

Prelude (Tier 0)

00 - What's Past is Prologue (Level 0 from Embers)

Level 0 characters (future Graystrife) are hired by Professor Moonsong to go on an expedition for Morgrave. In actuality, he is Merrix d'Cannith (the younger), attempting to pirate a warforged airship he built: The Platinum Egret.

Modifications:

- *Moonsong's parter in crime/pilot of the Cloudsliver is Chiari. She speaks little, smirks a lot, and looks down on non-humans. She is actually Patrit d'Lylander and even more secretly Merrix's elven spouse. She is pregnant.*
- *Merrix and Chiari are allies of - and at least nominally members of - the Emerald Claw.*
- *When Merrix goes back the Cloudsliver, it's to save Chiari.*
- *All combat in this chapter is handled narratively: the players are asked to describe how they defeat their enemies, and what it costs them. Reward creative descriptions.*
- *The Inverted Orrery is not keyed to show a complete conjunction that highlights Xoriat, but a particular semi conjunction of Thelanis and Dolurrg that eclipses Cyre from Dal Quor.*

General notes on the Emerald Claw, Humanity, Eberron, and Dragonmarks

- *The history of the Emerald Claw diverges from canon after they were outlawed by Karrnath. While they still claim to be true followers of the Blood of Vol, they are now demonstrably a human-promoting racist organization. They believe Humans are the proper inheritors of Eberron and of Dragonmarks, and that other races stand in the way of this.*
- *Most Emerald Claw racists are simply that, and join the cult to feel superior, or to suck up to humans. Some have esoteric reasons for their human-centrism which come from Lady Illmarrow.*
- *A surprisingly large number of non-humans – particularly Elves – are members of the Emerald Claw.*
- *There are no half-races in Eberron - no half-orc, half-elf, etc that occur naturally. There are orcs, elves, dwarves, etc, and there are humans. Sometimes other races will interbreed via magical intervention (e.g. a half-dragon like Erandis Vol), but humans can breed with just about anything sapient and everything humanoid, and human 'genes' tend to be dominant. Or perhaps they are just downhill and the easiest to recreate. A 'half-elf' will likely just be a human with slightly pointy ears and a pretty face. Dragonborn are human-dragon bastards who are programmatically trying to stop the decline of their dragon heritage through planned breeding and arranged marriage. They've been exiled from Argonnesson as 'polluted'. Humans can inherit any dragonmark through breeding, but dragonmarks that are human in origin don't show up on, for example, 'half-elves', though their line may carry it until the heirs are fully human. Many believe that if Dragonmarks on halflings, dwarves, and gnomes, for example, are shared with humans, they'll eventually edge the other races out of their own Houses.*
- *The Emerald Claw believes that the Dragonmarked Houses are conspiring to prevent Dragonmarks from migrating to humans, and actively and openly terrorizes those Houses. At the same time, In private and secret, they work to undermine the Houses by using human members*

to seduce marked members of the other race, encouraging interbreeding and the passing of marks (or the creation of aberrant marks).

- *Lady Illmarrow believes (at least in part because of her enmity with both Dragons and Elves) that Eberron (the dragon) intended for humans to inherit the Material Plane, and other lineages are simply the foreshadowing of humanity generated by other planes – elves, dwarves, gnomes, etc. are all just pale imitations of humanity that obstruct the unfolding of Eberron’s story. She believes all marks were originally aberrant marks, and that every mark is Eberron attempting to express herself. It’s not the Dragonic Prophecy; it’s the Dragonic Story – Eberron’s story. Dragonmarks are logographs, that tell an evolving story over time. The Dragonmarked Houses, by refining and managing their marks, are limiting Eberron from telling the breadth of her story and forcing her to just repeat the same monotonous phrases over and over.*
- *Merrix d’Cannith is less concerned with the supremacy of humanity and more interested in how he can use Eberron’s story to create and make. He was a student of his Father Aaren’s work, and is less interested in warforged as weaponry for sale and more as life. He knows that the ghulra is a new kind of dragonmark. It’s an artificial mark, only really powerful enough to give them life (they don’t have other powers), but to his mind it undermines much of the Emerald Claw’s argument about humanity being the end-goal. He keeps his cards to himself, and still allies with the Emerald Claw to achieve his goals.*

