



MARK OF HEROES

ESCAPE FROM GREATER TOWER

A One-Round Dungeons & Dragons® MARK OF
HEROES™

Eberon Adventure for 8th level Characters

Winter Fantasy 2006 version

Design: Greg Marks

Development: Stephen Radney-MacFarland

It's just another day in the Diggers' Union, as you climb the steps to the top of Grea Tower. Why is everyone looking at you strangely? Is that a knife hidden in your friend's sleeve? Rat poison in the dining hall gruel? Venomous snakes in your bed? Why is everyone trying to kill you and how are you going to escape from Grea Tower? An adventure optimized for 8th-level characters.

Sources: *Eberon Campaign Setting* [Keith Baker, Bill Slavicsek, James Wyatt], *Five Nations* [Bill Slavicsek, David Noonan, Christopher Perkins], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Complete Adventurer* [Jesse Decker], *Stronghold Builder's Guidebook* [Matt Forbeck, David Noonan], *EMH-1 Reflections of the Multiverse* [Stephen Radney-MacFarland], *EMH-7 The Delirium Stone* [Keith Baker], *EMH-8 Freely Given* [Greg Marks]

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.

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INTRODUCTION

Escape From Greia Tower is optimized for 8th-level characters. This means that it's designed and balanced for a group of four to five 8th-level characters (PCs). 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 enjoyable and better balanced adventure. If there are only four of five PCs of the same level in your group, it's 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 groups level. That said, as DM you have discretion when it comes to fitting the challenges of the adventure to your group. If your group finds the challenges too easy or too difficult, feel free to increase or decrease the level of challenge appropriately. The goal is to challenge the PCs and entertain the players, not to overwhelm or even underwhelm them. The most enjoyable D&D games are ones where failure and character death are possible, but success and reward are attainable through daring and smart play.

Escape From Greia Tower has been designed to be part of the RPGA DUNGEON & DRAGONS CAMPAIGNS: MARK OF HEROES program. Like all DUNGEONS & DRAGONS CAMPAIGNS adventures, it's recommended that PCs 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 *Escape From Greia Tower* very challenging, and the chances of character death higher. Please warn the players of this before play starts. DUNGEONS & DRAGONS CAMPAIGNS allow players to "take one for the team"; that is to play a fastplay wizard, fighter, rogue, or cleric in place of one of their characters, and gain experience point for their character. If the group lacks one of these vital four classes, suggest to your players to take advantage of this option.

RPGA-SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or as part of the DUNGEONS & DRAGONS CAMPAIGNS retail program. To play *Escape From Greia Tower* 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 July 5, 2006.

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 *Expanded Psionics Handbook*, as it is possible that some character playing in this adventure will be kalashtar utilizing the psionics rules.

Throughout this adventure, blocks of *italicized* text provide player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running or expanding 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 in a section titled "Combat Statistics" or can be found in the *Monster Manual*.

This adventure may use material from various other D&D sourcebooks and other official sources. While many times the adventure text notes where this information came from, the adventure is designed so that you don't need to have those sources during play.

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

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DUNGEONS & DRAGONS MINIATURES

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

From the Archfiends™ set:

Evermeet Wizard (15/60) to represent Emmate

From the Giants of Legend™ set:

Warforged Fighter (06/72) to represent Wine

From the Aberrations™ set:

Sharn Cutthroat (20/60) to represent Lemelos

Half-Elf Hexblade (33/60) to represent Lord Aehion

Hanius Hayttar (Possessing Patron Zulrin Tellur elven body)

4 Orc Sergeants (57/60) to represent the Wandering Maniac

From the Deathknell™ set:

Voice of Battle (25/60) to represent Esena Cescia
Timber Wolf (27/60) to represent the Magebred Guard Dog

From the Angelfire™ set:

Imp (43/60) to represent Flame

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BACKGROUND

During the War of the Mark, an aberrant lord known as the Dreambreaker created a powerful dragonshard focus known as the *Delirium Stone*. It was designed to channel his powers over others' minds. The item was retrieved by the Diggers' Union from subterranean levels of Sharn for one of his descendants Aehion Hanius Hayttear during the events of *EMH-7 The Delirium Stone*.

In possession of the *Delirium Stone*, Lord Hayttear began his plot to control the most powerful people in Sharn at a ball he hosted in honor of his induction into the Sixty. Fortunately, the Diggers' Union discovered their error and sent operatives, working with members of the criminal organization known as House Tarkanan, to steal the shard away from the gnome before he could spread his madness among Sharn's elite citizens (during *EMH-8 Freely Given*). During the robbery, Lord Hayttear was seemingly slain, and his head exploded, due to his use of the *Delirium Stone*. This was only the beginning of the threat that Lord Hayttear would pose to the Union.

SUMMARY

Unbeknownst to the Union masters, Hayttear's soul simmered in the *Delirium Stone*, trapped in maddening confinement. While the stone was locked away in a Grea Tower vault, Hayttear learned to access some of the focus's powers and gained control of several Union members. As his powers grew, he put into motion a plan to escape by possessing or influencing several members of the Union and using them to kill any who might oppose him, destroy the Union that thwarted him, and steal the *Delirium Stone* for himself.

Introduction: The PCs are called for a meeting in the Gerritta Room of Grea Tower; in the same room they met nearly six months ago to plan the theft of the *Delirium Stone*.

