



MARK OF HEROES

FALLEN OF SHARN

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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Introduction

This adventure is optimized for 4th-level characters. This means that it is designed and balanced for a group of four to five 4th-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 or 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 increase that average by one for groups of six PCs. Treat that level as the group 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 PC and entertain the players, not to overwhelm or fail to leave them feelings uninspired by their easy victories. The most enjoyable D&D games are the 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 DUNGEONS & 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 *Fallen of Sharn* very challenging, and the percentages of character deaths 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 points and equipment value (gold pieces) 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.

Adventure Background

The Last War may have left Sharn physically untouched, but its tribulations have left deep emotional scars among its survivors. It is not uncommon to find veterans shattered by their experiences among the harems and drug houses in Sharn's seedier districts. A veritable lost generation has been conceived in the womb of war—a generation swinging back and forth between anger and depression.

Few families have been spared the pain, and one person dealing with the consequences of the Last War is Matron Martra of the Diggers' Union. Martra is a matron of Grea Tower in Wroat and an emissary of the Diggers' Union. Normally, she directs her contacts across Khorvaire to recover artifacts to fill the University's archives and coffers, but recently a grave situation has forced her to use the Diggers' Union to retrieve something quite personal—her niece Essa.

Martra's sister married a member of the House Cannith. She bore three children, and each served in the Brelish military during the Last War: only Essa returned alive. Essa was a member of an elite Brelish corps of engineers called the Third Company, an organization of engineers, alchemists and artificers responsible for developing the *Plaguewind*. The deadly magics of this project proved impossible for the arcanists of the Third Company to control.

The *Plaguewind* escaped and spread through a division of Brelish soldiers like wildfire, blistering their skin and finally liquefying it. These soldiers lived brief, agonized lives before succumbing to an excruciatingly painful death. No healing could restore them or return them to life.

Though word of the *Plaguewind* horror and the involvement of the shadowy Third Company was contained by Breland and the organization disbanded, their identities became closely guarded secrets.

Unfortunately, spies and other organization learned vague details of the project.

The experiences during the Last War left Essa spiritless. She disappeared two months ago without a trace. Within the last two weeks, her family found a note that saying that she had decided to join "those like her."

Martra believes that Essa has descended into the district of Fallen, a place where Sharn traditionally abandons its mentally ill. Within Fallen, Martra has heard there is an old temple that has been converted to an asylum named the Shamballan School—also known as the Shambles. It has gained a guarded reputation for welcoming unhinged Brelish soldiers into its halls for care and study since their return from the Last War.

Martra wants the PCs to investigate this lead. They are to retrieve Essa or any further evidence they can find as to her whereabouts. She instructs them to keep this matter confidential. She implies they should do this as a favor to her, but Martra is aware that Essa did some secret work for Breland in the war, and she understands that Essa's disappearance has drawn the attention of forces with ill intent.

Martra is correct in her assumption that Essa journeyed to the Shambles, but few people are aware of the situation there. The asylum was secretly operated by clerics of the Fury, who studied and even enhanced the madness in the asylum inmates, often through cruel means. Recently the situation has become much worse. Foul vermin, led by a puppeteer called Quarquiz have infiltrated the asylum. These aberrations seek to use the Fury's acolytes and the torment of the veterans for their own inhuman ends.

Quarquiz has taken control of the Fury high priest and marshaled the mental suffering and life forces of the inmates to grow a vasuthant. Quarquiz's burrowmates have sent it as an *agent provocateur* to expand their influence in Sharn. It has allied itself with roach thralls who masquerade as the acolytes and masters in exchange for fresh host bodies. The Shamballan School has become a tumor of horror ready to leak its madness into the defenseless streets of Fallen, and possibly into Sharn as well.

Adventure Summary

Matron Martra requests the presence of the PCs, and she gives them their mission. PCs are asked to infiltrate an asylum in Fallen to find Martra's missing niece Essa.

In addition to their main mission, PCs receive short personal hooks dependent on their affiliation: race, dragonmark house, group, or class archetype. Events rarely occur unnoticed in Sharn, and several other groups have heard that the PCs are venturing into Fallen on a personal mission for Martra. These groups approach the individual PCs for favors or missions.

PCs begin the adventure at the edge of the map in the pre-marked squares. This area is in the center of Fallen. Before reaching the doors of the asylum, they are beset by

ravers who have been torturing a captured inmate for fun. If the PCs can rescue the inmate and calm him, he can confirm in his own incoherent manner that a woman matching Essa's description is inside. He can also give some clues about what is happening inside the Shambles.

As PCs venture into the asylum, they first encounter roach thralls disguised as acolytes who attempt to trap them in one of the patient wards. PCs who survive the battle with the inmates and the roach thralls find confirmation that Essa is somewhere in the asylum, as well as evidence of her involvement with the Third Company. There are two hallways that lead further into the asylum. Depending on which direction they take, PCs encounter a variety of trapped rooms that hold details of Essa's condition and the puppeteer's plot. Details provided along the way also allow PCs to complete their personal hooks.

Both hallways eventually lead to the main chamber in which the Fury cleric and his puppeteer master have constructed the vasuthant. PCs may then confront the puppeteer and the vasuthant.

Unbeknownst to the PCs, two forces have also arrived at the asylum looking for Essa: the King's Citadel of Breland and the Trust of Zilargo. The King's Citadel has been keeping close watch of the members of the Third Company to ensure that no details of the *Plaguwind* reach outside forces. Essa's disappearance has brought them to this place. Their mission is to capture Essa and return her to the Brelish capital. If her capture is not possible, she is to be neutralized with extreme prejudice. PCs can deal with the King's Citadel agents in a variety of ways: combat, diplomacy, hiding, subterfuge, etc.

The Zilargo Trust had a loose affiliation with the Fury clerics, who used the asylum to cull sensitive information from the minds of veterans. The Trust is aware Essa was involved with creating a powerful magical weapon and want her knowledge. Where the Citadel is willing to talk, the Trust prefers to kill all witnesses. Assuming the PCs are leaving the asylum with Essa, the Trust ambushes the PCs and attempts to kidnap Essa and retrieve her knowledge of the *Plaguwind*.

Personalized Hooks

Each PC can have only one hook. If a PC is eligible for more than one hook, the DM has the authority to choose the appropriate hook. Hooks are detailed in Appendices 1 and 2.

Cast of Characters

Matron Martra – A matron of the Diggers' Union. She hires the PCs to find her niece Essa in Fallen.

Essa – Matron Martra's niece. Essa was a member of a secret military unit that created The *Plaguwind*, a magical disease that was going to be used against Breland's enemies in the Last War. The *Plaguwind* was accidentally released and killed many Breland soldiers.

Thurm – An escaped inmate from the Shambles who is being tortured by ravers as the PCs approach the asylum.

Nura and Thurrannon – Two citizens of Sharn who have heard that the masters of the Shambles allow people to enter the asylum and watch the experiments.

Mistress Channa – A former follower of the Fury who helped the priests run the asylum. She was infested with a roach thrall, and now she acts the part of an asylum master while guarding the entrance to the place against invasion by ravers or other forces.

Vorj and Ressir – Two former residents of Fallen, these two were infested with roach thralls. They now act as keepers of the inmates, as well as assistants to the puppeteer.

Xantomorkal – A cleric of the Fury who was in charge of overseeing the treatment of the inmates at the Shamballan School since the end of the Last War. He healed some, tortured others to death, and performed unspeakable acts in order to better study the madness and passion of those who came to the Shambles. He was growing the vasuthant as a personal pet and guard, but now he is under the domination of the puppeteer Quarquiz.

Quarquiz – A puppeteer who has stumbled into a great situation. He is using the cleric Xantomorkal to grow the vasuthant larger and larger. The puppeteer has little interest in madness and passion, except to feed his pet.

Troubleshooting the Adventure

The main challenge of running this adventure is most likely the dynamic nature of the encounters with the King's Citadel and the Zilargo Trust. Based on the actions of the PCs and the way the encounters play out, the judge must show flexibility.

There is a chance that the final encounter could end in a three-way battle between the PCs, the King's Citadel, and the Zilargo Trust over possession of Essa. Try to challenge the PCs without overwhelming them with too many foes at once.

Finally and most importantly, this is a Special Delve event. As such, the event is meant to be very difficult. While you are encouraged to tailor the encounter a bit to fit the needs of the party through the tactics of the combatants, the you must also be willing to let the chips fall where they may. If the PCs do perish, make the deaths memorable.

Prologue: Martra's Softer Side

Your summons to the Hall of Messengers was typical: a terse and commanding note telling you to meet Martra in the hall for your next mission on behalf of the Diggers' Union.

What you found when you arrived, along with a few of your fellow Diggers' Union members, was highly unusually. Matron Marta was crying. She tried to pull herself together quickly, and she asked you all to have a seat and wait patiently while she excused herself.

This is an opportunity for the PCs to introduce themselves or at least describe their characters to one another. If the party is lacking one of the core classes (cleric, fighter, rogue, wizard), now is the chance for one of the players to “take one for the team.”

After a brief time, Marta returns. She again looks more like her old self: composed, cold, severe, and matter-of-fact.

“Thank you for waiting. I have called you here because you are somewhat more experienced than many of the other Diggers here, and this mission requires discretion. What I ask you to do now is a personal favor for me.” Martra’s voice begins to crack a bit. She clears her throat, glares at you all as if daring you to notice her show of emotion, then continues. “My sister married a member of House Cannith. Her three children all served Breland proudly in the Last War. The only one to survive was her youngest, a daughter named Essa. Essa was a healer in the war, and what she saw during that time caused her much grief. My sister talked to me often about my niece’s nightmares and hours spent alone crying. We all knew she was suffering, but—” Matron Martra stops here and composes herself.

“Essa has been missing for two months. Just two weeks ago, my sister found a note from Essa that was hidden among Essa’s possessions she left behind. The note said that Essa was going to search out help in the presence of ‘others like her.’ Essa talked to me of a place in Sharn where some of the soldiers she served with had gone to have their psychic wounds healed. This place was called the Shamballan School in the district called Fallen. Priests supposedly run this place. Fallen, if you are not aware, was once a reputable, if poor, district. However, a glass tower fell on that district on the 9th of Olarune in 918 YK. The city never cleaned up the devastation caused by the tower, and to this day the area has been called Fallen. To say it is dangerous and lawless is an understatement.

I want you to go to Fallen and find Essa. If she is at the Shamballan School, bring her back to me. If you cannot find her, question anyone you can who might know of her whereabouts. I fear the danger of Fallen, combined with Essa’s fragile mental state, may lead to one more terrible loss to my sister. Please hurry. And please be discrete. I do not want my family’s business wagging off the end of every

tongue in Breland. You will be compensated at the usual rates.

Martra knows that Essa was not a healer in the war, but instead was involved in something highly secret and possibly dangerous. A Sense Motive check (DC 18) reveals that Martra might be hiding something when she talks about Essa’s role in the Last War and the reasons Martra wants to keep things quiet.

Interlude: Agendas

After the PCs receive their briefing from Martra, they have a few hours to pack their belongings before leaving via lightning rail for Sharn. While they do this, some group or individual contacts each PC. These people ask the PCs to perform some small side mission while in Sharn. These “personal hooks” can be found in Appendix 1. The hooks have been created to match the class, race, house affiliation, and other backgrounds of the PC. Make every attempt to give each PC a unique hook, but make sure every PC gets one.

Part 1: How the Mighty Have Fallen (Area A) [EL 6]

Light: Overcast skies give filtered light through the tumbled buildings.

Sound: Raised voices shout in anger.

Auras: None

Reaction: The ravers become enraged at the party’s intrusion on their sport.

The PCs begin “Part 1” in the squares indicated on the “DM’s Map”, in the lower right-hand corner.

As the PCs approach the asylum through the twisted maze of collapsed buildings, they come upon a group of humans surrounding a lone man trapped in a cage near the Shamballan School. The party witnesses the following scene as they set foot onto the map on the squares marked for the party starting position.

The district of Fallen is aptly named. The jumble of broken-down buildings and ramshackle towers which you wind your way through makes the dingy adventurer’s quarter of Clifftop appear princely and opulent in comparison. The streets are littered with the detritus of the upper levels, as well as unrecognizable filth. Already you have seen things in this slum to twist your soul, but as you approach the Shamballan School you come upon a horrific example of the depravities possible in this abysmal place.

A group of five snarling humanoids—likely the districts dangerous ravers—have surrounded a cage left sitting in the middle of the road. The group of raving lunatics paws at caged unfortunates. As the

ravers in an attempt to get the most advantageous angle to strike a blow, you notice the poor caged person—a lone man dressed in a dirty smock—cannot avoid the assault. He cries pitifully as blow after blow lands on his huddled form.

All PCs can make Spot checks (DC 10) to notice a pair of individuals observing the torture from hiding. These individuals are Nura and Thurrannon, a pair of aristocrats from the Upper Levels who enjoy observing the antics and misery of the mentally ill. They are cowards and avoid any combat. See below for more information on Nura and Thurrannon.

At this point, the party may decide to intervene. Any attempt to parley with the ravers is unsuccessful and results in an immediate attack upon the party by the ravers. Even if the PCs decide not to interfere, they are attacked as they pass the cage, as they must go around this area to reach the asylum they were sent to investigate.

The band of ravers appear to have forgotten their current plaything and found another source for their demented amusement—you! Eyes filled with the madness of utter depravity and desperation turn toward you. Hooting and howling the ravers advance.

Creatures: The occupant of the cage is a patient from the asylum who managed to sneak out. His name is Thurm, and he is a former Brelish warrior who was abandoned in Fallen by his heartless family. The war, and his subsequent treatment, has left deep mental and physical scars.

These ravers are but one small group of the roving bands of mentally unbalanced that inhabit Fallen. It is next to impossible to deal with them peacefully, so even the masters and acolytes of the asylum avoid contact with them. The ravers are always hostile, and their crazed state foils any form of diplomacy.

Raver Thugs (3): hp 15, 15, 15 (21 each when raging); see “Combat Statistics” below; Suggested Miniature – Carrion Tribe Barbarian (ABERRATIONS 46/60).

Raver Wilder: hp 23; see “Combat Statistics” below. Suggested Miniature – Githzarai (ARCHFIENDS 23/60).

Raver Swordsman: hp 40 (48 when raging); see “Combat Statistics” below; Suggested Miniature – Barbarian Mercenary (DRAGONEYE 46/60).

Thurm (non-combatant): Male human warrior 1; hp 6 (currently at 2 hp). Suggested Miniature – Village Priest (ANGELFIRE 12/60).

Nura (non-combatant): Female half-elf aristocrat 1; hp 7; Wis 10. Suggested Miniature – Ember (HARBINGER 4/80).

Thurrannon (non-combatant): Male human aristocrat 2; hp 13; Wis 11. Suggested Miniature – Sharn Cutthroat (ABERRATIONS 20/60).

Tactics: The ravers fight to the death, like the animals that they are. Their madness has made them fearless, and they continue to fight until they or the PCs are finished. The raver thugs rage and use their Reckless Rage and Reckless Offense feats immediately, charging whenever possible. They have no concept of self-preservation, so their AC does not matter. This means that their ACs can be as low as 1 without much effort. The raver swordsman seeks out someone he considers to be a worthy adversary and engages that person. The raver wilder begins by targeting obvious warriors with her *mind blast* power, wild surging every time she manifests a power. If she runs out of power points, she attacks with her longspear.

Developments: Once the PCs have overcome the ravers, they can converse with Thurm. He is quite unnerved by his experience with the ravers and is softly moaning and rocking frantically in the center of the locked cage (very simple lock, DC 20). To get information from Thurm, the PCs must first calm him. A successful Diplomacy check (DC 20) brings him to the point of being able to verbalize certain things. Spells such as *calm emotions* or *remove fear* also put Thurm in the proper frame of mind to answer questions. No effort by the PCs restore Thurm’s sanity or make him truly coherent.

- If asked about the Asylum, he replies, “The bugs, the bugs. They’re everywhere!” Further questioning causes him to say “Sticky, slimy...no good, no good” or “The buzzing fingers dig into my brain!”
- If the party asks about Essa or gives a description of her, Thurm says, “Pretty lady. She so nice. Pretty lady. So sad. Miss her already.”

Any other questions not pertaining to the above information elicits random babbling.

It is possible that the PCs may attempt to interrogate ravers not killed outright in the battle. Any such attempts fail: the ravers are even more incoherent than the escaped patient and know nothing of the happenings inside the Shamballan School regardless.

If the party chooses to bring Thurm along with them to the asylum, he does not object. If the party wishes to deliver Thurm to a third party to be healed of his wounds or to care for him, then a passerby can be convinced to fetch Facla, a follower of the Silver Flame who tends to the only church still active in Fallen—Blackstone Church. She arrives very quickly to take custody of Thurm. If pressed, she can provide non-magical healing and up to a single *cure light wounds* spell (as a second level caster) to a worshipper of the Silver Flame. Do not spend a lot of time with this situation if the party decides not to take Thurm with them.

Nura and Thurrannon are well-to-do barrister clerks from Little Barrington within the Tavick's Landing district of Sharn. Entering Fallen and viewing the bawdy, depraved antics of the ill has become a fashionable activity among so-called polite society. They intended to visit the Shambles and pay the attendants for the privilege of observing inmates through one-way reflective glass. The ravers prevented them from entering the Shambles but still offered them a show. Nura and Thurrannon freely discuss why they came to Fallen but won't openly reveal the one-way glass arrangement within the Shambles. It's considered a secret among the privileged. That said, either money (at least 50 gp) or intimidation (DC 13 for Nura and 14 for Thurrannon – the DC has a +2 circumstance bonus due to the secretive nature to the information; failure by 5 or more means the subject will never willingly reveal this information to the PCs) is a good incentive for them to spill the secret. They do know that families occasionally hide their disturbed relations in the Shambles. They also know about the lightning treatment and library, but they are not familiar with any traps. They haven't visited the Shambles since its infestation by the roach thralls and are not aware of them.

If any PC has the *Hook: Seek the Psychic Well*, they may be able to complete at least part of it by figuring out that the raver wilder is just that: a wilder. You should *not* provide this information unless they figure it out themselves.

Treasure: Each raver has one vial of acid that they do not use during the combat, and the raver swordsman and raver wilder each also have 2 flasks of alchemist's fire. They were hoping to use the substances on the inmate. They do not consider the idea of using them against the PCs.

Scaling the Encounter

6th-level characters (EL 7): There are 3 elite raver thugs (hp 24, 24, 24; 33 each when raging) instead of 3 taver thugs; see "Combat Statistics", below.

7th-level characters (EL 8): There are 3 elite raver thugs (hp 24, 24, 24; 33 each when raging), an elite raver wilder (hp 33), and an elite raver swordsman (hp 50; 60 when raging); see "Combat Statistics", below.

Combat Statistics

RAVER THUG (RAGING) (3)

CR 1

Male human warrior 1/barbarian 1
CN Medium humanoid (human)

This degenerate wears the tattered remains of a Brelish military uniform and carries a great club studded with glass and nails across one shoulder. Bloody streaks line his arms where he has cut himself on his own weapon, although he doesn't seem to have noticed.

Init +0;

Senses Listen +0, Spot +0

Languages Common

AC 7, touch 6, flat-footed 7

hp 21 (2 HD)

Fort +8, **Ref** +0, **Will** +2

Speed 40 ft. (8 squares)

Melee greatclub +6 melee (1d10+6)

Base Atk +2; **Grp** +6

Atk Options Reckless Offense, rage 1/day (7 rounds)

Abilities Str 18, Dex 11, Con 19, Int 9, Wis 10, Cha 8

Feats Reckless Offense, Reckless Rage

Skills Climb +5, Intimidate +4, Jump +13

Possessions combat gear plus padded armor, greatclub

When the raver thugs are not raging, the following changes apply to the above statistics: **AC** 11, touch 10, flat-footed 11; **hp** 15 (2 HD); **Fort** +5, **Will** +0; **Melee** greatclub +3 (1d10+1); **Grp** +3; **Abilities** Str 12, Con 13

RAVER WILDER

CR 3

Female human wilder3 / warrior 1

CN Medium humanoid (humanoid)

This filthy young woman has a presence that shines through the grime. She clutches a pike in both hands and wears a rusty chain shirt. Her eyes are wide with a terror that isn't reflected in the rest of her mannerisms.