Adventurers in the Mournland (Tier 1)

01 – The Night Land (Level 1 from Oracle)

Players are introduced to Salvation, to salvage Market, and to salvage work by their good friend, Sharyl Fiennes. They meet Belaluur and rescue her daughter, find a missing relic for the Church of the Silver Flame, and uncover an Emerald Claw plot beneath the junkyard.

- *Instead of Kalli, the party’s friend and contact in salvation is Sharyl Fiennes from the prologue. (Or so she says! ‘Sharyl’ is actually Jindox, though this is not revealed until much later. Sharyl is missing, and Jindox has taken her identity to try to flush out her enemies. ‘Sharyl’ never uses or displays dragonmarked powers for that reason, though she was always hesitant to do so before.) Sharyl tells the party that they’ll need to start off taking smaller jobs, and find a Salvage Broker they can trust. Back in Sharn we might have called them a ‘fence’, but it ain’t stealing if it’s from the Mournlands, is it? Now in this town, Irullan Karnach is the richest, most powerful broker there is, and she pays best coin for salvage. And I want you to stay as far away from her as possible. She’s trouble, that one. Leave her to me. Why don’t we go talk to Belaluur. I think she posted a job on the board just the morning. I’d take it myself, if my crew coming back in tonight.*
- *Additional Characterization: Belaluur is a New Cyran. In Metrol she had some reputation as an engineer in House Cannith and came from a rather wealthy home of her own, but she had a secret – she also worked with the Thieves’ Guild, selling excess inventory (and sometimes valuable items not excess) to fund an expensive fashion addiction. She’d leave open back doors, make thieves’ kits, and even do a few odd jobs of her own. She had a wild side and was a creature of passion, not responsibility ...except when it came to what she loved the dearest: her daughter. She escaped Metrol for Sharn just before the Mourning to fleeing a general draft that*

would have taken her from her daughter and put her on the lines, and fallout in the Thieves' Guild when she lost her temper after they refused to help her dodge the draft. She speaks of the Mournland with Cyran nostalgia, dances the Tago (and will happily teach the party), and while she profits from it, delights in restoring salvage to those it belonged to or next of kin within New Cyre, when she is able. She takes a liking to the party because she senses they are good folk – must be, if you're Sharyl's friends.

- When describing the Mournland, it's important to evoke imagery of the other planes, but most heavily Dolurrgh (so many undead!) and Thelanis (living spells, etc.) The Mournland has drawn in their essence to fill the vacuum of missing Cyre.
- Also important in the Mournland: it does not map well to Cyre right before the mourning. New buildings are missing; buildings long ago torn down stand as ruins. Objects and weapons of war - including all warforged – remained behind, as did anything warding by House Kundarak, whether that's a book, a home, a wall-safe, or a person. The Mournland is filled with the dead, the peculiar, the modified.
- Use the "Effects of the Mournland" guide. Note that the party should not be in the Mournland overnight, both in and out of character. They get this warning from Sharyl – anyone else would let a lack of common sense weed them out of the garden.
- What IS the Arrow of Truth? It is a relic that, like a lodestone, always points directly toward Flamekeep. When someone 'Faithful' asks it a yes or no question, it may answer them by pointing instead to the right for yes, or left for no. It answers questions rarely – because few are faithful? Because most questions are not made in good faith? Or because it is imperfect and doesn't know the answer? – If it's returned, each party member gets the Event tag "Straight to the Point" – as long as they are 'faithful', it will answer one question made in good faith. Brackle believes it is somehow tangled in the Draconic Prophecy.
- Sharyl will follow up and ask the party to recount their first jobs, and remind them about double dipping with whoever their patron is. She has a strong reaction to the implication that Irullan is Emerald Claw (have the party roll a Wisdom (Insight) check, but the DC is only 2). She reminds them that Irullan is bad news, and probably more than anyone in Salvation is prepared to handle. (She is not a CR3 Veteran, but a Necromancer, ~CR6)