No Where Is Safe: While waiting for a patron or matron to explain their summons, the PCs are attacked by other Union members who seem quite out of sorts.

Orders from On High: Matron Martra, one of the PCs' usual matrons, discovers she has booked the Gerritta Room for a meeting despite knowing she has not. While on her way to reprimand whoever was using her name, she was also attacked. Injured, she meets up with the PCs to compare notes. It's clear that something is taking over the minds of Diggers. Martra orders the PCs to determine the source of this strange skullduggery and get help while she speeds off to warn the other patrons.

One the Run: The PCs fight their way down the levels of Grea Tower, attempting to find ways through the tower while trying to avoid killing their former comrades. The combined might of all the insane Diggers is arrayed against the PCs. Worse still, they find that many forms of magic no longer function within the tower.

The Source of Evil: The PCs determine that the *Delirium Stone* has gone missing. It becomes clear that the

dragonshard focus may be responsible in some way for the madness in Grea Tower.

You Did this To Me: As the PCs leave the tower they are confronted by one of the patrons possessed by Aehion Hanius Hayttear, who tries one last time to kill them.

The Cavalry Arrives: The PCs successfully return to Grea Tower with the aid of Brelish authorities, only to find the source of the possessions absent. All of the Diggers present are unconscious, though several have disappeared entirely and their whereabouts unknown.

TROUBLESHOOTING

Important Story Objects

It is important to note which PCs, if any, possess the story object Enmity of Lord Hayttear from the event *EMH-8 Freely Given*. These PCs "killed" Lord Hayttear once, and he's not forgiven them. There are events that occur if at least one PC has this story object.

Tough Encounters Taken Into Account

Also note, that in many cases, the EL of combats have been increased by one because the PCs may be limited to using non-lethal means against their fellow Diggers.

Hitting Home, Hard!

During the course of play, the PCs will encounter several members of the Diggers' Union under the effects of various insanities. Most of this adventure takes place in the PCs' sometime home, and specifically targets their friends and allies. You are encouraged to invent anecdotes personalized to each PC as to how and why they may know the individual in order to increase the impact of these events.

Raising the Dead

At this point the PCs may have gained enough renown, and hopefully enough gold and experience, to come back from the dead. Like many things that involve XP and gp cost, raise dead and other spells work differently in DUNGEONS & DRAGONS CAMPAIGNS. If a PC dies, and his or her companions are able to bring the body back to a temple with clerics powerful enough to cast *raise dead* within 11 days after the time of death, a character can be raised (assuming the soul is willing). This incurs a 1,100-gp debt, which may be divided up between the characters played during the session. This debt is forever subtracted from the equipment value of the characters, and reported in the "GP Debt" field of the Session Tracking sheet. Additionally, the character that came back from the dead has its experience points reduced. The amount of experience points reduced is dependent on the current character level (see the table below) of the PC raised. Record the proper amount on the "XP Drain" field of the Session Tracking sheet. These two costs are the only costs for the raise dead (even for 1st-level characters), and overrides the rules for the spell found in the *Player's Handbook*.

Please Note: When a character is brought back from the dead it is not recorded as a character death (so don't mark "Y" on the Session Tracking). Just record the gold debt and experience drain.

Experience Point Drain for Raised Characters

Character Level	XP Drain
7th	3,500 XP
8th	4,000 XP
9th	4,500 XP
10th	5,000 XP

INTRODUCTION

All of the PCs begin in the Diggers' Union headquarters of Grea Tower in Wroat, the capital of Breland. They have just been summoned from the dormitory to meet with Matron Martra. It's a cold winter day in the month of Zarantyr.

It's early on a chilly Zarantyr morning—just past eight bells in the morning early.

You received Matron Martra's request to meet in Gerritta Room late last night—twelve bells at night late. As typical, the note was brief, and devoid of both pleasantries and detail.

Gerritta Room is one of the many meeting rooms in Grea Tower. It's named after Hansfor Gerritta a member of the Union lost twelve years ago in the jungles of Xen'drik.

Like everything else in Grea Tower this morning, the room is cold, quiet, and gloomy. The only sound is the rhythmic dripping of window frost set free by the rays of the rising sun whose illumination will not bathe this room for another hour yet.

Your summons was for eight bells sharp, which means Martra is late—and she's never late.

This is room 28 on the Grea Tower map. The PCs have an opportunity to introduce themselves and look about the room.

Large hangings depicting the heraldry of Breland and the Diggers' Union cover the walls, with various minor honorary plaques hanging between them. A large case filled with trophies from the Unions' time as part of Morgrave University sits on the wall opposite the window. All of them are old, and none are especially noteworthy. Under a fine layer dust they are festooned with meaningless names from times long past. The narrow window does not open. Even if the PCs break the glass, the window is so narrow it requires a DC 30 Escape Artist check for a size Small PC to fit through it, and it is practically impossible for Medium creatures to squeeze through it (DC 50). Large or larger creatures cannot fit through it.

Once the PCs have had a chance to meet each other and examine the room, or if they decide to leave the room and look for Matron Martra, proceed with the entrance of the hostile Diggers in "Part One: Nowhere is Safe."

PART ONE: NOWHERE IS SAFE (EL 12)

Footsteps echo in the hall as the door opens. Three Diggers enter the room without speaking, each with a strange, far-away look in their eyes. Without comment, or hesitation they draw weapons and move to attack!

