of Sharn. This is the legacy the Diggers have delivered.

- The Tarkanans realized that if this were to happen, in addition to the Diggers' Union, all aberrants would be blamed. They wish to protect their own. As such, the House has sent Charisma and her team to assist the Digger's in recovery of the item.
- The House would like the item, if the Diggers are to give it up, in exchange for some payment. However, given the dangerousness of the stone, Charisma is willing to forgo this condition for the betterment of Sharn. (*Mostly, but not entirely true.*)

Assuming the PCs agree to the deal the Tarkanans are offering, they help the PCs recover the stone for the Union, accompany the PCs to their safe house and work with them. Charisma introduces the members of her team at this point.

Development: If the PCs refuse the aid of the Tarkanans, things go much harder for them. Charisma secretly orders her team to follow the PCs everywhere they go, and they begin to set up their own plan to recover the stone. From this point on, all encounters assume the PCs are working with House Tarkanen. If this is not the case, the DM may have to modify some encounters as listed in each.

Once the PCs agree or disagree, proceed to "Part Two: Home Sweet Home".

Part Two: Home Sweet Home

Consult Player Handout 1 for a map of the safe house.

The skycoach descends into what your driver calls Boldrei's Hearth in the Lower Central Plateau district. Alighting upon the balcony of a huge nearby tower, Drammin calls out, "Last stop!"

Charisma smiles, "Ah, home, sweet home. How I have missed the company of friends. We shall make this dwelling place the birth of our new union." Confidently the strange white woman exits the carriage.

Inside the locked door, the home is of decent quality, far better than the dirty streets or dangerous wilds many of the PCs are no doubt used to. Their safe house consists of but a small portion of a huge tower filled with inns and tradesmen in a middleclass neighborhood. Refer to the map as a reference for each of the descriptions given below. All ceilings are ten feet up.

1. Balcony

This comfortable balcony overlooks the shaded grounded, an easy bowshot away. A locked door proceeds into the tower home. Leaded glass windows in the walls of the tower allow in whatever natural light finds its way down to the Lower Central Plateau.

The balcony is large enough for a skycoach to unload passengers, but is not intended for more than the occasional small social gathering. A locked door (to which the PCs were given the key) leads inside to a hallway.

Wooden Door: 1 in. thick; hardness 5; hp 10; AC 5; Open Lock DC 20; Break DC 18.

2. Kitchen

New cupboards, empty except but for a few place settings, line the walls of this seldom-used kitchen. The soot in the hearth suggests that it has been used at least once, and whoever used it saw fit to replace the wood used in the box next to the hearth. Nearby, a water pump that seems more at home outdoors, proves that this building is of far more expensive tastes than the dormitory in Grea Tower. A large crate on the butcher-block table is filled with salted meats, jars of apple preserves, and a sack of potatoes that, judging from the growth of the eyes, were left here more than a week ago.

The kitchen has a few supplies, but they are minimal. Given the addition of their new allies, the PCs have to restock the kitchen in short order.

3. Living Room

This comfortable living room has an assortment of couches arrayed around a low central table. A hearth shares the wall with the kitchen, for use during colder seasons. A locked door exits the house from this room, with two windows flanking the door, giving you a view of the central street that runs through the tower. Several boxes are stacked on one of the couches.

This is the central room of the house, around which daily life would revolve under more circumstances. The contents of the boxes are listed on **Player Handout #1**. The key possessed by the PCs also opens this door.

Wooden Door: 2 in. thick; hardness 5; hp 20; AC 5; Open Lock DC 20; Break DC 18.

4. Wash Room

A large tub dominates the center of this tiled room. A marble counter juts from the wall underneath a looking glass. Several large blocks of fragrant soap wait to be used next to a dozen fluffy white towels that are piled high on an empty hamper. A screened-off area suggests a privy.

In anticipation of the party needing to move about in high society, this is Matron Martra's subtle hint that baths may be necessary. This room has a small latch (break DC 5) meant more for privacy than for protection.

5. Bedroom

A comfortable looking bed is placed to the rear of this room under a slim window. A freestanding closet is filled with not only clean sheets, but with a wide selection of clothing of varied sizes and styles.

There are six bedrooms, intended one for each PC. If the Tarkanans have accompanied the PCs, they either have to double up or come to some sort of other arrangement. The clothes in the closet come in quite a variety; cut for different races and sexes. Between all the different rooms, the PCs should be able to find something presentable to wear, although none of it is of fine enough quality to get them into Skyway unnoticed. None of the doors to the bedrooms lock, although each has a small latch (Break DC 5) meant for privacy rather than for protection.

Development: If the PCs have refused the aid of House Tarkan, then Charisma and her team have found lodging at "Marquan's Rooms for Let" two floors down in the same tower as the party's safe house. From this location the Tarkanans watch the Digger's closely.

Once the PCs have had a chance to examine the rooms and check over the equipment, it is time for them to determine a plan. Proceed to "Part Three: Legwork" when the PCs are ready to start looking around Sharn.

Part Three: Legwork

It is late in the day when the PCs arrive in Sharn on the day of Zor. The party is the night of Sar. Although the PCs do not know it, they have approximately 52 hours before the Gala.

It is hard to imagine all the avenues the players may attempt to explore. This encounter deals with the most likely, but the DM should not feel entirely constrained by those options offered here. Complete details on the gala are explained in Part Five. The PCs may address these options in any order, going where the information leads them. Anything the DM deems to a possibility should be used. For those parties unmotivated to prepare, Charisma may offer any of these options as a suggestion on how to proceed.

Gather Information

The PCs may send out some of their members to find the word on the street about a number of subjects. Feel free to roleplay out these brief encounters, or use the Gather Information skill as fits the temperament of the table.

Those who roleplay these encounters may receive any of the information below, as you see fit, based upon whom they speak with.

For those rolling skill checks, Natives of Breland and members of a Dragonmarked House receive a +10 to this roll (representing either ability to speak with fellow Brelanders, or the weight of a Dragonmarked House). The PCs should receive an additional +1 to their check for every extra 10 gp they spend (up to +5 for 50 gp spent). Assume rolling Gather Information costs the PC 3d4 gp in drinks and bribes and takes three hours.

Depending on whom the PCs specifically approach, you can also allow Bluff or Diplomacy checks with certain NPCs.

No information is available on the streets about the *Delirium Stone* itself.

Lord Aehion Hanius Hayttear: In an effort to learn more about their former employer and now adversary, it is likely that the PCs may ask around concerning the new lord. However, in which quarter the PCs make Gather Information checks matters significantly. Any check made in the lower wards automatically fails for this topic. Checks made in a middle ward all incur a -4 circumstance penalty, except Middle Central Plateau and Middle Menthis Plateau. All checks in upper wards are made in no penalty.

- DC 5: Lord Hayttear has a residence in Skyway.
- DC 10: Lord Hayttear is a gnome who immigrated to Sharn four years ago. His mansion is in the district of Azure in Skyway at the end of the Avenue of Sculpted Clouds.
- DC 15: Lord Hayttear was very wealthy before his arrival from Zilargo. He is a minor shareholder in the *Breland Ledger*, the *Korranberg Chronicle*, and the *Sharn Inquisitive*. He also owns a substantial publishing house, with interests from the lowest handbill printing to publishing the latest poets.
- DC 20: There will be a large gala at the Hayttear mansion on Sar. Many of the city's most important people have been invited.
- DC 25: Lord Hayttear has recently received an invitation to the Sixty; a social club made up of the sixty most important families in Sharn. The Canicular Gala to be held at his mansion this Sar celebrates his acceptance.
- DC 30: The gnomes of Zilargo are well known for being masters of the social scene, but many who have reason to dislike Lord Hayttear become his close friends after meeting him only once.

Hayttear's House in Skyway: To recover the *Delirium Stone* the PCs must locate the home of their adversary. As with other Gather Information checks, the quarter the check is made in affects the outcome. Any check made in the lower wards automatically fails for this topic. Checks made in a middle ward all incur a -4 circumstance penalty except Middle Central Plateau and Middle Menthis Plateau. All checks in upper wards are made in no penalty. Checks made in Skyway gain a +4 circumstance bonus.

- DC 5: Lord Hayttear has a residence in Skyway.
- DC 10: His mansion is in the district of Azure in Skyway at the end of the Avenue of Sculpted Clouds.
- DC 15: The Hayttear mansion is in a residential area of the Azure district surrounded by a light wood. A ten-foot stone wall surrounds the grounds, which slopes upward from the front, allowing the mansion to be viewed from outside the wall despite the enclosure.
- DC 20: Most supplies are delivered to the Hayttear mansion, and the staff rarely leaves. Guards search all supply shipments before they enter the grounds.
- DC 25: A handful of House Deneith's Defenders Guild guards patrol the grounds, regularly supplying extra security with trained hounds. He has also paid to have magical protections added to some of the entrances to his home.
- DC 30: Lord Hayttear recently purchased several iron guardians (canine homunculi) from House Cannith. The addition of these constructs greatly increases the security of his mansion.

Hayttear's Upcoming Gala: The obvious avenue of entrance to the Hayttear mansion is the Canicular Gala. In which quarter the Gather Information check is made affects the outcome. Any check made in the lower wards automatically fails for this topic. Checks made in a middle ward all incur a -4 circumstance penalty except Middle Central Plateau and Middle Menthis Plateau. All checks in upper wards suffer no penalty. Checks made in Middle Menthis, Upper Menthis Plateau, or Skyway, gain a +4 circumstance bonus.

- DC 5: Word is that Lord Aehion Hanius Hayttear is having a large party this Sar.
- DC 10: The party is to be a gala celebrating his entrance into the Sixty.
- DC 15: The Canicular Gala is to be catered by Galdin's Garden of Seventh Tower in Upper Menthis Plateau.
- DC 20: Galdin's Garden doesn't normally cater parties, but Lord Hayttear has substantial monetary means with which to woo the popular Brelish restaurant. To deal with the unexpected

workload, the restaurant has been hiring extra help.

- DC 25: House Deneith's Defenders Guild will be providing additional security for the Gala; beyond their normal efforts on behalf of Lord Hayttear.
- DC 30: All of the Sixty have announced their RSVP for the Canicular Gala in addition to a wide variety of Sharn's most prominent citizens. Lord Hayttear has assured that security will be provided for all these august personalities.

House Tarkanan: Paranoid (or wise) PCs might decide that it is best to do a little digging on their new "allies." Checks made in a lower or upper ward all incur a -2 circumstance penalty. All checks in middle wards are made in no penalty. Checks made in Middle Central gain a +4 circumstance bonus; +6 if in the Dragon Towers district.

While making this attempt, the PC must succeed in a DC 15 Bluff (or Disguise) check or operatives of House Tarkanan hears of the PC's attempt and notify Charisma of their possible betrayal. The DC of this check to avoid notice rises to DC 20 if the Gather Information attempt is made in Dragon Towers.

- DC 5: House Tarkanan is a criminal organization in Sharn.
- DC 10: House Tarkanan traffics in theft and murder, although it generally attempts to avoid targeting high-ranking members of other criminal organizations.
- DC 15: House Tarkanan has been targeted by the King's Citadel in the past, although they appear to no longer be at odds (beyond the normal).
- DC 20: Charisma is a known member of house Tarkanan, and often functions as an ambassador or negotiator.
- DC 25: Members of House Tarkanan all bear aberrant dragonmarks.
- DC 30: Rumors suggest that the founders of underworld organization may have once worked for the King's Dark Lanterns.

Research

PCs with the Research feat may attempt to utilize the vast resources of Morgrave University in order to learn more about the history of the Dreambreaker or the *Delirium Stone*. Those using the City Archives or other library sources find nothing. Only Morgrave University has the records the PCs seek.

Morgrave is located in the University district of Upper Menthis Plateau, and is easily located with a successful DC 10 Gather Information or Knowledge (local) check. Directions lead such studious PCs near to the top of Dalannan tower (just underneath Lareth Hall

where the office of the university president can be found).

Each day of research requires the expenditure of 1 gp to access university resources. Each attempt, gaining one fact in the order listed, requires a successful DC 10 Knowledge check and takes 1d4 hours. Due to the quality and focus of the University Library, researchers gain a +6 circumstance bonus to the Knowledge (history) checks and a +4 circumstance bonus to the Knowledge (arcana) checks listed here.

When successfully researching a subject, the researcher finds one of the listed facts randomly (if one is duplicated, choose another).

The Dreambreaker: The history of this lieutenant of Halas Tarkanan is not as well documented as his lord, but there are a few references to be found in the library.

- Knowledge (history): In a book titled “A Plague of Aberrants” by Calah d’Orien, there is a description of the Dreambreaker as a gnome man tainted with extreme madness. He was known for driving hundreds insane to suit his whims during the War of the Mark.
- Knowledge (arcana): “Charms of Madness” by Mariket Bellosch has a passing reference to the Dreambreaker. It mentions that not only did he possess the power to create madness, but he also fashioned items to enhance that power. The items are not described, but it is implied that other with similar dragonmarks could use them.
- Knowledge (history): “A History of Dursharat” by Alistia Berthillon mentions the Dreambreaker in the last days of the War of the Mark. Apparently a mad lieutenant of Lord Tarkanan barricaded himself in a place he referred to as the Sanctum of the Stone where he offered a final sanctuary for his followers. Their fate is unknown.

The Delirium Stone: There is precious little on the *Delirium Stone*, but determined researchers can unearth a few references.

- Knowledge (arcana): Olis Dervandersnit penned a brief description of the *stone* in his tome “A Focus of Shards.” In this book detailing the use of dragonshards used as foci or *channeling rods*, the author mentions that in the past some have even been crafted to amplify the power of aberrant dragonmarks. Among the list is a mention of the *delirium stone*, a dragonshard statuette carved in the likeness of Khyber.
- Knowledge (history): In an untitled scroll written in Goblinoid, the hobgoblin scholar Girt the Half-blind details the history of Sharn. In it, he mentions the *delirium stone* as having been lost in what is now Undersharn during the War of the Mark. Girt suggests

that the *delirium stone* was incredibly powerful, but cursed; spreading the madness of the Dreambreaker to the user and all he uses it upon. From the tone of the writing, it seems that Girt is in fact terrified of it ever being found.

Observing Hayttear’s Mansion in Skyway

Some observation of the target location may pay off, but first the PCs have to get into Skyway. There is no access directly to this floating quarter on the clouds. To access Skyway, the PCs require an aerial mount, transportation magic, or a skycoach costing 3 sp to travel from the PCs’ safe house to the highest of quarters.

Once the PCs succeed in finding their way to Skyway, there is another problem to surmount. The Sharn Watch takes a dim view of lower class citizens loitering in front of the homes of the rich. In order to avoid attracting attention, the PC doing the observation needs to either be hidden or appear as though they belong. PCs belonging to a Dragonmarked House or wearing at least a noble’s outfit are able to avoid being harassed. Half-orcs, shifters, and warforged automatically draw attention. If noticed, a squad of the Watch questions the offending PC, but barring an incredibly good reason (truthful or not) the watch escorts the rabble to the nearest coach and out of the Quarter.

Problems with the Watch are meant to be a roleplaying hurdle more than a combat. If it comes to combat, the DM should use enough force as required to make the PC flee. If they are unable to flee, they are killed. Assuming the spy can enter Skyway and avoid the watch, they may observe the Hayttear mansion. A detailed observation takes at least 12 hours.

Layout and Grounds: The grounds are surrounded by a ten-foot tall stone wall. A DC 25 Climb check is required to scale the brick wall. A light wood envelops three sides of the mansion’s wall, leaving only the front open to passers-by. The trees have been cleared away, such that no branch comes closer than five feet from the wall. A PC can make a DC 20 Spot check to locate one small birch that has blown down in the eastern wood. This birch could easily be propped against the wall and used to climb it (a DC 15 Climb check).

A gravel path leads two hundred feet from the locked iron gate to the mansion, which sits atop a low hill at the center of the compound, with sculpted gardens and various out buildings behind it. A map of the grounds appears in **Appendix Three**.

Stone Walls: 1 ft. thick; hardness 8; hp 90; AC 5; Break DC 35.

Iron Gate: 2 in. thick; hardness 10; hp 60; AC 5; Break DC 25, Open Lock DC 25.

Household Staff: The household staff lives on the ground in the servant’s quarters behind the mansion. They rarely leave the mansion, as Lord Hayttear can afford to have most things delivered. Given the temporal

proximity of the upcoming Gala, the servants are all hard at work preparing the mansion and the grounds. By watching the comings and goings of the servant's quarters, the PC can garner a rough count of the servants. If the PCs attempt to interact with any of the servants, they call for a guard to intercept the trespasser. The staff includes one groundskeeper (a male half-elf) and his young assistant (a male, half-elf), four maids (two female gnomes and two female humans), a butler (a male gnome), stable boy (a male halfling) and the cook (a female gnome). Due to the closeness of the Gala (and his study of the *Delirium Stone*), Lord Hayttar never leaves the mansion either.

Security: The gnome Lord knows quality when he sees it, and thus he relies on the services of House Deneith's Defenders Guild to provide his normal security. On an average day he employs two unmarked members of the House, and one member bearing a Least mark of the Sentinel (Macartish d'Deneith). The three patrol the grounds with hounds (4 riding dogs, *Monster Manual*, page 272) and keep a careful eye on the gate. Combat statistics for the guards can be found in "Appendix 1". These three guards stay onsite in the servant's quarters. This security is increased on the night of the party.

In addition to the mundane security, anyone who gets close to the mansion can determine that a faint abjuration radiates from all of the windows. This is from the permanent *alarm* spell cast upon them (caster level 5th). The *alarm* is triggered if anyone breaks the window, or attempts to unlock and open it from the outside. Opening the window from the inside temporarily bypasses the *alarm*.

House Deneith Defenders Guild

Lord Aehion Hanius Hayttar is sparing no expense on a party whose guest list includes the sixty most important families of Sharn. He has hired House Deneith's Defenders Guild to supply extra security. This added precaution makes it very hard to sneak into the mansion or get onto the guest list. Because of this, the PCs may wish to learn more about the Defenders Guild.