02 – Murder in the Skyway (Level 1 from Embers)

Black Winds hide Black Deeds. After a night of partying with Sharyl in the Gray Beyond (celebrating their recent successful foray into salvaging, and staying out of the evil windstorm blowing out of the Mournland carrying the cries of the dead) the Party stumbles on a murder in alleys behind the Lightning Rail Depot. They are found by a House Sivilis agent who calls in the Sheriff and wants them arrested. This chapter follows the basic plot points of Murder in the Skyway, transplanted into Salvation.

- Rename the chapter to "Black Deeds in Back Alleys".
- Sharyl is with them, tells them to help the victim and runs off after Yeq.
- It's still the murder of a House Orien Courier by Yeq the Grin, who works for the Black Highway. The Imos who stumbles on them is Ismo, a House Sivilis Agent who hates living in Salvation, but is supposed to report back any news out of the Mournland. He's Brackle's brother and hates Salvation, but 'tolerates' it for his crazy brother's sake, who says he must await the prophecy. He whistles for Sheriff and tells her to "do the law to them" if she wants to keep her funding.

- *Sheriff has a soft spot for Sharyl's crew, gives them 24 hours to solve the murder. (She takes the place of Watchman Kavill.)*
- *Sharyl tries to butt in on the investigation with her friends, but Sheriff tells her to 'B-b-buzz off'. Sharyl will catch up. Don't worry. Maybe you'll get wanted posters, too!*
- *Yeq the Grin (murderer) is part of the Black Highway, and was asked to get the message by Big Mondo. The Boromar clan has an old, open bounty on any info related to Moonsong (who doublecrossed them in the prologue, or so they believe) and the message was directed to him.*
- *Yeq's 'grin' is a Mournland abomination, and it offers an opportunity to scare the players about the results of spending time there.*
- *The message is FROM Lobana Petrievna TO Professor Moonsong, attention of a salvage team meant to take it to a drop point in the Mournlands. The Salvage team are the Ashbound (Irullan's favorite team), and the drop point is Kalazart (where the Firewave Bazaar is).*
- *Shalla d'Orien is essentially Imos d'Sivis' counterpart, and delighted to help the characters thwart him, almost as much as she wants to solve her courier's murder. She is bored on the edge of the Mournlands. She can tell the party that Lobana Petrievna sent the message, and that it was for Professor Moonsong via Kellark of the Ashhounds.*
- *Replace Lonth Sharpest with Becca Hayes, Salvation's Blacksmith. She doesn't like Yeq – who does? – but money is money.*
- *Replace the Rat's Paw and Alfler Kember with Annaka ir'Mroran at the Tin Pot Tavern. She doesn't like Yeq either. Demonstrate here and above that local businesses sometimes barter in salvage?*
- *Replace a meeting with Lobana Petrievna with Irullan, who stands in for Kellark, since he's out in the Mournland.*
- *Big Mondo is a caterer who swears he has Ghallanda blood in his veins. He supplies all of the taverns in Salvation – a booming business, when more alcohol is sold than food. Proud of his wares.*
- *Yeq's bolthole is in a dry gulch leading out from the Mournland. Wind whistles out from the Mournland, carrying the whispers of the dead.*
- *Yeq is on the Salvation lightning rail platform in disguise.*
- *Sheriff does not have a formal jail, but she keeps a ...cellar. What goes on in there? What does she do with prisoners? I guess we'll never know, because Yeq is murdered!*

03 – Boromar Ball (Level 2 from Embers) / The Cannith Code (Level 3 from Embers)

Combining the two infiltration missions in a row from Embers of the Last War, the party is hired by Shalla d'Orien and encouraged by Sheriff to track down the stolen message. Sheriff reports that Yeq was poisoned in her cellar, and with Shalla's involvement, steers the party toward information about the message's whereabouts. The party travels to Far Hearth, the country estate of Mala Boromar d'Jolasco near the Breland/Thrane border. Once there, they learn the message has been moved to a defunct hospital (now Jorasco research center) where they are able to grab it and rescue Geryn d'Sivis – a Boromar captive tasked with translating it.