While the PCs have been waiting in the Gerritta Room, Aehion Hayttear has put his plan into action. The sounds of combat echo down the halls of Grea Tower, as those influenced by Hayttear begin attacking other members and sealing off the structure. The PCs have yet to fall under his influence, and thus must be eliminated.

Creatures: Three members of the Diggers' Union, attack the PCs. The PCs know all of their attackers, so make up a handful of likely anecdotes appropriate to the PCs explaining their relationship to them.

Emmate: Female elf sorcerer 8; hp 63; Combat Statistics.

Flame: Hawk familiar; hp 31; Combat Statistics.

Lemelos: Male human fighter 2/rogue 6; hp 54; Combat Statistics.

Wine: Male warforged fighter 8; hp 71; Combat Statistics.

Tactics: Before entering the room, Emmate used her *wand of mirror image* on each of her fellow possessed Diggers. Lemelos and Wine try to block the door while flanking attackers in order to protect Emmate while she uses her spells. Any PC who has the Enmity of Lord Hayttear from *EMH-8 Freely Given* is preferentially targeted.

Development: The PCs might capture one of the Diggers alive for questioning. If Hayttear's magical influence is not removed from the captive, he or she is incapable of answering questions. If the Digger is protected from Hayttear's influence, he or she can only say they felt compelled to harm the PCs, but do not know why. For more information, see the "Possession and Influence" sidebar.

SCALING THE ENCOUNTER

7th-level characters (EL 11): Use the 7th level version of the Diggers.

9th-level characters (EL 13): Use the 9th level version of the Diggers.

10th-level characters (EL 14): Use the 10th level version of the Diggers.

[[[start sidebar]]]

NEW RULES

Danger sense allows Lemelos to improve his chances of getting the jump on the PCs, while Wine's oil of repair light wounds allows him to refresh his hit point total during the fracas.

DANGER SENSE [GENERAL]

You are one twitchy individual.

Prerequisites: Improved Initiative.

Benefits: Once per day, you can reroll an initiative check you have just made. You use the better of your two rolls. You must decide to reroll before the round starts.

REPAIR LIGHT DAMAGE

Transmutation

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Construct touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

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

[[[end sidebar]]]

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COMBAT STATISTICS

Among the following statistic blocks are rules outside of the campaign's primary sources. At various levels all of the characters have the Improved Toughness feat from *Complete Warrior* (page 101). The bonus hit point benefit of that feat has been added to each statistic block. Lemelos has the Danger Sense feat from *Complete Adventurer* (page 107), that feat is fully described on the "New Rules"

sidebar on page 3). Wine has levels of the scout standard class (*Complete Adventurer* page 10), the Mithral Body feat (*Eberron Campaign Setting* page 57), and an *oil of repair light damage* (spell found on *Spell Compendium* page 173). The effects of the class and the feat are fully described in the statistic blocks, and the spell repair light damage is found in the “New Rules” sidebar.

EMMATE

CR 7

Female elf sorcerer 7

CG Medium humanoid (elf)

Init +2; **Senses** low-light vision; Listen +3, Spot +6

Languages Common, Elven

[break]

AC 16, touch 12, flat-footed 14

hp 43 (56 with *false life*) (7 HD)

Immune sleep

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

[break]

Speed 30 ft. (6 squares)

Melee mwk dagger +4 (1d4/19-20)

Ranged light crossbow +6 (1d8/19-20)

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

Combat Gear *potion of cure moderate wounds* (CL 3rd),
arcane scroll of *see invisibility* (CL 3rd)

Sorcerer Spells Known (CL 7th):

3rd □□□□□—*fireball* (DC 20), *haste*

2nd □□□□□ □■—*false life*[†], *glitterdust* (DC 17),
scorching ray (+5 ranged touch)

1st □□□□□ □■—*burning hands* (DC 18),
grease (DC 16), *mage armor*[†], *magic missile*, *ray of*
enfeeblement (+5 ranged touch)

0 □□□□□ □—*acid splash* (+5 ranged touch),
detect magic, *detect poison*, *disrupt undead* (+5 ranged
touch), *prestidigitation*, *read magic*, *touch of fatigue* (+3
melee touch, DC 15)

[†]Already cast, reflected in stat block.

[break]

Abilities Str 11, Dex 14, Con 14, Int 8, Wis 8, Cha 18

SQ familiar, share spells

Feats Alertness^B, Greater Spell Focus (Evocation), Improved
Toughness^{CW}, Spell Focus (Evocation)

Skills Concentration +13, Listen +3, Spot +6

Possessions combat gear plus masterwork dagger, light
crossbow, 10 masterwork bolts, two spell component
pouches, *cloak of charisma* +2, *wand of mirror image* (10
charges, CL 3rd)

[break]

Physical Description Emmate is a short elven woman with
close-cropped black hair, and a button nose.

FLAME (EMMATE'S HAWK FAMILIAR) CR ~

N Tiny magical beast

Init +3; **Senses** low-light vision; Listen +4, Spot +16

Languages Common, Elven

[break]

AC 21, touch 15, flat-footed 18

hp 21 (34 with *false life*) (7 HD)

Fort +2, **Ref** +5, **Will** +7

[break]

Speed 10 ft. (2 squares), fly 60 ft. (average)

Melee talons +8 (1d4–2)

Space 2-1/2 ft.; **Reach** 0 ft.