House Deneith maintains a small outpost in Deathgate of Middle Tavick's Landing where they recruit many of their mercenaries. There is another outpost in Cogsgate of Lower Tavick's Landing used to safeguard incoming goods for merchants, as well as provide security or bodyguards to the same merchants. Either of these places serves as a location to learn more about the services offered by House Deneith.

PCs attempting to be hired on as security guards are turned away; only members of House Deneith are allowed to undertake such a duty. Persistent PCs are red-flagged as potential security risks and their descriptions are passed along to all operatives currently providing security throughout Sharn.

Under concerns for their safety, the PCs can easily determine from a helpful agent that House Deneith is indeed handling security for the Canicular Gala and many of the Sixty will be attendance. The agent, a friendly human woman, offers to provide additional personal bodyguard services to any "concerned" PCs, which can be hired at normal rates. Of course, such bodyguards are unwilling to assist in any lawbreaking and are thus not horribly useful to the Diggers.

The agent, as well as any other security forces, is unwilling to give any details to the PCs about their security procedures—with one exception. The agent reminds any concerned party guests that House Deneith guards will be checking all of the House Sivas notarized party invitations at the gate, which should limit the access of any unwanted guests.

Development: It is possible that some PCs may be members of House Deneith (by possessing the Heir of Beast and Blade creation card in the PC's stack). In this case it is possible that they may seek employment with the Defenders Guild. In this case, their request is granted. If the PC makes a DC 15 Bluff check, they can successfully get themselves assigned to the Gala. In this case the DM should randomly choose which of the unmarked guards the PC replaces.

If a House Deneith PC helps with the theft and can be identified as doing so, that PC receives the **House Deneith Excoriate** story object. If a House Deneith PC aids in the theft but is never seen or not suspected to be associated with the thieves, they do not receive this story object.

PCs who attempt to turn in the Tarkanan's likely succeed, but at severe cost to the Diggers' Union. The Union is publicly humiliated, and the PCs do not receive **Ally of House Tarkanan** story object.

Galdin's Garden Catering Service

The PCs might attempt to infiltrate the catering service as a likely way inside the mansion; or at least a potential source of information. Galdin's Garden can be found in the Seventh Tower ward of the Upper Menthis Plateau district.

Climbing to the top of Seventh Tower, a garden of fragrant exotic flowers surrounds the eatery of Galdin's Garden. Indoor and outdoor seating are filled the richest of Sharn's citizens enjoying spicy Brelish faire and Aundairan wines among the roses and orchids. A low wrought iron fence covered in climbing roses of red, pink, and white provides the illusion of separation from the tower street beyond. On this strangely clear day, the breeze is blowing in from the ocean, providing no break in the humidity, but offering a clear view of the distant waters. A maitre d' stands smiling at the open gate, next to a chalkboard easel advertising the day's specials.

The maitre d' (a short half-elven man named Yeristle) smiles as the PCs approach and offers to seat them. If the PCs decide to dine, they may partake of an incredible meal for an average price of 4 gp. If they express an interest in finding employment, Yeristle exclaims that they have come to the right place, but asks that they please use the rear entrance and inquire at the inside bar for the day manager; an elven woman with long black hair named Bereesha. Assuming the PCs comply and enter from the alleyway behind the restaurant, they find themselves in a hallway cramped with crates of fresh produce that leads on the left to the busy kitchen and straight ahead to the dining room with the bar right at hand.

Sliding past crates of fresh carrots and some unknown melons stacked to the ceiling in the rear hallway, and avoiding the steamy chaos of the kitchen, you make your way into the cool dimness of the restaurant. Potted plants and low candles lend an air of ambiance to the dining room that feels radically different compared to your usual meals in the Diggers' Union cafeteria.

Turning toward the bar, you see a familiar looking face. The bartender is an older human man of medium build with a salt and pepper beard on his deeply tanned face. His blue eyes have a rheumy quality to them that look as though they might tear up at any moment, and he gives a deep throaty laugh to one of the patrons. It is none other than Bosun Hob, who once braved the Isle of Fire with you; only now he has traded sailor's clothing for the fine restaurant uniform. Seeing you, he can't help but draw a grand grin across his lips.

Hob is enthused to see his former comrades (all PCs that played *EMH-2 Pirates Bounty and the Isle of Fire*) and pours each PC present a glass of a heady vintage with a fruity aftertaste from the Eldeen Reaches. He asks why the PCs are here and how he can be of assistance.

Almost a year ago, Hob and several adventurers split a treasure they recovered from the Isle of Fire. Hob has parlayed this small fortune into his semi-retirement as an upscale bartender in Sharn. He is more than willing to help the PCs in anyway possible, feeling he owes them one for taking a chance on an old sailor. He is happy to recommend them (and any friends) for the temporary jobs at the Canicular Gala, thus ensuing their hiring as everyone at the Garden has grown to trust the friendly Hob. Hob realizes that the PCs are likely working some sort of angle, but when he was young, his own careers weren't entirely on the up and up, and so he doesn't mind what the PCs do—as long as they promise not to get him in trouble.

If the PCs do not have Hob's recommendation, they have to succeed in a DC 25 Diplomacy check to convince the stern but overworked Bereesha that they can fill her

needs. In addition, without Hob's recommendation, Bereesha focuses a lot more scrutiny on the PCs' efforts than she might otherwise. Such PCs gain a circumstance bonus to this Diplomacy check equal to any skill ranks in a Craft or Profession skill the DM deems appropriate, such as Craft (cook) or Profession (waiter).

Those that receive a job from Bereesha are ordered to report at the Galdrin's Garden six hours before the party to assist in the food preparation and the loading of supplies into the restaurant's skycoach. Formal uniforms are provided; the PCs are to leave their measurements with Hob at the bar.

Development: Should the PCs pass up the opportunity to use the catering service to gain entrance, Charisma points out that it is probably the best course of action, once it becomes known that the Garden is catering the Gala.

Gaining an Invitation

None of the PCs have been invited to the Gala. However, it is possible that some PCs may belong to families that have been invited. Any member of a dragonmarked House may attempt to gain access to the party as part of their House's attending delegation. Any PC with the Favored in House feat may call in favor. This check is automatically successful. If the dragonmarked PC does not possess the Favored in House feat, he must personally succeed at a DC 15 Diplomacy check to convince more important members of their family that he should be included. No other PCs, unless they are part of the same family, may assist with this skill check.

Unmarked PCs or PCs not part of a dragonmarked House have no chance to attach themselves to someone who already has an invitation.

If a dragonmarked PC succeeds in getting himself attached to other family members attending the Gala, he may bring a second PC as a companion for the evening. Both PCs are expected to be dressed accordingly. At no point do PCs receive a copy of the invitation that they may use to make a forgery. Any invited PCs are expected to arrive at the House compound at least one hour before the party so they can arrive as a group.

Part Four: Robbery! (EL 7)

When deemed appropriate by the DM, most likely on the first night (Zor), a group of thieves attempt to rob the safe house. While watching the area for potential victims, a local gang of toughs noticed the supplies and furniture being delivered to the safe house, but quickly realized after several days of watching, that no one was yet living in the residence. Thinking it an easy score, the thieves make their move. Unfortunately, the PCs (and possibly their Tarkanan allies) are now in residence. This gives the PCs an excellent opportunity to learn how to work with their allies.

It is just as hot in Sharn as it is in Wroat, but thankfully the city of towers is buffeted by constant winds that bring some minor relief. Trying to get a few hours of fitful sleep, you can't help but notice how the sounds are different in this much larger city.

Once the PCs have just bedded down for the evening, the robbers make their move. Each PC may make a DC 15 Listen check (the DC is increased by +5 if the PC is sleeping, +5 if the door to their room is closed, and +1 per 10 feet from the front door) to notice the thieves attempting to gain entrance to the residence. Those PCs who notice are aware someone is trying to unlock the front door, and may take one partial action before the thieves enter.

Cerney, Gurlig, Mastaff, and Octold the Thugs:

Male human Rog 1/War 2; hp 22; see “Combat Statistics” below.

Tallista: Female half-elf Sor 6; hp 26; see “Combat Statistics” below.

Bernt: Male half-orc Ftr2/Rog 4; hp 44; see “Combat Statistics” below.

Tactics: All but one of Cerney, Gurlig, Mastaff, and Octold rush into the room, looking to attack spell-casters and provide flanks for each other or Bernt. They are not expecting anyone to be home, but when they discover inhabitants, they use their saps and try to subdue them. One member of the group, however, attempts to hold the door to protect access to Tallista so she can cast her spells from the safety of the street.

Tallista uses her spells to best effect attempting to eliminate combatants using nonlethal means. She urges her fellows to do the same.

Bernt charges into the room seeking to do the most damage possible, preferably to spell-casters who might immobilize his fighters. He uses his sap till he witnesses any of the PCs using lethal damage, in which case he switches to his greatclub and screams for blood.

Development: If the PCs are without the House Tarkanans operatives and seem to be getting in over their head, Charisma has had Bleoredis Greenmantle watching the safe house. If it looks like the PCs are going to lose this battle (that is, at least half of them are down), Bleoredis intervenes to help his potential allies. After helping the PCs, the Tarkanans try once again to negotiate an alliance.

Talking with the Thieves

If any of the thieves are captured and none of the PCs seem to be members of any law enforcement agency of Breland, in a fit of truth they come clean and admit that they do jobs for the Boromar Clan. While the thugs know nothing more than that, both Bernt and Tallista can explain that they work for the Clan by pulling robberies.

Tallista tries to be the one to do the talking, as Bernt quickly becomes too angry to converse intelligently. Tallista claims that their robbery was purely coincidental.

They didn't know this place belonged to the PCs. They just thought it was an abandoned home full of stuff. They were just going to get a quick coin or two. They had no designs on the PCs, and the crime syndicate that they work for would almost certainly look kindly on freeing them. They promise not to bother the PCs again.

This is basically true, but the PCs are unlikely to believe them, leading to a likely red herring. The Tarkanans are adamantly against turning the thieves over to the authorities, as none of them are supposed to be here. Going to authorities only draws the specter of official attention, which is not welcome given what they and the PCs are about to attempt. Charisma suggests the thieves be set free after they finish the job and once her minions can confirm their identity. Barring that, she is willing to accept killing them to ensure their silence. The thieves can be forced to aid the PCs, but they do so with little enthusiasm. If possible, they flee at the first chance. The Tarkanans strongly oppose using the untrustworthy thieves.

Scaling the Encounter

4th-level characters (EL 6): Use the 5th-level version of Tallista and Bernt. Cerney is not present.

6th-level characters (EL 8): Use the 7th-level version of Tallista and Bernt. Use the 4th-level version of the thugs.

7th-level characters (EL 9): Use the 8th-level version of Tallista and Bernt. Use the 5th-level version of the thugs.

Part Five: Formal Attire Required

This encounter covers the implementation of the PCs' plan. It generally assumes that the PCs take the opportunity to enter during the party, possibly using the catering service as a cover. It is not the only opportunity, but it is the most likely. If the PCs choose another option, the DM must use the information provided here and in the previous encounters to determine the success of the party's plan.

As it is impossible to guess the full details of the party's plan, this encounter is presented as detailed description of the Hayttear estate in Skyway and the timeline of the Gala. The DM should use the information provided to adjudicate the events surrounding the liberation of the *Delirium Stone* from the estate.

The Estate

A description of the grounds is given in “Part Three: Legwork”. Presented here is a detailed description of the inside of the mansion that the PCs may access during the Gala. The ceilings are 20 feet high on the first floor and fifteen feet high on the second floor of the mansion, the servants' quarters, and the stable. The descriptions for

each room assume the PCs encounter them during the party. If this is not the case, the DM may have to adjust the description where appropriate.

1. Foyer (EL 4)

Pleasant motes of colored light dance about the high ceiling of this foyer as pleasant music accents the extravagance of the evening. A twinkling crystalline staircase spirals along one side of the marble floored room to the second floor. Two House Deneith guards carefully inspect the invitations of every partygoer who enters. Two doors exit to other rooms, and an archway proceeds further into the mansion.

The foyer is one of the quietest rooms, due to the ephemeral quality of the magically produced light and music. The noise coming from the great hall (room 4) is magically muted. The glass stairs are magically enchanted to be as strong as stone. Approximately ten guests lounge in this area, being served by wait staff balancing large trays of food and drink, while they talk quietly, watching the comings and goings of other guests. The guards carefully inspect the invitations to make certain they are not forgeries. One of the door guards holds a crystal that glows a soft blue if the House Sivas mark is true, and a soft red if it is a forgery. While the guards are very polite, they are also very efficient. They thoroughly question any PCs who do not look like they belong. And they do not allow anyone wearing armor or carrying anything more obvious than a dagger inside the house.

Unmarked Defenders Guild Guard (2): Male human Ftr 2; hp 22; see “Combat Statistics” below.

Development: If a problem occurs, the guards attempt to gain the attention of other guards as quickly as possible without causing a disturbance to the rest of the party. However, if the party guests appear to be in danger due to the disturbance, the Defenders Guild guards spare no effort to eliminate the threat.

2. Dining Room

Buffet tables have been set up along the western wall of this huge room while dozens of guests mingle at small circular tables throughout the room. Ice statues of fantastic beasts and angelic figures ascend mounds of exotic fruits and succulent meats. A champagne fountain spouts out of a bowl large enough for two halflings to swim in. Carved ice dolphins bob among the bubbles, somehow not melting in their alcoholic sea. The voices of the numerous guests echo off the marble floor and ceiling, making the background noise in this room quite loud.

At any given time, twenty or more guests are here sampling the fine foods. Uniformed catering staff stands

nearby to refill empty platters and provide for the culinary needs of the guests. As the evening progresses, the guests here become more enchanted with the food, making pigs of themselves as they struggle over the decedent offerings. Due to the echoing noise in this room, Listen checks suffer a –2 circumstance penalty.

An inspection of the ice sculptures suggests they are magnificent works of art that must have cost thousands of gold. In addition to the dolphins bobbing in the champagne, there are three other creations. A winged horse and a gryphon are easily recognized at both ends of the table, but the identity of the attractive, almost angelic, woman in the center is not obvious. A DC 25 bardic knowledge suggests that the sculpture resembles the Lady of the Plague in happier times. PCs who played *EMH-7 The Delirium Stone* receive a +4 circumstance modifier to this check. This statue is a little joke on behalf of Aehion’s addled mind. If someone should ask him whom the sculpture represents, he claims that he does not know; he left the subject of the sculptures to the artist.

3. Library

The walls of this tall room are studded with stout shelves bearing the weight of books, from ancient tomes of lore to recently published travel logs. Older men of various races strong brandy and tall tales largely populate the library.

Many of the older male guests, always at least a dozen, gravitate to the library where they can avoid the extravagance of the younger guests while they share their boasts and help themselves to the ample supply of liquors. As the night progresses, their tales become even less believable and they become almost violent in their defense of them.

4. Great Hall

Crowds of party guests dance to the music of an orchestra situated on risers in the center of the room. Catering staff weaves their way through the crowd with trays of refreshments. Through the rear doors, a single guardsman can be seen watching the back entrance.

Thirty or more guests dance to frantic Karrnathi waltzes followed by fast-paced Aundairian jigs. The acoustics of the hall are significant, filling every corner with music. The mood is excited and frenzied. Lord Hayttear spends most of his time in this room, mentally toying with his guests. Those who meet him towards the beginning of the evening find him a pleasant gentleman, although he quietly targets the PC with his *charm person* ability. As the evening progresses, he becomes more and more crazed, just like his guests; dancing to strange melodies only he can hear.

A single unmarked guardsman stands outside the rear door, watching from trouble. Mostly, he directs inebriated guests back into the house after they take care of any business that has called them outside.

Unmarked Defenders Guild Guard: Male human Ftr 2; hp 22; see “Combat Statistics” below.

5. Kitchen

Wait staff work busily fill serving trays with decadent snacks, pouring imported wines into fluted glasses, and roasting any variety of rare beasts within the hearth. The heat of the room is broken only by breeze coming from the opened windows.

Fully half of the catering staff from Galdrin’s Garden, including Bereesha, are present in the kitchen preparing food trays for the servers that come in and out. This room is substantially warmer than the rest of the mansion due to the cooking in both of the kitchen’s hearths. To relieve the heat of all this cooking, all three of the windows are open. None of the kitchen staff have been affected by the madness spreading through the mansion.

6. Conservatory

Raised voices accompany the sound of a harpsichord being furiously played from behind the closed doors of this well-lit conservatory. Liquors flow freely from a small bar as the celebrants enjoy the works of art hanging on the walls, or the musical compositions offered by the raucous guests.

Hob serves the raucous and somewhat ribald party taking place in the conservatory where a dozen of the Gala’s younger and more decadent nobility celebrate the evening. Anyone entering the room should expect to take part in the imbibing and bawdy singing, or quickly become the target of the crowd’s vitriol. For his part, Hob smiles and serves drink after drink; occasionally sharing a questionable story from his days as a pirate.

7. Stable

This small building can comfortably stable five mounts, but instead dozens of mounts and carriages are lined up inside and outside. Horses mix with more exotic mounts, all uninterested in the noise and lights radiating from the mansion.

The overworked stable boy, Telt (male halfling; Listen +3, Sense Motive +1, Spot +1), does all he can to look after the wide selection of fantastic mounts, but he has run out of room to stable them and has started to picket them behind the stable. It would be quite easy to use these many mounts (horses, hippogriffs, and griffons; all

of which Telt is fighting to keep separate) to cause some sort of distraction.

8. Servants’ Quarters

This small, poorly lit building has a cozy feel with three shared bedrooms off a tiny central sitting room.

During the Gala, this small home is deserted. At other times, it is occasionally inhabited as the time of day dictates. The regular servants are divided between the two larger bedrooms, men in one and women in the other. The other small bedroom houses visiting servants or additional servants. At the moment it is being used by those members of the Defenders Guild guards who are living on the grounds. While there is nothing of value for the PCs to find, there are several uniforms that could be used to impersonate one of the guards. While they do not hold up under close inspection, they do offer a +4 circumstance bonus to Disguise checks made to impersonate a member of the House Deneith Defenders Guild.