- *Sheriff and the Shalla d'Orien are the party's sponsors. Sheriff is motivated by her lost reputation and the party's safety, which she now takes responsibility for. She arranged for information but*

her duty won't let her leave Salvation. Shalla would like a bit of minor revenge for the stolen message ("Oh, and the courier, I suppose!") and is excited for the possibility of scheming.

- *Sharyl and her salvage crew left town before Yeq was killed – a mission into the Mournlands.*
- *The information broker is Blue Aust again, but without the motivation of revenge on Yeq, he's a little more cagey and fearful of angering Boromar. That said, he DID hear something from a little birdy about the message being moved to Far Hearth. Going to walk right into the Lion's Den, are we?*
- *Far Hearth (and the Ball) is set on a Jorasco enclave along the Brey River near the Thrane Border. An old Jorasco estate, it was a stopover between the Talenta Plains and Aundair, Thrane, or Breland. During the Last War it was a significant convalescent hospital. Since then it has been turned into a Jorasco research center, and a large part of its focus is researching old Warforged to a) extend their healing abilities to them and b) explore weaknesses Boromar clan can exploit in the Cogs.*
- *The Ball is being hosted by Counselor Ilyra Boromar, Saidan's daughter. She is not directly involved in this business, though only because she's busy. Saidan is taking possession of the message from Big Mondo, who orchestrated Yeq's murder and is catering the event.*
- *Add a Guest Wing to the mansion; that's where Mala and Saidan are staying. The Party needs to learn one way or another that the coded message has been moved to the research hospital, on the other side of the Estate. They can then proceed to that half of the mission.*
- *Downplay / cut out the Daask angle this far out of Sharn?*
- *The party learns of the research facility (the message has been moved there) while in the house, so moves straight to that mission.*
- *Cut out the identity theft subplot.*
- *Translate the Cannith Compound Map/design into an old Jorasco hospital. Guards are thin, but exist – most have been called away to the ball.*
- *The Magewrights are a mix of Jorasco and ex-Cannith hired away from the house when it collapsed, before they could join East, West, or South. The ex-Cannith are well-treated.*
- *The Statue Smashers are there under Ingrid Boromar's command.*
- *Chief Artificer Garavantus is d'Jorasco, not d'Cannith. This research facility is his personal project; he has the mark of healing, but is particularly interested in Warforged. This is not a kindness: he sees them as a challenge, more than as people. It's a way to increase Warforged influence, and he's being funded by Saidan, who wants to roll the Warforged of the Cogs into his organization.*
- *The Cloudsliver wreckage is here, laid out as though it were an autopsy. Amidst the wreckage are signs that the ship was being tinkered with, and perhaps automated to a large degree – as though it were being turned into a construct, or even a warforged, a little bit at a time.*
- *Replace Alicia Lund/Eliza d'Sivis with Geryn d'Sivis from the prologue. He was captured by Boromar because of his old 'debts' to them. He knows nothing about the current whereabouts of Graystrife or Sharyl or Moonson, but he's gathered that Sharyl is in Salvation. He is comfortable in this research facility and wasn't really planning an escape prior to the party showing up – he is not really one for adventures – but he was on his way to Salvation because he heard Sharyl was in big trouble there. He has been dragging his feet and enjoying a roof over his head and good food and wine. He asks the party if they know Sharyl. He's eager to be reunited.*

- *Ingrid Boromar – the Boromar who sent the message about the ball to lure them in – THOUGHT she was inviting the Gray Dogs/Graystrife, Sharyl's group, because she suspects they are still working for Moonson. She calls them idiots and wants to know which one of them is Sharyl.*
- *The party will need to handle Ingrid and the Statue Smashers quietly, or draw attention from the Ball and have a much more difficult escape.*
- *The deciphered letter is addressed to Moonson, but in the encoded body refers to him as Merrix d'Cannith. They eagerly await his next shipment from Metrol and will send payment as directed on receipt. It mentions needing to increase the warforged efforts searching for lost relics in Kalazart before 'salvage crews' find them. There are directions to a device that will help locate one of them. It is signed 'The True Blood of Vol'.*