Init +1

Senses Listen -1, Spot -1

Languages Common

AC 15, touch 14, flat-footed 14

hp 23 (4 HD)

Fort +4, **Ref** +2, **Will** +4

Speed 30 ft. (6 squares)

Melee longspear +5 melee (1d8+3/x3)

Base Atk +3; **Grp** +5

Atk Options Psionic Weapon

Special Actions wild surge +2

Psionic Powers Known (ML 3; PP 15)

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1st – *mind thrust*^A (DC 14), *vigor*^A

Abilities Str 14, Dex 12, Con 13, Int 10, Wis 8, Cha 16

SQ elude touch, psychic enervation

Feats Combat Reflexes, Psionic Weapon, Iron Will

Skills Autohypnosis +5, Bluff +9, Concentration +8, Intimidate +10, Tumble +7

Possessions combat gear plus longspear, chain shirt

Wild Surge (Su): When she chooses to invoke a wild surge when manifesting a power, she gains +2 to her manifester level with that manifestation of the power. Can augment her power more than she otherwise could and pays no extra power points for this wild surge. Level-dependent power effects are also improved. Only the unaugmented power point cost is subtracted from the wilder's power point reserve.

Elude Touch (Ex): She gains a bonus to Armor Class against all touch attacks equal to her Charisma bonus; however, her touch AC can never exceed her Armor Class against normal attacks.

Psychic Enervation (Ex): Immediately following each wild surge, there is a 5% per manifester level chance of being dazed until the end of her next turn and losing a number of power points equal to her wilder level.

RAVER SWORDSMAN (RAGING)

CR 4

Male half-elf barbarian 2 / fighter 2

NE Medium humanoid (elf)

This half-elf wears a breastplate covered in grime and dried blood that seems to be engraved with equine designs. He caresses a finely made falchion with a streamer of horsehair that trails from the pommel that looks very out of place in his hands.

Init +1;

Senses Low-light vision; Listen +7, Spot +2

Languages Common, Elven

AC 14, touch 9, flat-footed 14

hp 48 (4 HD)
Immune sleep spells and effects
Resist +2 against enchantment spells and effects
Fort +10, **Ref** +1, **Will** +3

Speed 30 ft. (6 squares)
Melee masterwork falchion +11 melee (2d4+7/18-20)
Base Atk +4; **Grp** +9
Atk Options Cleave, Power Attack, rage 1/day (7 rounds)
Abilities Str 20, Dex 13, Con 18, Int 8, Wis 12, Cha 10
SQ fast movement, uncanny dodge
Feats Cleave, Power Attack^B, Raging Luck, Weapon Focus (falchion)^B
Skills Intimidate +6, Listen+7, Ride +7
Possessions combat gear plus masterwork falchion, breastplate, alchemist's fire (2), flask of acid (2)
 When the Raver swordsman is not raging, the following changes apply to the above statistics: **AC** 16, touch 11, flat-footed 16; **hp** 40 (4 HD); **Fort** +8, **Will** +1; **Melee** masterwork falchion +9 (2d4+4/18-20); **Grp** +7; **Abilities** Str 16, Con 14

ELITE RAVER THUG (RAGING) (3) **CR 2**
 Male human warrior 1 / barbarian 2
 CN Medium humanoid (human)

Init +0;
Senses Listen +0, Spot +0
Languages Common

AC 7, touch 6, flat-footed 7
hp 33 (3 HD)
Fort +9, **Ref** +0, **Will** +2

Speed 40 ft. (8 squares)
Melee greatclub +7 melee (1d10+6)
Base Atk +3; **Grp** +7
Atk Options Reckless Offense, rage 1/day (7 rounds)
Abilities Str 18, Dex 11, Con 19, Int 9, Wis 10, Cha 8
SQ fast movement, illiteracy
Feats Reckless Offense, Reckless Rage
Skills Climb +7, Intimidate +4, Jump +14
Possessions combat gear plus padded armor, greatclub
 When the Elite Raver Thugs are not raging, the following changes apply to the above statistics: **AC** 11, touch 10, flat-footed 11; **hp** 24 (3 HD); **Fort** +6, **Will** +0; **Melee** greatclub +4 (1d10+1); **Grp** +4; **Abilities** Str 12, Con 13

ELITE RAVER WILDER **CR 5**
 Female human wilder 5 / warrior 1
 CN Medium humanoid (human)

Init +1;
Senses Listen -1, Spot -1
Languages Common

AC 15, touch 14, flat-footed 14
hp 33 (6 HD)
Fort +4, **Ref** +2, **Will** +4

Speed 30 ft. (6 squares)
Melee longspear +6 melee (1d8+3/x3)
Base Atk +4; **Grp** +6
Atk Options Psionic Weapon
Special Actions wild surge +2
Psionic Powers Known (ML 5; PP 35)
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 2nd – *id insinuation*^A (DC 15)
 1st – *mind thrust*^A (DC 14), psionic charm^A (DC 14), *vigor*^A

Abilities Str 14, Dex 12, Con 13, Int 10, Wis 8, Cha 16
SQ elude touch, psychic enervation, surging euphoria
Feats Combat Reflexes, Psionic Weapon, Iron Will
Skills Autohypnosis +5, Bluff +9, Concentration +8, Intimidate +10, Tumble +7

Possessions combat gear plus longspear, chain shirt

Wild Surge (Su): When she chooses to invoke a wild surge when manifesting a power, she gains +2 to her manifester level with that manifestation of the power. Can augment her power more than she otherwise could and pays no extra power points for this wild surge. Level-dependent power effects are also improved. Only the unaugmented power point cost is subtracted from the wilder's power point reserve.

Surging Euphoria (Ex): When she uses her wild surge ability, she gains a +1 morale bonus on attack rolls, damage rolls, and saving throws for 2 rounds. She does not get this ability if overcome by psychic enervation.

Elude Touch (Ex): She gains a bonus to Armor Class against all touch attacks equal to her Charisma bonus; however, her touch AC can never exceed her Armor Class against normal attacks.

Psychic Enervation (Ex): Immediately following each wild surge, there is a 10% per manifester level chance of being dazed until the end of her next turn and losing a number of power points equal to her wilder level.

ELITE RAVER SWORDSMAN (RAGING) **CR 5**
 Male half-elf barbarian 3 / fighter 2
 NE Medium humanoid (elf)

Init +1;
Senses Low-light vision; Listen +7, Spot +2
Languages Common, Elven

AC 14, touch 9, flat-footed 14
hp 60 (5 HD)
Immune sleep spells and effects
Resist +2 against enchantment spells and effects
Fort +10, **Ref** +2, **Will** +4

Speed 30 ft. (6 squares)
Melee masterwork falchion +12 melee (2d4+8/18-20)
Base Atk +5; **Grp** +10
Atk Options Cleave, Power Attack, rage 1/day (7 rounds)
Abilities Str 20, Dex 13, Con 18, Int 8, Wis 12, Cha 10
SQ fast movement, uncanny dodge
Feats Cleave, Power Attack^B, Raging Luck, Weapon Focus (falchion)^B
Skills Intimidate +7, Listen+7, Ride +8
Possessions combat gear plus +1 falchion, breastplate
 When the Elite Raver Swordsman is not raging, the following changes apply to the above statistics: **AC** 16, touch 11, flat-footed 16; **hp** 50 (4 HD); **Fort** +8, **Will** +2; **Melee** masterwork falchion +10 (2d4+5/18-20); **Grp** +8; **Abilities** Str 16, Con 14

Part 2: The Shamballan School

1. Entry (EL 6)

After the party leaves the raver encounter, they can approach the Shamballan School. Once a temple to Fury, when the Glass Tower crashed, a large piece decimated the complex. Recent attempts to rebuild the structure resulted in a bizarre amalgam of salvaged stone and glass from the wreckage.

This place is the school's entrance, guarded by the oddly inviting and bureaucratic Mistress Channa. Once the entrance's real mistress, Channa's recently been replaced by a roach thrall.

Light: Outside, refer to Part 1. Several lanterns light the inside of the building.

Sound: The sound of rustling papers and the scribbling of notes as Mistress Channa works at the front desk.

Auras: Faint evil (Mistress Channa)

Reaction: Channa's demeanor is inscrutable, although she may be more animated if the party is returning Thurm to the asylum. If the PCs confront her with evidence of the goings-on here, she drops the ruse and attacks, shedding her skin and calling the nearby acolytes to assist her.

At one time, this building must have been a magnificent house of worship when Fallen was still known as Godsgate. Neglect and disaster have left their mark, and all that is left is a twisted wreck. The whole building looks as if it has been hobbled together with chunks of smashed rock and huge shards of glass. On the lintel above the door a crudely written sign proclaims the current name of this complex: "THE SHAMBALLAN SCHOOL". The door is currently open.

Upon entering the structure, the PCs' greeting depends on whether Thurm is accompanying them. In both cases read the following:

Inside the building a spinsterish-looking woman with a pinched face rises from behind a desk facing the door. She is wearing a faded white doublet with matching white hose. A threadbare shawl is pulled around her shoulders. Her gray hair is pulled back in a bun. The room must have been, at one time, a vestibule for the temple. Now it looks like a mockery of a scribe's office, but better fit for vermin than civil society. A deep, unhealthy moaning undulates through the air from the corridors heading to the north and east.

If Thurm is among the PCs continue with the following:

"Ah, the wayward child has returned," she says in a high-pitched, cracking voice. "I cannot thank you enough for returning our lost little lamb. We were about to send out acolytes to find poor Thurm, and we feared that the unsavory elements of this quarter may have already harmed him."

At this point, the Channa calls out through a doorway behind her, and two acolytes (Vorj and Ressor) in white but dirty tunics come to collect Thurm. PCs with *Hook: Finding Malkfar of House Deneith* can make a Spot check (DC 10) to identify Vorj as the missing member of House Deneith. If questioned, Vorj suggests the PCs have mistaken him for someone else using his Bluff skill (+15; +19 for 5th- and 6th-level characters). Vorj does not make up an elaborate story. He simply claims that he's never lived or worked outside of Fallen in his life (which

is certainly true for the roach thrall). Vorj refuses to accompany the PCs when they leave Fallen. Malkfar was taken over by a roach thrall and is now unrecoverable. He does wear a ring that proves his identity as Malkfar, and this ring is enough to offer proof to his family of his demise.

The acolytes take Thurm to Room 3a and then return to Room 2. The nurse then continues her conversation with the party.

"The Shamballan School is most grateful for assistance in helping retrieve one of our poor unbalanced souls. If we can be of any help to you as a token of our gratitude, you have but to ask."

Should the party enter the building without Thurm in tow, continue with the following text instead:

The woman barely looks up at you as she intones, "Welcome to the Shamballan School. Fill out these forms in triplicate for each person to be committed." She drops a ream of forms onto the counter.

Mistress Channa: Roach Thrall Rog6; hp 66, see "Combat Statistics", below; Suggested Miniature – Drow Wizard (DRAGONEYE 50/50)

Developments: Regardless of whether the PCs return Thurm or not, the roach thrall is more than willing to allow the PC to venture further into the asylum, liking nothing more than to have new bodies to inhabit or to give their partner in crime a group of skilled adventures to exploit.

If the PCs brings up the question about whether Essa is residing here or provide a description of Essa if they do not wish to name her outright, the roach thrall politely informs them woman fitting that description or name is currently receiving treatment in this facility, and she offers a visit with her.

Mistress Channa and the acolytes are willing to provide information about the types of procedures developed at the Shambles.

"Surgical removal of cranial nodes, lightning stimulation, cathartic painting, alchemical regression... few dare to use our techniques but then few know as much as we do about how madness is entwined with passion. We try to encourage both traits in our patients and not suppress it. Only by unleashing our obsessions can we unravel our own secrets."

PCs may find a variety of information if they have the opportunity to search the room. Anyone who makes a Search check (DC 15) on the desk finds papers related to patients. The papers indicate the date of intake, the inmate's initials, sex, race, nationality, and possible illness. Several inmate papers are stamped as cured and released,

but none within the last month. Essa's intake papers can be found among the papers, and they confirm she entered the asylum two months ago. If the searching PC has *Hook: Finding Artificer Hum Lond Phoroeth* they find his intake as well. PCs who search the general room (DC 15) find the faint image of a half-elven woman on the wall. A Knowledge (religion) check DC 20 indicates the image is associated with the Fury, one of the Dark Six gods. A Knowledge (religion) check (DC 15) indicates the Fury is a neutral evil goddess associated with passion and madness.

If the PCs are open in their intention to abscond with Essa, Channa politely but firmly informs them that Essa's mental state precludes release. She also informs them that the Essa south the school's aid of her own free will, and the paperwork can be displayed to prove it.

The roach thrall has no intention of starting a fight at this time, but will do so to protect the school, her master's plans or if she thinks that the PCs can't be dissuaded from taking Essa.

If the PCs do not dispatch Channa, the PCs discover on their way out of the building that the Citadel agents killed her on their way in. As the party leaves, read this brief description:

Lying behind the desk is the carcass of a multi-legged, insectoid creature that has been torn apart. Lying next to the bug is the fleshy shell that was once Mistress Channa, piled in a disjointed heap.

Additionally, the Zilargo spies have placed an alarm spell inside the reception area to alert them to the return of the PCs or the Citadel Agents. It has been set to alert the gnome diplomat mentally.

Tactics: The roach thrall leader fully intends to keep up her ruse and does not attack the PCs unless absolutely necessary. If combat is unavoidable, however, she fights to the death and also calls the other two roach thralls from Area 2 to join her, if available, in an attempt to dispatch the party as quickly as possible. If she does call for the acolytes, it takes them 3 full rounds to arrive from their posts.

Scaling the Encounter

6th-level Characters (EL 7): Mistress Channa is a Roach Thrall Rog7; hp 73, see "Combat Statistics", below.

7th-level Characters (EL 9): Mistress Channa is a Roach Thrall Rog9; hp 87, see "Combat Statistics" below.

Combat Statistics

MISTRESS CHANNA

CR 6

Roach thrall rogue
NE Medium aberration

This elderly woman is dressed in a white doublet and hose, and wears a threadbare shawl around her shoulder. Her pinched face and bun of gray hair gives the impression of a stern but kindly aunt.

Init +9

Senses Darkvision 60 ft.; Listen +1, Spot +13

Languages Common

AC 21, touch 15, flat-footed 21; uncanny dodge

hp 66 (9 HD)

Fort +6, **Ref** +11, **Will** +6; evasion

Speed 30 ft. (bipedal) (6 squares), 40 ft. (as insect)

Melee 2 or 4 claws +11 melee (1d6+1)

Base Atk +6; **Grp** +7

Atk Options Combat Expertise, Improved Feint, sneak attack +3d6

Abilities Str 12, Dex 20, Con 16, Int 13, Wis 12, Cha 10

SQ humanoid host, multiple limbs, trapfinding, trap sense +2

Feats Combat Expertise, Improved Feint, Improved Initiative^B, Improved Natural Attack (claw), Weapon Finesse

Skills Balance +7, Bluff +12*, Diplomacy +4, Disguise +12* (+14* acting), Escape Artist +17, Jump +3 (+7 as insect), Sense Motive +13, Spot +13, Tumble +17, Use Rope +5 (+7 with bindings).

*While it lives inside its human host, a roach thrall gains a +10 racial bonus on Disguise checks and on Bluff checks when attempting to pass itself off as its human host.

Human Host (Ex): When inside its human host, the roach thrall can't use its natural weapons or darkvision. The host body has 10 hit points; if it's reduced to 0 or fewer hit points, the roach thrall automatically spends a full-round action emerging from the ruined host. The roach thrall can voluntarily cast aside its host body as a full-round action.

Multiple Limbs: Once emerged from its human host, a roach thrall walks upright for a few days before reverting to the gait of a cockroach. This is a preference, not a mandate; the roach thrall can choose whether to be upright or not once per round as a free action. An upright roach thrall has a speed of 30 feet and can use four limbs to attack. Otherwise it has a speed of 40 feet and can only use two limbs to attack.

MISTRESS CHANNA

CR 7

Roach thrall rogue 7

NE Medium aberration

Init +9;

Senses Darkvision 60 ft.; Listen +1, Spot +14

Languages Common

AC 21, touch 15, flat-footed 21; uncanny dodge

hp 73 (10 HD)

Fort +6, **Ref** +11, **Will** +6; evasion

Speed 30 ft. (bipedal) (6 squares), 40 ft. (as insect)

Melee 2 or 4 claws +12 melee (1d6+1)

Base Atk +7; **Grp** +8

Atk Options Combat Expertise, Improved Feint, sneak attack +4d6

Abilities Str 12, Dex 20, Con 16, Int 13, Wis 12, Cha 10

SQ humanoid host, multiple limbs, trapfinding, trap sense +2

Feats Combat Expertise, Improved Feint, Improved Initiative^B, Improved Natural Attack (claw), Weapon Finesse

Skills Balance +7, Bluff +13*, Diplomacy +4, Disguise +13* (+15* acting), Escape Artist +18, Jump +6 (+10 as insect), Sense Motive +14, Spot +14, Tumble +18, Use Rope +5 (+7 with bindings).

*While it lives inside its human host, a roach thrall gains a +10 racial bonus on Disguise checks and on Bluff checks when attempting to pass itself off as its human host.

Human Host (Ex): When inside its human host, the roach thrall can't use its natural weapons or darkvision. The host body has 10 hit points; if it's reduced to 0 or fewer hit points, the roach thrall automatically spends a full-round action emerging from the ruined host. The roach thrall can voluntarily cast aside its host body as a full-round action.

Multiple Limbs: Once emerged from its human host, a roach thrall walks upright for a few days before reverting to the gait of a cockroach. This is a preference, not a mandate; the roach thrall can choose whether to be upright or not once per round as a free action. An upright roach thrall has a speed of 30 feet and can use four limbs to attack. Otherwise it has a speed of 40 feet and can only use two limbs to attack.

MISTRESS CHANNA

CR 9

Roach thrall rogue 9

NE Medium aberration

Init +9; **Senses** Darkvision 60 ft.; Listen +1, Spot +16

Languages Common

AC 21, touch 15, flat-footed 21; uncanny dodge, improved uncanny dodge

hp 87 (12 HD)

Fort +7, **Ref** +12, **Will** +7; evasion

Speed 30 ft. (bipedal) (6 squares), 40 ft. (as insect)

Melee 2 or 4 claws +14 melee (1d6+1)

Base Atk +8; **Grp** +9

Atk Options Combat Expertise, Improved Feint, sneak attack +5d6

Abilities Str 12, Dex 20, Con 16, Int 13, Wis 12, Cha 10

SQ humanoid host, multiple limbs, trapfinding, trap sense +3

Feats Combat Expertise, Improved Feint, Improved Initiative^B, Improved Natural Attack (claw), Weapon Finesse, Weapon Focus (claw)

Skills Balance +7, Bluff +15*, Diplomacy +4, Disguise +15* (+17* acting), Escape Artist +20, Jump +12 (+14 as insect), Sense Motive +16, Spot +16, Tumble +22, Use Rope +5 (+7 with bindings).

*While it lives inside its human host, a roach thrall gains a +10 racial bonus on Disguise checks and on Bluff checks when attempting to pass itself off as its human host.

Human Host (Ex): When inside its human host, the roach thrall can't use its natural weapons or darkvision. The host body has 10 hit points; if it's reduced to 0 or fewer hit points, the roach thrall automatically spends a full-round action emerging from the ruined host. The roach thrall can voluntarily cast aside its host body as a full-round action.