9. Hall (EL 3)

A comfortable divan sits in front of a large picture window that looks out over the grounds. The crystalline stair dips into the floor leading to the story below. Several doors exit this small hall.

It is likely that two to four guests have retired to this relaxing hall to partake of the spectacular view and relax in relative romantic quiet while sharing pleasant company. As the even moves on, their attentions grow more amorous as their madness increases. If the PCs have had a relatively difficult time of it, this hall is empty and the window is open.

In addition to any guests, a single unmarked guard and an iron defender patrol this room, the surrounding hallway, and rooms 10 and 17. Any guests that attempt to proceed deeper into the second story are escorted down the stairs. Unruly guests are quietly subdued and sent below. The guard attempts to avoid permanently harming any guests unless they are violent themselves. Obvious thieves do not receive such deference.

Unmarked Defenders Guild Guard: Male human Ftr 2; hp 22; see “Combat Statistics” below.

Iron Defender: hp 21; see “Combat Statistics” below.

The two sets of double doors exiting the hallway outside to rooms 11 through 16 are locked. Both the guard and Lord Aehion Hanius Hayttar have a key.

Wooden Door: 2 in. thick; hardness 5; hp 20; AC 5; Open Lock DC 20; Break DC 18.

10. Parlor

Several comfortable couches are spread throughout this cozy parlor. A harp, a sewing kit, and a box of colorful chalks suggest this room is used for general relaxation. Unlike the library on the ground floor, the books available here are common fiction sold to thrill the masses.

The parlor is generally empty, although it is not one of the “off-limits” areas proscribed by the Defenders Guild and thus guests or PCs could spend some time in this room without attracting attention. The guard and iron defender mentioned under the description for room 9 occasionally patrol this room.

11. Guest Bedroom

Done in subdued green and browns with furniture carved from the darkwood, this guest bedroom suggests the finest woodworking from the Eldeen Reaches.

This guest bedroom is not currently occupied and remains unoccupied for the duration of the party. The door to this room is locked and the roaming hall guard described in room 9, as well as Lord Aehion Hanius Hayttear, carries the key.

Wooden Door: 2 in. thick; hardness 5; hp 20; AC 5; Open Lock DC 20; Break DC 18.

12. Guest Bedroom

Yellows and oranges dominate this guest bedroom. Spices fill the air and strange weapons from the Talenta Plains are fastened to the wall adding to the exotic atmosphere.

This guest bedroom is not currently occupied and remains unoccupied for the duration of the party. The door to this room is locked and the roaming hall guard described in room 9 carries the key. Lord Aehion Hanius Hayttear also carries a key to this room.

Wooden Door: 2 in. thick; hardness 5; hp 20; AC 5; Open Lock DC 20; Break DC 18.

The weapons up on the wall include a sharrash, a tangat, and three Talenta boomerangs. These weapons are for show and are not serviceable in combat; imposing a –4 circumstance penalty to attack rolls and a –2 circumstance penalty to damage (minimum 1 point).

13. Master Bedroom

The size of the furniture proves that the master bedroom is clearly sized for someone of smaller stature. Lavish furniture surrounds statues of gold and expensive paintings; all rising from a clutter of books, scrolls, and well used quills.

The master bedroom drips with expensive silks and artwork, with all of the furnishings sized for the diminutive Lord Hayttear. The scrolls and books may be searched for something incriminating, but they are only papers relating to Lord Hayttear’s publishing business.

All three doors to this room are locked and reinforced.

Wooden Door: 2 in. thick; hardness 5; hp 25; AC 5; Open Lock DC 25; Break DC 20.

14. Private Parlor (EL 4)

Treasures from lost Cyre, odd art from faraway Xen’drik, and beautiful, delicate crafts from Aerenal hang upon the walls and cover the shelves. In the center of the room, a pedestal is covered in glass, under which an elegant but fearsome statuette of dragon. 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. The unwholesome caricature can only be a representation of Khyber, the Dragon Below.

The private parlor is a miniature art gallery worth thousands of gold, all the rare art displayed upon the walls with several comfortable chairs arranged around the room. The PCs could loot a small fortune if they choose. Both doors to this room are locked and reinforced.

Wooden Door: 2 in. thick; hardness 5; hp 25; AC 5; Open Lock DC 25; Break DC 20.

The room is far from unprotected. Slinking through the many cases is another iron defender. If the PC entering the room is not Lord Hayttear, or does not display a symbol of House Deneith, the iron defender immediately attacks. Anyone other than Lord Hayttear who attempts to open the glass case is attacked.

If the PCs engage in combat with the iron defender, anyone on the floor can make a Listen check for every round of combat, if its sounds are not somehow silenced. To hear the combat, the listener must make a DC –10 Listen check. However, the DC increases by +1 for every ten feet between the listener and the combat. In addition, add +5 to the DC for every intervening door or +15 for each wall.

If a guard hears combat, he immediately moves toward the sound. If a guest hears combat (assume all guests have a +0 Listen with a -2 penalty for being inattentive, unless otherwise noted), the guest immediately moves to notify a guard about the disturbance.

Iron Defender: hp 21; see “Combat Statistics” below.

The Case: Eventually the PCs must deal with the glass case protecting the *delirium stone*. The glass is fastened to the pedestal by a complicated lock, although it could easily be smashed making a loud noise. In addition to the case, the pedestal itself is trapped. If the *delirium stone* is lifted, it releases a pressure plate in the pedestal, causing a hail of needles to erupt from underneath, piercing enemies within five feet of the pedestal. This trap cannot be disarmed without removing the glass case. Nothing the PCs can do can break the *delirium stone*.

Glass Case: 1 in. thick; hardness 1; hp 1; AC 5; Open Lock DC 25.

Hail of Needles Trap: CR 3; mechanical; location trigger (lifting the *delirium stone* sets off the pressure plate); manual reset; +19 ranged (2d6) to all with 5 feet of the pedestal; Search (DC 22); Disable Device (DC 22).

15. Guest Bedroom

A child-sized bed made for guests of small stature is prominently placed in the center of this room. Furs from exotic beasts litter the room, and silver accents serve as fastenings and decorate the furniture.

This guest bedroom is not currently occupied and remains unoccupied for the duration of the party. All of the furniture is sized for Small characters. The door to this room is locked and the roaming hall guard described in room 9 carries a key, as does Lord Aehion Hanius Haytpear.

Wooden Door: 2 in. thick; hardness 5; hp 20; AC 5; Open Lock DC 20; Break DC 18.

16. Walk-in Storage

Shelves of fresh linens cover the walls of this large closet. Boxes, crates, and barrels are piled throughout the room.

Effectively a large closet, the various goods required to maintain this large home can be found here. From tablecloths to fresh bedding to oil lamps and candles, everything Aehion's home requires can be found in this room, although none of it is especially valuable.

17. Bath

Opulent fixtures surround a vast central bath with mirrors of silvered glass decorating the walls. The window opposite the door has been left open. The fact that the bath is on the second floor of the mansion only further speaks to the extravagance. Large fluffy towels rest on a nearby chair.

This is one of the few rooms on the second floor that sees regular traffic. Inebriated guests come and go seeking to use the privy. While technically under the watch of the roving guard described under room 9, the guardsman rarely enters here, due to the ongoing delicate business. Strange or loud noises may attract his attention.

The window opposite the door has been left open, and might be used to gain entrance to the mansion.

Security

A description of the normal security is given in “Part Three: Legwork”. Presented here is a detailed description of the increases made to security for the Gala.

Manpower: The regular three Defenders Guild guards have been significantly reinforced for the evening of the Canicular Gala. The two unmarked members continue to patrol the grounds separately, each with two of the hounds (4 Riding Dogs, *Monster Manual*, page 272). Macartish d'Deneith mans the gate with Serilla d'Deneith. They allow entrance to anyone that possesses an invitation or has a reasonable reason to enter (city guard, delivery men, and so on). However, despite the reasonable reason for entrance, anyone who does not possess a valid invitation must submit to a search before being allowed to enter the grounds. Serilla uses *detect magic* and *see invisibility* to look for anything suspicious. In addition, she uses her *wand of detect poison* to look for hidden dangers. If any of these spells turn up anything unusual, the Deneith guards do not open the gate, and call for aid. No one wearing armor or carrying anything more than a dagger is allowed inside the gates.

Inside the mansion, a House Deneith guard patrols the upstairs with an iron defender (see room 9). An additional iron defender protects the *delirium stone* in room 14. Two more guards man the front the door, with one at the back.

Magic: In addition to the *alarm* spell upon the each of the windows described in “Part Three”, the two guards at the front door of the mansion possess a crystal that glows a soft blue if the House Sivas mark upon the invitation is authentic, and a soft red if it is a forgery.

Timeline of Events

Without disruption by the PCs, the Canicular Gala continues well into the night following its own schedule. Provided here is a timeline of the Gala's events, however, massive disturbances on the grounds or inside may alter this timeline as determined by the DM. The DM should carefully consider the timing of the party, as the tone drastically changes from one of style and elegance to one

of crazed rambunctiousness and excess. The DM is encouraged to make up any number of party guests to mingle with the PCs; each becoming stranger than the next as the evening goes on.

T-4 hours: Increased security arrives from the House Deneith Defenders Guild and begins their security sweep. All rooms and outbuildings are searched thoroughly.

T-1 hour: Galdin's Garden catering staff arrives and sets up for the party. During this first hour, the staff is very busy and supervised by guardsmen.

T-0 hours: Guests begin to arrive and the party begins. Security supervision of the staff decreases as focus switches to the guests.

T+0.5 hours: Food and alcohol having been served to great excess, Lord Hayttear begins to use his connection to the *delirium stone* to influence the guests. PCs who are part of the catering staff may begin to shirk their duties with a decreased risk of being noticed.

T+1 hours: Odd behavior begins to become more obvious in those who have been influenced by Lord Hayttear. The truly powerful seem unaffected.

T+3 hours: Excesses of the guests become more extreme due to the influence of the *delirium stone*. Such guests begin to pass out, behave poorly, or otherwise act oddly. Members of the sixty begin manifesting minor insanity traits.

T+5 hours: The guards begin to remove guests who behave oddly, but the party begins to reach a frenzied pitch of debauchery.

T+6 hours: The party ends.

House Tarkanan Operatives

The House Tarkanan operatives are happy to be part of any plan the PCs can come up with, but they should never over shadow the PCs' efforts. In addition, the House Tarkanan operatives always hold back and conserve their resources for the upcoming betrayal they expect to happen. If the party gives them the opportunity to have one of their number simply walk away with the *delirium stone*, they take it. In the same way, they never accept a plan that clearly allows a PC to be alone with the *delirium stone* without a House Tarkanan member.

That said, each of the NPCs gravitates to specific tasks:

Charisma: Charisma prefers positions where she socializes with others. Smooth and enchanting, she makes a good date for members of Dragonmarked Houses, or as a hostess for the caterers. As statistics are not provided for Charisma, she should not be involved in any combat situations.

Aglor the Brute: Aglor is a poor choice to be anywhere someone should see him. He is large, unattractive, and slow to think on his feet. Stealth teams that require more brute force may benefit from his aid, but he stands out badly when inside the mansion.

Bleoredis Greenmantle: Bleoredis is best employed sneaking into the target area, but he can double as a generic partygoer if necessary. He can open locks or disable traps for those groups that need such skills.

Rienes Luckmaker: Rienes is a pleasant fellow who could easily make himself a member of the ribald noble crowd as a date to a dragonmarked PC or disguised as a member of the upper class.

Vai: Vai has trouble lowering himself to serve as a servant for the Gala, but it may suit his angry temperament best rather than placing him in a place where he must interact with guests. His spells may also make him a valuable member of any stealth team attempting to sneak into the mansion.

Development: It is possible that a PC is a member of a dragonmarked house and may have trouble working with an aberrant. In such case, it is quite likely that the PC considers turning the Tarkanans into the PC's House. This is a perfectly reasonable turn of events and this betrayal does not end the event. In this case, Charisma should still escape (as per "Part Six"), but the other fight to the death against the PCs and House forces. Those tables that betray their Tarkanan allies do not qualify to receive the "Ally of House Tarkanan" story object.

Lord Aehion Hanius Hayttear (EL 7)

Over the last few days, Lord Hayttear has been carefully studying the *Delirium Stone* and learning to exercise its power. While he cannot yet command the full fury of its abilities as his ancestor did, he has made great strides in connecting with it. Indeed, he no longer needs to carry the focus on his person in order to tap into its power. While the limits of this connection are not yet tested, Aehion knows that he can reach out to the *stone* as long as he remains on the grounds.

The *stone* has greatly increased the mental abilities granted by his aberrant mark (reflected in changes to his statistic block). However, these enhancements are not without a price. Aehion is rapidly developing megalomania in addition to his tendency toward sociopath behavior. He is rapidly disassociating from all other thinking beings and believes all others to be but mere playthings for his enjoyment. He plans to enjoy himself immensely during the Gala. Everyone one he meets is targeted by one of his plethora of abilities, including any PCs who seek him out.

Stealing the *Delirium Stone*: Due to his shared connection, as soon as the glass case is opened or smashed, Aehion senses that someone is tampering with the *Delirium Stone*. Unless he is in some way barred, he immediately moves toward the item with all due haste, not stopping to gather any guards or aid; because of his own insanity believing nothing can stand before his might. Those in rooms 1, 4, or 9 are like to mark his hurried passage from across the hall as soon as he senses the danger to the stone. Unless the PCs exit the room within seconds of having tampered with the glass case,

they encounter an angry but over confident Lord Hayttear.

The door smashes open to reveal a well-dressed gnome standing in the hall, his arms spread wide with palms up: Lord Aehion Hanius Hayttear. The very air seems charged, and a strange itching fills the back of your mind, making it hard to concentrate on what the small man is saying.

“So you dare stray from the toy chest, eh little poppet? Never mind; mother always taught me to pick up my toys.” The gnome, one of the Sixty of Sharn and a powerful noble of Zilargo, grins at you, a crazed look gleaming in the corner of his eye. “Let’s play a game,” he says softly. Then the itch in your head becomes blinding pain, drowning out his mad cackling!

Lord Hayttear moves immediately to attack, confident in the abilities of his mark and the *delirium stone*. In his megalomania, he does not stop until all the PCs are dead.

Lord Aehion Hanius Hayttear: Male gnome Ari 6; hp 57; see “Combat Statistics” below.

Tactics: Lord Hayttear begins any combat by invoking his *tower of the mind* ability, whether it is his turn or not. He then uses his *charm person* followed by a tied *suggestion* to eliminate the number of combatants or gain allies. During the course of the party, he has already used four of his *suggestions* for the day. If this does not seem to be a useful course of action, he relies on his mental blast to take down his foes while maneuvering such as to limit the number of foes that can attack him.

If at any point the PCs kill Lord Hayttear, read the following read aloud text due to his *total connection* ability. All PCs receive the **Enmity of Lord Hayttear** story object.

*As you strike the killing blow, Lord Hayttear stumbles to his knees, aware that he should be dead but is yet somehow not. He looks at you grinning, “Nothing can stop... *choke, gurgle*.” Suddenly grasping the sides of his head as if in some great pain, the small gnome lets forth an inhuman scream of epic proportions, shaking the very floor upon which you stand. And then, as suddenly as it started, he stops and looks at you, his eyes bulging and tongue protruding from his head, in agony until his head explodes violently, showering you in gore. As dramatic as his death was, his torso slumps quietly to the ground.*

Development: Perhaps the worst thing the PCs can do is to be caught fighting Lord Hayttear. While he has no plans to leave any of them alive and the majority of the guests are too disturbed at this point to offer any interference; any extreme disturbances (such as setting

the mansion ablaze with a *fireball*) eventually attracts the attention of the guard. If the PCs are still in the mansion after five minutes following the start of such a combat, they have a lot of explaining to do, and their answers determine whether they are executed or not.

Scaling the Encounter

4th-level characters (EL 6): Use the 5th-level versions of Lord Aehion Hanius Hayttear. He has used four of his *suggestions* during the party.

6th-level characters (EL 8): Use the 7th-level versions of Lord Aehion Hanius Hayttear. He has used two of his *suggestions* during the party.

7th-level characters (EL 9): Use the 8th-level versions of Lord Aehion Hanius Hayttear. He has used one of his *suggestions* during the party.

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Tainted by Madness

Sadly, the manifestation of insanity due to the *delirium stone* affects not only Lord Hayttear. Anyone that Aehion successfully uses his powers upon begins to develop a small insanity. The more the *stone* is used upon them, the worse they get. Effectively, every time the target is affected by Aehion’s mental powers, roll on Table A. For every two characteristics acquired from Table A, roll another characteristic from Table B. These effects can be removed by a *remove insanity* or *heal* spell, but are otherwise permanent.

Table A: Minor Effects

| d20 Roll | Insanity | Effect |
|----------|------------|---|
| 1-4 | Laugh/Tick | The subject develops a facial tick, which manifests in social situations, or develops a nervous laugh, causing him/her to laugh at inappropriate times or when nervous. |
| 5-8 | Pica | The subject compulsively eats things that are not normally considered food. |
| 6-12 | OCD | The subject becomes compulsively obsessed with cleanliness. |
| 13-16 | Histrionic | The subject believes they should always be the center of attention and frequently goes to extremes to get attention. |
| 17-20 | DM Choice | The DM may choose one of the above, or create a new, minor insanity. The DM is encouraged to pick something |

| | | |
|--|--|---------------------------------|
| | | appropriate to the PC affected. |
|--|--|---------------------------------|

| Table A: Major Effects | | |
|------------------------|--------------------------------------|---|
| d20 Roll | Insanity | Effect |
| 1-4 | Paranoia | The subject believes that everyone is out to get them and suffers a –2 penalty to Diplomacy and Sense Motive checks. |
| 5-8 | Pathological Gambler | The subject can't stop gambling. Five percent of the subject's EV is always gone before the start of any adventure. |
| 9-12 | Fetish/Phobia (50% chance of either) | The subject is either unhealthily attracted to, or terrified of something (DM's choice). The subject must make a DC 20 Will save whenever confronted with the subject of his obsession/fear, or move toward it/run from it. |
| 13-16 | Kleptomania | Once per encounter, the subject must make a DC 20 Will save or attempt to steal something that is not theirs. |
| 17-20 | DM Choice | The DM may choose one of the above, or create a new major insanity (game affecting). The DM is encouraged to pick something appropriate to the PC affected. |

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Part Six: Double Cross (EL 9)

Assuming the PCs have not placed the *Delirium Stone* in a position where the Tarkanans could simply walk away with it, they double cross the PCs as soon as they are away from Skyway.