04 – Voice in the Machine (Level 2 from Oracle)

The Gray Dogs have been gone longer than expected. Belaluur hires the party to go after them, but warns them that this is further and deeper than usual. Good salvage in Kalazart, but only the best teams go that deep. That means they'll play dirty to keep their territory, and that's the least of your worries.:

- *Party is waiting for Sharyl at the Gray Beyond, her usual haunt. Another encounter with Brackle: buys the party drinks. It's almost time! Cheers!*
- *Sheriff is hanging out at the Salvage Market – a common post. She and Belaluur are mutual sponsors. For some reason, Sheriff feels responsible that the Gray Dogs ran off while she was busy with your investigation. Sheriff's funding is healing potions from Tin Pot Tavern. Belaluur is payment on return.*
- *Belaluur tells them Kalazart is much further and deeper than a novice crew should go, but she expected the Gray dogs back by now. There's good salvage that deep – especially a town like Kalazart – but the big teams know that, and stake and defend their claims. Sharyl went there after overhearing something about the Fireweave Bazaar from the Ashhounds. They may need a backup... or recovery. Keep a low profile and keep your nose clean. Other crews are the least of your worries in the Mournlands. As you well know.*
- *Garundah wants to join the party to help find her friend, but Belaluur says it's too dangerous for her. Garundah gives the party a potion of clairvoyance instead, and settles into her role as an alchemist.*
- **DC15 Wisdom (Perception) Check:** *Irullan or one of her proxies is trying to listen in on the conversation.*
- *This makes you an official crew, though – it's time you chose your own Crew Name.*
- *Party should stock up on healing potions with Annaka/Tin Pot Tavern, if they aren't already utilizing shops.*
- *Use the "Effects of the Mournland" guide. Encourage the players to run/hide from danger. If they have a real encounter, introduce Canny Checks. Most Mournland random encounters can be evaded.*
- *It takes three navigation checks to get to Kalazart – three days travel. It's not a matter of finding their way – they can follow the ruins of the old lightning rail. It's a matter of navigating the dangers. On failed rolls, let each failed player roll on this chapter's Mournland Effects table. The Mournland is DANGEROUS. Encourage the use of Canny checks.*

- *It's a three-day trip. En route, each night, select a player (or have them volunteer) to tell a campfire story (a story from the character's past, a story story, or something they saw in the Mournland). They are rewarded with their choice of a D6 they can add to any roll before the end of the adventure, or 50xp.*
- *The Blades are in the town because they were meant to pick up the message from the Ashhounds, who never delivered it.*
- *Sprocket is Silver Codex from the prologue; it's their current disguise. The plumed hat is still there.*
- *The Oracle is located not in the cellar of the message station, but in a Kundarak-warded mini-vault in an expanded basement off Bolts&Tumblers that runs beneath Hounds of Barrakas to the Message Station and might have stayed hidden and intact down there forever. Investigating either Hounds of Barrakas shows their cellar was blocked off, and it requires finding a secret door in Bolts&Tumblers cellar. If the floor collapses in either the Message Station or House of Barakas, the party will find the secret room. It CHOOSES the party to find it. The vault looks as perfect as the day it was made – in better shape than anything in Salvation. It was closed hastily, though, and a note was left with the code to open it: ALARUMEA (Rumeo's Daughter's name) If they can't get it out of the vault themselves, it provides a hint via the prophecy? LENS OF THE PROGENITOR'S STORY, LOCKED AWAY WITH THE DAUGHTER'S NAME.*
- *The warforged refer to the salvagers as 'Fleshy Interlopers'.*

04x – Labyrinthine Dreams

The party dreams they are trapped in a maze, at the same time but apart from each other. They can reach each other with effort, but they can also try to solve the puzzle. They each get four rounds, then four rounds, then two? There are dangers there, and if any party member dies, they all wake up. If they gain treasure in the dream, they will encounter something similar and valuable after waking. The Watcher of the Ways is a voice each of them hear, but it always speaks in questions, especially when answering theirs.