Multiple Limbs: Once emerged from its human host, a roach thrall walks upright for a few days before reverting to the gait of a cockroach. This is a preference, not a mandate; the roach thrall can choose whether to be upright or not once per round as a free action. An upright roach thrall has a speed of 30 feet and can use four limbs to attack. Otherwise it has a speed of 40 feet and can only use two limbs to attack.

2. Strange Acolytes (EL 4)

To reach the inner wards, the PCs must pass by the acolytes' station room.

Light: Lanterns dimly light the room.

Sound: None.

Auras: Faint evil (Ressir and Vorj, the roach thrall acolytes).

Reaction: Ressir and Vorj are glad to escort the PCs to the inner wards if asked.

While the Fallen Quarter is known for being a jumbled mess, this is extreme. If it weren't for the furniture scattered about the room, you'd suspect the room was a trash heap. Piles of garbage, leftover

food, and junk cover the floor. It smells ripe, like garbage sitting for days.

Creatures: Ressir and Vorj are both roach thralls. They inhabit the Shamballan School to implant eggs into a steady stream of unfortunate victims.

Ressir: hp 16; see "Combat Statistics" below; Suggested Miniature – City Guard (GIANTS OF LEGEND 23/72)

Vorj: hp 16; see "Combat Statistics" below; Suggested Miniature – Undying Soldier (DEATHKNELL 23/72)

Tactics: Ressir and Vorj keep up their ruse and remain in their host bodies until it is obvious the PCs know their or suspect their true nature, or the PCs threaten their plans within the school. Then they shed their host bodies quickly except in those situations noted otherwise.

Developments: Ressir and Vorj are awaiting the PCs here unless they joined any combat started in in area 1.

Before they're sussed, the pair is respectful and even pleasant toward the PCs, agreeing to escort the PCs to Essa, and even leading them to area 3a.

It's a ruse. One female inmate there is always huddled in the corner, face hidden. The disguised thralls lead the PCs there, lock the door, and incite inmate attacks.

If asked about the filth, Vorj meekly mumbles something about the Shambles being understaffed. The reality is this filth is exactly how roach thralls like it. A DC 28 Knowledge (dungeoneering) check realizes this.

PCs who pass through or look around the room are also allowed a Knowledge (arcana), bardic knowledge check, or—if they are members of House Sivils—an Intelligence check (DC 20) to notice one of the smashed tables is actually a broken section of a House Sivils speaking stone housing. This is confirmation to anyone with the *Hook: Sivils Speaking Stone* that they are moving in the right direction.

If asked, Vorj recalls that the head acolyte was examining the stone in the library.

If the PCs somehow bypass area 1 without being detected, they find Ressir and Vorj relaxing around the table. If undetected by this pair, the PCs eavesdrop, they hear talking about the patients of the asylum, but only speak in general terms, and do not discuss Essa.

This room, and every room that shares a wall with the secret passage within the walls (area 10) is made of alternating slabs of stone and reflective glass. The glass acts as a one-way mirror, so anyone in the secret passage can see into the rooms of the asylum that share a wall with the secret passage.

PCs with the *Hook: Finding Malkfar of House Deneith* who make a search check DC 20 find the personal papers of Malkfar among the trash. They include a small pencil picture of his visage.

Treasure: PCs who search the room find a box with one component of covadish leaves (*Eberron Campaign Setting* page 91: "The covadish plant grows on the island

of Aerenal, where it is highly valued by the elves for its necromantic properties. When used as a component in a necromancy spell, covadish leaves have a 30% chance of increasing the effective caster level by 2.”). A note in the box indicates the Shamballan School recently purchased it for “medicinal purposes.”

Scaling the Encounter

6th-level characters (EL 5): 7-HD roach thrall (2) (hp 38, 38); see “Combat Statistics”, below.

7th-level characters (EL 6): Elite 7-HD roach thrall (2) (hp 45, 45); see “Combat Statistics”, below.

Combat Statistics

ROACH THRALL

CR 2

NE Medium aberration

What seemed a normal human now sheds its human flesh like a soiled garment, and a massive cockroach emerges from the husk. It has six limbs topped with sharp-looking claws, whiplike antennae, and a thick carapace of mulky white color. It continues standing upright while waving four limbs menacingly.

Init +6;

Senses Darkvision 60 ft.; Listen +6, Spot +6

Languages Common

AC 18, touch 12, flat-footed 16

hp 16 (3 HD)

Fort +2, **Ref** +3, **Will** +4

Speed 30 ft. (bipedal) (6 squares), 40 ft. (as insect)

Melee 2 or 4 claws +2 melee (1d4)

Base Atk +2; **Grp** +2

Abilities Str 11, Dex 14, Con 12, Int 14, Wis 13, Cha 7

SQ humanoid host, multiple limbs

Feats Alertness, Deceptive, Improved Initiative^B.

Skills Bluff +5*, Climb +4, Disguise +5*, Jump +4, Listen +6, Sense Motive +5, Spot +6, Swim +4.

*While it lives inside its human host, a roach thrall gains a +10 racial bonus on Disguise checks and on Bluff checks when attempting to pass itself off as its human host.

Possessions ring of keys to open Rooms 3a & 3b

Human Host (Ex): When inside its human host, the roach thrall can't use its natural weapons or darkvision. The host body has 10 hit points; if it's reduced to 0 or fewer hit points, the roach thrall automatically spends a full-round action emerging from the ruined host. The roach thrall can voluntarily cast aside its host body as a full-round action.

Multiple Limbs: Once emerged from its human host, a roach thrall walks upright for a few days before reverting to the gait of a cockroach. This is a preference, not a mandate; the roach thrall can choose whether to be upright or not once per round as a free action. An upright roach thrall has a speed of 30 feet and can use four limbs to attack. Otherwise it has a speed of 40 feet and can only use two limbs to attack.

7-HD ROACH THRALL

CR 3

NE Medium aberration

Init +6;

Senses Darkvision 60 ft.; Listen +10, Spot +10

Languages Common

AC 18, touch 12, flat-footed 16

hp 38 (7 HD)

Fort +3, **Ref** +4, **Will** +6

Speed 30 ft. (bipedal) (6 squares), 40 ft. (as insect)

Melee 2 or 4 claws +6 melee (1d6+1)

Base Atk +5; **Grp** +6

Abilities Str 12, Dex 14, Con 12, Int 14, Wis 13, Cha 7

SQ humanoid host, multiple limbs

Feats Alertness, Deceptive, Improved Initiative^B, Improved Natural Attack (claw).

Skills Bluff +9*, Climb +4, Disguise +9*, Jump +4, Listen +10, Sense Motive +5, Spot +10, Swim +4.

*While it lives inside its human host, a roach thrall gains a +10 racial bonus on Disguise checks and on Bluff checks when attempting to pass itself off as its human host.

Possessions ring of keys to open Rooms 3a & 3b

Human Host (Ex): When inside its human host, the roach thrall can't use its natural weapons or darkvision. The host body has 10 hit points; if it's reduced to 0 or fewer hit points, the roach thrall automatically spends a full-round action emerging from the ruined host. The roach thrall can voluntarily cast aside its host body as a full-round action.

Multiple Limbs: Once emerged from its human host, a roach thrall walks upright for a few days before reverting to the gait of a cockroach. This is a preference, not a mandate; the roach thrall can choose whether to be upright or not once per round as a free action. An upright roach thrall has a speed of 30 feet and can use four limbs to attack. Otherwise it has a speed of 40 feet and can only use two limbs to attack.

ELITE 7-HD ROACH THRALL

CR 4

NE Medium aberration

Init +8;

Senses Darkvision 60 ft.; Listen +10, Spot +10

Languages Common

AC 20, touch 14, flat-footed 16

hp 45 (7 HD)

Fort +4, **Ref** +6, **Will** +7

Speed 30 ft. (bipedal) (6 squares), 40 ft. (as insect)

Melee 2 or 4 claws +8 melee (1d6+3)

Base Atk +5; **Grp** +6

Abilities Str 16, Dex 18, Con 15, Int 12, Wis 14, Cha 8

SQ humanoid host, multiple limbs

Feats Alertness, Deceptive, Improved Initiative^B, Improved Natural Attack (claw).

Skills Bluff +9*, Climb +4, Disguise +9*, Jump +4, Listen +11, Spot +11, Swim +4.

*While it lives inside its human host, a roach thrall gains a +10 racial bonus on Disguise checks and on Bluff checks when attempting to pass itself off as its human host.

Possessions ring of keys to open Rooms 3a & 3b

Human Host (Ex): When inside its human host, the roach thrall can't use its natural weapons or darkvision. The host body has 10 hit points; if it's reduced to 0 or fewer hit points, the roach thrall automatically spends a full-round action emerging from the ruined host. The roach thrall can voluntarily cast aside its host body as a full-round action.

Multiple Limbs: Once emerged from its human host, a roach thrall walks upright for a few days before reverting to the gait of a cockroach. This is a preference, not a mandate; the roach thrall can choose whether to be upright or not once per round as a free action. An upright roach thrall has a speed of 30 feet and can use four limbs to attack. Otherwise it has a speed of 40 feet and can only use two limbs to attack.

3a and 3b. Rooms Beyond Madness (EL 3)

Their search has brought the PCs to some of the inner wards.

Light: Lanterns light the hallways. *Everburning torches* fastened to the walls light the patient wards.

Sound: The incessant babbling of many voices holding conversations that seems to make no sense whatsoever.

Auras: Faint good (the patients)

Reaction: The patients of the ward take little notice of the characters until given direction by the acolytes. The roach thrall acolytes simply want to get the party into the room in order to spring the ambush.

These two rooms serve different functions. Room 3a is where the patients are kept while they are awake and where they are served their meals. Room 3b is the patients' sleeping quarters and also where what few possessions they own are kept. Inmate possessions are kept in lockboxes bolted to the floor in Room 3b, next to the beds that are similarly bolted to the floor.

If accompanied by the acolytes, the PCs are brought directly to Room 3a. This room has a strong, wooden door at the entrance. The door is locked from the outside.

Locked Wooden Door: 2 inches thick; hardness 5, hp 20; Break DC 25; Average lock (open lock DC 25).

The acolytes have the keys and unlock the door to allow the PCs to gain access to the patients.

The rank odor of unwashed bodies and stale, fetid air assails your senses. The ward is occupied by a group of men and women wearing simple smocks that have seen better days. Several of the patients mill around the room in animated conversations with themselves while the others simply sit or stand in blank contemplation of the walls or the floor. One inmate greedily licks liquid from a thin channel cut into the floor. Another barks orders to a pile of roaches, "I said follow my orders, soldier!" The deluded commander hobbles the roaches that break form as their disciplinary penalty. One smaller form huddles in the corner with its face buried in its hands. It seems these once proud soldiers of Breland have been stripped of everything but their lives.

Creature: These patients are mostly warriors of Breland who ended up here for one reason or another after the war. Each has some kind of mental illness and they all have some difficulty communicating due to their current disabilities.

Last War Veterans (6): hp 9, 9, 9, 9, 9, 9; see "Combat Statistics" below; Suggested Miniatures – a Mix of Men at Arms (ABERRATIONS 28/60) Sages (ARCHFIENDS 24/60) and Village Clerics (ANGELFIRE 12/20)

Tactics: While the patients are unarmed, they are all warriors of the recent war and use intelligent tactics despite their mental illness, such as flanking, disarming, grappling, aiding another, and so on.

Developments: The roach thralls allow the PCs enter the room and converse with patients. They point at the

huddled form in the southeast corner, saying they believe that is Essa. It is not, and a PC standing in a square adjacent to it can make a Spot check (DC 8) to see the face is not Essa's. If any PCs remain in the hallway, the thralls recommend they enter the room to limit patient escape. If any PCs insist on staying in the hall, the thralls don't press the issue. They are willing to lock a few PCs in and leave a few PC outside to divide and attack.

Once the PCs are in the place, the thralls shut and lock the door. Roll separate initiative for each thrall. Locking the door is a standard action that provokes attacks of opportunity. During the first round one of the thralls yells to the patients:

"No lightning treatment for a month if you kill the intruders!"

This brings the patients into initiative during the second round. Any PC inquires as to whether these patients seem sinister and truly evil, allow a Sense Motive check (DC 15). A successful suggests their attack is only to please the acolytes.

Regardless of their position, in the second round of initiative the thralls shed their host bodies. This is a full-round action. Describe this event as follows:

The bodies of the acolytes begin to tremble and shudder. With a sickening tearing sound, their bodies split apart as a grotesque insect creature emerges from the ruined shell of flesh.

Once the thralls are defeated, the PCs have the opportunity to question the patients, assuming that they have left any alive. A successful Diplomacy check (DC 15) convinces any of the patients to talk. The PCs receive a +4 circumstance bonus to the check if the patients know the PCs have defeated the roach thralls. The patients provide the following information:

- Essa was part of their group, but she was recently taken to another section of the asylum and not seen since. None of the patients can give an exact time frame as to when she was taken.
- Essa regularly spoke of her "crimes against good" and she was very sorry for those crimes. Essa was never specific about what she'd done other than to say she "helped bring a horror into existence."
- Essa regularly wrote in a journal, and kept it in her locker. As far as the patients know the journal is still in her lockbox in the sleeping quarters (area 3b).
- If asked about the rest of the asylum, they speak of "therapy" rooms deeper in the complex. If the PCs ask for specifics, the patients start babbling "bad place, bad place" over and over

again and refuse to speak further of them. A Sense Motive check (DC 20) reveals that they are traumatized by their experiences in these places.

If the PCs indicate to the patients that they intend to go further into the asylum, the patients flatly refuse to follow. The patients inform the party that they plan to barricade themselves in the patient ward and await the PCs' return to be lead out of the asylum.

If the party is somehow able to reach the patients and have bypassed the roach thralls, provide the information above if the PCs are successful with their Diplomacy check.

If the party investigates area 3b:

A wooden door stands open at the entrance to this section of the patient ward. Inside the room are a dozen simple beds, most broken. Several rodents nest on the mattresses that layer the floor. A moldy blanket hangs from the ceiling in a feeble attempt at privacy. A dozen, plain wooden boxes sit bolted to floor in the room.

In one of the wooden boxes is a black, leather bound journal. Give the players *Handout 1: Essa's Journal* once their characters discover the journal.

As with the other rooms that share a wall with the Secret Passage (Room 10), the walls here are made of stone combined with pieces of reflective glass. This is a one-way mirror that allows people in the Secret Passage to see into the other rooms of the asylum.

Scaling the Encounter

6th-level characters (EL 4): There are 9 Last War Veterans (hp 9, 9, 9, 9, 9, 9, 9, 9, 9) instead; see "Combat Statistics", below.

7th-level characters (EL 5): There are 9 Last War Veterans (hp 13, 13, 13, 13, 13, 13, 13, 13, 13) instead; see "Combat Statistics" below. Each one at this tier has a +2 morale bonus to attack rolls that is not included in the statistics below.

Combat Statistics

LAST WAR VETERAN

CR ½

Male and female human warrior 1

N Medium humanoid (human)

These disheveled men and women wear nothing but simple smocks and alternately ramble to themselves and sit despondently on the floor.

Init +0;

Senses Listen +0, Spot +0

Languages Common

AC 10, touch 10, flat-footed 10

hp varies (1 HD)

Fort +3, **Ref** +0, **Will** -1

Speed 30 ft.

Melee unarmed strike +1 melee (1d3+1 nonlethal)

Base Atk +1; **Grp** +2

Abilities Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8

Feats Toughness, Weapon Focus (various)^B

Skills Climb +5, Intimidate +3, Jump +5

4. Isolation Chambers (Room 4)

A series of five slim wood doors flank the south side of this passage. Each of the doors has a small shutter at its base. A dried, rusty brown pool has slipped from beneath the shutter of the middle cell. A wall rack on the north wall holds a set of manacles and a harness made of leather and rope. Old, bloody handprints smear the wall forming savage hieroglyphs of abuse.

A low bench runs along the wall and you notice a rat perched at the edge farthest from you. He casually jumps off it and into a chamber pot. Lusty chewing noises begin to emanate from within.

Light: No light in the cells, which become pitch black when the door is closed.

Sound: None.

Aura: Faint illusion magic radiates from the westernmost cell.

Reaction: PCs who force open the cell doors release poison gas.

The Fury acolytes used these cells for solitary confinement of the inmates. Instead of viewing it as punishment, the acolytes considered it a form of ascetic therapy, whereby the patient has the opportunity to focus entirely upon their psychosis without distractions. They encouraged inmates to express their passions on the walls with wax crayons and paint, which are provided with their food. The acolytes cast *light* spells to provide temporary illumination. The manacles and chains are standard types and their keys are also located on the wall. The chamber pot contains dried offal.

The cells are currently being used to house the people who are being used to feed the vasuthant. The puppeteer doesn't want to risk his skilled laborers becoming injured by the general populace and has separated them. All of the remaining inmates are currently in Room 9 building the vasuthant. The cells are trapped to release poison gas if the doors are opened incorrectly. The central cell contains the dead body of Hurn Lond.

The cell doors are only about 2 feet wide and slide into the adjacent 3-foot wall on its left. The walls are padded to reduce noise. The doors have locks. The Fury acolyte in Room 9 has the key.

Good Wooden Doors: hardness 5; hp 15, Break DC 18, Open Lock DC 30.

Trap: Each of the doors is trapped with a paralyzing gas to keep unauthorized people from entering or leaving.

Tear Gas Trap: CR 3; mechanical; manual reset; inhaled gas, multiple targets (all targets adjacent to the trapped door); never miss, giant wasp poison (variant); DC 15 Fortitude save resists, initial 1d4 Dex/Paralysis,

secondary 1d4 Dex; Search DC 20; Disable Device DC 20. Each door has its own separate trap. A sample area of effect is noted on the DM's Map, using the right-most cell as an example.

Cell a (Easternmost): Ip'Sacco's Cell

Light reveals floor-to-ceiling murals on all walls of the cell. The figures are abstract but their faces reflect the most perfect expression of horror that you have ever seen—horses, temples, and farms are ravaged by a menagerie of weapons and spells. It reminds you of carnage you've seen or heard of during the Last War.

The room contains a mattress, blanket and worn pastel sticks. Ip'Sacco was a Cyran wizard with no country and no home. He was traveling on the edge of Cyre on the Day of Mourning, and he wandered out of the dead-gray mists five days later with his mind unhinged. As Cyran refugees migrated around Breland, one group settled in Lower Tavick's Landing in Sharn. This group cared for Ip'Sacco and other infirm soldiers for many years but hard times forced hard decisions; they abandoned Ip'Sacco in Fallen two months ago. Ip'Sacco uses drawings to convey his true feelings, since he has difficulty articulating his desires. These drawings frequently focus on the inhumanity of war and the desire for peace. The puppeteer's abuse has pushed him further into his mania.

Cell b: Empty Cell

Cell c: Dead Artificer

A dried pool extends from inside this cell. The smell of effluent and death also escape as you open the door. Toward the back, you can see a figure whose head and limbs relax in deep torpidity. It is short in stature. Arcane sigils are written on the walls but they are covered by bloody handprints.

This is the body of the dwarven artificer Hurn Lond Phoroeth. He was the original host of the puppeteer. Hurn Lond worked extensively with the Karnath during the Last War, where he learned some of their secret codes. He began work with House Kunderak after the war. He came to Fallen searching for the House Sivis speaking stone, which is rumored to hold the encrypted location of stolen Karnathi gold. During his quest he encountered the puppeteer Quarquiz. Hurn Lond fought against the dominance of the tiny aberration but the mental battle pushed him into schizophrenia. Hurn Lond eventually came to the asylum for assistance. Instead of aid, he found only death. A Heal check (DC 10) reveals that Hurn Lond perished by smashing his head against the wall. He preferred this to further dealings with the Fury cleric and the vasuthant.