Charisma's eyes almost glow in the starlight, though the curl of her smile quickly flattens. A soarsled suddenly pulls alongside yours, and she steps onto it. Her face seems melancholy as she turns toward you, and then just as quickly all emotion drains away from her expression. "It looks like our time together has ended, my friends. I'm so very sorry we must part so soon. I'll be seeing you." And with a quick motion, the soarsled moves off and into the night sky, leaving you with her underlings.

"Now, if you would just be handing the stone over, we'll be going," Rienes grins. You realize that the remaining Tarkanans have their weapons drawn.

The remaining Tarkanans are quite serious, and hoping that the PCs have expended most of their resources getting the *Delirium Stone*. While they have no particular need to kill the PCs, they do not hesitate if the PCs do not hand the artifact over. If they are able to get the item, they flee the area, attempting to lose any pursuit via skycoaches, possibly leading to a truly exciting chase through the skies of Sharn.

Aglor the Brute: Male half-orc Bbn 2/Ftr 2/Rgr 1; hp 46; see "Combat Statistics" below.

Bleoredis Greenmantle: Male human Rog 4/Ftr 1; hp 34; see "Combat Statistics" below.

Rienes Luckmaker: Male human Clr 5; hp 33; see "Combat Statistics" below.

Vai: Male elf Wiz 5; hp 21; see "Combat Statistics" below.

Tactics: The Tarkanans are most concerned with acquiring the artifact and concentrate their attention upon whoever carries it. They do not attack to kill, leaving unconscious foes to be saved; although they are not above using force which may lead to the death of a PC if necessary. Due to the value of the *Delirium Stone*, the Tarkanans stop at nothing to retrieve the stone, and flee as soon as they succeed.

Scaling the Encounter

4th-level characters (EL 8): Use the 4th-level versions of each of the NPCs.

6th-level characters (EL 10): Use the 6th-level versions of each of the NPCs.

7th-level characters (EL 11): Use the 7th-level versions of each of the NPCs.

Conclusion

Regardless of the disposition of the *delirium stone* House Tarkanans recognize the PCs as useful pawns, if not potential valuable allies. In an effort to show no hard feelings, all PCs receive the **Ally of House Tarkanans** story object. If Lord Aehion Hanius Hayttear was killed in the recovery of the *delirium stone*, all PCs receive the **Enmity of Lord Hayttear** story object. Any PC members of House Deneith who were caught helping betray the House to the Tarkanans or the Diggers' Union is banished from their House and receives the **House Deneith Excoriate** story object.

Success

If the PCs recover the *Delirium Stone* from Lord Aehion Hanius Hayttear, prevent House Tarkanans from stealing it, and see it safely back to the Diggers' Union in Wroat, they have succeeded in their mission.

The trip to Wroat and the Diggers' Union passed relatively uneventfully. The pace of life decreases significantly once beyond the heights of Sharn. Calmly returning the delirium stone over to Matron Martra, you detect the slightest hint of a smile. "Good work Diggers, you've done well. Why don't you take the rest of the day off." As you descend the long steps of Grea Tower, you note the moon rising in the night sky.

Failure

If the PCs fail to recover the *Delirium Stone* or House Tarkanan takes it from them, they have failed in their mission.

Slinking back to Grea Tower in Wroat, you were forced to sit for hours in a small room as Matron Martra railed against your incompetence. Her tirade was truly monumental, last well past the night and into the next morning. More than once, security appeared to determine the source of the disturbance, only to shrink away from her fierce glare and leave you to her mercy. Eventually the Matron began to tire and allowed you to leave, with one parting comment. "I shall not forget this. All of you are going to become my favorite operatives, and we will be seeing a lot more of each other. A lot more." Her crazed grin will haunt you for many nights to come.

The End

ADVENTURE QUESTIONS

DUNGEONS & DRAGONS CAMPAIGNS (of which MARK OF HEROES is part of) tracks character progress digitally. At the adventure's end, you report what the characters did, by answering a number of questions. The answers to those questions are tallied, and determine not only what happens in the campaign, but also the experience points (XP) and gold piece (gp) value increase each character gains.

At the end of this adventure, you'll find the RPGA Session Tracking form, tailored for this adventure. On the section titled "Adventure Questions" fill in the bubble that corresponds to the best answer for the questions below.

Many times the questions ask whether or not the PCs defeated an encounter. Defeating doesn't necessarily mean killing all enemies, but many times such an event suffices as defeating an encounter. Sometimes PCs merely bypass an encounter. Through luck or circumstance a group of PCs can avoid encounters unscathed. Does bypassing an encounter earn the XP that defeating it would? No. The reward for getting past an encounter without actually interacting with it is having extra resources to bear in the next encounter. Where is

the line? You are going to have to make that decision, because you are the DM.

For traps, PCs get experience points just for encountering them, whether or not they have been disabled.

Sometimes the PCs' actions don't really fit the actions of a particular adventure question perfectly. This especially happens when you play the adventure using the "Scaling the Encounter" options. In these cases find the answer that best fits the spirit of their results.

1. How much legwork did the PCs do to prepare?

- a. The PCs scoured the city, and knew as much about Lord Hayttear as his mother.
- b. The party did enough work to get by.
- c. The PCs went in blind, trusting in luck to save them.

2. How did the PCs deal with the Boromar Clan thieves?

- a. Ruthless beyond compare, the PCs slew them all before the rogues could surrender or flee.
- b. The PCs captured at least some of the rogues for interrogation and were forced to make a difficult decision.
- c. Slippery little buggers, some or all of the rogues escaped the clutches of the sleepy PCs.
- d. Completely taken by surprise, the rogues defeated the PCs and robbed them blind.

3. How did the PCs enter the mansion?

- a. The PCs pretended to be members of the catering service.
- b. The PCs snuck in like shadows.
- c. The PCs were invited.
- d. The PCs wisely used a complicated plan that used several of the above options, or something totally unique.
- e. The PCs were helpless and couldn't get past the gate.

4. How did the PCs deal with House Deneith guards, their hounds, and the traps?

- a. Smooth as silk, the PCs lied their way through, or left no sign of their passage. The House Deneith guards never knew the PCs were there.
- b. The PCs used brute strength, but they still overpowered their enemies.

- c. The security was just too tight. The PCs were forced to flee or were captured.
5. **What was the final fate of Lord Aehion Hanius Hayttear?**
- a. The PCs smashed the crazed little gnome was smashed like a ceramic statue.
 - b. The matter was left unresolved, with one side or the other fleeing. The gnome will have his revenge.
 - c. So sneaky, he never knew the PCs were there, and they escaped before he could stop them.
 - d. The PCs never got far enough to have to face the gnome.
6. **How did the PCs deal with the Tarkanans' betrayal?**
- a. They negotiated their way out of it.
 - b. They turned the tables on the turncoats.
 - c. The PCs were forced to flee or be defeated in the face of their treachery.
7. **Rate the players' roleplaying?**
- a. Worthy of legend.
 - b. Good: They did a decent amount of roleplaying.
 - c. Fair: They did some roleplaying, but most wanted to roll dice.
 - d. Virtually none at all.
8. **In the end, who ended up with the *delirium stone*?**
- a. The PCs fixed the Diggers' mistake and brought the dragonshard back to Wroat. The world is safe once again.
 - b. While the PCs stopped Lord Hayttear from using it to undermine Sharn, House Tarkanen tricked them and made off with the *stone*. Who knows what evil they plot?
 - c. The PCs were unable to pull off their plan and the vile little gnome still holds it in his tight little clutches. Sharn remains in danger.

had made a DC 25 Gather Information check. The DM may assign a -5 (for subjects not appropriate to Sharn or its underworld) to +5 (for particularly shady subjects) the Tarkanans' check.

Enmity of Lord Hayttear: You have slain the Zil gnome Lord Aehion Hanius Hayttear. This makes him very, very angry. You feel as though his presence still haunts you.

When you roll for initiative roll a d6 with the initiative. If the result is odd, you are distracted, as you think you hear his insane cackle. If you are distracted, take a penalty equal to the roll (either -1, -3 or -5) to your initiative.

House Deneith Excoriate: You were a member of House Deneith, but due to your actions you have been expelled from your House. You are stripped of your family name and any holdings you had. You are no longer welcome in any House Deneith enclaves, and members and allies of the House are urged to shun you; although individual responses may vary. Members of other dragonmarked houses rarely trust you if your excoriation is known. Any members of a dragonmarked house who succeeds on a DC 20 Knowledge (nobility and royalty) roll recognize you for an excoriate. Those without this skill may still attempt the check for this case only. Opposed Disguise checks may prevent this Knowledge check. This story object has severe roleplaying consequences and should be shown to your DM before each module.

STORY OBJECT:

Ally of House Tarkanen: Despite some differences you have you proven yourself an ally of House Tarkanen. While in Sharn, you can contact a member of this organization in thirty minutes by making a DC 10 Gather Information. If you succeed, your House Tarkanen allies will perform a Gather Information check throughout all of Sharn and return the results eight hours later as if you

Part Three: Legwork

Hob: Male human Exp 1/Rog 1; CR 1; Medium human; HD 1d6+1 plus 1d6+1; hp 12; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk/Grp +0/+0; Atk +0 melee (1d4/19-20, dagger) or +2 ranged (1d4/19-20, dagger); Full Att +0 melee (1d4/19-20, dagger) or +2 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Trapfinding; AL CG; SV Fort +1, Ref +4, Will +3; Str 11, Dex 14, Con 12, Int 13, Wis 8, Cha 12.

Skills and Feats: Balance +7, Climb +5, Craft (Carpentry) +6, Jump +5, Listen +3, Profession (Sailor) +4, Spot +3, Swim +5, Tumble +7, Use Rope +7; Dodge, Improved Initiative.

Languages: Common, Goblin.

Possessions: Dagger (×2), restaurant uniform.

Description: Hob is an old sea salt who has spent his life on the sea in the company of pirates and sailors. Now he has taken up a more respectable trade using the gold the PCs helped him recover; playing the part of the bartender, sharing tall tales of the sea with many a patron. Hob is of medium build, with a few days growth of salt and pepper beard on his face. His skin is deeply tanned and his blue eyes have a rheumy quality to them that look as though they might tear up at any moment. In general, he is friendly and given to deep throaty laughs.

Part Four: Robbery!

Bernt: Male half-orc Ftr 2/Rog 3; CR 5; Medium humanoid (orc); HD 2d10+4 plus 3d6+6; hp 38; Init +2; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk/Grp: +4/+9; Atk: +9 melee (1d6+7 nonlethal, sap) or +11 melee (1d10+8, +1 *greatclub*) or +6 ranged (1d8/×3, longbow); Full Atk: +9 melee (1d6+7 nonlethal, sap) or +11 melee (1d10+8, +1 *greatclub*) or +6 ranged (1d8/×3, longbow); SA Sneak attack +2d6; SQ Darkvision 60 ft., evasion, trapfinding, trap sense +1; AL CN; SV Fort +5, Ref +5, Will +1; Str 21, Dex 14, Con 12, Int 8, Wis 10, Cha 7.

Skills and Feats: Jump +11, Open Lock +10, Spot +6, Tumble +8; Improved Grapple, Improved Toughness, Improved Unarmed Strike, Weapon Focus (*greatclub*).

Languages: Common, Orcish.

Possessions: Sap, chain shirt, +1 *greatclub*, longbow, 20 arrows, masterwork thieves' tools, *amulet of natural armor* +1, *gauntlets of ogre power* +2.

Physical Description: Bernt is a tall half-orc with a vast sloping forehead and pronounced tusks emanating from his bottom lip.

Personality: Bernt is a bully. If not for Tallista's calming influence, Bernt would lead his motley band of

Appendix One—NPC Statistics

misfits into a bloody conflict that would result in either death or imprisonment.

Bernt: Male half-orc Ftr 2/Rog 4; CR 6; Medium humanoid (orc); HD 2d10+4 plus 4d6+8; hp 44; Init +2; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk/Grp: +5/+10; Atk: +10 melee (1d6+7 nonlethal, sap) or +12 melee (1d10+8, +1 *greatclub*) or +7 ranged (1d8/×3, longbow); Full Atk: +10 melee (1d6+7 nonlethal, sap) or +12 melee (1d10+8, +1 *greatclub*) or +7 ranged (1d8/×3, longbow); SA Sneak attack +2d6; SQ Evasion, trapfinding, trap sense +1; AL CN; SV Fort +5, Ref +6, Will +1; Str 21, Dex 14, Con 12, Int 8, Wis 10, Cha 7.

Skills and Feats: Jump +13, Open Lock +13, Spot +7, Tumble +11; Improved Grapple, Improved Toughness, Improved Unarmed Strike, Power Attack, Weapon Focus (*greatclub*).

Languages: Common, Orcish.

Possessions: Sap, chain shirt, +1 *greatclub*, longbow, 20 arrows, masterwork thieves' tools, *amulet of natural armor* +1, *gauntlets of ogre power* +2.

Physical Description: Bernt is a tall half-orc with a vast sloping forehead and pronounced tusks emanating from his bottom lip.

Personality: Bernt is a bully. If not for Tallista's calming influence, Bernt would lead his motley band of misfits into a bloody conflict that would result in either death or imprisonment.

Bernt: Male half-orc Ftr 2/Rog 4/ Bbn 1; CR 7; Medium humanoid (orc); HD 2d10 +4 plus 4d6+8 plus 1d12+2; hp 53; Init +2; Spd 40 ft.; AC 17, touch 11, flat-footed 16; Base Atk/Grp: +6/+11; Atk: +11 melee (1d6+7 nonlethal, sap) or +13 melee (1d10+8, +1 *greatclub*) or +8 ranged (1d8/×3, longbow); Full Atk: +11/+6 melee (1d6+7 nonlethal, sap) or +13/+8 melee (1d10+8, +1 *greatclub*) or +8/+3 ranged (1d8/×3, longbow); SA Rage 1/day, sneak attack +2d6; SQ Evasion, trapfinding, trap sense +1; AL CN; SV Fort +7, Ref +6, Will +1; Str 21, Dex 14, Con 12, Int 8, Wis 10, Cha 7.

Skills and Feats: Jump +13, Listen +3, Open Lock +13, Spot +7, Tumble +11; Improved Grapple, Improved Toughness, Improved Unarmed Strike, Power Attack, Weapon Focus (*greatclub*).

Languages: Common, Orcish.

Possessions: Sap, chain shirt, +1 *greatclub*, longbow, 20 arrows, masterwork thieves' tools, *amulet of natural armor* +1, *gauntlets of ogre power* +2.

Physical Description: Bernt is a tall half-orc with a vast sloping forehead and pronounced tusks emanating from his bottom lip.

Personality: Bernt is a bully. If not for Tallista's calming influence, Bernt would lead his motley band of

misfits into a bloody conflict that would result in either death or imprisonment.

Bernt: Male half-orc Ftr 3/Rog 4/ Bbn 1; CR 8; Medium humanoid (orc); HD 3d10+6 plus 4d6+8 plus 1d12+2; hp 60; Init +2; Spd 40 ft.; AC 17, touch 11, flat-footed 16; Base Atk/Grp: +7/+13; Atk: +13 melee (1d6+9 nonlethal, sap) or +15 melee (1d10+10, +1 *greatclub*) or +9 ranged (1d8/×3, longbow); Full Atk: +13/+8 melee (1d6+9 nonlethal, sap) or +15/+10 melee (1d10+10, +1 *greatclub*) or +9/+4 ranged (1d8/×3, longbow); SA Rage 1/day, sneak attack +2d6; SQ Evasion, trapfinding, trap sense +1; AL CN; SV Fort +7, Ref +7, Will +2; Str 22, Dex 14, Con 12, Int 8, Wis 10, Cha 7.

Skills and Feats: Jump +14, Listen +3, Open Lock +13, Spot +7, Tumble +11; Improved Grapple, Improved Toughness, Improved Unarmed Strike, Power Attack, Weapon Focus (*greatclub*).

Languages: Common, Orcish.

Possessions: Sap, chain shirt, +1 *greatclub*, longbow, 20 arrows, masterwork thieves' tools, *amulet of natural armor* +1, *gauntlets of ogre power* +2.

Physical Description: Bernt is a tall half-orc with a vast sloping forehead and pronounced tusks emanating from his bottom lip.

Personality: Bernt is a bully. If not for Tallista's calming influence, Bernt would lead his motley band of misfits into a bloody conflict that would result in either death or imprisonment.

Tallista: Female half-elf Sor 5; CR 5; medium humanoid (elf); HD 5d4+5; hp 22; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk/Grp: +2/+1; Atk: +1 melee (1d6-1, quarterstaff) or +4 ranged (1d8/19-20, light crossbow); Full Atk: Atk: –1/–1 melee (1d6-1, quarterstaff) or +4 ranged (1d8/19-20, light crossbow); SQ Half-elf traits; AL N; SV Fort +2, Ref +2, Will +4; Str 9, Dex 12, Con 12, Int 12, Wis 10, Cha 17.

Skills and Feats: Bluff +11, Concentration +9 (+13 to cast defensively), Spellcraft +9; Combat Casting, Spell Focus (enchantment).

Languages: Common, Draconic, Elven.

Possessions: Quarterstaff, light crossbow, 10 masterwork bolts, spell component pouch, *potion of cure light wounds*.

Physical Description: Tallista is a short, thick woman with bright red hair and a face full of freckles.

Personality: Tallista is the calming voice among the thugs, keeping Bernt from getting the group arrested. She is calm and reasonable, and while loves her life of thievery, does not wish to actually harm anyone.

Spells Known (6/7/5; base DC = 13 + spell level, 14 + spell level for enchantment): 0—*daze*, *detect magic*, *detect poison*, *mage hand*, *open/close*, *read magic*; 1st—*cause fear*, *color spray*, *mage armor*, *sleep*; 2nd—*glitterdust*, *levitate*.