- *After this first dream, Death is a Door becomes an option, but each time it's used, the Character suffers more if separated from the Oracle.*

05 – Where the Dead Wait (Level 3 from Oracle)

The party has succeeded beyond what Belaluur would have believed: not only were the Gray Dogs (mostly) rescued, but they routed an attack by the Blades – one of the most famous dangers of the Mournland – and found the Oracle of War, which is worth more than any old salvage! On the way home, they are surprised by a band of undead, and have to take shelter in a strange old cottage.

- *Sharyl and Sprocket would NOT abandon the party if she knows they saved Geryn. How would they know? The party would tell them, since Geryn mentioned Sharyl specifically. Prompt them if necessary.*
- *Instead of the betrayal, if Durvo is dead, he and Tandal rise and follow the party here, arriving in Phase 3 (second exploration – so extend to 45 minutes). They chastise the party for leaving them behind and beg to be saved. Undead are not meant to be like this – soul and body should cleave on death, and undead are one or the other. This is an artifact of the Mournland – they remain mingled, with only a partial break. It's easier to resurrect someone who has died in the*

Mournland, but the bear scars on their soul that should have been healed on their body, and vice versa. Nella will want to open the door for them.

- *If Durvo is not dead, he still has exhaustion, but Nimble will arrive with a small treasure – a ring set with jet. The character has to attune to it (impossible during this adventure) or identify it to know that it's a ring of Necrotic resistance. Alternatively, they can immediately attune in the Mournland, but there is a risk per the Mournland Effects. Nimble will not remain with the party, but is in the process of awakening and can squawk a few words.*
- *Irullan needs to be a more prominent and obvious factor here. She didn't come and leave – she was in the area and using the cottage as a safehouse. She is directly named in the diary as Sister Iruallan. The last date of the letter should be 18 Olarune, when Irullan is expected back and Curla will show her her findings. Curla's throat is cut.*
- *The house is her active necromantic weir so she can gather power passively.*
- *The party should now have extra reason to go after Irullan on returning to Salvation. Proof that Irullan committed murder would be enough for Sheriff to act on?*

05x – Labyrinthine Dreams

A continuation from where the party left off? Not quite – they are shunted to the closest starting pad from where they left off, even if it's on the other side of a locked door.

06 -The Third Protocol (Level 4 from Oracle)

The party returns to Salvation as heroes, tougher than they were before, though not without a sense of foreboding: Death Dogs follow them to the edge of town. The party goes straight back to the Salvage Market, where Irullan's Ashhounds are waiting to relieve them of their new relic. But that's the least of their problems. Assassins arrive on the Lightning Rail, and plan on tearing the town apart to find the party and the Oracle of War.

- *Emilaj Constock is hanging from the town sign. His body has been reanimated, so when the party approaches, he faces them and croaks, "You're next!"*
- *The Ashhounds say that they heard the party just came back from Kalazart. Nice of them to hike all that salvage back with you. Everyone knows that's our claim.*
- *Sheriff is in the Salvage market, but won't intervene. Salvage claims are between Salvage teams, as long as it's all up-and-up. If her face could look apologetic, it would. She steps out of the Salvage Market on her normal beat.*
- *Now it's meaningful when Sheriff dies at the Lightning Rail. When the party hears the Assassins, they hear 'N-n-not on my Wa----' That's when the screams start.*
- *The Assassins were hired by Clan Boromar, via Big Mondo. Killing the party members (both Gray Dogs and the party) was as important a directive as reclaiming the Oracle – it's personal.*
- *The assassins have the "oracle detector" (as it's called) because of the message partially deciphered for Boromar by Geryn. It does NOT amplify voices. Saal has some other trinket for that – a commander's horn.*
- *If the party hasn't already encountered this during their Mournlands travels, Sharyl teaches them to make a Canny Check. As a party, the assassins are too strong – they have to be picked off one at a time.*
- *Cries for Help – remove and replace the Shrine of the Traveler? Whist has some other hideyhole.*