Base Atk +3; **Grp** -7

[break]

Abilities Str 6, Dex 17, Con 10, Int 9, Wis 14, Cha 6

SQ deliver touch spells, empathic link, improved evasion, share
spells, speak with animals of its kind, speak with master

Feats Alertness, Weapon Finesse^B

Skills Concentration +11, Listen +4, Spot +16

EMMATE

CR 8

Female elf sorcerer 8

CG Medium humanoid (elf)

Init +2; **Senses** low-light vision; Listen +3, Spot +6

Languages Common, Elven

[break]

AC 16, touch 12, flat-footed 14

hp 49 (63 with *false life*) (8 HD)

Immune sleep

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

[break]

Speed 30 ft. (6 squares)

Melee mwk dagger +6 (1d4+1/19-20)

Ranged light crossbow +7 (1d8/19-20)

Base Atk +4; **Grp** +5

Combat Gear *potion of cure moderate wounds* (CL 3rd), *arcane*
scroll of see invisibility (CL 3rd)

Sorcerer Spells Known (CL 8th):

4th □□□□□—*Evard's black tentacles*

3rd □□□□□ □—*fireball* (DC 20), *haste*

2nd □□□□□ □■—*false life*[†], *glitterdust* (DC
17), *scorching ray* (+6 ranged touch)

1st □□□□□ □■—*burning hands* (DC 18), *grease*
(DC 16), *mage armor*[†], *magic missile*, *ray of enfeeblement*
(+6 ranged touch)

0 □□□□□ □—*acid splash* (+6 ranged touch),
detect magic, *detect poison*, *disrupt undead* (+6 ranged
touch), *mage hand*, *prestidigitation*, *read magic*, *touch of*
fatigue (+5 melee touch, DC 15)

[†]Already cast, reflected in the stat block.

[break]

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

SQ familiar, share spells

Feats Alertness^B, Greater Spell Focus (Evocation), Improved
Toughness^{CW}, Spell Focus (Evocation)

Skills Concentration +14, Listen +3, Spot +6

Possessions combat gear plus masterwork dagger, light
crossbow, 10 masterwork bolts, two spell component
pouches, *cloak of charisma* +2, *wand of mirror image* (10
charges, CL 3rd)

[break]

Physical Description Emmate is a short elven woman with
close-cropped black hair, and a button nose.

FLAME (EMMATE'S HAWK FAMILIAR) CR ~

Hawk familiar

N Tiny magical beast

Init +3; **Senses** low-light vision; Listen +4, Spot +16

Languages Common, Elven

[break]

AC 21, touch 15, flat-footed 18

hp 24 (38 with *false life*) (8 HD)

Fort +2, **Ref** +5, **Will** +8

[break]

Speed 10 ft. (2 squares), fly 60 ft. (average)

Melee talons +9 (1d4–2)

Space 2-1/2 ft.; **Reach** 0 ft.

Base Atk +4; **Grp** -6

[break]

Abilities Str 6, Dex 17, Con 10, Int 9, Wis 14, Cha 6

SQ deliver touch spells, empathic link, improved evasion, share
spells, speak with animals of its kind, speak with master

Feats Alertness, Weapon Finesse^B

Skills Concentration +12, Listen +4, Spot +16

EMMATE

CR 9

Female elf sorcerer 9

CG Medium humanoid (elf)

Init +3; **Senses** low-light vision; Listen +3, Spot +6
Languages Common, Elven

[break]

AC 17, touch 13, flat-footed 14

hp 55 (70 with *false life*) (9 HD)

Immune sleep

Fort +5, **Ref** +6, **Will** +5

[break]

Speed 30 ft. (6 squares)

Melee mwk dagger +6 (1d4+1/19-20)

Ranged light crossbow +8 (1d8/19-20)

Base Atk +4; **Grp** +5

Atk Options Empower Spell

Combat Gear *potion of cure moderate wounds* (CL 3rd), *scroll of see invisibility* (CL 3rd)

Sorcerer Spells Known (CL 9th):

4th □□□□□—*Evard's black tentacles*, *greater invisibility*

3rd □□□□□ □□—*dispel magic*, *fireball* (DC 20),

haste

2nd □□□□□ □■—*false life*[†], *glitterdust* (DC 17),
resist energy, *scorching ray* (+7 ranged touch)

1st □□□□□ □■—*burning hands* (DC 18), *grease* (DC 16), *mage armor*[†], *magic missile*, *ray of enfeeblement* (+7 ranged touch)

0 □□□□□ □—*acid splash* (+7 ranged touch),
detect magic, *detect poison*, *disrupt undead* (+7 ranged touch), *mage hand*, *prestidigitation*, *read magic*, *touch of fatigue* (+5 melee touch, DC 15)

[†]Already cast, reflected in the statistics block

[break]

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

SQ familiar, share spells

Feats Alertness^B, Empower Spell, Greater Spell Focus (Evocation), Improved Toughness^{CW}, Spell Focus (Evocation)

Skills Concentration +15, Listen +3, Spot +6

Possessions combat gear plus Masterwork dagger, light crossbow, 10 masterwork bolts, two spell component pouches, *cloak of charisma* +2, *gloves of dexterity* +2, *wand of mirror image* (10 charges, CL 3rd)

[break]

Physical Description Emmate is a short elven woman with close-cropped black hair, and a button nose.