Power-Up Suite (*mage armor*)—AC 15, touch 11, flat-footed 14.

Tallista: Female half-elf Sor 6; CR 6; medium humanoid (elf); HD 6d4+6; hp 26; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk/Grp: +3/+2; Atk: +2 melee (1d6-1, quarterstaff) or +5 ranged (1d8/19-20, light crossbow); Full Atk: Atk: +2 melee (1d6-1, quarterstaff) or +5 ranged (1d8/19-20, light crossbow); SQ Half-elf traits; AL N; SV Fort +3, Ref +3, Will +5; Str 9, Dex 12, Con 12, Int 12, Wis 10, Cha 17.

Skills and Feats: Bluff +12, Concentration +10 (+14 to cast defensively), Spellcraft +10; Combat Casting, Spell Focus (enchantment).

Languages: Common, Draconic, Elven.

Possessions: Quarterstaff, light crossbow, 10 masterwork bolts, spell component pouch, *potion of cure light wounds*.

Physical Description: Tallista is a short, thick woman with bright red hair and a face full of freckles.

Personality: Tallista is the calming voice among the thugs, keeping Bernt from getting the group arrested. She is calm and reasonable, and while loves her life of thievery, does not wish to actually harm anyone.

Spells Known (6/7/6/4; base DC = 13 + spell level, 14 + spell level for enchantment and illusion): 0—*daze*, *detect magic*, *detect poison*, *ghost sound*, *mage hand*, *open/close*, *read magic*; 1st—*cause fear*, *color spray*, *mage armor*, *sleep*; 2nd—*glitterdust*, *levitate*; 3rd—*baste*.

Power-Up Suite (*mage armor*)—AC 15, touch 11, flat-footed 14.

Tallista: Female half-elf Sor 7; CR 7; medium humanoid (elf); HD 7d4+7; hp 31; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk/Grp: +3/+2; Atk: +2 melee (1d6-1, quarterstaff) or +5 ranged (1d8/19-20, light crossbow); Full Atk: Atk: +2 melee (1d6-1, quarterstaff) or +5 ranged (1d8/19-20, light crossbow); SQ Half-elf traits; AL N; SV Fort +3, Ref +3, Will +5; Str 9, Dex 12, Con 12, Int 12, Wis 10, Cha 17.

Skills and Feats: Bluff +13, Concentration +11 (+15 to cast defensively), Spellcraft +11; Combat Casting, Spell Focus (enchantment).

Languages: Common, Draconic, Elven.

Possessions: Quarterstaff, light crossbow, 10 masterwork bolts, spell component pouch, *potion of cure light wounds*.

Physical Description: Tallista is a short, thick woman with bright red hair and a face full of freckles.

Personality: Tallista is the calming voice among the thugs, keeping Bernt from getting the group arrested. She is calm and reasonable, and while loves her life of thievery, does not wish to actually harm anyone.

Spells Known (6/7/7/5; base DC = 13 + spell level, 14 + spell level for enchantment and illusion): 0—*daze*,

detect magic, detect poison, ghost sound, mage hand, open/close, read magic; 1st—cause fear, color spray, mage armor, ray of enfeeblement, sleep; 2nd—blur, glitterdust, levitate; 3rd—haste, hold person.

Power-Up Suite (mage armor)—AC 15, touch 11, flat-footed 14.

Tallista: Female half-elf Sor 8; CR 8; medium humanoid (elf); HD 8d4+8; hp 35; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk/Grp: +4/+3; Atk: +3 melee (1d6-1, quarterstaff) or +6 ranged (1d8/19-20, light crossbow); Full Atk: Atk: +3 melee (1d6-1, quarterstaff) or +6 ranged (1d8/19-20, light crossbow); SQ Half-elf traits; AL N; SV Fort +3, Ref +3, Will +6; Str 9, Dex 12, Con 12, Int 12, Wis 10, Cha 18.

Skills and Feats: Bluff +14, Concentration +12 (+16 to cast defensively), Spellcraft +12; Combat Casting, Spell Focus (enchantment), Spell Focus (illusion).

Languages: Common, Draconic, Elven.

Possessions: Quarterstaff, light crossbow, 10 masterwork bolts, spell component pouch, *potion of cure light wounds*.

Physical Description: Tallista is a short, thick woman with bright red hair and a face full of freckles.

Personality: Tallista is the calming voice among the thugs, keeping Bernt from getting the group arrested. She is calm and reasonable, and while loves her life of thievery, does not wish to actually harm anyone.

Spells Known (6/7/7/6/4; base DC = 14 + spell level, 15 + spell level for enchantment and illusion): 0—*daze, detect magic, detect poison, ghost sound, mage hand, open/close, read magic, resistance; 1st—cause fear, color spray, mage armor, ray of enfeeblement, sleep; 2nd—blur, glitterdust, levitate; 3rd—haste, hold person; 4th—confusion.*

Power-Up Suite (mage armor, resistance)—AC 15, touch 11, flat-footed 14; SV Fort +4, Ref +4, Will +7.

Cerney, Gurlig, Mastaff, and Octold the Thugs: Male human Rog 1/War 2; CR 2; Medium human; HD 1d6+4 plus 2d8+2; hp 22; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk/Grp: +2/+5; Atk: +5 melee (1d6+3 nonlethal, sap) or +5 melee (1d8+3/19-20, longsword); Full Atk: +5 melee (1d6+3 nonlethal, sap) or +5 melee (1d8+3/19-20, longsword); SA Sneak attack +1d6; SQ Trapfinding; AL CN; SV Fort +4, Ref +3, Will +2; Str 16, Dex 12, Con 12, Int 12, Wis 10, Cha 9.

Skills and Feats: Balance +5, Climb +9, Hide +4, Intimidate +4, Jump +9, Knowledge (local: Sharn) +5, Listen +4, Move Silently +4, Spot +4, Tumble +6; Improved Initiative, Iron Will, Toughness.

Languages: Common, Goblinoid.

Possessions: Studded leather, sap, longsword, buckler, dark cloak, big sack.

Physical Description: The thugs each appear as large men with shifty eyes trying to hide their ample frames inside billowing cloaks despite the summer heat.

Personality: The thugs pretty much do what Bernt and Tallista tell them to do. All them want to be richer, but are not especially inspired in developing a plan to get there and know that their only real hope is their bosses. They are enthusiastic when asked to perform violent actions but don't especially want to murder anyone given the steep penalties for such an act if they were ever caught.

Cerney, Gurlig, Mastaff, and Octold the Thugs:

Male human Rog 2/War 2; CR 3; Medium human; HD 2d6+5 plus 2d8+2; hp 27; Init +5; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk/Grp: +3/+6; Atk: +6 melee (1d6+3 nonlethal, sap) or +6 melee (1d8+3/19-20, longsword); Full Atk: +6 melee (1d6+3 nonlethal, sap) or +6 melee (1d8+3/19-20, longsword); SA Sneak attack +1d6; SQ Evasion, trapfinding; AL CN; SV Fort +4, Ref +4, Will +2; Str 16, Dex 13, Con 12, Int 12, Wis 10, Cha 9.

Skills and Feats: Balance +6, Climb +7, Hide +6, Intimidate +5, Jump +10, Knowledge (local: Sharn) +6, Listen +5, Move Silently +6, Spot +5, Tumble +7; Improved Initiative, Iron Will, Toughness.

Languages: Common, Goblinoid.

Possessions: Studded leather, sap, longsword, buckler, dark cloak, big sack.

Physical Description: The thugs each appear as large men with shifty eyes trying to hide their ample frames inside billowing cloaks despite the summer heat.

Personality: The thugs pretty much do what Bernt and Tallista tell them to do. All them want to be richer, but are not especially inspired in developing a plan to get there and know that their only real hope is their bosses. They are enthusiastic when asked to perform violent actions but don't especially want to murder anyone given the steep penalties for such an act if they were ever caught.

Cerney, Gurlig, Mastaff, and Octold the Thugs:

Male human Rog 3/War 2; CR 4; Medium human; HD 3d6+2d8+8; hp 32; Init +5; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk/Grp: +4/+7; Atk: +7 melee (1d6+3 nonlethal, sap) or +7 melee (1d8+3/19-20, longsword); Full Atk: +7 melee (1d6+3 nonlethal, sap) or +7 melee (1d8+3/19-20, longsword); SA Sneak attack +2d6; SQ Evasion, trapfinding, trap sense +1; AL CN; SV Fort +5, Ref +4, Will +3; Str 16, Dex 13, Con 12, Int 12, Wis 10, Cha 9.

Skills and Feats: Balance +7, Climb +8, Hide +7, Intimidate +6, Jump +11, Knowledge (local: Sharn) +7, Listen +6, Move Silently +6, Spot +6, Tumble +8; Improved Initiative, Iron Will, Toughness.

Languages: Common, Goblinoid.

Possessions: Studded leather, sap, longsword, buckler, dark cloak, big sack.

Physical Description: The thugs each appear as large men with shifty eyes trying to hide their ample frames inside billowing cloaks despite the summer heat.

Personality: The thugs pretty much do what Bernt and Tallista tell them to do. All them want to be richer, but are not especially inspired in developing a plan to get there and know that their only real hope is their bosses. They are enthusiastic when asked to perform violent actions but don't especially want to murder anyone given the steep penalties for such an act if they were ever caught.

Part Five: Formal Attire Required

Unmarked Defenders Guild Guard: Male human Ftr 2; CR 2; Medium human; HD 2d10+6; hp 22; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk/Grp: +2/+5; Atk: +7 melee (1d8+3/19-20, masterwork longsword) or +4 ranged (1d8+3/×3, mighty composite longbow); Full Atk: +7 melee (1d8+3/19-20, masterwork longsword) or +4 ranged (1d8+3/×3, mighty composite longbow); AL LN; SV Fort +6, Ref +1, Will +1; Str 16, Dex 12, Con 16, Int 8, Wis 9, Cha 8.

Skills and Feats: Climb +4, Diplomacy +1, Handle Animal +3, Sense Motive +3; Iron Will, Negotiator, Power Attack, Weapon Focus (longsword).

Languages: Common.

Possessions: Masterwork longsword, mighty composite longbow [+3], 20 masterwork arrows, chain shirt, sap, signal whistle, buckler, sunrod, cloak, House Deneith tunic.

Macartish d'Deneith: Male human Ftr 4; CR 4; Medium human; HD 4d10+4; hp 32; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk/Grp: +4/+7; Atk: +9 melee (1d8+5/19-20, masterwork longsword) or +6 ranged (1d8+3/×3, mighty composite longbow); Full Atk: +9 melee (1d8+5/19-20, masterwork longsword) or +6 ranged (1d8+3/×3, mighty composite longbow); AL LN; SV Fort +5, Ref +2, Will +4; Str 16, Dex 12, Con 12, Int 12, Wis 12, Cha 8.

Skills and Feats: Climb +7, Diplomacy +1, Handle Animal +5, Intimidate +6, Listen +2, Sense Motive +8; Iron Will, Least Dragonmark (*shield of faith*, 1/day), Negotiator, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Languages: Common, Gnome.

Possessions: Masterwork longsword, mighty composite longbow [+3], 20 masterwork arrows, chain shirt, signal whistle, buckler, sunrod, tanglefoot bag, cloak, House Deneith tunic, *potion of cure light wounds*, *potion of fly*.

Physical Description: A solidly built man with deeply tanned features and dark hair.

Personality: Macartish takes his job seriously, and is a deeply suspicious man. His ability to speak gnome has placed him on many assignments for the gnomes of Zilargo, and he has begun to adopt some of their habits, speaking quickly and gather any information available about those around him.

Serilla d'Deneith: Female human Sor 4; CR 4; Medium human; HD 4d4+4; hp 17; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk/Grp: +2/+1; Atk: +2 melee (1d4-1/19-20, masterwork dagger) or +3 ranged (1d4-1/19-20, masterwork dagger); Full Atk: +2 melee (1d4-1/19-20, masterwork dagger) or +3 ranged (1d4-1/19-20, masterwork dagger); AL LG; SV Fort +2, Ref +2, Will +5; Str 8, Dex 12, Con 12, Int 12, Wis 12, Cha 16.

Skills and Feats: Bluff +5, Concentration +8, Diplomacy +5, Intimidate +5, Knowledge (arcana) +8, Sense Motive +10, Spellcraft +8; Least Dragonmark (*shield of faith*, 1/day), Negotiator, Persuasive.

Languages: Common, Gnome.

Possessions: Masterwork dagger, signal whistle, elegant dress with House Deneith symbols, sunrod, tanglefoot bag, spell component bag, *potion of cure light wounds*, *potion of fly*, *wand of detect poison*, *scroll of magic missile*.

Physical Description: A smiling woman with deeply tanned features and long auburn hair.

Personality: Serilla is a pleasant woman who takes her job seriously. She is placed in positions where House Deneith must interact with important clients.

Spells Known (6/7/4; base DC = 13 + spell level): 0—*daze*, *detect magic*, *mage hand*, *open/close*, *read magic*, *resistance*; 1st—*cause fear*, *color spray*, *mage armor*; 2nd—*see invisibility*.

Power-Up Suite (*mage armor*)—AC 15, touch 11, flat-footed 14.

Lord Aehion Hanius Hayttear: Male gnome Ari 5; CR 6; Small humanoid (gnome); HD 5d8+20; hp 48; Init +1; Spd 20 ft.; AC 13, touch 12, flat-footed 12; Base Atk/Grp: +2/+3; Atk: +3 melee (1d3-1/19-20, masterwork dagger) or +4 ranged (1d3-1/19-20, masterwork dagger); Full Atk: +3 melee (1d3-1/19-20, masterwork dagger) or +4 ranged (1d3-1/19-20, masterwork dagger); SA *Delirium stone connection*; SQ Gnome traits; AL NE; SV Fort +2, Ref +2, Will +3; Str 8, Dex 12, Con 12, Int 12, Wis 8, Cha 18.

Skills and Feats: Bluff +12, Diplomacy +18, Gather Information +12, Knowledge (History) +9, Sense Motive +9; Aberrant Dragonmark (*charm person*), Negotiator.

Delirium Stone Connection (*Su*): Aehion is attuned to the *delirium stone* and has gained the following abilities because of it. He 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.

Charm Person: Aehion may use his *charm person* (DC 15) aberrant dragonmark at will. Anyone affected by his *charm person* is tainted by madness (see sidebar in Part Five). If Aehion chooses, he may immediately follow-up any successful use of his *charm person* with a use of his *suggestion* ability as a free action, as long as he has uses remaining.

Mental Blast: Aehion may cause the targets synapses to overload, doing 1d6 points of damage per two caster levels plus his Charisma bonus in a 15-foot cone (2d6+4). Those are damaged by this attack take a cumulative –1 circumstance penalty to attacks due to the lasting pain. A successful Will save (DC 15) halves the damage and negates the secondary effect.

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

Sense Thoughts: Once per day, Aehion can use *see invisibility* by sensing the location of thinking beings, however this only works on creatures with terrestrial organic brains. Thus outsiders and warforged would be immune, while elves or dwarves would not be.

Suggestion: Aehion may use *suggestion* (DC 17) a number of times per day equal to twice his Charisma bonus (8 times). Anyone affected by his *charm person* is tainted by madness (see sidebar in Part Five).

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

Tower of the Mind: Once per day as an immediate action, Aehion can invoke a protective barrier of mental energy for a +8 armor bonus that lasts for one round per caster level.

Languages: Common, Gnome, Goblinoid.

Possessions: Masterwork dagger, *bracers of armor +1*, *cloak of resistance +1*, *brooch of shielding*, *Quaal's feather token: whip*, *potion of shield of faith +3*, *potion of protection from good*, *potion of eagle's splendor*, *potion of cure moderate wounds*.

Physical Description: Aehion is a finely dressed bearded gnome, with close cut brown hair and a large smile.

Personality: Like most gnomes of Zilargo, Aehion is bred to be a social predator, but his abuse of the *delirium stone* has rapidly begun to under any temperance that held him in check. He is like the polished viper you have invited into your home, fascinating to chat with, but deadly poisonous should it choose to strike.

Power-Up Suite (tower of the mind)—AC 20, touch 12, flat-footed 19.

Lord Aehion Hanius Hayttar: Male gnome Ari 6; CR 7; Small humanoid (gnome); HD 6d8+24; hp 57; Init +1; Spd 20 ft.; AC 13, touch 12, flat-footed 12; Base Atk/Grp: +3/+4; Atk: +4 melee (1d3-1/19-20, masterwork dagger) or +5 ranged (1d3-1/19-20, masterwork dagger); Full Atk: +4 melee (1d3-1/19-20, masterwork dagger) or +5 ranged (1d3-1/19-20, masterwork dagger); SA *Delirium stone connection*; SQ Gnome traits; AL NE; SV Fort +5, Ref +3, Will +4; Str 8, Dex 12, Con 12, Int 12, Wis 8, Cha 18.

Skills and Feats: Bluff +13, Diplomacy +19, Gather Information +13, Knowledge (History) +10, Sense Motive +10; Aberrant Dragonmark (*charm person*), Great Fortitude, Negotiator.

Delirium Stone Connection (Su): Aehion is attuned to the *delirium stone* and has gained the following abilities because of it. He 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.

Charm Person: Aehion may use his *charm person* (DC 15) aberrant dragonmark at will. Anyone affected by his *charm person* is tainted by madness (see sidebar in Part Five). If Aehion chooses, he may immediately follow-up any successful use of his *charm person* with a use of his *suggestion* ability as a free action, as long as he has uses remaining.

Mental Blast: Aehion may cause the targets synapses to overload, doing 1d6 points of damage per two caster levels plus his Charisma bonus in a 15-foot cone (3d6+4). Those are damaged by this attack take a cumulative –1 circumstance penalty to attacks due to the lasting pain. A successful Will save (DC 15) halves the damage and negates the secondary effect.

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

Sense Thoughts: Once per day, Aehion can use *see invisibility* by sensing the location of thinking beings, however this only works on creatures with terrestrial organic brains. Thus outsiders and warforged would be immune, while elves or dwarves would not be.