- *Assassinations – Every ten minute. Roll a D4. On 1-3, it's a random character from the name generator. On 4 it's a named character. Gray Dogs and Irullan are exempted.*
- *Garandah is at the Tin Pot Tavern with Annaka*
- *Zodor and Draev should be able to offer help to the party if on good terms – supplies? Or do they blame the party and say 'Give up the Salvage, Salvage another day!'*
- *Whist is at the Playhouse. Remove the Shrine of the Traveler completely.*
- *Irullan and her Ashhounds have barricaded the Salvage Market (and are potentially looting it – it goes largely ignored by the Assassins, but this is coincidence.*
- *Ismo and Brackle d'Sivis are hiding in the message depot, being terrorized by Sardzarka, who takes sadistic glee in scaring smallfolk. If they can be saved, Ismo has a 'Change of Heart'. This replaces Thorn's Provisions – the Salvage market has the corner on that.*
- *Yrgna Bloodfist will go into the chapel of the Silver Flame, to loot it and to kill Jahana. If Jahana is saved, earn, 'Flame Unquenched.' The Arrow of Truth still goes missing.*
- *Shalla d'Orien is the one that Saal Dreadstroke has hostage at the last. "Maybe you'll come out for someone important?" Is he more or less likely to kill her? Saving her earns, "You can Ride my Train."*
- *Sharyl is not a candidate for execution – remove the 'Still Alive' event tag.*

06x – Labyrinthine Dreams

A continuation from where the party left off? Not quite – they are shunted to the closest starting pad from where they left off, even if it's on the other side of a locked door.

07 – Jack of Daggers (Level 4 from Embers)

Life is cheap and death is common in a town like Salvation, but the Assassins really took a toll on the town's spirit. What a perfect time for Fair Phiarlan – the most feted circus in Khorvaire – to arrive. It's strange for them to venture so close to the Mournland, but who is going to complain. Along with entertainment, they bring information to sell: Clan Boromar – or more particularly, Big Mondo – was behind the assassins, and before that, Yeq's death. It's time for revenge! Along the way, the party learns the details of the fracturing of House Cannith, and a bit about who Merrix was.

- *Start off at a mass funeral for the dead, led by Mother Jahanah if she is alive. In particular ask the Party if they want to say anything about Sheriff or any of the other dead. They get 100 XP for doing so. Irullan and hers wait off to the side, as if they can't wait for the newly dead. As the ceremony ends, the train pulls up.*
- *Fair Phiarlan arrives as a traveling circus to sell information; If Shalla d'Orien is still alive, she covers the tab. If not, the party will have to.*
- *Fair Phiarlan comes on a train also loaded with the supplies bought to cobble Salvation back together, and into something bigger/stronger, perhaps even fortified. Breland and New Cyre have taken interest.*
- *If Shalla D'Orien is alive, she has had quite enough excitement – now she wants revenge! And, also she still wants to know why a courier was murdered. The translation of the message means little to her, except that Thrane must be involved.*
- *Tynald d'Phiarlan meets with the party during the Starfire Dragon show – an acrobatic play in which a number of elves work together under a shimmering cloth to portray a dragon. He tells*

the characters about Big Mondo's estate: Highhold, in the town of Fridden. He can offer them general plans for the building based on reports, but no tactical advice. That's where the Oracle comes in.