An Intelligence check (DC 5) notices that the artificer was trying to scratch the sigils from the wall. A Spellcraft check (DC 17) can tell that the sigils are a necromantic formula of creation. It is incomplete and the scratches have ruined key passages. A search of his body immediately finds an arcane signet ring, which PCs can use to complete the *Hook: Finding Artificer Hurn Lond Phoroeth*.

Cell d: Essa's Cell

This cell is a mess. Arcane sigils are scribed on the walls, sheets and mattress in grease ink. The script is graceful but incoherent, as if the occupant were half-heartedly playing with the sigils.

This cell has been Essa's lodgings since the puppeteer separated her from the regular population. A Spellcraft check (DC 15) can identify the sigils are necromantic in nature, but they are a jumble of conflicting runes and scrawlings. Many are nonsensical. The puppeteer has been driving Essa to remember the *Plagüwind* formula but her fragmented memory is confused and she quickly loses interest in it.

Cell e (Westernmost): Alid of Aundair

The interior of this cell is incongruous with the others: a skylight is set in the ceiling, a small four-poster bed is set up here in a pleasant 5-foot-wide and 5-foot-deep alcove, along with a comfortable reading chair. Somehow this cell is bigger on the inside than the outside.

Alid is a highly skilled and creative magewright from Aundair. He has lived in the asylum since the end of the Last War. He's quite mad but his lunacy has been channeled into productive pursuits. The chair, skylights and bed are realistic illusory paintings given more depth by magical pigments crafted by Alid (based upon *silent image* spell). PCs who fail a Will save DC 14 takes 1d4 points of nonlethal damage from the wall if they attempt to walk into the alcoves. The puppeteer has removed Alid's access to the ingredients necessary to making the pigments, which Alid thinks is a beastly, uncivilized thing to do.

If the PCs rest after their encounter in Room 9 then the King's Citadel has been through this room. Read the following description.

All of the isolation chambers have been smashed open. A foul odor of chemicals and fire assaults the air. Each of the cells has been sanitized by the King's Citadel. Walls that once held graffiti now only hint at strange secrets.

The King's Citadel has eliminated all secrets in this room with acid and fire. They disabled the gas traps, which are now inactive.

5. Library (EL 7)

This 15-foot by 20-foot room is a library. Shelves line the western wall haphazardly holding books, papers and strange tools. You see magnifying lens, metal mesh crowns with compression levers, face masks, bellows that attach to ears, and other mechanisms that defy your knowledge. Several bottles and flasks are aligned on a separate shelf: two are labeled “FIRE”.

A chart is tacked beside the shelves and on it are representations of skulls from each of the predominate races of Khorvaire. Warforged are notably absent from the list. It indicates the optimal cranial size for each race as well as what problems are evident if a skull is too big or too small. A set of calipers is attached to the chart.

An old table with two ratty chairs sits opposite the shelves. A variety of junk lay atop the table: patient files, manuals, coins, a mug growing mold, broken pieces of wood and a fist-sized stone with pulsating gold veins. A doorway exits the room to the south. The chairs have been chewed by vermin but seem sturdy.

Light: Dim light is provided by lanterns.

Sound: None.

Aura: None.

Reaction: The rancid roach swarm(s) attacks 2 rounds after the PCs arrive in the room.

This room is essentially a large trap for intruders. The books, shelves, calipers, chairs, table and items on the table are all coated with a clear adhesive with properties similar to a tanglefoot bag (*Player’s Handbook* page 128). The floor, ceiling and walls are not coated. The two flasks labeled “FIRE” are standard flasks of alchemist’s fire but it is also covered with adhesive. Any character that uses the alchemist’s fire can only attack an adjacent square unless they scrap off the glue. The glued wielder takes 1 point of fire damage from the splash (*Players Handbook* page 128).

Adhesive trap: CR 1, mechanical device, touch trigger, automatic reset, Reflex save DC 15 or become glued to the adhesive item. PCs who fail and sit on a chair or grasp the table or shelves become unable to move. PCs who fail and grasp a smaller item, such as a book, mug or caliper, cannot grasp anything else in that hand. PCs can break free by making a DC 17 Strength check or by dealing 15 points of damage to the goo with a slashing weapon. A spellcaster who fails must make a DC 15 Concentration check to cast a spell. The glue becomes brittle and fragile after 2d4 rounds. Note: the adhesive does not make the PC sticky, only the item adheres to the PC. Search DC 20

Creatures: In addition to the adhesive trap, a rancid roach swarm has taken residence in the old chairs and act

as convenient body-disposal units. The swarm is immune to the glue, as are the roach thralls, although their human host bodies are susceptible.

Rancid Roach Swarm: hp 55; see “Combat Statistics” below; Suggested miniature – Ochre Jelly (ARCHFIENDS 42/60)

The stone on the table is the House Sivis *speaking stone* needed to complete the *Hook: Sivil Speaking Stone*. The stone is a Siberys shard that was once part of a message station situated in the Glass Tower. The roach thralls eventually acquired the broken speaking station during their foraging in Fallen. The puppeteer cannot access it. A PC who possesses the *whispering wind* ability of the Least Mark of Scribing can access the Stone’s messages, which include the encrypted location of a treasure of Karnathi gold lost somewhere in the Cogs beneath Sharn.

PCs can consult the cranial chart if they are curious. A PC has to remove any headgear to receive the test. The PC or DM can roll 1d6 and consult the following chart.

6	The enormous size of this head is symptomatic of a severe sociopath. Possible connected conditions include delusions and paranoia. Removal of frontal lobe and incarceration recommended.
5	Optimal size for dwarves but over-sized for other races. Mania is common. Possible connected conditions include seizures and twitches. Cranial compression recommended.
4	Optimal skull size for human, shifters, half-orcs, and kalashtar. The picture of perfection and grace. For other races, the edge of horror and disfigurement with intense behavioral problems evident.
3	Optimal skull size for elves, half-elves, gnomes, and changelings. Mania evident among larger humanoids and expansion with cranial bellows is recommended. Homicidal tendencies among Talenta halflings.
2	Optimal skull size for Talenta halflings. Clear link between class 2 skulls and schizophrenia among larger races. Recommend removal of skull plate to relieve pressure from cerebral gases.
1	Diminished intelligence and wisdom among all races. Remedial education worthless. Recommend permanent institutionalization.

If the PCs rest after their encounter in Room 9 then the King’s Citadel has been through this room. Read the following description.

The room is even more disheveled after your battle with the rancid roach swarm. Judging from the mess, the King’s Citadel tried to search through the materials and became adhered to the junk. Their frustration with the adhesive is evident in the wrecked shelves and chairs.

The rancid roach swarm(s) are destroyed by King’s Citadel agents if it survived the PCs encounter.

Scaling the Encounter

6th-level characters (EL 8): Rancid Roach Swarm (hp 75); see “Combat Statistics” below.

7th-level characters (EL 9): There are 2 rancid roach swarms, hp 55, 55; see “Combat Statistics” below.

Combat Statistics

RANCID ROACH SWARM

CR 6

N Fine Vermin (Swarm)

A thick carpet of glistening brown insects pours out of the dilapidated furniture and advances on you in a large mass, chittering and clicking. It has a dry but sickly odor to it.

Init +8;

Senses Listen +0, Spot +0

Languages None

AC 26, touch 27 flat-footed 18

hp varies (10 HD)

Fort +8, **Ref** +11, **Will** +2

Speed 20 ft. (4 squares), climb 20 ft. (4 squares)

Melee swarm (2d6 plus roach rot)

Space 10 ft.; **Reach** 0 ft.

Base Atk +7; **Grp** –

Atk Options distraction (Fort DC 16)

Abilities Str 1, Dex 26, Con 13, Int –; Wis 9, Cha 2

SQ swarm traits, vermin traits

Distraction (Ex): Any living creature that beings its turn with a swarm in its square must succeed on a DC 16 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Swarm Traits: A swarm has no clear front or back and no discernable anatomy, so it is not subject to critical hits or flanking. A swarm composed of Fine or Diminutive creatures is immune to all weapon damage.

Reducing a swarm to 0 hit points or lower causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. They cannot be tripped, grappled, or bull rushed, and they can't grapple an opponent.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate), with the exception of mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) if the swarm has an Intelligence score and a hive mind. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

Swarms made up of Diminutive or Fine creatures are susceptible to high winds such as that created by a gust of wind spell. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage.

Vermin Traits: A rancid roach swarm is immune to all mind-affecting spells and abilities (charms, compulsions, phantasms, patterns, and morale effects). It also has darkvision (60-foot range).

6. Crazy Art

Your senses reel from confusion as you stand at the entrance to this room. A cacophony of rude images festoons the walls. Dripping weapons hang from dead trees with dog-headed branches. Plants

blossom spears and swords instead of flowers. Rainbows swirl into thunderheads of anger, bolts of despair and explosions of fear. The information is overwhelming your mind.

Light: Lantern light the room.

Sound: None.

Aura: Room radiates strong enchantment.

Reaction: After 2 rounds of looking at the room's walls or looking into the room, PCs must succeed a Will save (DC 18) or be affected by the confusion trap (see below).

The Fury religion values passion and this room was designed to give artistic expression to the passions of madness. Inmates are given free reign with paint and pencil to give artistic life to their anxieties. Unfortunately, these unfettered passions have infected the room with its own insanity. The layers of crazed images virally infect the minds of any who view them with a *confusion* spell. The Fury acolyte and the roach thralls have learned to travel through this room by walking along the wall edge with their eyes closed. They haven't removed the murals because the room has been a good deterrent against wayward inmates or intruders. The room is otherwise empty.

Confusion Trap: CR 5; proximity trigger, automatic reset; spell effect (*confusion*, 8th-level wizard, Will save DC 18, duration 8 rounds), Search DC 29, Disable Device DC 29.

The room is unchanged if PCs exit immediately after their fight in Room 9. If they rest and meet the King's Citadel agents, then the PCs see the following if they re-enter the room:

The King's Citadel must have found a store of paint because the walls are rudely coated in large splashes of color. The pigments cover most of the maddening murals. Now you can only feel a tingle of their influence permeating the room.

7. Regression Room

Unlike the other rooms in the asylum, this one is clean, orderly, and calming. Shuttered lanterns provide a subdued lighting that cast a restful light on set of plush furniture. A purple lounge lies beside a chair with deep cushions. A large codex and writing instruments are stationed atop a scribe's desk adjacent to the chair. Near the door is a locked wooden cabinet.

Light: Soft light is provided by the lanterns in the room.

The Fury acolyte used this room to regress his patients so they can confront past traumas, or at least he did before

being dominated by the puppeteer. The acolyte dutifully recorded all the information culled from these sessions in the codex. While the acolyte had a sincere interest in exploring the trauma of his patients, he also caused them just as much suffering and used the veterans' vulnerability to plumb their military secrets, which he sold to the Trust of Zilargo.

The cabinet has an average lock (Open Lock DC 25) and can be opened by force (Break DC 15; hardness 3, 5 hp). It contains a supply of alchemical substances: Aelia's Tonic and Darkeye. Darkeye is a bitter beverage that induces paralysis, sensitizes the patient to emanations of the beyond, and presents visions of the past. Aelia's Tonic is a foul, murky liquid designed to complement darkeye, enhancing the visions, but also the risk. The acolytes use these substances to induce patient regressions. This particular brew allows the victim to vocalize their visions so they can be recorded, but is otherwise the same as typical darkeye.

- **Darkeye (6 doses):** DC 12, initial damage paralysis, secondary damage 1 Con. If the victim fails the saving throw against the secondary damage, the paralysis continues and the victim must make another save after a minute has passed. If the victim fails, she remains paralyzed, loses another point of Constitution, and must save again the following minute. This continues until the victim makes a successful saving throw. PCs who ingest the concoction gain +1 effective caster level when casting necromantic spells; this is increased to +5 when casting *Speak with Dead*.
- **Aelia's Tonic (2 doses):** -2 circumstantial penalty on all saving throws against ingested poisons for the next hour; -4 penalty if to resist darkeye.

The codex contains records of regression sessions from the past six months. PCs who research the codex can find logs regarding Essa (see *Handout 2: Excerpts Regarding Essa from the Regression Codex*).

In addition, if the PC researching the tome has the *Hook: Finding Artificer Hurn Lond*, then they recognize logs regarding the dwarf artificer (see *Handout 3: Excerpts Regarding Hurn Lond from the Regression Codex*).

If the PCs have rested and the King's Citadel has come through this room, read the following:

This once orderly room is a shambles. The lounge and chair have been sliced open, bleeding feathers onto the soft carpet. Strange alchemical substances have soaked into the carpet.

The Citadel destroys any vials of darkeye or Aelia's Tonic they find. They also take the codex, if left behind, but have not fully researched it yet; therefore, they are not aware of Essa's missing memory.

8. Lightning Treatment

The focus of this room is a steel chair with a leather straps and mesh hood. It seems to dully glow in the crude half-light of the room, and a subtle humming radiates from it. Cables run out of the chair's spine and into a metal box in each corner. Several jars containing brains are lined along a shelf on the wall. Their labels indicate a patient name, their psychosis, and time of death. A few lids have popped off. Inside these open jars, you see vermin slowly devouring the contents.

You see another doorframe immediately to your right. The door is inconspicuous and has no handle. On the wall beside it are three levers set vertically one above each other. You are alone except for that infernal hum.

Light: The glow from the chair provides shadowy illumination in a 15-foot radius.

Sound: Humming.

Aura: The chair radiates strong evocation.

Reaction: See trap below.

The Fury acolytes have performed experiments on the brains of patients to study how passions can be artificially elevated or diminished. The brain jars preserve former subjects for further study. They now serve as occasional pickled snacks for the roach thralls and their vermin cousins. The electro-shock chair is the asylum's current experiment. Results indicate that most patients experience a loss of memory when subjected to the chair. Some patients experienced improvements in their dispositions with the loss of traumatic memories.

Unfortunately, the roach thralls don't have the expertise to maintain the equipment and the device is malfunctioning. It is now a trap affecting 4 squares around the chair in room 8, controlled by levers near the hallway. The PCs may mistake the lever as a way to operate the one-way secret door. Do nothing to dissuade them if they think that.

Lightning Treatment "Trap": CR 4; magic device; lever trigger; automatic reset; special effect (1d4 to 6d4 nonlethal electricity damage [DC 14 Reflex save for half] plus spell loss [DC 14 Will save negates]). Search DC 27; Disable Device DC 27.

This isn't actually a trap; it's the control mechanism for the lightning treatment chair. Unless the PCs activate it by moving the levers on the wall, nothing happens. There are three levers that can be activated by flipping them horizontally. They are arranged one above the other, starting with 3 at the top, 2 in the middle, and 1 at the bottom. To activate the electricity, the levers must be activated in order. Lever 1 inflicts 1d4 non-lethal electrical damage. When both levers #1 and 2 are flipped, it inflicts 3d4 non-lethal electrical damage. When all three levers are flipped it inflicts 6d4 non-lethal electrical damage. Any

spellcaster who takes damage from the trap, at any setting, loses one of their lowest-level prepared spells or spell slots (if they do not prepare spells) if they fail a Will save (DC 14). Characters with psionic power points lose 1 PP the first time they are affected and fail their save. The second time they lose 2 PP. The third time they lose 3 PP, and so on.

PCs who attempt to cut the cables or meddle with the equipment without using the Disable Device skill trigger the lowest voltage of the trap (1d4 non-lethal damage plus spell loss), which affects the normal area plus the PC attempting to disable the “trap”.

The door is a one-way secret door that leads from Room 9 into the electro-shock therapy room. It cannot be opened from this side except by force. A successful Listen check (DC 5) lets the PCs hear moans of suffering and a nervous evil laughter.

Strong wooden secret door: hardness 5, hp 20, Break DC 23.

Read the following if the King’s Citadel have been through this room.

Showers of sparks provide the only light in the room. Through the intermittent light you can just make out the twisted wreck of the electro-shock chair. The sparks arc through the air and land on lumps of gray, rumpled flesh on the floor.

The King’s Citadel has destroyed the experiments in this room. The trap is non-functional.

9. Puppets and Nightmares (EL 7)

Light: The *trap light* quality of the vasuthant absorbs all the natural light in the room, plus any light that the PCs might bring. This means that PCs without low-light vision or darkvision have to deal with concealment for anyone or anything within 60 feet of the vasuthant (including the creature itself). The vasuthant’s *blindsight* and darkvision allow it to function normally and ignore the darkness and concealment.

Auras: The vasuthant detects as evil and chaotic (strong) and undead (strong), and the priest of the Fury detects as evil and chaotic (strong).

Sound: If the PCs are able to enter the room quietly, they hear the moaning of the prisoners and the evil laughter of the Fury cleric.

Reaction: If the PCs are able to enter the chamber quietly, they may be able to get a surprise round on either the cleric/puppeteer or the vasuthant. If they make enough noise to be heard by the occupants, then the occupants have time to prepare for the arrival of the PCs, as described below.

The door in the northwest corner of this room (Room 9 on the Main Map) is closed but not locked. A successful Listen check (DC 5) lets the PCs hear moans of suffering

and a nervous evil laughter. The door in the northeast corner is a one-way door that can only be opened from inside the room. (See Room 8 for more details on this one-way secret door.)

The room contains an altar to the Fury in the southeast corner, although it has been covered up with paper, trash, torn clothing, and other discarded material. In the room, Xantomorkal, an acolyte of the Fury under the control of a puppeteer, is offering up the souls of Essa and two other humans to his “pet” vasuthant in order to get the creature to grow larger and more powerful.

This room is completely choked with shadows, sucking in and destroying the light from the other chambers as well as lanterns bolted to the walls at intervals of 10 feet. All light in the room bends toward the southwest corner, where a large, murky, spherical manifestation of pure darkness hovers a few feet off the floor. Beneath the abomination, three humans in chains lay prone. Black tentacles sprouting from the dark sphere flail violently, occasionally striking the humans. Two of the forms are still, while one moans and twitches. Another human, filthy and dressed in the robes of a priest of the Fury, watches in glee at the action occurring here, prancing occasionally from foot to foot, then stopping and staring with academic interest. Heaps of discarded trash fester around the edges and corners of the room.

Creatures: The puppeteer attacked Xantomorkal just over two months ago. The vasuthant first appeared here when it was spawned from one of the spirits of the dead resulting from the crash of the Glass Tower into Fallen. It was able to hide for years, occasionally praying on passersby exploring the wreckage. Then, Xantomorkal found it. And planned to control it, growing the vile thing larger and using it as a weapon of dominance and control. The puppeteer has taken over those desires and twisted them to its own end.

The puppeteer is attached to the cleric between his shoulder blades, and thus has full concealment from the PCs.

Puppeteer (attached to Xantomorkal): hp 1; see “Combat Statistics” below.

Xantomorkal, Acolyte of the Fury: hp 21; see “Combat Statistics” below; Suggested Miniature – Beholder (DEATHKNELL 32/60)

Advanced Vasuthant: hp 105; see “Combat Statistics” below. Suggested Miniature – Grim Necromancer (DEATHKNELL 36/60)

Tactics: Large and with reach, the advanced vasuthant can maintain grapples with two Medium creatures or four Small creatures simultaneously. Once it establishes a grapple or pin, it attempts to suck the strength out of the opponent until it dies from its

enervating crush attack. The puppeteer (Xantomorkal) stands within the protection of the vasuthant's reach and casts spells or attacks in melee as the situation dictates.

The puppeteer (Xantomorkal) does not surrender. If the battle is going extremely poorly for the PCs, the puppeteer does not have to attack. If the PCs seem to be handling the situation with little problem, the puppeteer can use its psi-like abilities to try to stop the PCs. The puppeteer can also use its telepathy to mess with the heads of the PCs, perhaps choosing one to send a telepathic message, trying to trick the PC into wasting actions doing strange things. In this case, pass the PC a note saying something like this:

"A voice in your head tells you if you want to survive, move three steps to the right and place a magical weapon on the floor there."