FLAME (EMMATE'S HAWK FAMILIAR) CR -

N Tiny magical beast

Init +3; **Senses** low-light vision; Listen +4, Spot +16

Languages Common, Elven

[break]

AC 22, touch 15, flat-footed 19

hp 27 (42 with *false life*) (9 HD)

Fort +3, **Ref** +6, **Will** +8

[break]

Speed 10 ft. (2 squares), fly 60 ft. (average)

Melee talons +9 (1d4-2)

Space 2-1/2 ft. **Reach** 0 ft.

Base Atk +4; **Grp** -6

[break]

Abilities Str 6, Dex 17, Con 10, Int 10, Wis 14, Cha 6

SQ deliver touch spells, empathic link, improved evasion, share spells, speak with animals of its kind, speak with master

Feats Alertness, Weapon Finesse^B

Skills Concentration +13, Listen +4, Spot +16

EMMATE

CR 10

Female elf sorcerer 10

CG Medium humanoid (elf)

Init +3; **Senses** low-light vision; Listen +3, Spot +6

Languages Common, Elven

[break]

AC 17, touch 13, flat-footed 14

hp 61 (77 with *false life*) (10 HD)

Immune sleep

Fort +5, **Ref** +6, **Will** +6

[break]

Speed 30 ft. (6 squares)

Melee mwk dagger +7 (1d4+1/19-20)

Ranged light crossbow +9 (1d8/19-20)

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

Atk Options Empower Spell

Combat Gear *potion of cure moderate wounds* (CL 3rd), *scroll of see invisibility* (CL 3rd)

Sorcerer Spells Known (CL 10th):

5th □□□□□—*wall of force*

4th □□□□□ □□—*Evard's black tentacles*,
greater invisibility

3rd □□□□□ □□—*dispel magic*, *fireball* (DC 20),
haste

2nd □□□□□ □■—*false life*[†], *glitterdust* (DC 17),
resist energy, *scorching ray* (+8 ranged touch)

1st □□□□□ □■—*burning hands* (DC 18), *grease* (DC 16), *mage armor*[†], *magic missile*, *ray of enfeeblement* (+8 ranged touch)

0th □□□□□ □—*acid splash* (+8 ranged touch),
detect magic, *detect poison*, *disrupt undead* (+8 ranged touch), *mage hand*, *prestidigitation*, *read magic*,
resistance, *touch of fatigue* (+5 melee touch, DC 15)

[†]Already cast, spells reflected in the statistic block

[break]

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

SQ familiar, share spells

Feats Alertness^B, Empower Spell, Greater Spell Focus (Evocation), Improved Toughness^{CW}, Spell Focus (Evocation)

Skills Concentration +16, Listen +3, Spot +6

Possessions combat gear plus masterwork dagger, light crossbow, 10 masterwork bolts, two spell component pouches, *cloak of charisma* +2, *gloves of dexterity* +2, *wand of mirror image* (10 charges, CL 3rd)

[break]

Physical Description Emmate is a short elven woman with close-cropped black hair, and a button nose.

FLAME (EMMATE'S HAWK FAMILIAR) CR -

N Tiny magical beast

Init +3; **Senses** low-light vision; Listen +4, Spot +16

Languages Common, Elven

[break]

AC 22, touch 15, flat-footed 19

hp 30 (46 with *false life*) (10 HD)

Fort +3, **Ref** +6, **Will** +9

[break]

Speed 10 ft. (2 squares), fly 60 ft. (average)

Melee talons +10 (1d4-2)

Space 2-1/2 ft.; **Reach** 0 ft.

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

[break]

Abilities Str 6, Dex 17, Con 10, Int 10, Wis 14, Cha 6

SQ deliver touch spells, empathic link, improved evasion, share spells, speak with animals of its kind, speak with master

Feats Alertness, Weapon Finesse^B

Skills Concentration +14, Listen +4, Spot +16

LEMELOS

CR 7

Male human fighter 2/rogue 5

CN Medium humanoid (human)

Init +6, Danger Sense; **Senses** Listen +8, Spot +8

Languages Common

[break]

AC 20, touch 12, flat-footed 18; uncanny dodge; Dodge, Mobility
hp 48 (7 HD)

Fort +6, **Ref** +7, **Will** +2; evasion

[break]

Speed 30 ft. (6 squares)

Melee +1 *frost longsword* +11 (1d8+5/19-20 plus 1d6 cold)

Ranged mwk composite longbow [+4] +8 (1d8+4/x3)

Base Atk +5; **Grp** +9

Atk Options Sneak attack +3d6

[break]

Abilities Str 18, Dex 14, Con 12, Int 8, Wis 10, Cha 8

SQ trap sense +1, trapfinding

Feats Danger Sense^{CV}, Dodge, Improved Initiative, Improved Toughness^{CW}, Mobility, Weapon Focus (longsword)

Skills Hide +10, Intimidate +9, Jump +16, Listen +8, Move Silently +10, Sense Motive +8, Spot +8, Tumble +12

Possessions combat gear plus +2 *studded leather armor*, +1 *heavy steel shield*, +1 *frost longsword*, masterwork longsword, dagger, masterwork composite longbow [+4], quiver with 20 arrows, *cloak of resistance* +1, 30 ft. silk rope

[break]

Physical Description Lemelos is a wiry human man with a hawkish nose and his brown hair gathered into a ponytail.