Suggestion: Aehion may use *suggestion* (DC 17) a number of times per day equal to twice his Charisma bonus (8 times). Anyone affected by his *charm person* is tainted by madness (see sidebar in Part Five).

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

Tower of the Mind: Once per day as an immediate action, Aehion can invoke a protective barrier of mental energy for a +8 armor bonus that lasts for one round per caster level.

Languages: Common, Gnome, Goblinoid.

Possessions: Masterwork dagger, *bracers of armor* +1, *cloak of resistance* +1, *brooch of shielding*, *Quaal's feather token: whip*, *potion of shield of faith* +3, *potion of protection from good*, *potion of eagle's splendor*, *potion of cure moderate wounds*.

Physical Description: Aehion is a finely dressed bearded gnome, with close cut brown hair and a large smile.

Personality: Like most gnomes of Zilargo, Aehion is bred to be a social predator, but his abuse of the *delirium stone* has rapidly begun to under any temperance that held him in check. He is like the polished viper you have invited into your home, fascinating to chat with, but deadly poisonous should it choose to strike.

Power-Up Suite (*tower of the mind*)—AC 20, touch 12, flat-footed 19.

Lord Aehion Hanius Haytpear: Male gnome Ari 7; CR 8; Small humanoid (gnome); HD 7d8+35; hp 73; Init +1; Spd 20 ft.; AC 13, touch 12, flat-footed 12; Base Atk/Grp: +4/+5; Atk: +5 melee (1d3-1/19-20, masterwork dagger) or +6 ranged (1d3-1/19-20, masterwork dagger); Full Atk: +5 melee (1d3-1/19-20, masterwork dagger) or +6 ranged (1d3-1/19-20, masterwork dagger); SA *Delirium stone connection*; SQ Gnome traits; AL NE; SV Fort +5, Ref +3, Will +4; Str 8, Dex 12, Con 12, Int 12, Wis 8, Cha 20.

Skills and Feats: Bluff +15, Diplomacy +21, Gather Information +15, Knowledge (History) +11, Sense Motive +11; Aberrant Dragonmark (*charm person*), Great Fortitude, Negotiator.

Delirium Stone Connection (Su): Aehion is attuned to the *delirium stone* and has gained the following abilities because of it. He 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.

Charm Person: Aehion may use his *charm person* (DC 15) aberrant dragonmark at will. Anyone affected by his *charm person* is tainted by madness (see sidebar in Part Five). If Aehion chooses, he may immediately follow-up any successful use of his *charm person* with a use of his *suggestion* ability as a free action, as long as he has uses remaining.

Mental Blast: Aehion may cause the targets synapses to overload, doing 1d6 points of damage per two caster levels plus his Charisma bonus in a 15-foot cone (3d6+5). Those are damaged by this attack take a cumulative –1 circumstance penalty to attacks due to the lasting pain. A successful Will save (DC 16) halves the damage and negates the secondary effect.

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

Sense Thoughts: Once per day, Aehion can use *see invisibility* by sensing the location of thinking beings, however this only works on creatures with terrestrial organic brains. Thus outsiders and warforged would be immune, while elves or dwarves would not be.

Suggestion: Aehion may use *suggestion* (DC 18) a number of times per day equal to twice his Charisma bonus (10 times). Anyone affected by his *charm person* is tainted by madness (see sidebar in Part Five).

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

Tower of the Mind: Once per day as an immediate action, Aehion can invoke a protective barrier of mental energy for a +8 armor bonus that lasts for one round per caster level.

Languages: Common, Gnome, Goblinoid.

Possessions: Masterwork dagger, *bracers of armor* +1, *cloak of resistance* +1, *brooch of shielding*, *Quaal's feather token: whip*, *potion of shield of faith* +3, *potion of protection from good*, *potion of eagle's splendor*, *potion of cure moderate wounds*, *cloak of Charisma* +2.

Physical Description: Aehion is a finely dressed bearded gnome, with close cut brown hair and a large smile.

Personality: Like most gnomes of Zilargo, Aehion is bred to be a social predator, but his abuse of the *delirium stone* has rapidly begun to under any temperance that held him in check. He is like the polished viper you have invited into your home, fascinating to chat with, but deadly poisonous should it choose to strike.

Power-Up Suite (*tower of the mind*)—AC 20, touch 12, flat-footed 19.

Lord Aehion Hanius Haytpear: Male gnome Ari 8; CR 9; Small humanoid (gnome); HD 8d8+40; hp 83; Init +1; Spd 20 ft.; AC 13, touch 12, flat-footed 12; Base Atk/Grp: +5/+6; Atk: +6 melee (1d3-1/19-20, masterwork dagger) or +7 ranged (1d3-1/19-20, masterwork dagger); Full Atk: +6 melee (1d3-1/19-20, masterwork dagger) or +7 ranged (1d3-1/19-20, masterwork dagger); SA *Delirium stone connection*; SQ Gnome traits; AL NE; SV Fort +5, Ref +3, Will +5; Str 9, Dex 12, Con 12, Int 12, Wis 8, Cha 20.

Skills and Feats: Bluff +16, Diplomacy +22, Gather Information +16, Knowledge (History) +12, Sense Motive +12; Aberrant Dragonmark (*charm person*), Great Fortitude, Negotiator.

Delirium Stone Connection (Su): Aehion is attuned to the *delirium stone* and has gained the following abilities because of it. He 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.

Charm Person: Aehion may use his *charm person* (DC 15) aberrant dragonmark at will. Anyone affected by

his *charm person* is tainted by madness (see sidebar in Part Five). If Aehion chooses, he may immediately follow-up any successful use of his *charm person* with a use of his *suggestion* ability as a free action, as long as he has uses remaining.

Mental Blast: Aehion may cause the targets synapses to overload, doing 1d6 points of damage per two caster levels plus his Charisma bonus in a 15-foot cone (4d6+5). Those are damaged by this attack take a cumulative –1 circumstance penalty to attacks due to the lasting pain. A successful Will save (DC 16) halves the damage and negates the secondary effect.

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

Sense Thoughts: Once per day, Aehion can use *see invisibility* by sensing the location of thinking beings, however this only works on creatures with terrestrial organic brains. Thus outsiders and warforged would be immune, while elves or dwarves would not be.

Suggestion: Aehion may use *suggestion* (DC 18) a number of times per day equal to twice his Charisma bonus (10 times). Anyone affected by his *charm person* is tainted by madness (see sidebar in Part Five).

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

Tower of the Mind: Once per day as an immediate action, Aehion can invoke a protective barrier of mental energy for a +8 armor bonus that lasts for one round per caster level.

Languages: Common, Gnome, Goblinoid.

Possessions: Masterwork dagger, *bracers of armor +1*, *cloak of resistance +1*, *brooch of shielding*, *Quaal's feather token: whip*, *potion of shield of faith +3*, *potion of protection from good*, *potion of eagle's splendor*, *potion of cure moderate wounds*, *cloak of Charisma +2*.

Physical Description: Aehion is a finely dressed bearded gnome, with close cut brown hair and a large smile.

Personality: Like most gnomes of Zilargo, Aehion is bred to be a social predator, but his abuse of the *delirium stone* has rapidly begun to under any temperance that held him in check. He is like the polished viper you have invited into your home, fascinating to chat with, but deadly poisonous should it choose to strike.

Power-Up Suite (*tower of the mind*)—AC 20, touch 12, flat-footed 19.

Part Six: Double Cross

Aglor the Brute: Male half-orc Bbn 2/Ftr 2; CR 4; Medium humanoid (orc); HD 2d12+4 plus 2d10+4; hp 39; Init +1; Spd 40 ft.; AC 17, touch 11, flat-footed 16; Base Atk/Grp: +4/+9; Atk: +10 melee (2d4+7/18-20, masterwork falchion) or +5 ranged (1d8/×3, longbow); Full Atk: +10 melee (2d4+7/18-20,

masterwork falchion) or +5 ranged (1d8/×3, longbow); SA Rage 1/day; SQ Darkvision 60 ft., uncanny dodge; AL CN; SV Fort +9, Ref +2, Will +1; Str 20, Dex 12, Con 14, Int 6, Wis 10, Cha 4.

Skills and Feats: Jump +10, Listen +5, Survival +1; Aberrant Dragonmark (*shield*), Cleave, Combat Reflexes, Power Attack.

Languages: Common, Orc.

Possessions: Masterwork falchion, mithral breastplate, longbow, 20 arrows, backpack, *cloak of resistance +1*, *amulet of natural armor +1*.

Physical Description: Aglor is a large man possessed of mostly of human features, with irregular teeth and a slightly sloping forehead.

Personality: Aglor doesn't speak much, following orders when told to.

Power-Up Suite (*shield*)—AC 21, touch 15, flat-footed 20.

Aglor the Brute: Male half-orc Bbn 2/Ftr 2/Rgr 1; CR 5; Medium humanoid (orc); HD 2d12+4 plus 2d10+4 plus 1d8+2; hp 46; Init +1; Spd 40 ft.; AC 17, touch 11, flat-footed 16; Base Atk/Grp: +5/+10; Atk: +11 melee (2d4+7/18-20, masterwork falchion) or +6 ranged (1d8/×3, longbow); Full Atk: +11 melee (2d4+7/18-20, masterwork falchion) or +6 ranged (1d8/×3, longbow); SA Favored enemy (human, +2), rage 1/day; SQ Darkvision 60 ft., uncanny dodge, wild empathy; AL CN; SV Fort +9, Ref +5, Will +1; Str 20, Dex 12, Con 14, Int 6, Wis 10, Cha 4.

Skills and Feats: Jump +10, Listen +6, Sense Motive +3, Survival +3; Aberrant Dragonmark (*shield*), Cleave, Combat Reflexes, Power Attack, Track.

Languages: Common, Orc.

Possessions: Masterwork falchion, mithral breastplate, longbow, 20 arrows, backpack, *cloak of resistance +1*, *amulet of natural armor +1*, *potion of cure light wounds*, *potion of levitate*.

Physical Description: Aglor is a large man possessed of mostly of human features, with irregular teeth and a slightly sloping forehead.

Personality: Aglor doesn't speak much, following orders when told to.

Power-Up Suite (*shield*)—AC 21, touch 15, flat-footed 20.

Aglor the Brute: Male half-orc Bbn 2/Ftr 2/Rgr 1/Tactical Soldier 1; CR 6; Medium humanoid (orc); HD 2d12+4 plus 2d10+4 plus 1d8+2 plus 1d10+2; hp 54; Init +1; Spd 40 ft.; AC 17, touch 11, flat-footed 16; Base Atk/Grp: +6/+11; Atk: +12 melee (2d4+7/18-20, masterwork falchion) or +7 ranged (1d8/×3, longbow); Full Atk: +12/+7 melee (2d4+7/18-20, masterwork falchion) or +7/+2 ranged (1d8/×3, longbow); SA Favored enemy (human, +2), flanker, rage 1/day; SQ Darkvision 60 ft., uncanny dodge, wild

empathy; AL CN; SV Fort +11, Ref +4, Will +3; Str 20, Dex 12, Con 14, Int 6, Wis 10, Cha 4.

Skills and Feats: Jump +10, Listen +6, Sense Motive +4, Survival +3; Aberrant Dragonmark (*shield*), Cleave, Combat Reflexes, Iron Will, Power Attack, Track.

Flanker (Ex): A tactical soldier can flank enemies from seemingly impossible angles. She can designate any adjacent square as the square from which flanking against an ally is determined (including the square where she stands, as normal). She may designate the square at the beginning of her turn or at any time during her turn. The designated square remains her effective square for flanking until she is no longer adjacent to it or until she chooses a different square (at the start of one of her turns). A tactical soldier can even choose a square that is impassable or occupied.

Languages: Common, Orc.

Possessions: Masterwork falchion, mithral breastplate, longbow, 20 arrows, backpack, *cloak of resistance* +1, *amulet of natural armor* +1, *potion of cure light wounds*, *potion of levitate*.

Physical Description: Aglor is a large man possessed of mostly of human features, with irregular teeth and a slightly sloping forehead.

Personality: Aglor doesn't speak much, following orders when told to.

Power-Up Suite (*shield*)—AC 21, touch 15, flat-footed 20.

Aglor the Brute: Male half-orc Bbn 2/Ftr 2/Rgr 1/Tactical Soldier 2; CR 7; Medium humanoid (orc); HD 2d12+4d10+1d8+14; hp 62; Init +1; Spd 40 ft.; AC 17, touch 11, flat-footed 16; Base Atk/Grp: +7/+12; Atk: +13 melee (2d4+7/18-20, MW falchion) or +8 ranged (1d8/×3, longbow); Full Atk: +13/+8 melee (2d4+7/18-20, MW falchion) or +8/+3 ranged (1d8/×3, longbow); SA Favored enemy (human, +2), flanker, rage 1/day; SQ Darkvision 60 ft., uncanny dodge, wild empathy; AL CN; SV Fort +12, Ref +4, Will +3; Str 20, Dex 12, Con 14, Int 6, Wis 10, Cha 4.

Skills and Feats: Jump +11, Listen +6, Sense Motive +4, Survival +3; Aberrant Dragonmark (*shield*), Cleave, Combat Reflexes, Iron Will, Power Attack, Sidestep, Track.

Flanker (Ex): A tactical soldier can flank enemies from seemingly impossible angles. She can designate any adjacent square as the square from which flanking against an ally is determined (including the square where she stands, as normal). She may designate the square at the beginning of her turn or at any time during her turn. The designated square remains her effective square for flanking until she is no longer adjacent to it or until she chooses a different square (at the start of one of her turns). A tactical soldier can even choose a square that is impassable or occupied.

Languages: Common, Orc.

Possessions: Masterwork falchion, mithral breastplate, longbow, 20 arrows, backpack, *cloak of resistance* +1, *amulet of natural armor* +1, *potion of cure light wounds*, *potion of levitate*.

Physical Description: Aglor is a large man possessed of mostly of human features, with irregular teeth and a slightly sloping forehead.

Personality: Aglor doesn't speak much, following orders when told to.

Power-Up Suite (*shield*)—AC 21, touch 15, flat-footed 20.

Bleoredis Greenmantle: Male human Rog 4; CR 4; Medium human; HD 4d6+8; hp 26; Init +3; Spd 30 ft.; AC 19, touch 14, flat-footed 16; Base Atk/Grp: +3/+4; Atk: +5 melee (1d6+1/18-20, masterwork rapier) or +6 ranged (1d6/×3, shortbow); Full Atk: +5 melee (1d6+1/18-20, masterwork rapier) or +6 ranged (1d6/×3, shortbow); SA Sneak attack +2d6; SQ Evasion, trapfinding, trap sense +1, Uncanny dodge; AL N; SV Fort +3, Ref +7, Will +2; Str 12, Dex 16, Con 14, Int 12, Wis 8, Cha 10.

Skills and Feats: Bluff +7, Climb +5, Disable Device +8, Disguise +9 (+11 acting), Hide +7 (+8 w/darkweave), Move Silently +7, Open Lock +10, Search +8, Spot +6, Tumble +7; Aberrant Dragonmark (*detect secret doors*), Iron Will, Quick Draw.

Languages: Common, Gnome.

Possessions: Masterwork rapier, shortbow, 20 arrows, chain shirt, buckler, darkweave clothing, 50 rope, grappling hook, disguise kit, thieves tools, *ring of deflection* +1, *potion of cure light wounds*, *elixir of fire breath*.

Physical Description: Bleoredis is a thin nondescript man with brown hair and a plain face. He generally prefers to wear dark colors.

Personality: Bleoredis is a second story thief, who tries to leave no trace of his passing through life. He tries to be as unremarkable as possible.

Bleoredis Greenmantle: Male human Rog 4/Ftr1; CR 5; Medium human; HD 4d6+8 plus 1d10+2; hp 34; Init +3; Spd 30 ft.; AC 19, touch 14, flat-footed 16; Base Atk/Grp: +4/+5; Atk: +6 melee (1d6+1/18-20, masterwork rapier) or +9 ranged (1d8/×3, shortbow); Full Atk: +6 melee (1d6+1/18-20, masterwork rapier) or +9 ranged (1d8/×3, shortbow); SA Sneak attack +3d6; SQ Evasion, trapfinding, trap sense +1, Uncanny dodge; AL N; SV Fort +5, Ref +7, Will +2; Str 12, Dex 16, Con 14, Int 12, Wis 8, Cha 10.

Skills and Feats: Bluff +7, Climb +6, Disable Device +8, Disguise +9 (+11 acting), Hide +7 (+8 w/darkweave), Intimidate +5, Move Silently +7, Open Lock +10, Search +8, Spot +6, Tumble +7; Aberrant Dragonmark (*detect secret doors*), Iron Will, Quick Draw, Weapon Focus (longbow).

Languages: Common, Gnome.

Possessions: Masterwork rapier, longbow, 20 masterwork arrows, chain shirt, buckler, darkweave clothing, 50 rope, grappling hook, disguise kit, thieves tools, *ring of deflection +1*, *potion of cure light wounds*, *elixir of fire breath*.

Physical Description: Bleoredis is a thin nondescript man with brown hair and a plain face. He generally prefers to wear dark colors.

Personality: Bleoredis is a second story thief, who tries to leave no trace of his passing through life. He tries to be as unremarkable as possible.

Bleoredis Greenmantle: Male human Rog 5/Ftr 1; CR 6; Medium human; HD 5d6+1d10+12; hp 40; Init +3; Spd 30 ft.; AC 19, touch 14, flat-footed 16; Base Atk/Grp: +4/+5; Atk: +6 melee (1d6+1/18-20, masterwork rapier) or +9 ranged (1d8+1/×3, shortbow); Full Atk: +6 melee (1d6+1/18-20, masterwork rapier) or +9 ranged (1d8+1/×3, shortbow); SA Sneak attack +3d6; SQ Evasion, trapfinding, trap sense +1, Uncanny dodge; AL N; SV Fort +5, Ref +7, Will +2; Str 12, Dex 16, Con 14, Int 12, Wis 8, Cha 10.