This may trick the PC into thinking she is receiving some sort of assistance, when in actuality she is just being manipulated into wasting actions.

Developments: If the PCs defeat the monsters and search the room, they can easily find the altar to the Fury (DC 5 Search check). Read or paraphrase the following if they find the altar and uncover it from beneath the piles of trash:

Underneath a heap of discarded trash, a multi-colored glass statue rests on the floor. The statue is carved into the form of a snakelike wyrm with a humanoid head—perhaps the visage of an elf. Now that the light-devouring creature has been destroyed, the light from the lanterns on the walls plays off this glass statue, reflecting back and shining lights of every color against the walls. Mirrored pieces of flat glass adorn the walls, reflecting and intensifying the light until you seem awash in an out-of-control rainbow.

After the PCs have uncovered the altar and the light from the *continual light* lanterns fixed to the walls of the chamber create the above effect, allow the PCs a DC 15 Spot check (or a DC 10 Search check if they actively search the altar). Any successful checks reveal that the altar has been turned slightly on its base. There are grooves worn into the base that match the legs of the glass wyrm. If the PCs move the statue back into its proper position on the base, read the following:

When the altar returns to its proper place, the dazzling colored lights that have erupted around the room suddenly disappear, as if reality has come back into focus. The chaotic explosion of colors has imploded, and now there is a single swirling circle of light, caught by the glass statue on the altar, bounced off some of the mirrors in the room, and

projected brightly onto a section of wall in the southwest corner of the room.

This circle of colorful light reveals a pressure plate on the wall, which opens a secret door when pushed. Without this revelation by the colorful reflection, the secret door is almost impossible to find (DC 30 Search check).

Two of the humans bound beneath the vasuthant were artists, Alid and ip'Sacco, who came to Fallen in fits of dementia, hoping to capture the pain of the area into turn it into art, but they are now dead—drained of their life force by the undead creature.

The third human, is still alive, and the PCs recognize her as Essa from the description given by Mistress Martra, although her current condition and the tribulations of spending time in the asylum have given her the look of an insane vagrant. Essa is disabled (0 hp) and her current strength score is 1. Thus she can speak, but she cannot move on her own unless she is healed of at least one hit point and her strength score is raised to at least 3.

Anyone who takes the time to examine Essa's physical condition finds that she has, in addition to other small wounds and signs of mistreatment, burn marks on her temples. A PC with the Investigate feat succeeding at a DC 15 Search check realizes that these wounds are caused by a primitive form of electroshock that can wipe out someone's memory. This information is valuable if the PCs attempt to parlay with the King's Citadel agents and make them understand Essa no longer poses a security threat to Breland.

If the PCs take the time to question Essa, she provides them with the following information. Use the questions and the corresponding answers as a guide for roleplaying the conversation. Remember that Essa has been greatly weakened by the vasuthant, so her answers should come in short bursts with frequent gasps for breath and choking fits.

- Are you Essa?

"Yes, that is my name. How do you know me? Are you here to kill me?"

- Why would we want to kill you?

"I don't remember. I did something horrible. People want me dead for what I did. I just don't remember what that was."

- Why did you come here?

"I wanted to forget the horrible things I did during the Last War. And now I have. I know that many soldiers came here—attempting to regain their sanity. But there is only death here now."

- What happened here?

"I'm not sure. I was told the clerics here were conducting experiments in curing insanity. When I got here, I found only great suffering. Much of it

caused by the clerics. I began to see that something was wrong. I don't know what happened after that. I remember very little.

- Are these your writings? (if she is shown her journal Player Handout A)

“That is my writing. I don't remember scribing those words. And I don't know what any of this means.”

Trigger: Until this encounter begins, the PCs might be able to safely rest if they have dealt with the roach thralls. Once the events in Room 9 begin, however, the events of Part 2 are set into motion. This means the PCs are now going to be forced to escape the asylum and deal with both the King's Citadel agents and the Zilargo operatives without a chance to rest. There are ways they can get past the King's Citadel agents without combat, but the Zilargo operatives are not so easily duped or avoided.

Scaling the Encounter

9th-level characters (EL 8): Puppeteer (hp 1); see “Combat Statistics” below; Xantomorkal, Priest of the Fury (hp 39); see “Combat Statistics” below; Elite 10-HD Vasuthant (hp 105); see “Combat Statistics” below.

7th-level characters (EL 9): Puppeteer (hp 1); see “Combat Statistics” below; Xantomorkal, Senior Priest of the Fury (hp 45); see “Combat Statistics” below; Elite 14-HD Vasuthant (hp 147); see “Combat Statistics” below.

Combat Statistics

PUPPETEER

CR 1

LE Fine magical beast

This four-inch long leech is dark brown, possessing no discernable anatomy or organs. It has attached itself to the cleric between the shoulder blades, well hidden out of view.

Init +2;

Senses Blindsight 60 ft.; Listen +7, Spot +7

Languages Common; telepathy 20 ft.

AC 20, touch 20, flat-footed 18

hp 1 (¼ HD)

Fort +2, **Ref** +4, **Will** +5

Speed 5 ft.

Melee bite +4 melee (1d2-5)

Space ½ ft.; **Reach** 0 ft.

Base Atk +1; **Grp** -20

Atk Options enthrall

Psi-Like Abilities (ML 1st)

3/day – *detect psionics, mental barrier, psionic charm* (DC 13)

Abilities Str 1, Dex 15, Con 11, Int 14, Wis 16, Cha 14

SQ hide mind, host protection

Feats Iron Will

Skills Hide +22, Listen +7, Sense Motive +7, Spot +7

Enthrall (Ex): If in physical contact with a person it has charmed, the subject acts as if dominated. As long as the puppeteer remains in contact with the victim, the domination remains in effect, even if a check would normally indicate that the effect is broken.

Hide Mind (Su): A puppeteer cannot be identified as psionic by divination spells or clairsentience powers.

Host Protection (Ex): A puppeteer in control of a host is treated as an attended magic item for the purpose of making saving throws, even if the puppeteer is specifically targeted. A puppeteer that is attached to its host is treated as a creature in a grapple for the purpose of striking at the puppeteer instead of the host (but the host is not considered grappled in turn).

Telepathy (Su): Can communicate telepathically with any creature within 20 feet that has a language.

XANTOMORKAL, ACOLYTE OF THE FURY

CR 3

Male human cleric 3

CE Medium humanoid (human)

This cleric is dressed in purple and red robes and shivers with uncontrollable nervous energy.

Init +3;

Senses Listen +1, Spot +1

Languages Common

AC 17, touch 9, flat-footed 17

hp 21 (3 HD)

Fort +4, **Ref** +0, **Will** +4

Speed 30 ft. (6 squares)

Melee masterwork morningstar +3* melee (1d8+2)

Base Atk +2; **Grp** +4

Atk Options Divine Spell Power

Special Actions rebuke undead 4/day (+3, 2d6+4, 3rd), spontaneous casting (*inflict* spells)

Spells Prepared (CL 3rd):

2nd – *silence* (DC 14), sound burst (DC 14), Tasha's hideous laughter^D (DC 14)

1st – bane (DC 13), cause fear^D (DC 13), cure light wounds (DC 13), shield of faith

0 – cure minor wounds (2), guidance, resistance

^D = Domain spell. Deity: The Fury. *Domains:* Madness

(subtract 1 from all Wisdom-based skill checks and all Will saves (already included above); 1/day, add 1 to a single Wisdom-based skill check or Will save), Passion (act as if under the effects of the *rage* spell for up to 3 rounds per day as a supernatural ability; these rounds need not be consecutive).

Abilities Str 14, Dex 8, Con 13, Int 10, Wis 15, Cha 12

SQ aura of evil

Feats Divine Spell Power, Improved Initiative, Tower Shield Proficiency

Skills Concentration +7, Knowledge (arcana) +5, Knowledge (religion) +5, Spellcraft +4

Possessions puppeteer (see above), masterwork morningstar, tower shield, cleric's vestments, unholy symbol of The Fury (2), ring of keys to open the isolation chambers in Room 4

ELITE 10-HD VASUTHANT

CR 6

CE Large undead

Init +4;

Senses Blindsight 60 ft., darkvision 60 ft.; Listen +8, Spot +9

Languages None

AC 19, touch 13, flat-footed 15

hp 105 (10 HD)

Immune acid, cold, light

Resist electricity 5, fire 5; turn resistance +2

Fort +5, **Ref** +7, **Will** +9

Speed fly 30 ft. (perfect) (6 squares); Flyby Attack

Melee slam +12 melee (1d8+8 plus improved grab) and up to 4 enervating crushes (1d8+8 plus 1d4 Str)

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

Base Atk +5; **Grp** +21

Atk Options enervating crush, improved grab, Improved Grapple

Special Actions reality distortion (3/day)**Abilities** Str 26, Dex 18, Con –, Int 4, Wis 14, Cha 18**SQ** trap light, undead traits, unholy toughness**Feats** Flyby Attack, Great Fortitude, Improved Grapple^B, Improved Natural Armor**Skills** Hide +6*, Listen +8, Spot +9

*A vasuthant gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In areas of bright illumination, it takes a -4 penalty on Hide checks.

Enervating Crush (Su): A successful grapple attempt against a living creature of the same size or smaller pulls the victim into the center of the vasuthant. In that round and every round thereafter, a grappled victim takes 1d8+8 points of damage plus 1d4 points of Strength damage. A creature reduced to 0 Strength by a vasuthant dies. This is a negative energy effect.

Every point of Strength damage dealt by a vasuthant heals the creature of 1 point of damage, or gives it 1 temporary hit point if the creature is at full hit points. These temporary hit points last for 10 minutes.

A vasuthant can grapple with one creature of its size, or can simultaneously grapple one or two creatures one size smaller or up to four creatures two or more sizes smaller. Creatures that become pinned are suspended inside the vasuthant while their life energy is crushed out of their bodies.

The use of enervating crush ability does not prevent a vasuthant from making slam attacks or using its spell-like abilities.

Improved Grab (Ex): To use this ability, a vasuthant must first hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins a grapple check, a vasuthant immediately employs its enervating crush attack.**Reality Distortion (Ex):** A vasuthant has limited influence over the forces of time and reality. Three times per day (but only once per round), a vasuthant can take a free action to reroll any unfavorable die roll or force its opponent to reroll a favorable die roll. The vasuthant must accept the result of the reroll.**Immunity to Light (Ex):** Unlike many other undead creatures, a vasuthant is immune to any harmful effects of light, either natural or magical. All cleric spells of the Sun domain as well as other spells with the light descriptor (such as *daylight*) produce no adverse effects on a vasuthant.**Trap Light (Ex):** A vasuthant effectively absorbs nearly magical and nonmagical light, creating a 60-foot emanation of shadow. All creatures within this area, including the vasuthant, gain concealment. Creatures with low-light vision or darkvision can see normally within the area of the emanation. Light sources within the area are suppressed, not dispelled. If a vasuthant moves out of range before the light source's duration expires, the light source illuminates again (though its illumination still cannot extend within the area of the vasuthant's trap light effect).**Unholy Toughness (Ex):** A vasuthant gains a bonus to its hit points equal to its Charisma modifier × its Hit Dice.**XANTOMORKAL, PRIEST OF THE FURY****CR 6**

Male human cleric 6

CE Medium humanoid (human)

Init +3;**Senses** Listen +2, Spot +2**Languages** Common**AC** 18, touch 9, flat-footed 18**hp** 39 (6 HD)**Fort** +6, **Ref** +1, **Will** +7**Speed** 30 ft. (6 squares)**Melee** +1 *morningstar* +5* melee (1d8+3)**Base Atk** +4; **Grp** +6**Atk Options** Divine Spell Power**Special Actions** rebuke undead 4/day (+3, 2d6+7, 6th), spontaneous casting (*inflict* spells)**Combat Gear** tower shield (* -2 penalty to attack for using the tower shield already included, above)**Spells Prepared** (CL 6th):3rd – *bestow curse* (DC 16), *confusion*^D (DC 16), *dispel magic*, *prayer*2nd – *eagle's splendor*, *hold person* (DC 15), *silence* (DC 14), *sound burst* (DC 14), *Tasha's hideous laughter*^D (DC 14)1st – *bane* (DC 13), *cause fear*^D (DC 13), *cure light wounds* (DC 13), *shield of faith*0 – *cure minor wounds* (2), *detect magic*, *guidance*, *resistance*^D = Domain spell. Deity: The Fury. *Domains*: Madness (subtract 1 from all Wisdom-based skill checks and all Will saves (already included above); 1/day, add 1 to a single Wisdom-based skill check or Will save), *Passion* (act as if under the effects of the *rage* spell for up to 6 rounds per day as a supernatural ability; these rounds need not be consecutive).**Abilities** Str 14, Dex 8, Con 13, Int 10, Wis 16, Cha 12**SQ** aura of evil**Feats** Combat Casting, Divine Spell Power, Improved Initiative, Tower Shield Proficiency**Skills** Concentration +10, Knowledge (arcana) +5, Knowledge (religion) +8, Spellcraft +7**Possessions** puppeteer (see above), +1 *morningstar*, +1 tower shield, ~~potion of mage armor~~, cleric's vestments, unholy symbol of The Fury (2), ring of keys to open the isolation chambers in Room 4**XANTOMORKAL, SENIOR PRIEST OF THE FURY****CR 7**

Male human cleric 7

CE Medium humanoid (human)

Init +3;**Senses** Listen +2, Spot +2**Languages** Common**AC** 21, touch 12, flat-footed 21**hp** 45 (7 HD)**Fort** +6, **Ref** +1, **Will** +7**Speed** 30 ft. (6 squares)**Melee** +1 *morningstar* +6* melee (1d8+3)**Base Atk** +5; **Grp** +7**Atk Options** Divine Spell Power**Special Actions** rebuke undead 4/day (+3, 2d6+8, 7th), spontaneous casting (*inflict* spells)**Combat Gear** tower shield (* -2 penalty to attack for using the tower shield already included, above)**Spells Prepared** (CL 7th):4th – *crushing despair* (DC 17), *poison* (DC 16)3rd – *bestow curse* (DC 16), *confusion*^D (DC 16), *dispel magic*, *prayer*2nd – *eagle's splendor*, *hold person* (DC 15), *silence* (DC 14), *sound burst* (DC 14), *Tasha's hideous laughter*^D (DC 14)1st – *bane* (DC 13), *bles*, *cause fear*^D (DC 13), *cure light wounds* (DC 13), *shield of faith*0 – *cure minor wounds* (3), *detect magic*, *guidance*, *resistance*^D = Domain spell. Deity: The Fury. *Domains*: Madness (subtract 1 from all Wisdom-based skill checks and all Will saves (already included above); 1/day, add 1 to a single Wisdom-based skill check or Will save), *Passion* (act as if under the effects of the *rage* spell for up to 7 rounds per

day as a supernatural ability; these rounds need not be consecutive).

Abilities Str 14, Dex 8, Con 13, Int 10, Wis 16, Cha 12

SQ aura of evil

Feats Combat Casting, Divine Spell Power, Improved Initiative, Tower Shield Proficiency

Skills Concentration +11, Knowledge (arcana) +5, Knowledge (religion) +8, Spellcraft +9

Possessions puppeteer (see above), +1 *morningstar*, +1 *tower shield*, ~~potions of magic~~ *armor*, cleric's vestments, unholy symbol of The Fury (2), ring of keys to open the isolation chambers in Room 4

ELITE 14-HD VASUTHANT

CR 7

CE Large undead

Init +4;

Senses Blindsight 60 ft., darkvision 60 ft.; Listen +10, Spot +11

Languages None

AC 20, touch 13, flat-footed 16

hp 147 (14 HD)

Immune acid, cold, light

Resist electricity 5, fire 5; turn resistance +2

Fort +6, **Ref** +8, **Will** +11

Speed fly 30 ft. (perfect) (6 squares); Flyby Attack

Melee slam +14 melee (1d8+8 plus improved grab) and up to 4 enervating crushes (1d8+8 plus 1d4 Str)

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

Base Atk +7; **Grp** +23

Atk Options enervating crush, improved grab, Improved Grapple

Special Actions reality distortion (3/day)

Abilities Str 27, Dex 18, Con –, Int 4, Wis 14, Cha 18

SQ trap light, undead traits, unholy toughness

Feats Flyby Attack, Great Fortitude, Improved Grapple^B, Improved Natural Armor (2)

Skills Hide +6*, Listen +10, Spot +11

*A vasuthant gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In areas of bright illumination, it takes a -4 penalty on Hide checks.

Enervating Crush (Su): A successful grapple attempt against a living creature of the same size or smaller pulls the victim into the center of the vasuthant. In that round and every round thereafter, a grappled victim takes 1d8+8 points of damage plus 1d4 points of Strength damage. A creature reduced to 0 Strength by a vasuthant dies. This is a negative energy effect.

Every point of Strength damage dealt by a vasuthant heals the creature of 1 point of damage, or gives it 1 temporary hit point if the creature is at full hit points. These temporary hit points last for 10 minutes.

A vasuthant can grapple with one creature of its size, or can simultaneously grapple one or two creatures one size smaller or up to four creatures two or more sizes smaller. Creatures that become pinned are suspended inside the vasuthant while their life energy is crushed out of their bodies.

The use of enervating crush ability does not prevent a vasuthant from making slam attacks or using its spell-like abilities.

Improved Grab (Ex): To use this ability, a vasuthant must first hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins a grapple check, a vasuthant immediately employs its enervating crush attack.

Reality Distortion (Ex): A vasuthant has limited influence over the forces of time and reality. Three times per day (but only once per round), a vasuthant can take a free action to reroll any unfavorable die roll or force its opponent to reroll

a favorable die roll. The vasuthant must accept the result of the reroll.

Immunity to Light (Ex): Unlike many other undead creatures, a vasuthant is immune to any harmful effects of light, either natural or magical. All cleric spells of the Sun domain as well as other spells with the light descriptor (such as *daylight*) produce no adverse effects on a vasuthant.

Trap Light (Ex): A vasuthant effectively absorbs nearly magical and nonmagical light, creating a 60-foot emanation of shadow. All creatures within this area, including the vasuthant, gain concealment. Creatures with low-light vision or darkvision can see normally within the area of the emanation. Light sources within the area are suppressed, not dispelled. If a vasuthant moves out of range before the light source's duration expires, the light source illuminates again (though its illumination still cannot extend within the area of the vasuthant's trap light effect).

Unholy Toughness (Ex): A vasuthant gains a bonus to its hit points equal to its Charisma modifier × its Hit Dice.

10. The Secret Passage

Light: There are no lights in any sections of the secret passage. To see through the one-way glass that makes up the walls of much of this passage, there must be very little light in the passage (nothing more than torchlight) in conjunction with the bright light in the rooms on the other side of the walls.

Sound: The glass that makes up the walls of this passage is essentially soundproof. Within the passage itself, however, the chattering and clicking of swarms of cockroaches makes it almost impossible to hear (-10 penalty to all Listen checks made by creatures within the passage.)

The secret passage (Room 10 on the Main Map) was used by the clerics of the Fury to keep close watch over their inmates without being noticed. The walls where the secret passage meets another room are made of a special glass salvaged from the wreckage of the fallen sky tower. Anyone in the room just sees mirrored glass, while anyone looking from the secret passage side of the glass can see directly into the rooms on the other side of the glass.

Beyond the secret door, the sickening sound of clicking and chattering deafens you. As the light spills into the secret passage on the other side of the wall, scores of cockroaches scatter to get away from the radiance. Piles of discarded food and refuse litter the floor. Like the rest of the asylum, the walls in the secret passage are made of alternating slabs of stone and glass. Some of the glass seems to be transparent, giving you the ability to see into other areas of the asylum.