LEMELOS CR 8

Male human fighter 2/rogue 6

CN Medium humanoid (human)

Init +6, Danger Sense; **Senses** Listen +9, Spot +9

Languages Common

[break]

AC 20, touch 12, flat-footed 18; uncanny dodge; Dodge, Mobility

hp 54 (8 HD)

Fort +7, **Ref** +8, **Will** +3; evasion

[break]

Speed 30 ft. (6 squares)

Melee +1 *frost longsword* +12/+7 (1d8+5/19-20 plus 1d6 cold)

Ranged mwk composite longbow [+4] +9/+4 (1d8+4/x3)

Base Atk +6; **Grp** +10

Atk Options Sneak attack +3d6

[break]

Abilities Str 18, Dex 14, Con 13, Int 8, Wis 10, Cha 8

SQ trap sense +2, trapfinding

Feats Danger Sense^{CV}, Dodge, Improved Initiative, Improved Toughness^{CW}, Mobility, Weapon Focus (longsword)

Skills Hide +11, Intimidate +10, Jump +17, Listen +9, Move Silently +11, Sense Motive +9, Spot +9, Tumble +13

Possessions combat gear plus +2 *studded leather armor*, +1 *heavy steel shield*, +1 *frost longsword*, masterwork longsword, dagger, masterwork composite longbow [+4], quiver with 20 arrows, *cloak of resistance* +1, 30 ft. silk rope

[break]

Physical Description Lemelos is a wiry human man with a hawkish nose and his brown hair gathered into a ponytail.

LEMELOS CR 9

Male human fighter 2/rogue 7

CN Medium humanoid (human)

Init +6, Danger Sense; **Senses** Listen +10, Spot +10

Languages Common

[break]

AC 21, touch 13, flat-footed 19; uncanny dodge; Dodge, Mobility

hp 60 (9 HD)

Fort +7, **Ref** +8, **Will** +3; evasion

[break]

Speed 30 ft. (6 squares)

Melee +1 *frost longsword* +13/+8 (1d8+5/19-20 plus 1d6 cold)

Ranged mwk composite longbow [+4] +10/+5 (1d8+4/x3)

Base Atk +7; **Grp** +11

Atk Options Sneak attack +4d6

[break]

Abilities Str 18, Dex 14, Con 13, Int 8, Wis 10, Cha 8

SQ trap sense +2, trapfinding

Feats Danger Sense^{CV}, Dodge, Improved Initiative, Improved Toughness^{CW}, Mobility, Weapon Focus (longsword)

Skills Hide +12, Intimidate +11, Jump +18, Listen +10, Move Silently +12, Sense Motive +10, Spot +10, Tumble +14

Possessions combat gear plus +2 *studded leather armor*, +1 *heavy steel shield*, +1 *frost longsword*, masterwork longsword, dagger, masterwork composite longbow [+4], quiver with 20 arrows, *cloak of resistance* +1, 30 ft. silk rope, *ring of protection* +1

[break]

Physical Description Lemelos is a wiry human man with a hawkish nose and his brown hair gathered into a ponytail.

LEMELOS CR 10

Male human fighter 2/rogue 8

CN Medium humanoid (human)

Init +6, Danger Sense; **Senses** Listen +11, Spot +11

Languages Common

[break]

AC 21, touch 13, flat-footed 19; improved uncanny dodge; uncanny dodge; Dodge, Mobility

hp 76 (10 HD)

Fort +8, **Ref** +9, **Will** +3; evasion

[break]

Speed 30 ft. (6 squares)

Melee +1 *frost longsword* +14/+9 (1d8+5/19-20 plus 1d6 cold)

Ranged mwk composite longbow [+4] +11/+6 (1d8+4/x3)

Base Atk +8; **Grp** +12

Atk Options Sneak attack +4d6

[break]

Abilities Str 18, Dex 14, Con 14, Int 8, Wis 10, Cha 8

SQ trap sense +2, trapfinding

Feats Danger Sense^{CV}, Dodge, Improved Initiative, Improved Toughness^{CW}, Mobility, Weapon Focus (longsword)

Skills Hide +13, Intimidate +12, Jump +19, Listen +11, Move Silently +13, Sense Motive +11, Spot +11, Tumble +15

Possessions combat gear plus +2 *studded leather armor*, +1 *heavy steel shield*, +1 *frost longsword*, masterwork longsword, dagger, masterwork composite longbow [+4], quiver with 20 arrows, *cloak of resistance* +1, 30 ft. silk rope, *ring of protection* +1

[break]

Physical Description Lemelos is a wiry human man with a hawkish nose and his brown hair gathered into a ponytail.

WINE CR 7

Male personality warforged fighter 4/scout 3

LN Medium construct (living construct)

Init +3; **Senses** Listen +6, Spot +6

Languages Common

[break]

AC 18, touch 12, flat-footed 16; uncanny dodge; Dodge, Mobility

hp 63 (7 HD); light fortification

Immune poison, sleep effects, paralysis, disease, nausea, fatigue, exhaustion, effects that cause the sickened condition, energy drain, does not breathe

Fort +9, **Ref** +6, **Will** +2

[break]

Speed 40 ft. (8 squares)

Melee slam +9 (1d4+3) or

+1 *shocking greatsword* +11/+6 (2d6+7/19-20 plus 1d6 electrical)

Ranged mwk longbow +9/+4 (1d8/x3)

Base Atk +6; **Grp** +9

Atk Options Power Attack, skirmish (+1d6, +1 AC)

Combat Gear *oil of repair light damage* (CL 1st)

[break]

Abilities Str 16, Dex 14, Con 16, Int 8, Wis 10, Cha 6

SQ does not need to eat or drink, healing only half effective, trackless step, trapfinding

Feats Dodge, Mithral Body^{ECS}, Mobility, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Jump +11, Listen +6, Knowledge (nature) +5, Ride +10, Spot +6, Survival +6 (+8 above ground), Tumble +10.