Skills and Feats: Bluff +7, Climb +6, Disable Device +8, Disguise +9 (+11 acting), Hide +7 (+8 w/darkweave), Intimidate +5, Move Silently +7, Open Lock +10, Search +8, Spot +6, Tumble +7; Aberrant Dragonmark (*detect secret doors*), Iron Will, Point Blank Shot, Quick Draw, Weapon Focus (longbow).

Languages: Common, Gnome.

Possessions: Masterwork rapier, mighty composite longbow [+1], 20 masterwork arrows, chain shirt, buckler, darkweave clothing, 50 rope, grappling hook, disguise kit, thieves tools, *ring of deflection +1*, *potion of cure light wounds*, *elixir of fire breath*.

Physical Description: Bleoredis is a thin nondescript man with brown hair and a plain face. He generally prefers to wear dark colors.

Personality: Bleoredis is a second story thief, who tries to leave no trace of his passing through life. He tries to be as unremarkable as possible.

Bleoredis Greenmantle: Male human Rog 5/Ftr 2; CR 7; Medium human; HD 5d6+10 plus 2d10+4; hp 48; Init +3; Spd 30 ft.; AC 19, touch 14, flat-footed 16; Base Atk/Grp: +5/+6; Atk: +7 melee (1d6+1/18-20, masterwork rapier) or +10 ranged (1d8+1/×3, shortbow); Full Atk: +7 melee (1d6+1/18-20, masterwork rapier) or +10 ranged (1d8+1/×3, shortbow); SA Sneak attack +3d6; SQ Evasion, trapfinding, trap sense +2, Uncanny dodge; AL N; SV Fort +6, Ref +7, Will +2; Str 12, Dex 16, Con 14, Int 12, Wis 8, Cha 10.

Skills and Feats: Bluff +7, Climb +7, Disable Device +8, Disguise +9 (+11 acting), Hide +7 (+8 w/darkweave), Intimidate +8, Move Silently +7, Open Lock +10, Search +8, Spot +6, Tumble +7; Aberrant

Dragonmark (*detect secret doors*), Iron Will, Point Blank Shot, Quick Draw, Weapon Focus (longbow).

Languages: Common, Gnome.

Possessions: Masterwork rapier, mighty composite longbow [+1], 20 masterwork arrows, chain shirt, buckler, darkweave clothing, 50 rope, grappling hook, disguise kit, thieves tools, *ring of deflection +1*, *potion of cure light wounds*, *elixir of fire breath*.

Physical Description: Bleoredis is a thin nondescript man with brown hair and a plain face. He generally prefers to wear dark colors.

Personality: Bleoredis is a second story thief, who tries to leave no trace of his passing through life. He tries to be as unremarkable as possible.

Rienes Luckmaker: Male human Clr 4 (Olladra); CR 4; Medium human; HD 4d8+4; hp 27; Init +1; Spd 30 ft.; AC 18, touch 11, flat-footed 17; Base Atk/Grp: +3/+2; Atk: +2 melee (1d8-1, heavy mace) or +5 ranged (1d8/19-20, light crossbow); Full Atk: +2 melee (1d8-1, heavy mace) or +5 ranged (1d8/19-20, light crossbow); SQ Turn undead (3/day); AL CN; SV Fort +5, Ref +2, Will +8; Str 8, Dex 12, Con 12, Int 10, Wis 18, Cha 10.

Skills and Feats: Concentration +8, Diplomacy +1, Spellcraft +7, Tumble +1; Aberrant Dragonmark (*burning hands*), Eschew Materials, Research.

Languages: Common.

Possessions: +1 chain shirt, heavy mace, heavy steel shield, spell component pouch (×2), holy symbol (×2), light crossbow, 20 masterwork bolts, *wand of cure light wounds* (13 charges), *scroll: dispel magic*, *scroll: silence*, *Quaal's feather token: whip*, *potion of invisibility*, *scroll: sound burst*, *scroll: summon monster II*, *pearl of power 1st level*.

Physical Description: Rienes is always wearing a smile beneath his blonde hair and piercing blue eyes. He has a tendency to turn his face toward the wind, so that his chin length hair is blowing in the breeze. He wears high collared shirts to hide the dragonmark upon his neck.

Personality: The cleric of Olladra is always willing to take a chance, and is generally friendly with a smile or joke for everyone he meets. Despite his friendliness, his is utterly loyal to House Tarkanan whom he views as his family.

Spells Prepared (5/4+1/3+1; base DC = 14 + spell level): 0—*create water*, *detect magic* (×2), *detect poison*, *guidance*; 1st—*bless*, *command*, *entropic shield**, *obscuring mist*, *shield of faith*; 2nd—*darkness*, *delay poison**, *hold person*, *silence*.

*Domain spell. *Domains:* Feast (immune to ingested diseases and poisons); Luck (Ex, reroll once per day).

Rienes Luckmaker: Male human Clr 5 (Olladra); CR 5; Medium human; HD 5d8+5; hp 33; Init +1; Spd 30 ft.; AC 18, touch 11, flat-footed 17; Base Atk/Grp: +3/+2; Atk: +2 melee (1d8-1, heavy mace) or +5

ranged (1d8/19-20, light crossbow); Full Atk: +2 melee (1d8-1, heavy mace) or +5 ranged (1d8/19-20, light crossbow); SQ Turn undead (3/day); AL CN; SV Fort +5, Ref +2, Will +8; Str 8, Dex 12, Con 12, Int 10, Wis 18, Cha 10.

Skills and Feats: Concentration +9, Diplomacy +4, Spellcraft +7, Tumble +2; Aberrant Dragonmark (*burning hands*), Eschew Materials, Research.

Languages: Common.

Possessions: +1 Chain shirt, heavy mace, heavy steel shield, spell component pouch (×2), holy symbol (×2), light crossbow, 20 masterwork bolts, *wand of cure light wounds* (13 charges), *scroll: dispel magic*, *scroll: silence*, *Quaal's feather token: whip*, *potion of invisibility*, *scroll: sound burst*, *scroll: summon monster II*, *pearl of power 1st level*.

Physical Description: Rienes is always wearing a smile beneath his blonde hair and piercing blue eyes. He has a tendency to turn his face toward the wind, so that his chin length hair is blowing in the breeze. He wears high collared shirts to hide the dragonmark upon his neck.

Personality: The cleric of Olladra is always willing to take a chance, and is generally friendly with a smile or joke for everyone he meets. Despite his friendliness, his is utterly loyal to House Tarkanan whom he views as his family.

Spells Prepared (5/4+1/3+1/2+1; base DC = 14 + spell level): 0—*create water*, *detect magic* (×2), *detect poison*, *guidance*, 1st—*bless*, *command*, *entropic shield**, *obscuring mist*, *shield of faith*; 2nd—*delay poison**, *hold person*, *silence*, *sound burst*; 3rd—*deeper darkness*, *protection from energy**, *searing light*.

*Domain spell. *Domains:* Feast (immune to ingested diseases and poisons); Luck (Ex, reroll once per day).

Rienes Luckmaker: Male human Clr 6 (Olladra); CR 6; Medium human; HD 6d8+6; hp 39; Init +1; Spd 30 ft.; AC 18, touch 11, flat-footed 17; Base Atk/Grp: +4/+3; Atk: +3 melee (1d8-1, heavy mace) or +6 ranged (1d8/19-20, light crossbow); Full Atk: +3 melee (1d8-1, heavy mace) or +6 ranged (1d8/19-20, light crossbow); SQ Turn undead (3/day); AL CN; SV Fort +6, Ref +3, Will +9; Str 8, Dex 12, Con 12, Int 10, Wis 18, Cha 10.

Skills and Feats: Concentration +10, Diplomacy +9, Spellcraft +9, Tumble +5; Aberrant Dragonmark (*burning hands*), Eschew Materials, Research, Silent Spell.

Languages: Common.

Possessions: +1 Chain shirt, heavy mace, heavy steel shield, spell component pouch (×2), holy symbol (×2), light crossbow, 20 masterwork bolts, *wand of cure light wounds* (13 charges), *scroll: dispel magic*, *scroll: silence*, *Quaal's feather token: whip*, *potion of invisibility*, *scroll: sound burst*, *scroll: summon monster II*, *pearl of power 1st level*.

Physical Description: Rienes is always wearing a smile beneath his blonde hair and piercing blue eyes. He has a tendency to turn his face toward the wind, so that his

chin length hair is blowing in the breeze. He wears high collared shirts to hide the dragonmark upon his neck.

Personality: The cleric of Olladra is always willing to take a chance, and is generally friendly with a smile or joke for everyone he meets. Despite his friendliness, his is utterly loyal to House Tarkanan whom he views as his family.

Spells Prepared (5/4+1/4+1/3+1; base DC = 14 + spell level): 0—*create water*, *detect magic* (×2), *detect poison*, *guidance*, 1st—*bless*, *command*, *entropic shield**, *obscuring mist*, *shield of faith*; 2nd—*calm emotions*, *delay poison**, *resist energy*, *silence*, *sound burst*; 3rd—*deeper darkness*, *silent hold person*, *protection from energy**, *searing light*.

*Domain spell. *Domains:* Feast (immune to ingested diseases and poisons); Luck (Ex, reroll once per day).

Rienes Luckmaker: Male human Clr 7 (Olladra); CR 7; Medium human; HD 7d8+7; hp 45; Init +1; Spd 30 ft.; AC 18, touch 11, flat-footed 17; Base Atk/Grp: +5/+4; Atk: +4 melee (1d8-1, heavy mace) or +7 ranged (1d8/19-20, light crossbow); Full Atk: +4 melee (1d8-1, heavy mace) or +7 ranged (1d8/19-20, light crossbow); SQ Turn undead (3/day); AL CN; SV Fort +6, Ref +3, Will +9; Str 8, Dex 12, Con 12, Int 10, Wis 18, Cha 10.

Skills and Feats: Concentration +11, Diplomacy +10, Knowledge (religion) +3, Spellcraft +10, Tumble +6; Aberrant Dragonmark (*burning hands*), Eschew Materials, Research, Silent Spell.

Languages: Common.

Possessions: +1 Chain shirt, heavy mace, heavy steel shield, spell component pouch (×2), holy symbol (×2), light crossbow, 20 masterwork bolts, *wand of cure light wounds* (13 charges), *scroll: dispel magic*, *scroll: silence*, *Quaal's feather token: whip*, *potion of invisibility*, *scroll: sound burst*, *scroll: summon monster II*, *pearl of power 1st level*.

Physical Description: Rienes is always wearing a smile beneath his blonde hair and piercing blue eyes. He has a tendency to turn his face toward the wind, so that his chin length hair is blowing in the breeze. He wears high collared shirts to hide the dragonmark upon his neck.

Personality: The cleric of Olladra is always willing to take a chance, and is generally friendly with a smile or joke for everyone he meets. Despite his friendliness, his is utterly loyal to House Tarkanan whom he views as his family.

Spells Prepared (5/5+1/4+1/3+1/2+1; base DC = 14 + spell level): 0—*create water*, *detect magic* (×2), *detect poison*, *guidance*, 1st—*bless*, *command*, *doom*, *entropic shield**, *obscuring mist*, *shield of faith*; 2nd—*calm emotions*, *delay poison**, *resist energy*, *silence*, *sound burst*; 3rd—*deeper darkness*, *silent hold person*, *protection from energy**, *searing light*; 4th—*air walk*, *freedom of movement**, *poison*.

*Domain spell. *Domains:* Feast (immune to ingested diseases and poisons); Luck (Ex, reroll once per day).

Vai: Male elf Wiz 4; CR 4; Medium humanoid (elf); HD 4d4+4; hp 17; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk/Grp: +2/+2; Atk: +2 melee (1d8/19-20, longsword) or +3 ranged (1d8/×3, longbow); Full Atk: +2 melee (1d8/19-20, longsword) or +3 ranged (1d8/×3, longbow); SQ Low-light vision; AL LN; SV Fort +2, Ref +2, Will +4; Str 10, Dex 12, Con 12, Int 20, Wis 10, Cha 8.

Skills and Feats: Concentration +8, Knowledge (arcana) +12, Knowledge (local) +12, Knowledge (the planes) +12, Knowledge (religion) +12, Spellcraft +14; Aberrant Dragonmark (*cause fear*), Scribe Scroll, Spell Focus (evocation).

Languages: Common, Draconic, Elven, Halfling, Goblin.

Possessions: Longsword, longbow, 20 arrows, spell component pouch (×2), spellbook, *headband of intellect* +2, *bracers of armor* +4, *wand of magic missiles* (5 charges).

Physical Description: Vai dresses as most Valenar elves, with swaddling clothes over his tanned skin. His long black hair is braided down his back.

Personality: A haughty elf, Vai sees non-elves as weak; unwilling to do everything needed to find true glory. He barely tolerates the Tarkanans, but sneers at others who seek his council.

Spells Prepared (4/5/3; base DC = 14 + spell level, 15 + spell level for evocation): 0—*daze, detect magic, detect poison, touch of fatigue*; 1st—*grease, hold portal, magic missile, protection from good, silent image*; 2nd—*false life, flaming sphere, web*.

Spellbook: 0—all PHB cantrips; 1st - *animate rope, enlarge person, feather fall, grease, hold portal, magic missile, protection from good, repair light damage, shield, silent image*; 2nd—*darkvision, false life, flaming sphere, glitterdust, knock, see invisibility, web*.

Vai: Male elf Wiz 5; CR 5; Medium humanoid (elf); HD 5d4+5; hp 21; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk/Grp: +2/+2; Atk: +2 melee (1d8/19-20, longsword) or +3 ranged (1d8/×3, longbow); Full Atk: +2 melee (1d8/19-20, longsword) or +3 ranged (1d8/×3, longbow); SQ Low-light vision; AL LN; SV Fort +2, Ref +2, Will +4; Str 10, Dex 12, Con 12, Int 20, Wis 10, Cha 8.

Skills and Feats: Concentration +9, Knowledge (arcana) +13, Knowledge (local) +13, Knowledge (the planes) +13, Knowledge (religion) +13, Spellcraft +15; Aberrant Dragonmark (*cause fear*), Empower Spell, Scribe Scroll, Spell Focus (evocation).

Languages: Common, Draconic, Elven, Halfling, Goblin.

Possessions: Longsword, longbow, 20 arrows, spell component pouch (×2), spellbook, *headband of intellect* +2, *bracers of armor* +4, *wand of magic missiles* (5 charges).

Physical Description: Vai dresses as most Valenar elves, with swaddling clothes over his tanned skin. His long black hair is braided down his back.

Personality: A haughty elf, Vai sees non-elves as weak; unwilling to do everything needed to find true glory. He barely tolerates the Tarkanans, but sneers at others who seek his council.

Spells Prepared (4/5/3/2; base DC = 14 + spell level, 15 + spell level for evocation): 0—*daze, detect magic, detect poison, touch of fatigue*; 1st—*grease, hold portal, magic missile, protection from good, silent image*; 2nd—*false life, flaming sphere, web*; 3rd—*fireball, fly*.

Spellbook: 0—all PHB cantrips; 1st - *animate rope, enlarge person, feather fall, grease, hold portal, magic missile, protection from good, repair light damage, shield, silent image*; 2nd—*darkvision, false life, flaming sphere, glitterdust, knock, see invisibility, web*; 3rd—*arcane sight, dispel magic, fireball, fly, haste*.

Vai: Male elf Wiz 6; CR 6; Medium humanoid (elf); HD 6d4+6; hp 25; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk/Grp: +3/+3; Atk: +3 melee (1d8/19-20, longsword) or +4 ranged (1d8/×3, longbow); Full Atk: +3 melee (1d8/19-20, longsword) or +4 ranged (1d8/×3, longbow); SQ Low-light vision; AL LN; SV Fort +3, Ref +3, Will +5; Str 10, Dex 12, Con 12, Int 20, Wis 10, Cha 8.

Skills and Feats: Concentration +10, Knowledge (arcana) +14, Knowledge (local) +14, Knowledge (the planes) +14, Knowledge (religion) +14, Spellcraft +16; Aberrant Dragonmark (*cause fear*), Empower Spell, Scribe Scroll, Spell Focus (evocation), Sudden Empower.

Languages: Common, Draconic, Elven, Halfling, Goblin.

Possessions: Longsword, longbow, 20 arrows, spell component pouch (×2), spellbook, *headband of intellect* +2, *bracers of armor* +4, *wand of magic missiles* (5 charges).

Physical Description: Vai dresses as most Valenar elves, with swaddling clothes over his tanned skin. His long black hair is braided down his back.

Personality: A haughty elf, Vai sees non-elves as weak; unwilling to do everything needed to find true glory. He barely tolerates the Tarkanans, but sneers at others who seek his council.

Spells Prepared (4/5/4/3; base DC = 14 + spell level, 15 + spell level for evocation): 0—*daze, detect magic, detect poison, touch of fatigue*; 1st—*grease, hold portal, magic missile, protection from good, silent image*; 2nd—*false life, flaming sphere, glitterdust, web*; 3rd—*fireball, fly, haste*.

Spellbook: 0—all PHB cantrips; 1st - *animate rope, enlarge person, feather fall, grease, hold portal, magic missile, protection from good, repair light damage, shield, silent image*; 2nd—*darkvision, false life, flaming sphere, glitterdust, knock, see invisibility, web*; 3rd—*arcane sight, dispel magic, fireball, fly, haste*.

Vai: Male elf Wiz 7; CR 7; Medium humanoid (elf); HD 7d4+7; hp 29; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk/Grp: +3/+3; Atk: +3 melee (1d8/19-20, longsword) or +4 ranged (1d8/×3, longbow); Full Atk: +3 melee (1d8/19-20, longsword) or +4 ranged (1d8/×3, longbow); SQ Low-light vision; AL LN; SV Fort +3, Ref +3, Will +5; Str 10, Dex 12, Con 12, Int 20, Wis 10, Cha 8.

Skills and Feats: Concentration +11, Knowledge (arcana) +15, Knowledge (local) +15, Knowledge (the planes) +15, Knowledge (religion) +15, Spellcraft +17; Aberrant Dragonmark (*cause fear*), Empower Spell, Spell Focus (evocation), Sudden Empower.