PCs can enter this passageway and move within the walls of the asylum, using the one-way glass to view events in other rooms. What they see depends on their previous path and actions, as well as the actions of the King's

Citadel agents moving through the asylum after them. Use the following description when the PCs look into either Room 3A or Room 3B. The first area they look into is the path the King's Citadel agents take. Change the text based on the PCs' previous actions in the rooms.

As you peer through the glass into the room containing the inmates, who are agitated and verging on rioting, two humans and a warforged march into their midst. These three are dressed in uniforms bearing the crest of Breland. As some of the inmates hurl themselves at the uniformed men, they are struck back with the flats of blades. Even some of the inmates who simply stand in the way of the Brelish military personnel are knocked to the floor. After a dozen inmates are knocked unconscious and pushed aside, the uniformed Brelish men and warforged march through the room and continue toward the rear of the asylum.

A Spot check (DC 15) reveals that the weapons of the Brelish are covered in blood, but not blood from the inmates. A Knowledge (local – Breland) check (DC 20) gives the knowledge that these are indeed members of the King's Citadel, a Brelish organization that dispenses the King's justice swiftly and unerringly.

Developments: The King's Citadel agents are after Essa, as they believe she carries the knowledge of the Plaguewind and how Breland used it in the Last War. She used to carry the knowledge of the Plaguewind, of course, but that has been removed from her mind by the viscous experiment of the cleric of the Fury and the puppeteer. The agents have orders to capture Essa alive, but if she can't be taken alive she is to be terminated with extreme prejudice. See Encounter 11 for the various ways that the PCs can peacefully deal with the Citadel agents. (One of those ways is to hide in the secret passageway [Room 10] until they leave.)

Treasure: The clerics of the Fury, when they were in charge of the asylum, stashed away two scrolls of *lesser restoration* and two potions of *cure moderate wounds*. They have been covered in the trash that was eventually piled up here, but they can be found with a Search check (DC 20). The stash is located in the square to the right on the secret door into Room 9.

Part 3: Breland Citadel Justice (EL 6)

Auras: The Brelish Citadel agents detect as lawful (faint), and any of their magical equipment detect as such.

Important Rules: diplomacy, bluff

Reaction: The King's Citadel agents know that Essa is here in the asylum, and they are aware that she holds within her brain not just the secret of the Plaguewind, but also knowledge of how Breland used the Plaguewind

against their enemies during the Last War. They are the law in Breland (and therefore in Sharn as well), and they do not take kindly to anyone—including adventuring members of the Digger's Union—failing to comply with orders.

Where this encounter takes place depends entirely on how the PCs choose to act after defeating the cleric, puppeteer, and vasuthant. If the PCs rest in any of the rooms (except the secret passageway) after defeating the vasuthant and its keeper in Room 9, they encounter the Citadel agents in that room. If the PCs leave Room 9 immediately after the battle with the vasuthant, they encounter the agents in the first room they come to after leaving Room 9. If the PCs use the secret passage (Room 10) to spot the agents, they can try to avoid them by going in the opposite direction—but they are still forced to have this encounter after dealing with Zilargo operatives in the next encounter. If the PCs hide in the secret passage, the King's Citadel agents search the asylum for three hours, then they leave empty-handed.

As the Citadel agents move through the asylum, they deal with any threats the PCs may have missed or fled from, including the roach thralls in the first two chambers. When they do finally come into contact with the PCs, use the descriptions below as a guide to running the encounter. Use your best judgment when running this encounter, as it could take place in many different situations or locations.

The leader of the King's Citadel agents sent to find Essa is a human warmage named Nosuson. He is blunt, authoritative, and not prone to putting up with nonsense. He doesn't ask questions, he orders people to give him answers. The other two members of his party answer to him, following his orders to the best of their ability. They do not want to attack innocent people, but they certainly do not shy away from combat if someone or something stands in the way of their mission.

The Citadel agents draw weapons upon seeing the PCs, but as long as the PCs don't take any offensive action, the agents do not attack. The leader of the Citadel agents orders the PCs to turn over Essa to them in a tone that leaves little room for misinterpretation. At this point, if Essa is with the PCs, have everyone make a Sense Motive check (DC 17). Anyone succeeding at this check notices that although he gave the order, he did not look at Essa when saying it. This should be a clue to the PCs that these agents were dispatched in haste and do not know exactly what Essa looks like. This allows the PCs to possibly bluff the Citadel agents into believing Essa is somewhere else in the asylum. The agents are working on highly trustworthy information that she is in the asylum, so saying that she is not here does not work as a bluff. The PCs can attempt the Bluff against the Sense Motive roll of the leader of the Citadel agents, but the leader gets a +5 bonus to this roll because of his suspicion and training. On the other hand, award a +2 bonus to the Bluff check if the PC roleplays the encounter well (judge's

discretion). Only one Bluff attempt should be allowed because the agents do not hesitate long enough to listen to nonsense more than once.

The Citadel agents are not likely to release Essa into the custody of the PCs unless tricked, fought, or avoided. However, a PC with an incredibly high Diplomacy check (DC 35) can talk the King's Citadel agents to let them leave peacefully with Essa. Use the chart below to determine any modifiers to the Diplomacy check:

What the PCs says or do:	Modifier to check
Show Essa remembers nothing	+2
Show Essa's journal	+2
Turn over notes on her treatment	+2
If at least half the PCs are Brelish	+2

Creatures: The King's Citadel agents are well-trained and well-equipped soldiers. They have their orders, and unless persuaded otherwise, they fight to the death to perform their mission.

Nosuson, King's Citadel Artillerist: hp 17; see "Combat Statistics" below; Suggested Miniature – Warmage (GIANTS OF LEGEND 7/72)

King's Citadel Scout: hp 22; see "Combat Statistics" below; Suggested Miniature – Daleland Militia (ARCHFIENDS 2/60)

King's Citadel Soldier: hp 33; see "Combat Statistics" below; Suggested Miniature – Warforged Hero (ABERRATIONS 10/60)

Tactics: The King's Citadel agents give the PCs an opportunity to hand over Essa without violence. If the PCs fail to comply with their demands or convince the agents to let them keep possession of Essa, they attack. The agents are smart enough to not simply pull a haphazard assault. They may go so far as to pretend to acquiesce to the PCs demands or pleas, moving in apparent peace until they are in the perfect position to attack: this would be with the warforged between the other agents and the PCs, the scout in range for missile attacks, and the warmage in the back and in range to cast spells at any spellcasters, perhaps even readying a spell in an attempt to interrupt spells cast at his companions. Tactics depend on the location of the encounter, so judges are encouraged to be imaginative and play these foes as well-trained killers if it comes to a battle. Also, if the battle gets desperate, they target Essa, since silencing her is more important than taking her alive. They only resort to this tactic, however, if the battle is quite obviously lost.

Scaling the Encounter

6th-level characters (EL 7): King's Citadel Scout (hp 22), Nosuson, Elite King's Citadel's Artillerist (hp 27), King's Citadel Soldier (hp 33, 39 when raging); see "Combat Statistics", below.

7th-level characters (EL 8): Elite King's Citadel Scout (hp 34), Nosuson, Elite King's Citadel Artillerist (hp 27),

Elite King's Citadel Soldier (hp 51, 61 when raging); see "Combat Statistics", below.

Combat Statistics

NOSUSON, KING'S CITADEL ARTILLERIST

CR 3

Male human warmage 3

LN Medium humanoid (human)

This man is dressed in dark shades and wears a blackened chain shirt. A black light shield is held on his left arm, and a morningstar hangs from his belt, along with a number of pouches and a wand.

Init +6;

Senses Listen -1, Spot -1

Languages Common, Gnome

AC 17, touch 10, flat-footed 17

hp 17 (3 HD)

Fort +3, **Ref** +4, **Will** +3

Speed 30 ft. (6 squares)

Melee masterwork morningstar +2 melee (1d8) or masterwork sickle +3 melee (1d6)

Base Atk +1; **Grp** +1

Atk Options Point Blank Shot

Special Actions warmage edge +1

Combat Gear *potion of cure moderate wounds* (2), wand of lesser acid orb (CL 1, 10 charges)

Warmage Spells Known (CL 3rd, can cast in light armor & shields without failure):

1st □□□□□ o– *accuracy*, *burning hands* (DC 13), *chill touch* (+1 melee touch; DC 13), *fist of stone*, *hail of stone*, *magic missile*, *lesser orb of acid* (+2 ranged touch), *lesser orb of cold* (+2 ranged touch), *lesser orb of electricity* (+2 ranged touch), *lesser orb of fire* (+2 ranged touch), *lesser orb of sound* (+2 ranged touch), *shocking grasp* (+1 melee touch), *Tenser's floating disk*, *true strike*

0 □□□□□ o– *acid splash* (+2 ranged touch), *disrupt undead* (+2 ranged touch), *light*, *ray of frost* (+2 ranged touch)

Abilities Str 10, Dex 14, Con 12, Int 12, Wis 8, Cha 15

SQ armored mage (light)

Feats Improved Initiative, Point Blank Shot^B, Precise Shot^B

Skills Concentration +7, Intimidate +8, Knowledge (arcana) +7, Spellcraft +9

Possessions Combat gear plus masterwork morningstar, +1 mithral chain shirt, +1 light steel shield, vest of resistance +1, spell component pouch, traveler's outfit, identification papers (two sets, one false).

Warmage Edge (Ex): The King's Citadel Artillerist gains a +1 bonus on damage dealt by any of her spells that deal hit point damage. A single spell can never gain this extra damage more than once per casting.

KING'S CITADEL SCOUT

CR 3

Male human scout 2 / fighter 1

LN Medium humanoid (human)

This man is dressed in darkweave clothing and carries a black-lacquered shortbow in his hands. A buckler covered in black leather is strapped to his right arm, and a longsword hangs from his hip. He appears grizzled and well-capable of taking care of himself.

Init +7;

Senses Listen +5, Spot +5

Languages Common, Goblin, Gnome

AC 19, touch 12, flat-footed 19; uncanny dodge

hp 22 (3 HD)

Fort +3, **Ref** +5, **Will** +0

Speed 30 ft. (6 squares)

Ranged +1 mighty [+1] composite shortbow +5 (1d6+2/x3) or

Melee +1 *longsword* +4 melee (1d8+2/19-20)
Base Atk +2; **Grp** +3
Atk Options Point Blank Shot, skirmish +1d6
Combat Gear *potion of cure moderate wounds* (2)
Abilities Str 13, Dex 15, Con 12, Int 14, Wis 10, Cha 8
SQ battle fortitude +1, trapfinding
Feats Improved Initiative, Point Blank Shot^B, Precise Shot^B
Skills Balance +4, Climb +1 (+3 with ropes), Diplomacy +1, Escape Artist +7 (+9 with ropes), Hide +9 (+10 in shadows), Jump +8, Knowledge (dungeoneering) +7, Listen +5, Search +8, Sense Motive +5, Spot +5, Survival +5 (+7 underground, +7 when searching for tracks), Tumble +10, Use Rope +7 (+9 binding)
Possessions Combat gear plus +1 *longsword*, +1 *mighty* [+1] *composite shortbow*, arrows (20), +1 *mithral chain shirt*, +1 *buckler*, masterwork thieves' tools, darkweave explorer's outfit, identification papers (two sets, one false)

Skirmish (Ex): The King's Citadel Scout deals an extra 1d6 points of damage on all attacks during any round in which he moves at least 10 feet. The extra damage applies only to attacks taken during his turn. This damage also applies to ranged attacks against targets up to 30 feet away. Creatures with concealment, creatures without discernable anatomies, and creatures immune to extra damage from critical hits are all immune to this extra damage. The King's Citadel Scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

KING'S CITADEL SOLDIER (RAGING) **CR 3**
 Female-Personality warforged barbarian 1/ fighter 2
 LN Medium construct (living construct)

This large warforged is covered in blackened plating and wears a bandoleer across its chest with numerous pouches and a quiver of javelins across its back. In its power hands it holds a heavy flail made of a dark purplish-black metal.

Init +1;
Senses Listen +4, Spot +0
Languages Common
AC 18, touch 9, flat-footed 17
hp 39 (3 HD); **DR** 2/adamantine
Immune poison, sleep effects, paralysis, disease, nausea, fatigue, exhaustion, effects that cause the sickened condition, energy drain
Fort +10, **Ref** +1, **Will** +2
Weakness *heat metal*, *chill metal*, *repel metal* or *stone*, *repel wood*, *rusting grasp*

Speed 20 ft. (4 squares)
Atk adamantite heavy flail +9 melee (1d10+6/19-20) or slam +7 melee (1d4+6) or masterwork javelin +5 ranged (1d6+4)

Base Atk +3; **Grp** +5
Atk Options Construct Lock, Power Attack, rage 1/day (8 rounds)
Combat Gear *oil of bless weapon*, *oil of repair moderate damage* (2), *potion of protection from evil*

Abilities Str 19, Dex 13, Con 20, Int 8, Wis 10, Cha 8
SQ fast movement, warforged traits

Feats Adamantine Body, Construct Lock, Power Attack^B, Weapon Focus (heavy flail)^B
Skills Climb +1, Jump -3, Listen +4
Possessions Combat gear plus adamantite heavy flail, masterwork javelin (3), +1 *enhancement* on adamantite body, identification papers (two sets, one false)

When the King's Citadel Soldier is not raging, the following changes apply to the above statistics: **AC** 20, touch 11, flat-footed 19; **hp** 33 (3 HD); **Fort** +8, **Will** +0; **Atk** adamantite heavy flail +7 melee (1d10+3/19-20) or slam +5 melee (1d4+3)

or masterwork javelin +5 ranged (1d6+2); **Grp** +5; **Abilities** Str 15, Con 16

NOSUSON, ELITE KING'S CITADEL ARTILLERIST **CR 5**

Male human warmage 5
 LN Medium humanoid (human)

Init +6;
Senses Listen -1, Spot -1
Languages Common, Gnome
AC 17, touch 10, flat-footed 17
hp 27 (5 HD)
Fort +3, **Ref** +4, **Will** +5
Speed 30 ft. (6 squares)
Akt masterwork morningstar +3 melee (1d8) or masterwork sickle +3 melee (1d6)

Base Atk +2; **Grp** +2
Atk Options Point Blank Shot
Special Actions warmage edge +1

Combat Gear *potion of cure moderate wounds* (2), wand of *lesser acid orb* (CL 1, 10 charges)
Warmage Spells Known (CL 5th, can cast in light armor & shields without failure):

2nd □□□□□ – *blades of fire*, *continual flame*, *fire trap* (DC 15), *fireburst* (DC 15), *flaming sphere* (DC 15), *ice knife* (+7 ranged; DC 15), *Melf's acid arrow* (+3 ranged touch), *pyrotechnics*, *scorching ray* (+3 ranged touch), *shatter*, *whirling blade*

1st □□□□□ □□ – *accuracy*, *burning hands* (DC 13), *chill touch* (+1 melee touch; DC 13), *fist of stone*, *hail of stone*, *magic missile*, *lesser orb of acid* (+2 ranged touch), *lesser orb of cold* (+2 ranged touch), *lesser orb of electricity* (+2 ranged touch), *lesser orb of fire* (+2 ranged touch), *lesser orb of sound* (+2 ranged touch), *shocking grasp* (+1 melee touch), *Tenser's floating disk*, *true strike*
 0 □□□□□ □ – *acid splash* (+2 ranged touch), *disrupt undead* (+2 ranged touch), *light*, *ray of frost* (+2 ranged touch)

Abilities Str 10, Dex 14, Con 12, Int 12, Wis 8, Cha 16
SQ armored mage (light)
Feats Improved Initiative, Point Blank Shot^B, Precise Shot^B
Skills Concentration +9, Intimidate +11, Knowledge (arcana) +9, Spellcraft +11

Possessions Combat gear plus masterwork morningstar, +1 *mithral chain shirt*, +1 *light steel shield*, *vest of resistance* +1, spell component pouch, traveler's outfit, identification papers (two sets, one false).

Warmage Edge (Ex): The King's Citadel Artillerist gains a +1 bonus on damage dealt by any of her spells that deal hit point damage. A single spell can never gain this extra damage more than once per casting.

ELITE KING'S CITADEL SCOUT **CR 5**

Male human scout 4 / fighter 1
 LN Medium humanoid (human)

Init +10;
Senses Listen +8, Spot +8; Quick Reconnoiter
Languages Common, Goblin, Gnome
AC 20, touch 13, flat-footed 20; uncanny dodge
hp 34 (5 HD)
Fort +4, **Ref** +7, **Will** +3
Speed 40 ft. (8 squares)

Alt +1 *mighty* [+1] *composite shortbow* +8 ranged (1d6+2/x3) or +1 *longsword* +6 melee (1d8+2/19-20)
Base Atk +2; **Grp** +3
Atk Options Point Blank Shot, skirmish (+1d6, +1 AC)
Combat Gear *potion of cure moderate wounds* (2), *potion of protection from evil*

Abilities Str 13, Dex 16, Con 12, Int 14, Wis 10, Cha 8

SQ battle fortitude +1, trackless step, trapfinding
Feats Improved Initiative, Point Blank Shot^B, Precise Shot^B
Skills Balance +4, Climb +1 (+3 with ropes), Diplomacy +1, Escape Artist +7 (+9 with ropes), Hide +9 (+10 in shadows), Jump +8, Knowledge (dungeoneering) +7, Listen +5, Search +8, Sense Motive +5, Spot +5, Survival +5 (+7 underground, +7 when searching for tracks), Tumble +10, Use Rope +7 (+9 binding)

Possessions Combat gear plus +1 *longsword*, +1 *mighty* [+1] *composite shortbow*, arrows (20), +1 *mithral chain shirt*, +1 *buckler*, masterwork thieves' tools, darkweave explorer's outfit, identification papers (two sets, one false)

Skirmish (Ex): The King's Citadel Scout gains a +1 competence bonus to AC and deals an extra 1d6 points of damage on all attacks during any round in which he moves at least 10 feet. The extra damage applies only to attacks taken during his turn. This damage also applies to ranged attacks against targets up to 30 feet away. Creatures with concealment, creatures without discernable anatomies, and creatures immune to extra damage from critical hits are all immune to this extra damage. The King's Citadel Scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

ELITE KING'S CITADEL SOLDIER (RAGING) CR 5

Female-Personality warforged barbarian 1/ fighter 4
 LN Medium construct (living construct)

Init +1;

Senses Listen +4, Spot +0

Languages Common

AC 18, touch 9, flat-footed 17

hp 61 (5 HD); **DR** 2/adamantine

Immune poison, sleep effects, paralysis, disease, nausea, fatigue, exhaustion, effects that cause the sickened condition, energy drain

Fort +11, **Ref** +2, **Will** +3

Weakness *heat metal*, *chill metal*, *repel metal* or *stone*, *repel wood*, *rusting grasp*

Speed 20 ft. (4 squares)

Melee +1 *adamantine heavy flail* +12 melee (1d10+10/19-20) or slam +10 melee (1d4+7) or masterwork javelin +7 ranged (1d6+5)

Base Atk +5; **Grp** +10

Atk Options Construct Lock, Power Attack, rage 1/day (8 rounds)

Combat Gear *oil of bless weapon*, *oil of repair moderate damage* (2), *potion of protection from evil*

Abilities Str 20, Dex 13, Con 20, Int 8, Wis 10, Cha 8

SQ fast movement, warforged traits

Feats Adamantine Body, Construct Lock, Power Attack^B, Weapon Focus (heavy flail)^B, Weapon Specialization (heavy flail)^B

Skills Climb +2, Jump +0, Listen +4

Possessions Combat gear plus adamantite heavy flail, masterwork javelin (3), +1 *enhancement* on adamantite body, identification papers (two sets, one false)

When the King's Citadel Soldier is not raging, the following changes apply to the above statistics: **AC** 20, touch 11, flat-footed 19; **hp** 51 (5 HD); **Fort** +9, **Will** +1; **Atk** +1 *adamantine heavy flail* +10 melee (1d10+7/19-20) or slam +8 melee (1d4+4) or masterwork javelin +7 ranged (1d6+3); **Grp** +8; **Abilities** Str 16, Con 16

Part 4: Gnome Treachery (EL 7)

Auras: The Zilargo gnomes detect as chaotic (faint), and any of their magical equipment detect as such.