Possessions combat gear plus +1 *shocking greatsword*, masterwork longbow, quiver with 20 arrows, masterwork dagger, *necklace of natural armor* +1, tindertwig

[break]

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet away from where she was at the start of her turn. The extra damage applies only to attacks made after the scout has moved at least 10 feet. The extra damage only applies against living creatures that have a discernible anatomy. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet. At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn.

[break]

Physical Description Wine is a burgundy colored warforged whose body makes a metallic whining noise when he moves quickly.

WINE

CR 8

Male personality warforged fighter 4/scout 4

LN Medium construct (living construct)

Init +3; **Senses** Listen +7, Spot +7

Languages Common

[break]

AC 18, touch 12, flat-footed 16; uncanny dodge; Dodge, Mobility

hp 71 (8 HD); light fortification

Immune poison, sleep effects, paralysis, disease, nausea, fatigue, exhaustion, effects that cause the sickened condition, energy drain, does not breathe

Fort +9, **Ref** +7, **Will** +2

[break]

Speed 40 ft. (8 squares)

Melee slam +10 (1d4+3) or

+1 *shocking greatsword* +12/+7 (2d6+7/19-20 plus 1d6 electrical)

Ranged mwk longbow +10/+5 (1d8/x3)

Base Atk +7; **Grp** +10

Atk Options Power Attack, skirmish (+1d6, +1 AC)

Combat Gear *oil of repair light damage* (CL 1st)

[break]

Abilities Str 17, Dex 14, Con 16, Int 8, Wis 10, Cha 6

SQ does not need to eat or drink, healing only half effective, trackless step, trapfinding

Feats Dodge, Mithral Body^{ECS}, Mobility, Power Attack, Spring Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Jump +11, Listen +7, Knowledge (nature) +6, Ride +10, Spot +7, Survival +7 (+9 above ground), Tumble +13.

Possessions combat gear plus +1 *shocking greatsword*, masterwork longbow, quiver with 20 arrows, masterwork dagger, *necklace of natural armor* +1, tindertwig

[break]

Skirmish (Ex): See 7th-level Wine, above.

[break]

Physical Description Wine is a burgundy colored warforged whose body makes a metallic whining noise when he moves quickly.

WINE

CR 9

Male personality warforged fighter 4/scout 5

AL LN Medium construct (living construct)

Init +3; **Senses** Listen +8, Spot +8

Languages Common

[break]

AC 18, touch 12, flat-footed 16; uncanny dodge; Dodge, Mobility

hp 88 (9 HD); light fortification

Immune poison, sleep effects, paralysis, disease, nausea, fatigue, exhaustion, effects that cause the sickened condition, energy drain, does not breathe

Fort +11, **Ref** +9, **Will** +4; evasion

[break]

Speed 40 ft. (8 squares)

Melee slam +10 (1d4+3) or

+1 *shocking greatsword* +12/+7 (2d6+7/19-20 plus 1d6 electrical)

Ranged mwk longbow +10/+5 (1d8/x3)

Base Atk +7; **Grp** +10

Atk Options Power Attack, skirmish (+2d6, +1 AC)

Combat Gear *oil of repair light damage* (CL 1st)

[break]

Abilities Str 17, Dex 14, Con 16, Int 8, Wis 10, Cha 6

SQ does not need to eat or drink, trackless step, trapfinding

Feats Dodge, Improved Toughness^{CW}, Mithral Body, Mobility, Power Attack, Spring Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Jump +12, Listen +8, Knowledge (nature) +7, Ride +11, Spot +8, Survival +8 (+10 above ground), Tumble +14.

Possessions combat gear plus +1 *shocking greatsword*, masterwork longbow, quiver with 20 arrows, masterwork dagger, *necklace of natural armor* +1, *cloak of resistance* +2, tindertwig

[break]

Skirmish (Ex): See 7th-level Wine, above.

[break]

Physical Description Wine is a burgundy colored warforged whose body makes a metallic whining noise when he moves quickly.

WINE

CR 10

Male personality warforged fighter 4/scout 6

LN Medium construct (living construct)

Init +3; **Senses** Listen +8, Spot +8

Languages Common

[break]

AC 18, touch 12, flat-footed 16; uncanny dodge; Dodge, Mobility

hp 97 (10 HD); light fortification

Immune poison, sleep effects, paralysis, disease, nausea, fatigue, exhaustion, effects that cause the sickened condition, energy drain, does not breathe

Fort +12, **Ref** +10, **Will** +5; evasion

[break]

Speed 40 ft. (8 squares)

Melee slam +11 (1d4+3) or

+1 *keen shocking greatsword* +13/+8 (2d6+7/17-20 plus 1d6 electrical)

Ranged mwk longbow +11/+6 (1d8/x3)

Base Atk +8; **Grp** +11

Atk Options Power Attack, skirmish (+2d6, +1 AC)

Combat Gear oil of repair light damage (CL 1st)

[break]

Abilities Str 17, Dex 14, Con 16, Int 8, Wis 10, Cha 6

SQ does not need to eat or drink, flawless stride, trackless step, trapfinding

Feats Dodge, Improved Toughness^{CV}, Mithral Body^{ECS}, Mobility, Power Attack, Spring Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Jump +13, Listen +9, Knowledge (nature) +8, Ride +12, Spot +9, Survival +9 (+11 above ground), Tumble +15.