- *Naturally Fridden Boromar is being replaced by Big Mondo. Instead of Sharn, Highhold is a country estate in a farming town of Champerly Vale, and the base of operations for Big Mondo's catering.*
- *The Gray Dogs are available as combatants to join the party – they have reason for payback, too, for Sheriff if no-one else!*
- *Highhold is a smallfolk enclave, in which halflings and gnomes abound, and Dwarves are the giants. All architecture is sized for Dwarves or smaller, so the party will contend with 5-foot ceilings.*
- *Since this is outside of Sharn, most of the muscle here is Black Highway, not Boromar.*
- *Yelfis is till Big Mondo's enforcer/right hand instead of Arduk, but either way they are really Zil, the changeling.*
- *The Oracle CAN provide strategic advice here and should be brought. If they decide to leave it behind, the party will need to pass Charisma checks to avoid gaining exhaustion.*
- *Remove the Cyril/Orien doublecross. Shalla is not telling them to kill Big Mondo, but she's not NOT telling them to.*
- *Remove the Get me Out of Here. It doesn't fit, unless it's a follow-up on the Draask bonus objective from the Boromar Ball. Instead, turn it into an event tag.*

07x – Labyrinthine Dreams

By now the Party should be butting up against the solution to the maze. If not, the Watcher of the Way should be taunting them about it, perhaps egging them on. If they have found the gates, they should realize they are unable to solve it yet, and don't know why.

08 – The Iron Giant (Level 4 Epic from Oracle)

As written, but/note:

- *The Emerald Claw entered during the Fair Phiarlan and the rebuilding crews, and went largely unnoticed.*
- *Their goal is to clean up their operation in Salvation, now that the town has attention, but they leave notes behind indicating their goal of seizing the Oracle. This will happen while Big Moe runs rampant.*
- *At the beginning, the characters aren't drinking away their pay packet, they are being convinced to go to Sharn. Danger follows them here, Salvation needs to breathe. Sharyl jokingly wants to be top dog again – the party is showing her up. She and Sprocket are staying, as is Geryn. Nalla, however, is returning to Sharn. Geryn joins them and presents an invitation from Flamewind. How did she even know the party was here, much less that they had dreams or were tangled in the Draconic Prophecy. Besides, they may need to stay on the offensive against the Boromar clan, and didn't that Emerald Claw message come from Sharn?*
- *The initial wave of undead include both those gathered from Curla's Cottage and undead from Salvation, including Irullan's former assassins, Quicksilver and Conder. Who else? Kullark, Emilaj Constock?*

- *The three brokers (Belalur, Zodor, and Draev) lead the fight, not just two. Players each get to direct one salvage crew: Gray Dogs, Zodor's, Draev's, the Ashhounds, and another if needed?*
- *Ashhounds realize Irullan was Emerald Claw and offer their help.*
- *Quests:*
 - *Head/Brain*
 - *Chest*
 - *Left Arm*
 - *Right Arm*
 - *Left Leg*
 - *Right Leg*
- *The Party chooses one Quest, assigns the others to the other teams. For those, make a DC15 Charisma check by their commander (party member). If they fail, they cannot attempt another, and are left fighting hordes of undead on the ground. If they succeed, they can be reassigned and try again, but a failed quest's DC is raised by 3 each time, so they quickly become impossible for anyone but the Party.*
- *The party can complete a maximum of three quests.*
- *Irullan has the arrow of Truth in her possession.*
- *Big Moe will destroy one of the named locations in 06 The Third Protocol each round (so at least one), and for every quest not completed. Whoever is attached to that structure will die in the attack.*
- *Roll 1d12*
 - *Rail Platform (Shalla d'Orien)*
 - *Salvation Times (Gerthin Soldorak)*
 - *Gray Beyond Tavern (Reesin Smyth)*
 - *Sheriff's Home (Prisoners from the Third Protocol)*
 - *Blacksmith (Becca Hayes)*
 - *Salvation Hotel (Aurion Stilts)*
 - *Bakery (Uther Moldorak)*
 - *Message Depot (Brackle or Ismo 50/50)*
 - *Chapel of the Silver Flame (Jahana)*
 - *Salvage Market (Zodor or Draev, 50/50)*
 - *Tin Pot Tavern (Annaka or Garundah, 50/50)*
 - *Residential Block*
- *Either way, Big Moe will fall across the Lightning Rail, and have to be pulled back up later by the Argonth. And the party will be shown off to Sharn.*