Important Rules: Bard's *fascinate* ability

Reaction: The Trust operatives from Zilargo know what Essa looks like, and any attempts to trick them fail. They want what she knows at all costs, and they do not wait around to talk. They try to take Essa alive, but they have no compunctions about killing the PCs.

This encounter takes place as the PCs exit Room 1 of the asylum into the outdoors of Fallen. The Zilargo Trust operatives have set up an ambush here, waiting for Essa (and whoever escorts Essa) to leave the asylum.

At last the smell of madness, filth and death fades behind you. The air of Fallen is by no means that of a spring meadow, but it is welcome in comparison to the foul den you are leaving. Outside the doors of this place of madness and horror stands a filth-covered gnome. By his looks, he might have been a recent occupant of the terrible place you are now leaving. He raises a hand and speaks. Unlike the insane gibbering of those you met inside, he speaks clearly and firmly. "You must hear what I have to say. It concerns one who is inside the asylum. Her story is one of great treachery. She betrayed an entire continent by bringing death down upon all living creatures."

This gnome is a bard, the leader of the Zilargo operatives who have been sent to capture Essa and return her to Zilargo to find out what she can tell them about the Plaguewind. He has disguised himself to look like a resident of Fallen. He is attempting to use his words to *fascinate* the first two PCs out of the asylum, thus allowing his team to get into position for sneak attacks and spells.

Creatures: The Zilargo operatives are at least as well trained as the King's Citadel agents, and they have the element of surprise on their side.

Gnome Diplomat: hp 27; see "Combat Statistics" below; Suggested miniature – Gnome Recruit (HARBINGER 24/80)

Gnome Gadgeteers (3): hp 15; see "Combat Statistics" below; Suggested miniature – Gnome Fighter (DRAGONEYE 3/60)

Gnome Mages (2): hp 9; see "Combat Statistics" below; Suggested miniature – Halfling Wizard (ARCHFIENDS 18/60)

Tactics: The gnomes focus their attacks on anyone carrying or assisting Essa. They first want to secure her (she does not put up a fight). If they do secure her, they attempt to retreat off the map and escape, letting the PCs live if they do not follow them. If the PCs pursue, the gnomes stay and fight.

Development: This encounter could be complicated by many factors—specifically, what happened previously with the King's Citadel agents. If the PCs bluffed or snuck past them, the agents may still be behind the PCs in the asylum. In that case, the agents may actually save the

PCs from the gnomes. If the PCs handed over Essa to the Brelish agents, the gnomes attack them—so the PCs could turn that battle either way, or they may try to take advantage of the confusion to attempt to escape with Essa in tow. If the PCs can get past the gnomes with Essa still alive, move on to the Conclusion.

Scaling the Encounter

6th-level characters (EL 8): Elite Gnome Diplomat (hp 39), Gnome Gadgeteers (3) (hp 15, 15, 15), Elite Gnome Mages (2) (hp 17, 17); see “Combat Statistics”, below

7th-level characters (EL 9): Elite Gnome Diplomat (hp 39), Elite Gnome Gadgeteers (3) (hp 27, 27, 27), Elite Gnome Mages (2) (hp 17, 17); see “Combat Statistics”, below.

Combat Statistics

GNOME DIPLOMAT

CR 4

Male gnome bard 4

LN Small humanoid (gnome)

This gnome is covered in filth and looks like he may be a recent occupant of the Shambles. He is dressed in tattered rags and sores are evident on his exposed flesh.

Init +2;

Senses Low-light vision; Listen +1, Spot -1

Languages Common, Elven, Gnome

AC 18, touch 13, flat-footed 16; +4 against giants

hp 27 (4 HD)

Fort +3, **Ref** +6, **Will** +3; +2 against Illusion spells

Speed 20 ft. (4 squares)

Atk masterwork club +2 melee (1d4-1)

Base Atk +3; **Grp** -2

Atk Options +1 racial bonus on attack rolls against kobolds and goblinoids

Special Actions bardic music 4/day (countersong, *fascinate* 2 creatures, inspire courage +2, inspire competence); Song of the Heart

Combat Gear eternal wand of *magic missile*, arcane scroll of *shield*, ~~arcane scroll of alarm~~

Bard Spells Known (CL 4th, can cast in light armor without failure):

2nd □ – *glitterdust* (DC 15), *sound burst* (DC 15)

1st □□□ – *disguise self* (DC 16), *grease* (DC 14), *Tasha's hideous laughter* (DC 14)

0 □□□ – *daze* (DC 13), *flare* (DC 13), *light*, *mage hand*, *message*, *read magic*

Spell-Like Abilities (CL 1st):

1/day – *dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals* (burrowing mammals only)

Abilities Str 8, Dex 14, Con 14, Int 13, Wis 8, Cha 16

SQ bardic knowledge +5

Feats Skill Focus (Perform [Oratory]), Song of the Heart

Skills Bluff +10, Diplomacy +15, Gather Information +12, Knowledge (local) +6, Perform (Oratory) +13, Sense Motive +6, Tumble +4, Use Magic Device +10

Possessions Combat gear plus masterwork club (crafted to resemble a cane), darkleaf breastplate, glameweave courtier's outfit, spell component pouch, identification papers (two sets, one false)

GNOME GADGETEERS

CR 2

Male and female gnome artificer 1 / rogue 1

LN Small humanoid (gnome)

These gnomes wear light leather armor that seems to absorb the light and shields on their left arms. Numerous tools and pouches hang from their belts, and they hold very complicated looking crossbows replete with pulleys and gears.

Init +2;

Senses Low-light vision; Listen +6, Spot +4

Languages Common, Gnome, Goblin

AC 20, touch 13, flat-footed 18; +4 against giants

hp 15 (2 HD)

Fort +2, **Ref** +4, **Will** +2; +2 against Illusion spells

Speed 20 ft. (4 squares)

Atk masterwork light crossbow +4 ranged (1d6/19-20)

Base Atk +0; **Grp** -6

Atk Options +1 racial bonus on attack rolls against kobolds and goblinoids, sneak attack +1d6

Combat Gear ~~arcane scroll of shield~~ (included in AC, above), potion of *cure light wounds* (2)

Infusions (CL 1st): The gadgeteers have used the *lesser armor enhancement* infusion to imbue their leather armor with the *shadow* enhancement (+5 competence bonus to Hide checks, already included above) and the *personal weapon augmentation* infusion to imbue their crossbows with the *bane* property most appropriate to the player characters. Assuming a racially diverse party, mix up the bane properties to cover as many races as possible. The gnomes have used their Gather Information skills to learn the racial composition of the party. Use your judgment.

Spell-Like Abilities (CL 1st):

1/day – *dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals* (burrowing mammals only)

Abilities Str 6, Dex 15, Con 14, Int 13, Wis 10, Cha 14

SQ artisan bonus, artificer knowledge, craft reserve, disable trap, item creation, trapfinding

Feats Point Blank Shot, Scribe Scroll^B

Skills Appraise +6, Disable Device +8, Hide +15, Listen +6, Move Silently +6, Open Lock +9, Search +6 (+8 for secret compartments/doors), Spot +4, Use Magic Device +7

Possessions Combat gear plus masterwork light crossbow, bolts (10), +1 *leather armor*, +1 *buckler*, masterwork thieves' tools, explorer's outfit, identification papers (two sets, one false)

GNOME MAGES

CR 1

Male gnome evoker 1

LN Small humanoid (gnome)

These young gnomes dress in rough traveling outfits and carry crossbows. The many pouches of their outfits seem to be full to bursting.

Init +6;

Senses Low-light vision; Listen +4, Spot +2

Languages Common, Elven, Gnome

AC 21, touch 13, flat-footed 19; +4 against giants

hp 9 (1 HD)

Fort +2, **Ref** +2, **Will** +2; +2 against Illusion spells

Speed 20 ft. (4 squares)

Ranged masterwork light crossbow +4 (1d6/19-20)

Base Atk +0; **Grp** -6

Atk Options +1 racial bonus on attack rolls against kobolds and goblinoids

Combat Gear ~~arcane scroll of mage armor~~, ~~arcane scroll of shield~~

Spells Prepared (CL 1st; prohibited schools enchantment and necromancy):

1st – *color spray* (DC 14), *magic missile*, *magic missile*

0– *acid splash* (ranged touch +3), *daze* (DC 13), *detect magic*, *open/close*

Spell-Like Abilities (CL 1st):

1/day – *dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals* (burrowing mammals only)

Abilities Str 6, Dex 14, Con 15, Int 15, Wis 10, Cha 12

SQ familiar (toad)

Feats Alertness^B (if familiar is within 5 ft.), Improved Initiative, Scribe Scroll^B

Skills Concentration +6, Knowledge (arcana) +6, Knowledge (the planes) +6, Spellcraft +6

Possessions Combat gear plus masterwork light crossbow, bolts (10), spell component pouch, explorer's outfit, identification papers (two sets, one false)

ELITE GNOME DIPLOMAT

CR 6

Male gnome bard 6

LN Small humanoid (gnome)

Init +6;

Senses Low-light vision; Listen +1, Spot -1

Languages Common, Elven, Gnome

AC 19, touch 13, flat-footed 17; +4 against giants

hp 39 (6 HD)

Fort +4, **Ref** +7, **Will** +4; +2 against illusion spells

Speed 20 ft. (4 squares)

Melee masterwork club +4 (1d4-1)

Base Atk +4; **Grp** -1

Atk Options +1 racial bonus on attack rolls against kobolds and goblinoids

Special Actions bardic music 6/day (countersong, *fascinate* 2 creatures, inspire courage +2, inspire competence, *suggestion* [DC 16]); Song of the Heart

Combat Gear eternal wand of *magic missile*, arcane scroll of *color spray*, arcane scroll of *invisibility*, arcane scroll of *shield*, ~~arcane scroll of alarm~~

Bard Spells Known (CL 6th, can cast in light armor without failure):

2nd □□□ – *glitterdust* (DC 15), *sound burst* (DC 15), *swift invisibility*

1st □□□□ – *disguise self* (DC 16), *grease* (DC 14), *inspirational boost*, *Tasha's hideous laughter* (DC 14)

0 □□□ – *daze* (DC 13), *flare* (DC 13), *light*, *mage hand*, *message*, *read magic*

Spell-Like Abilities (CL 1st):

1/day – *dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals* (burrowing mammals only)

Abilities Str 8, Dex 14, Con 14, Int 13, Wis 8, Cha 16

SQ bardic knowledge +5

Feats Improved Initiative, Skill Focus (Perform [Oratory]), Song of the Heart

Skills Bluff +15, Diplomacy +20, Gather Information +17, Knowledge (local) +6, Perform (Oratory) +18, Sense Motive +8, Tumble +6, Use Magic Device +15

Possessions Combat gear plus masterwork club (crafted to resemble a cane), +1 *darkleaf breastplate*, *circlet of persuasion*, glameweave courtier's outfit, spell component pouch, identification papers (two sets, one false)

ELITE GNOME GADGETEERS

CR 4

Male and female gnome artificer 1 / rogue 3

LN Small humanoid (gnome)

Init +3;

Senses Low-light vision; Listen +7, Spot +7

Languages Common, Gnome, Goblin

AC 21, touch 14, flat-footed 18; +4 against giants

hp 27 (4 HD)

Fort +3, **Ref** +6, **Will** +3; +2 against illusion spells, evasion

Speed 20 ft. (4 squares)

Atk masterwork light crossbow +7 ranged (1d6/19-20)

Base Atk +2; **Grp** -4

Atk Options +1 racial bonus on attack rolls against kobolds and goblinoids, sneak attack +3d6

Combat Gear ~~arcane scroll of shield~~ (included in AC, above), potion of *cure light wounds* (2)

Infusions (CL 1st): The gadgeteers have used the *lesser armor enhancement* infusion to imbue their leather armor with the *shadow enhancement* (+5 competence bonus to Hide checks, already included above) and the *personal weapon augmentation* infusion to imbue their crossbows with the *bane* property most appropriate to the player characters. Assuming a racially diverse party, mix up the bane properties to cover as many races as possible. The gnomes have used their Gather Information skills to learn the racial composition of the party. Use your judgment.

Spell-Like Abilities (CL 1st):

1/day – *dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals* (burrowing mammals only)

Abilities Str 6, Dex 16, Con 14, Int 13, Wis 10, Cha 14

SQ artisan bonus, artificer knowledge, craft reserve, disable trap, item creation, trap sense +1, trapfinding

Feats Point Blank Shot, Rapid Reload (light crossbow), Scribe Scroll^B

Skills Appraise +6, Disable Device +10, Hide +19, Listen +7, Move Silently +10, Open Lock +12, Search +8 (+10 for secret compartments/doors), Spot +7, Use Magic Device +9

Possessions Combat gear plus masterwork light crossbow, bolts (10), +1 *leather armor*, +1 *buckler*, masterwork thieves' tools, explorer's outfit, identification papers (two sets, one false)

ELITE GNOME MAGES

CR 3

Male gnome evoker 3

LN Small humanoid (gnome)

Init +6;

Senses Low-light vision; Listen +4, Spot +2

Languages Common, Elven, Gnome

AC 21, touch 13, flat-footed 19; +4 against giants

hp 17 (3 HD)

Fort +3, **Ref** +3, **Will** +3; +2 against illusion spells

Speed 20 ft. (4 squares)

Atk masterwork light crossbow +5 (1d6/19-20)

Base Atk +1; **Grp** -5

Atk Options +1 racial bonus on attack rolls against kobolds and goblinoids

Combat Gear potion of *cure light wounds*

Spells Prepared (CL 3rd; prohibited schools enchantment and necromancy):

2nd– enlarged *color spray* (DC 16), *flaming sphere* (DC 16), *scorching ray* (ranged touch +4)

1st– *burning hands* (DC 15), *grease* (DC 15), *magic missile*, *magic missile*

0 – *acid splash* (ranged touch +3), *daze* (DC 13), *detect magic*, *open/close*, *ray of frost* (ranged touch +4)

Spell-Like Abilities (CL 1st):

1/day – *dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals* (burrowing mammals only)

Abilities Str 6, Dex 14, Con 15, Int 15 (19), Wis 10, Cha 12

SQ familiar (toad)

Feats Alertness^B (if familiar is within 5 ft.), Enlarge Spell, Improved Initiative, Scribe Scroll^B

Skills Concentration +8, Knowledge (arcana) +8, Knowledge (the planes) +8, Spellcraft +10

Possessions Combat gear plus masterwork light crossbow, bolts (10), spell component pouch, explorer's outfit, identification papers (two sets, one false)

Conclusion

PCs who survive the adventure can return to Matron Martra's office to report on their mission. Their reception

depends entirely on the level of success. Read or paraphrase the following to PCs who return with Essa safely in tow:

Fresh sun and the smells of Wroat are a delight after the foulness of Fallen. Clerks and attendants shirk at your presence since you seem to have acquired a lingering stench from the foul dregs of Sharn. But you don't care and neither does Matron Martra, who rushes into your group to grasp her emaciated niece in comforting arms.

"Well done, Diggers," she says. "Well done! You have rendered me a service unparalleled. My niece has a long road of recovery but she will receive all the aid my family and I can muster. You will be justly rewarded for your service and I will keep you in mind for the next plum assignment."

Read or paraphrase the following to PCs who do not return with Essa, whether she is dead or captured by someone else:

Your clothes are fouled, you stink of Fallen, and the rage of Matron Martra melts your ears. She holds you responsible for the loss of her niece, despite the unexpected intervention of other forces you encountered. While you have rid Fallen and Sharn of threatening monsters, these victories are minor in the eyes of Matron Martra, whose niece is either dead or still suffering in some unknown location.

Handout 1: Essa's Journal

What is sinister? I've seen the best minds of my generation devoured by the creations of war. Victory is a disease crawling under my flesh. I try to cut it out, scrub it with steel, and bleed it but stains everything! I'm filthy. I'm infected.

Is winning sinister? Galifar had centuries of peace and what did it produce? Five nations boiling their ambitions and derisions and suspicions and conditions and kill-the-other-guy-cause-what-his-is-mine-tions. . . What is this? Who am I?

Am I sinister? It's not the Karrnathis or the Doraamites or the Darguuls or the Thranes or the hundreds of nameless soldiers I killed. They don't bother me. It's the friends I watched blister and melt. It's their faces bloated by disease looking at me like I knew. Oh, I knew.

The mocking man with the skin waistcoat knows. And his fat friend the Keeper knows too. They explain it to me every night. Peace begets war and war begets honor and honor begets treachery and treachery begets creation. What wicked little weapons I made. I didn't know it was for them. They live in me now. No matter how hard I purge myself.

There are always three of us. There was three of them. . . Brandford. . . Uzzal. . . Essa. . . all children of Sharnion. You could only see the words and the symbols if you were born into that moon's light. Sharnion showed us how to craft the plaguewind. It promised us easy victory, but it didn't show us how to control the wind. We could only hope three were enough to tame it. Three is never enough.

I'm with you Third Company! Brandford hangs in the Barrakas light warning me with his stretched neck that I'm a coward too scared to join him. Uzzal already gone.

I'm with you Breland! As you nurse your children on the plaguewind made by our hands.

I'm with you Sharn! Dropping your inconvenient insanity to the bottom of your towers.

I'm with you Fallen! The bottom of despair. The end of the line. You deserve me and I deserve you.

Handout 2: Excerpts Regarding Essa from the Regression Codex

Entry 3264 – *I am delightfully perplexed by Essa. At first, she displayed rather mundane paranoia and ague brought on by her War experiences, but the darkeye draught has brought forth intimations of more intriguing traumas.*

Entry 3272 – *Nearly lost Essa to the darkeye but the risk was worth it. Under its influence, she recalled working with a group called The Third Company during the Last War. It was a conclave of engineers and magewrights of which she was a member. They built secret magicks for Breland. The Fury can appreciate conception fueled by the mad desperation of war. Essa's trauma was birthed in an incident involving something she identified as a plaguewind. It was something she crafted. It got loose and spread among a Brelish hamlet. I recall some propaganda about Thrane resorting to necromancy against a border town. It had to be burned to the ground. Perhaps the two incidents are related? I can only surmise Essa and her fellows were able to find some solution because she entered a seizure, ending the session. This information is of extreme interest to my friends in the Zilargo's Trust.*

Entry 3294 – *Received word to proceed with extraction of the plaguewind formula.*

Entry 3302 – *DISASTER! The alcolytes mistook patient Essa for Ilsa and submitted her to a round of Ilsa's shock treatment. IDIOTS! The process seems to have benefited Essa who is more composed than previously but the procedure is notorious for eliminating memories. Essa's regression session revealed nothing about the plaguewind. The information is clouded. My only recourse is to attempt a distillation of Aelia's Tonic. It will push her into a deeper vision but it could kill her. Still, the Fury approves. Such deadly magicks must be preserved.*

Entry 3314 – *Nothing new. Patient Essa is more dead than alive now. I have decided to place her inside an isolation chamber to help her focus better once she recovers. As luck would have it, a dwarven artificer has turned up. I suspect he offers equally tempting secrets.*

[Handwriting becomes noticeably irregular at this point.]