Languages: Common, Draconic, Elven, Halfling, Goblin.

Possessions: Longsword, longbow, 20 arrows, spell component pouch (×2), spellbook, *headband of intellect* +2, *bracers of armor* +4, *wand of magic missiles* (5 charges).

Physical Description: Vai dresses as most Valenar elves, with swaddling clothes over his tanned skin. His long black hair is braided down his back.

Personality: A haughty elf, Vai sees non-elves as weak; unwilling to do everything needed to find true glory. He barely tolerates the Tarkanans, but sneers at others who seek his council.

Spells Prepared (4/6/4/3/2; base DC = 14 + spell level, 15 + spell level for evocation): 0—*daze*, *detect magic*, *detect poison*, *touch of fatigue*; 1st—*grease*, *hold portal*, *magic missile* (×2), *protection from good*, *silent image*; 2nd—*false life*, *flaming sphere*, *glitterdust*, *web*; 3rd—*fireball*, *fly*, *haste*; 4th—*fire shield*, empowered *scorching ray*.

Spellbook: 0—all PHB cantrips; 1st - *animate rope*, *enlarge person*, *feather fall*, *grease*, *hold portal*, *magic missile*, *protection from good*, *repair light damage*, *shield*, *silent image*; 2nd—*darkvision*, *false life*, *flaming sphere*, *glitterdust*, *knock*, *scorching ray*, *see invisibility*, *web*; 3rd—*arcane sight*, *dispel magic*, *fireball*, *fly*, *haste*; 4th—*arcane eye*, *fire shield*, *phantasmal killer*.

New Creature

Iron Defender

Reference: Eberron Campaign Setting, page 287.

Small Construct

Hit Dice: 2d10+10 (21 hp)

Initiative: +2

Speed: 50 ft. (10 squares)

AC: 17 (+1 size, +2 Dex, +4 natural), touch 13, flat-footed 15

Base Attack/Grapple: +1/−1

Attack: Bite +5 melee (1d6+3)

Full Attack: Bite +5 melee (1d6+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: -

Special Qualities: Construct traits, darkvision 60 ft., low-light vision

Saves: Fort +0, Ref +2, Will +0

Abilities: Str 14, Dex 15, Con −, Int 8, Wis 11, Cha 7

Skills: Listen +2, Move Silently +3, Spot +2

Feats: Weapon Focus (bite)

Environment: Any

Organization: Solitary

Challenge Rating: 1

Treasure: None

Alignment: Any (same as creator)

Advancement: 3-6 HD (Small)

Level Adjustment: -

The creature resembles a dog, but its body is formed from iron plates and bars. It stands about two feet high at the shoulder. Its mouth is lined with serrated blades of steel.

An iron defender is a homunculus designed to fight for its creator. It has no special abilities beyond its combat prowess.

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,

Appendix Two—New Rules

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.

Improved Toughness [General]

Reference: Complete Warrior, page 101.

You are significantly tougher than normal.

Prerequisites: Base Fort bonus +2.

Benefit: You gain a number of hit points equal to your current hit dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Investigate [General]

Reference: Eberron Campaign Setting, page 55.

You can use the Search skill to find and analyze clues at the scene of a crime or mystery.

Benefit: This feat expands the way you can use the Search skill by allowing you to notice and analyze clues in a specific area. This use of the Search skill is a full-round action. Clues are pieces of evidence that lead to the solution of a mystery. Clues are physical and can be seen, heard, touched, smelled, or tasted. A clue stands out because it's not a normal feature of the area being searched. Examples of clues include a trampled flowerbed, a broken urn, a pin snapped off in a lock, a torn strip of cloak, a burnt scrap of scroll, or a brooch clutched in a dead man's fist.

Add the following task to the list provided in the *Player's Handbook* description of the Search skill.

| Task | Search DC |
|-------------|-----------|
| Find a clue | 10 |

So, in addition to using Search to find a certain item, notice a secret door, or find a footprint, you have the additional training and experience necessary to find clues of all sorts. Modify the Search DC according to

the nature of the scene being examined, as indicated below. (This function of the Search skill doesn't reveal clues when there are no clues to find.)

| Scene Condition | Search DC Modifier |
|---|--------------------|
| Undisturbed <i>(The scene has not been touched or contaminated in any way.)</i> | +0 |
| Disturbed <i>(Someone or something has slightly and perhaps unintentionally contaminated the scene; for example, a book was picked up and put back or a guard walked cautiously across the area.)</i> | +5 |
| Greatly Disturbed <i>(Someone or something has massively and intentionally contaminated the scene; for example, the area has been cleaned scrubbed, or the area was intentionally disturbed after the primary event occurred.)</i> | +10 |

When a successful Search check turns up a clue, you can make a second check to discern patterns, analyze evidence, and draw conclusions about what has occurred in a specific area. In other words, the first Search check lets you find something, and the second check allows you to figure out what you've found.

You can make a DC 15 Search check to analyze a clue. By examining a body, you might determine whether the victim fought back or provided no struggle at all, or if claws, a weapon, or a spell killed the victim. By looking at a scorch mark on a wall, you might approximate the location of the spellcaster when the spell was cast.

The DC for the check is modified by the time that has elapsed since the event occurred and how significant the clue is, as indicated below. All other rules concerning the Search skill otherwise apply.

| Circumstance (example) | DC Modifier |
|---|-------------|
| Each day since event <i>(Maximum modifier +10)</i> | +2 |
| Minor clue <i>(Provides only a piece of the solution to a puzzle and requires additional data for the investigator to reach a conclusion.)</i> | +0 |
| Moderate Clue <i>(Provides significant data toward the solution of a puzzle and could lead to a conclusion without additional data.)</i> | +2 |
| Major Clue <i>(Provides everything an investigator needs to solve a puzzle, even if the solution is immediately obvious.)</i> | +5 |

The DM should secretly make the second Search check to analyze a clue. If the check succeeds, the DM provides a truthful, objective analysis of the clue that can help the investigator reach a reasonable and logical conclusion. For example, analyzing a brooch clutched in the hand of a murdered dwarf (a major clue) reveals that it was torn from a blue cloak or tunic (it bears strands of a blue material). It bears the symbol of House Cannith, but the brooch isn't of the quality a

house noble would normally wear. These true and objective facts are now left for the investigator to consider and follow up on.

If the check fails, the DM provides analysis of the clue that sounds plausible but is actually flawed in some manner. For example, a flawed analysis of the major clue discussed above would reveal only that the brooch bears the symbol of House Cannith.

Even a successful analysis won't reveal the actual authenticity of a clue. False clues planted at a scene could provide truthful and objective data that leads an investigator in the wrong direction.

Generally, investigating a scene a second time doesn't add new insight unless another clue is discovered. You can take 10 when making a Search check to find a clue, but you can't take 20.

Synergy: If you have 5 or more ranks in an appropriate Knowledge skill, you get a +2 bonus on Search checks to find or analyze clues.

Research [General]

Reference: Eberron Campaign Setting, page 59.

You can use your Knowledge skills to extract information from books, scrolls, and other repositories of facts and figures.

Benefit: This feat expands the way you can use the Knowledge skills. It allows you to use a Knowledge skill to navigate a library, an office filing system, a chronicler's repository, or a church's records storage cell in order to discover information. You must be able to read the language the texts are written in to research them.

Research a Topic: Given enough time (usually 1d4 hours, though the DM can increase the time based on the amount of material you're examining) and a successful DC 10 skill check, you gain a general understanding of the topic you're researching. This assumes the information you are seeking exists within the collection of materials you are researching. The higher the check result, the better and more detailed the information (to the extent available within the source material).

When you want to find out specific information on a specific topic, you must first find a library with tomes relating to that topic. The quality of the library or collection can provide a circumstance bonus on your Knowledge check when performing research.

General-purpose libraries (such as those found in some wealthy households, small churches, or towns) contain basic information on a variety of topics and provide a +1 circumstance bonus.

A library devoted to a specific topic (usually owned by churches or organizations devoted to specific pursuits) provides a +2 circumstance bonus on Knowledge checks related to its topic.

Comprehensive collections are harder to find, but they provide a +4 circumstance bonus. Such

collections reside with large churches, in some larger cities, in some organizations and institutions, at Morggrave University, and in major chronicle offices.

Even rare and harder to gain access to are master collections, which provide a +6 circumstance bonus. Master collections are found in a few dragonmarked house enclaves, one or two royal libraries, and in the library at Korranberg.

Examining Records: Examining books or records to get a general sense of what's in them takes time, skill, and some luck. Find a stack of ledgers in an alchemist's lab? Discover records in a crime lord's hideout? Locate files pertaining to taxes collected in the city? To get a general sense of the information contained therein and whether or not you can use it, you must make a research check using the most appropriate Knowledge skill. The DC depends on the complexity of the code or filing system used.

| Complexity of Code | Knowledge DC | Time Needed |
|--------------------|--------------|-------------|
| Basic | 10 | 1d4 hours |
| Simple | 15 | 1d4+1 hours |
| Moderate | 20 | 1d4+2 hours |
| Complex | 30 | 1d4+4 hours |

On any successful check, the higher the result, the better and more complete the information you glean. If you start out seeking a specific fact, date, map, or similar bit of information, the DM might increase the DC by as little as +5 or as much as +15.

You can retry a Knowledge check made to perform research, though if the material you are examining doesn't contain the data you seek, you can't find it. You can take 10 or 20 when making a Knowledge check to research a topic or examine records. This use of the Knowledge skill takes a minimum of 1d4 hours.

Sidestep [General]

Reference: Miniatures Handbook, page 28.

You can move nimbly around the battlefield.

Prerequisites: Dex 15, Tumble 8 ranks, Dodge, Mobility.

Benefit: Once per round, when you make an attack of opportunity, you may take a 5-foot step after you attack. This 5-foot step doesn't count against your limit of one 5-foot step per round, or against any movement you take on your turn.

New Spells

Repair Light Damage

Reference: Eberron Campaign Setting, page 116.

Transmutation

Level: Artificer 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Construct touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

When laying your hands upon a construct that has at least 1 hit point remaining, or a living construct with –9 or more hit points, you transmute its structure to repair damage it has taken. The spell repairs 1d8 points of damage +1 point per caster level (maximum +5).

New Prestige Class

Tactical Soldier

Reference: Miniatures Handbook, p. 22.

| Level | BAB | Fort | Reflex | Will | Special |
|------------------|-----|------|--------|------|-------------------|
| 1 st | +1 | +2 | +0 | +0 | Flanker |
| 2 nd | +2 | +3 | +0 | +0 | Sidestep |
| 3 rd | +3 | +3 | +1 | +1 | Interpose |
| 4 th | +4 | +4 | +1 | +1 | Defensive Shield |
| 5 th | +5 | +4 | +1 | +1 | Offensive Strike |
| 6 th | +6 | +5 | +2 | +2 | - |
| 7 th | +7 | +5 | +2 | +2 | Delayed Cleave |
| 8 th | +8 | +6 | +2 | +2 | Unbalancing Blow |
| 9 th | +9 | +6 | +3 | +3 | - |
| 10 th | +10 | +7 | +3 | +3 | Reciprocal Strike |

Flanker (Ex): A tactical soldier can flank enemies from seemingly impossible angles. She can designate any adjacent square as the square from which flanking against an ally is determined (including the square where she stands, as normal). She may designate the square at the beginning of her turn or at any time during her turn. The designated square remains her effective square for flanking until she is no longer adjacent to it or until she chooses a different square (at the start of one of her turns). A tactical soldier can even choose a square that is impassable or occupied.

Sidestep (Ex): A tactical soldier gains this feat as a bonus feat at 2nd level.

Interpose (Ex): A tactical soldier gains this ability, which is usable three times a day, at 3rd level. When an enemy threatens her in melee and makes a successful attack against an adjacent ally of hers, the tactical soldier may take the damage (and the other effects) of the blow as if she had been hit instead.

Defensive Shield (Ex): Starting at 4th level, whenever a tactical soldier fights defensively, she provides up to two adjacent allies with a +2 dodge

bonus to Armor Class, though their attack rolls do not take the normal –4 penalty (but her attack rolls still do).

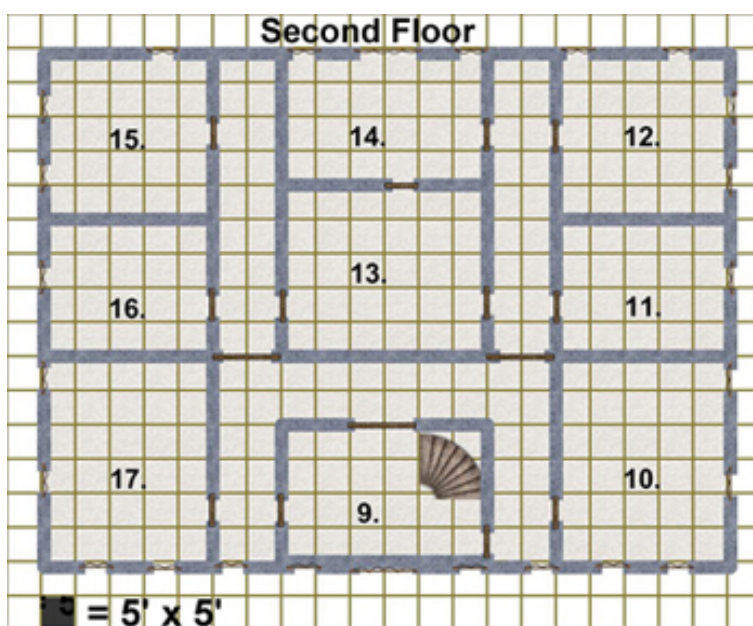
Offensive Strike (Ex): Starting at 5th level, in times of urgency a tactical soldier can lower her defenses to make a very aggressive attack. When making an offensive strike, the tactical soldier gains a +4 bonus on melee attacks rolls and damage rolls for 1 round. Until her next turn, however, she is wide open to physical and magical attacks. All successful attack rolls made against the tactical soldier are automatic threats, and all saving throws the tactical soldier makes against spells automatically fail.

Delayed Cleave (Ex): Starting at 7th level, if the last creature a tactical soldier hit in melee is dropped by someone other than her, and the tactical soldier still threatens that creature's square, she may make a cleave attack as an attack of opportunity. All normal restrictions on cleave attempts and attacks of opportunity apply.

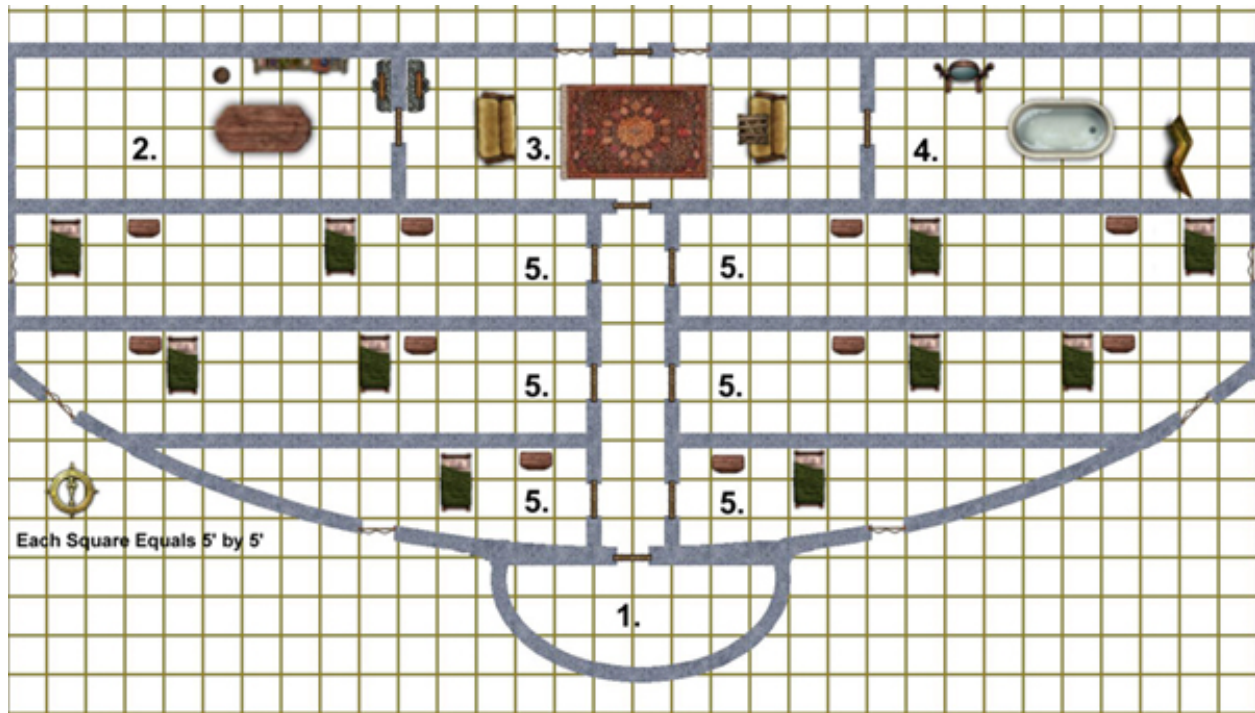
Unbalancing Blow (Ex): Starting at 8th level, a tactical soldier can use a full-round action to make a strategic melee attack against an enemy. If the attack succeeds, in addition to dealing regular damage, the blow unbalances the target so much that it provokes attacks of opportunity from creatures threatening its square. This ability works only on creatures up to one size category larger than the tactical soldier.

Reciprocal Strike (Ex): A 10th-level tactical soldier can make an attack of opportunity (subject to normal restrictions) against a foe that successfully attacks an ally of the soldier and deals damage. She can use this ability three times per day.

Appendix Three—Map of the Hayt tear Mansion and Grounds



Player Handout #1: The Safe House



Equipment Supplied

100-ft. Silk Rope
Two Grappling Hooks
One Backpack
One Crowbar
One Signal Whistle
Two Smokesticks
One Thunderstone
One Climber's Kit
One Disguise Kit
One Investigative's Kit
Up to Six sets of Forged Identification Papers with Portraits (One for each PC, but with name, organization, and country of origin yet to be filled it.)