Entry 3350 – *Removed Essa from rest of human population. Highly skilled. Versed in magic. Malleable. She can replace difficult Hurn Lond. Use her, ip'Sacco, Alid as engineers on the project. I approve of human host's suggestion to continue regression therapy. Recovery of plaguewind important. Useful alternate weapon.*

Entry 3360 – *Essa's memory fragmented. Obtained first stanza for plaguewind. Nothing else. Human host hypocritical. Praises passion. Afraid to punish underlings. Such delights I have shown it. He enjoyed the consumption of underlings by roach thralls.*

Entry 3373 – *Last regression therapy. No plaguewind. Formula gone. Gnomish spy sneaked into compound. Looked for patient Essa. Food for thralls. Disappearance likely brings other gnomes. Imperative to complete necro-project! Protect us. Wreck foundations.*

Handout 3: Excerpts Regarding Hurn Lond from the Regression Codex

Entry 3320 – The patient's name is Hurn Lond Phoroeth. He is an artificer that worked with Karmath during the Last War. Fascinating subject! He alternates between two competing personalities: a dwarven male and an alien mind of supreme arrogance. I surmise his dwarven persona is the original personality while the other is some mechanism to keep the world away. Curiously, the alien persona seems to gain dominance when Hurn Lond succumbs to the darkeye. Additional research is warranted.

Entry 3325 – Patient Hurn Lond is a goldmine of information! The artificer knows secret codes used by Karmath. Zilargo's Trust will pay a fortune for what he knows. I must ensure the alcolytes don't subject Hurn Lond to the electro-shock. I know they will be disappointed; they do so love their work.

Entry 3335 – Patient Hurn Lond refused to cooperate with regression therapy. The arrogant persona denied access to memories of the codes. I will attempt a combination of Aelia's tonic and the darkeye. The infamous dwarf constitution should reduce any risk.

Entry 3341 – Induced a deep narcosis but the patient still refused to cooperate. I'm at my wits end. Never have I encountered such an impasse. Perhaps refusal is too strong a word. The devious alien mind suggested a compact between us: it will give up the codes if I give it freedom. I'm not sure what it meant but I will explore further in our next session.

[Handwriting becomes noticeably irregular at this point.]

Entry 3348 – Domination complete. Human host willing. Expediency must be applied to feeding of the dark sphere. Need to prepare Sharn for infestation. Destruction. Chaos. The seeds of new rule. Too long have we watched from our burrows beneath. Time to shake the foundations and upend the steeples. Use inmates to feed dark sphere.

Entry 3358 – Recovered Sivil Speaking Stone. Dwarf artificer continues to rebel. Consign him to isolation until he bores us.

Appendix 1: Personal Hook Handouts

Each PC can have only one hook. If a PC is eligible for more than one hook, the DM has the authority to choose the appropriate hook. Whenever possible, try to make sure no two PCs have the same hook.

Hook: Sivis Speaking Stone

Hook Applies To: Members of House Sivis, House Tharashk, or roguish characters

The House Sivis network is often used to convey sensitive information. Several years ago, a message was mistakenly routed through an old speaking stone from the Glass Tower. House Sivis hadn't even realized the speaking stone was still functional. The message was effectively lost to them, and only recently did House Sivis figure out what happened to the message. Unfortunately, something must have happened to the speaking stone since then because House Sivis has been unable to retrieve the message. House Sivis has hired the you to retrieve the speaking stone and bring back its Siberys shard, which should contain the message.

Hook: The Madness is Spreading

Hook Applies To: Members of House Jorasco, clerics and other healers, any PC with the Favor of House Jorasco
Since Godsgate became Fallen, a strange madness has taken hold in the slum. While interest in this madness is not entirely profitable, some of the less mercenary members of House Jorasco have decided that such an investigation is worthwhile. They are particularly interested in the raver tribes that have appeared in Fallen. These packs of ravenous, feral humanoids are a great danger to anyone who venture into Fallen, but the root cause of their madness is all but unknown. House Jorasco has asked you to look into the situation and gather any information you can about the ravers and the strange madness that has settled on Fallen.

Hook: Finding Artificer Hurn Lond Phoroeth

Hook applies to: dwarves, artificers, wizards, or members of House Kundarak

The dwarven artificer Hurn Lond Phoroeth has gone missing. Hurn Lond is a member of House Kundarak who worked extensively with Karrnath during the Last War. He learned many secrets during his association with the Karrnathi, including how to decipher Karrnathi secret messages. Hurn Lond no longer works for Karrnathi and was on a mission for House Kundarak to find a lost Sivis Speaking Stone which reportedly contained an encrypted message revealing the location of a lost treasure. Hurn Lond has disappeared somewhere in Fallen while searching for the Stone. You have been hired by House Kundarak to find him or any clues to his current location and have been provided with a good description of the artificer, as well as a description of the arcane signet ring he wears.

Hook: Finding Malkfar of House Deneith

Hook applies to: Members of House Deneith, inquisitives, trackers, or warriors

House Deneith has had a long and profitable relationship with Matron Martra's family over the years. A younger member of House Deneith named Malkfar d'Deneith heard Essa's disappearance and is hoping to make a name for himself by recovering her. His last destination was the Shamballan School. They have hired you to find out where he is and return him, as well as recover Essa.

Hook: An Aberrant Infestation

Hook applies to: Druids, rangers, and characters from the Shadow Marches and Eldeen Reaches, except for those who belong to the Children of Winter sect.

Word has reached the various druidic circles that there has been an increasingly heavy concentration of aberrations and vermin creating a home in Sharn. A druidic circle has asked you to investigate this occurrence and report back with what you have found out. They want you to cleanse the area of as many aberrations and vermin as you can.

Seek the Psychic Well

Hook applies to: Kalashtar, psionic characters

The Path of Light has recently become aware of rumors of rampant psionic abilities occurring in random people in Fallen. They would like the PC to investigate and try to locate any people with psionic abilities and report back. Confirmation of the presence of psions is enough, but any evidence is appreciated.

Hook: Investigate the Shamballan School

Hook applies to: any PC who does not otherwise have a hook.

Necromatic and madness ethers are congealing in Fallen. Insane homeless are disappearing near the Shambles and returning frighteningly composed but disinterested in their fellow neighbors. Faela, who tends the remaining church of the Silver Flame in Fallen, Blackstone Church, wants the PCs to investigate what is going on in the asylum and report back to her.

Appendix 2: Personal Hooks, Expanded Info for Judges

This appendix provides the judge with additional information to help him or her determine whether each PC has accomplished their individual hook.

Sivis Speaking Stone

Hook Applies To: Members of House Sivis, House Tharashk, or roguish characters

The House Sivis network is often used to convey sensitive information. Several years ago, a message was mistakenly routed through an old speaking stone from the Glass Tower. House Sivis hadn't even realized the speaking stone was still functional. The message was effectively lost to them, and only recently did House Sivis figure out what happened to the message. Unfortunately, something must have happened to the speaking stone since then because House Sivis has been unable to retrieve the message. House Sivis has hired the PC to retrieve the speaking stone and bring back its Siberys shard, which should contain the message.

The speaking stone stayed intact for years, until the roach thralls gathered it up along with other garbage and deposited it all inside the Shambles. The Siberys shard can currently be found in the Roach Motel (Room 5), while its original housing can be found in the alcolytes' room (Room 2).

The Madness is Spreading

Hook Applies To: Members of House Jorasco, clerics and other healers, or any PC with the Favor of House Jorasco

Since Godsgate became Fallen, a strange madness has taken hold in the slum. While interest in this madness is not entirely profitable, some of the less mercenary members of House Jorasco have decided that such an investigation is worthwhile. They are particularly interested in the raver tribes that have appeared in Fallen. These packs of ravenous, feral humanoids are a great danger to anyone who venture into Fallen, but the root cause of their madness is all but unknown. House Jorasco has asked you to look into the situation and gather any information you can about the ravers and the strange madness that has settled on Fallen.

The fact that the Shamballah School is being run by an acolyte of the Fury is good enough for House Jorasco. Any details the PC(s) can provide regarding the ravers is also welcomed. Knowledge of the puppeteer is also valuable.

Finding Artificer Hurn Lond Phoroeth

Hook applies to: dwarves, artificers, wizards, or members of House Kunderak

The dwarven artificer Hurn Lond Phoroeth has gone missing. Hurn Lond is a member of House Kunderak who worked extensively with Karnathi during the Last War. He learned many secrets during his association with the Karnathi, including how to decipher Karnathi secret messages. Hurn Lond no longer works for Karnathi and was on a mission for House Kunderak to find a lost Sivis Speaking Stone which reportedly contained an encrypted message revealing the location of a lost treasure. Hurn Lond has disappeared somewhere in Fallen while searching for the Stone. The PC has been hired by House Kunderak to find him or any clues to his current location and has been provided with a good description of the artificer, as well as a description of the arcane signet ring he wears.

The discovery of Hurn Lond's body in the Isolation Chamber (Room 4) and the return of his signet ring is sufficient for House Kunderak. Knowledge of how he died is also very welcome.

Finding Malkfar of House Deneith

Hook applies to: Members of House Deneith, inquisitives, trackers, or warriors

House Deneith has had a long and profitable relationship with Matron Martra's family over the years. A younger member of House Deneith named Malkfar d'Deneith heard Essa's disappearance and is hoping to make a name for himself by recovering her. His last destination was the Shamballah School. They have hired the PC to find out where he is and return him, as well as recover Essa.

Obviously, the recovery of Malkfar is problematical due to his death at the hands of the roach thralls. Knowledge of his demise and the return of his personal papers (found in Room 2) or his ring (found on him) however, will please House Deneith.

An Aberrant Infestation

Hook applies to: Druids, rangers, and characters from the Shadow Marches and Eldeen Reaches, except for those who belong to the Children of Winter sect.

Word has reached the various druidic circles that there has been an increasingly heavy concentration of aberrations and vermin creating a home in Sharn. A druidic circle has asked the PC to investigate this occurrence and report back with what you have found out. They want him or her to cleanse the area of as many aberrations and vermin as he or she can.

The druidic circle wants to know about the infestation of roach thralls and the puppeteer. Any direct evidence the PC(s) can provide is welcome.

Seek the Psychic Well

Hook applies to: Kalashtar, psionic characters

The Path of Light has recently become aware of rumors of rampant psionic abilities occurring in random people in Fallen. They would like the PC to investigate and try to locate any people with psionic abilities and report back. Confirmation of the presence of psions is enough, but any evidence is appreciated.

The Path of Light would like to know about the Raver Wilder's abilities (so the judge should *not* tell the PCs that she is a Wilder unless they figure it out) and the Puppeteer. Ideally, the PC would bring the corpse of the Puppeteer back with him/her.

Investigate the Shamballan School

Hook applies to: any other PCs.

Necromantic and madness ethers are congealing in Fallen. Insane homeless are disappearing near the Shambles and returning frighteningly composed but disinterested in their fellow neighbors. Facla, who tends the remaining church of the Silver Flame in Fallen, Blackstone Church, wants the PCs to investigate what is going on in the asylum and report back to her.

Any information regarding the acolyte of the Fury, the roach thralls, the puppeteer, and any other information gains the PC(s) the favor of Facla and the Blackstone Church.

Appendix 3: New Rules

Feats

Construct Lock [Warforged] (*Races of Eberron* page 119)

Your knowledge of construct nature allows you to deal extra damage to or even immobilize such foes.

Prerequisites: Warforged, base attack bonus +2.

Benefit: You gain a +2 damage bonus against creatures with the construct type (including living constructs). If you roll a critical threat against a construct, you can forego the confirmation roll to make another attack roll using the same modifier. If this second attack also hits and deals at least 1 point of damage, the construct must succeed on a Fortitude save (DC 10 + ½ your character level + your Con modifier) or be rendered immobile and helpless for 1 round (as if it had been paralyzed).

Special: If you spend an action point to improve an attack roll against a construct and hit with the attack, the attack roll is automatically considered to be a critical threat regardless of the number rolled on the die.

Divine Spell Power [Divine] (*Complete Divine* page 80)

You can channel positive or negative energy to enhance your spell casting ability.

Prerequisites: Ability to turn or rebuke undead, able to cast 1st level divine spells.

Benefits: You can spend a turn or rebuke attempt as a free action and roll a turning check (with a special +3 bonus, plus any other modifiers you'd normally apply to your turning check). Treat the result of the turning check as a modifier to your caster level on the next divine spell you cast in that round.

For example, if a cleric used this feat and rolled a 16 on his turning check, he would add a +2 bonus to his caster level for the next divine spell he casts in the round. Had he rolled an 8, he would instead apply a –1 penalty to his caster level for the next divine spell he cast in the round.

If you don't cast a divine spell before your next turn, you lose the effect of the check result. This feat has no effect on your arcane spell casting ability.

Reckless Offense [General] (*Expanded Psionic's Handbook* page 51)

You can shift your focus from defense to offense.

Prerequisite: Base attack bonus +1.

Benefit: When you use the attack action or full attack action in melee, you can take a –4 penalty to your Armor Class and add a +2 bonus on your melee attack roll. The bonus on attack rolls and penalty to Armor Class last until the beginning of your next turn.

Reckless Rage [General] (*Races of Stone* page 143)

You are considered extreme even among other barbaric warriors, and you enter a deeper state of rage than others. Goliath barbarians favor this feat.

Prerequisites: Con 13, rage ability

Benefit: Whenever you activate your rage ability, you take an additional –2 penalty to your armor class, but you gain an additional +2 bonus to Strength and Constitution. These bonuses and penalties stack with the effects of rage, greater rage, and mighty rage.

Spells

Accuracy (*Complete Arcane* page 96)

Transmutation

Level: Warmage 1, wu jen 1

Components: V,S,M

Casting Time: 1 standard action

Range: Touch

Targets: One thrown weapon/level touched or one projectile weapon touched

Duration: 10 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless object)

When you cast this spell, you enhance one or more thrown weapons or one projectile weapon to improve its chance of hitting distant targets. For the duration of the spell, the range increment for the affected weapon or weapons is doubled.

Material Component: Ink used to scribe a mystical character on each weapon affected by the spell.

Blades of Fire (*Complete Arcane* page 99)

Conjuration (Creation) [Fire]

Level: Ranger 2, sorcerer/wizard 2, warmage 2

Components: V

Casting Time: 1 swift action

Range: Touch

Targets: Up to two melee weapons you are wielding

Duration: 1 round

Saving Throw: Nne

Spell Resistance: No

Flames sheathe your melee weapons, harming neither you nor the weapons but possibly burning your opponents. Your melee weapons each deal an extra 1d6 points of fire damage. This damage stacks with any energy damage your weapons already deal.

Fireburst (*Complete Arcane* page 107)

Evocation [Fire]

Level: Sorcerer/wizard 2, warmage 2

Components: V, S, M

Casting Time: 1 standard action

Range: 5 ft.

Effect: Burst of fire extending 5 ft. from you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 5 feet of you. All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d8 points of fire damage per caster level (maximum 5d8).

Material Component: A bit of sulfur.

Fist of Stone (*Complete Arcane* page 107)

Transmutation [Earth]

Level: Sorcerer/wizard 1, warmage 1

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute

You transform one of your hands into a mighty fist of living stone, gaining a +6 enhancement bonus to Strength for purposes of attacks, grapple checks, or breaking and crushing items. In addition, you gain the ability to make one natural slam attack as a standard action, dealing 1d6 points of damage plus your new Strength bonus (or 1-1/2 times your Strength bonus if you make no other attacks that round). au can make the slam attack as a natural secondary attack with the normal -5 penalty (or -2 penalty if you have the Multiattack feat; See page 304 of the Monster Manual) as part of a full attack action. However, you cannot gain more than one slam attack per round with this spell due to a high base attack bonus (+6 or higher).

Your fist undergoes no change in size or form, remaining as flexible and responsive as it would normally be while under the spell's effect.

Material Component: A pebble inscribed with a stylized fist design.

Fly, Swift (*Complete Adventurer* page 149)

Transmutation

Level: Bard 2, druid 3, sorcerer/wizard 2

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

This spell functions like *fly* (see page 232 of the *Player's Handbook*), except as noted above.

Hail of Stone (*Complete Arcane* page 110)

Conjuration (Creation) [Earth]

Level: Wu jen 1 (earth), warmage 1

Components: V, S, M

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Area: Cylinder (5-ft. radius, 40 ft. high)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You create a rain of stones that deals 1d4 points of damage per caster level (maximum 5d4) to creatures and objects within the area.

Material Component: A piece of jade worth 5 gp.

Ice Knife (*Complete Arcane* page 112)

Conjuration (Creation) [Cold]

Level: Assassin 2, Wu Jen 2 (water), Warmage 2

Components: S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: One icy missile

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

A magical shard of ice blasts from your hand and speeds to its target. You must succeed on a normal ranged attack to hit (with a +2 bonus on the attack roll for every two caster levels). If it hits, an ice knife deals 2d8 points of cold damage plus 2 points of Dexterity damage (no Dexterity damage on a successful Fortitude save). Creatures that have immunity to cold damage also take no Dexterity damage automatically.

A knife that misses creates a shower of ice crystals in a 10-foot-radius burst (see Missing with a Thrown Weapon, page 158 of the player's Handbook, to determine where the shard hits). The icy burst deals 1d8 points of cold damage to all creatures within the area of the effect (Reflex half).

Material Component: A drop of water or piece of ice.

Inspirational Boost (*Complete Adventurer* page 153)

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Bard 1

Components: V, S

Casting Time: 1 swift action

Range: Personal

Targets: You

Duration: 1 round or special; see text

When you play your instrument, sing your song, recite your epic poem, or speak your words of encouragement, you fill your allies with greater confidence than normal. When this spell is in effect, the morale bonus granted by your inspire courage bardic music increases by 1.

The effect lasts until your inspire courage effect ends. If you don't begin to use your inspire courage ability before the beginning of your next turn, the spell's effect ends.

Orb of Acid, Lesser (*Complete Arcane* page 115)

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 1, warmage 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2levels)

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Orb of Cold, Lesser (*Complete Arcane* page 116)

Conjuration (Creation) [Cold]

Level: Sorcerer/wizard 1, warmage 1

Effect: One orb of cold

This spell functions like Lesser orb of acid, except that it deals cold damage.

Orb of Electricity, Lesser (*Complete Arcane* page 116)

Conjuration (Creation) [Electricity]

Level: Sorcerer/wizard 1, warmage 1

Effect: One orb of electricity

This spell functions like lesser orb of acid, except that it deals electricity damage.

Orb of Fire (*Complete Arcane* page 116)

Conjuration (Creation) [Fire]

Level: Sorcerer/wizard 4, warmage 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 level)

Effect: One orb of fire

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

This spell functions like orb of acid, except that it deals fire damage. In addition, a creature struck by an orb of fire must make a Fortitude save or be dazed for 1 round instead of being sickened.

Orb of Sound, Lesser (*Complete Arcane* page 116)

Conjuration (Creation) [Sonic]

Level: Sorcerer/wizard 1, warmage 1

Effect: One orb of sonic energy

This spell functions like lesser orb of acid, except it deals 1d6 points of sonic damage, plus an additional 1d6 points of damage per two caster levels beyond 1st: 2d6 at 3rd level, 3d6 at 5th level, 4d6 at 7th level, and the maximum of 5d6 at 9th level or higher.

Whirling Blade (*Complete Arcane* page 129)

Transmutation

Level: Bard 2, sorcerer/wizard 2, warmage 2

Components: V, S, F

Casting Time: 1 standard action

Range: 60 ft.

Effect: 60-ft. line

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

As you cast this spell, you hurl a single slashing weapon at your foes, magically striking at all enemies along a line to the extent of the spell's range. You make a normal melee attack, just as if you attacked with the weapon in melee, against each foe in the weapon's path, but you can choose to substitute your Intelligence or Charisma modifier (as appropriate for your spellcasting class) for your Strength modifier on the weapon's attack rolls and damage rolls. Even if your base attack bonus would normally give you multiple attack rolls, a whirling blade gets only one attack (at your best attack bonus) against each target. The weapon deals damage just as if you had swung it in melee, including any bonuses you might have from ability scores or feats.

No matter how many targets your weapon hits or misses, it instantly and unerringly returns to your hand after attempting the last of its attacks.

Focus: A slashing melee weapon that the caster hurls.

DM Map