Possessions combat gear plus +1 keen shocking greatsword, masterwork longbow, quiver w/20 arrows, masterwork dagger, necklace of natural armor +1, cloak of resistance +2, tindertwig

[break]

Skirmish (Ex): See 7th-level Wine, above.

Flawless Stride (Ex): Starting at 6th level, a scout can move through any sort of terrain that slows movement such as undergrowth, rubble, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. This ability does not let her move more quickly rough terrain that requires a Climb or Swim check to navigate, nor can she move more quickly through terrain or undergrowth that has been magically manipulated to impede motion. A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

[break]

Physical Description Wine is a burgundy colored warforged whose body makes a metallic whining noise when he moves quickly.

[[[end sidebar]]]

[[[start sidebar]]]

POSSESSION AND INFLUENCE

Traveling through Grea Tower is hard on the PCs' sanity. Waves of madness emanate out from the *Delirium Stone* as Aehion Haytpear continues to use its powers. This madness also gives Haytpear a foothold into the creatures mind, and once a creature suffers from the madness of the *Delirium Stone*, the crazed gnome can attempt to compel a creature into favorable actions.

While not affected at start, the PCs may become targets sometimes during the adventure.

Waves of Madness: The affects of the waves of madness are Haytpear's first step into the PCs' minds. Once approximately every hour of play time, and again when the PCs start "Part Three," make a DC 16 Will saving throw for each PC, animal companion, familiar, pet, and even homunculus.

Any PC still suffering from an insanity from *EMH-8 Freely Given* takes a -1 penalty to this save. Those who fail the saving throw develop a mental characteristic as described in the "Tainted by Madness" sidebar (see page 21).

Humanoid creatures suffering some insanity acquired during *EMH-8 Freely Given* or from the waves of insanity in Grea Tower becomes a target of Haytpear's mental influence. The PC is immediately targeted by Aehion's *charm person* ability. If the victim fails their saving throw, they are also targeted by his *suggestion* ability as well without using up one of Aehion's per day uses. Unless something else seems more appropriate, the suggestion given to the PC is "Prevent your companions from leaving Grea Tower, preferably by means of stealth or guile."

[[[end sidebar]]]

PART TWO: ORDERS FROM ON HIGH

Once the PCs have had an opportunity heal their wounds and question any captives, proceed.

Stumbling into the room is the battered form of a stout Q'barren woman; her arm clutched against her bloody side and a bruise already forming on the left side of her face. Seeing no hostile action, Matron Martra drops into a nearby chair. Despite the beating, her eyes remain fierce, "Lock the door, so we can talk."

Matron Martra is a stern Q'barren native who is a large formidable woman that has been the PCs' matron since their first mission. A powerful enchanter and matron of the Diggers' Union, she accepts no horseplay, expecting all present to act as professionals and not behave like children.

Martra explains that first thing this morning an expeditious messenger homunculus informed her she had booked a meeting in the Gerritta Room—but she knew she'd booked no such meeting. While on her way to discover and reprimand whoever was using her name, Diggers attacked her with lethal force. She was able to drive them back before fleeing up the stairs to the PCs room. It seems as if bouts of madness are cropping up all over the Tower. She demands to know what happened to the PCs.

After listening to the description of the attack, Martra rightly concludes something is affecting the minds of the Diggers. Martra orders the PCs to investigate in order to determine the source and get help while he warns the other patrons in the Hall of Masters. Martra orders the PCs to avoid killing other members of the Union unless absolutely necessary.

It is our duty to save our brethren, not murder them.

If the PCs insist in coming with her, she points out that they if they attempt to pass from the Chamber of Messengers to the Hall of Masters, the defenses there would strike them down. It's imperative the PCs find out what's going on, and seek help from outside the tower. In addition, Martra is worried about her reservation of Gerritta Room. It's possible that someone else used her name, but without specific knowledge of the nature of the domination, she cannot be certain she's not controlled, and thus she believes it's better to split up.

Martra suggests the PCs investigate as they proceed toward an exit. In particular the Archival Vault, the laboratories, and Magical Studies seem likely places for trouble. She further suggests they rouse any patrons from their rooms on the third floor and send them to rendezvous with her outside the Hall of Masters. If any of the PCs mention the *Delirium Stone* as a possible source for the Union's current troubles, Martra agrees it's possible. While she doesn't know it's exact location it is likely in one of the above rooms.

Martra offers no reward for doing their duty, and scoffs at those that ask for help, pointing out they can sit and die if they prefer, before huffing off, disgusted at the craven PCs.

PART THREE: ON THE RUN

Grea Tower is located in Wroat, the capital of Breland and is named after the founder of the Diggers' Union Calsuntil Grea. Located in the western city, on the north side of the Howling River, Grea Tower is not far from Morgrave University and the Galifar Museum.

As Diggers, the PCs spend much of their downtime between assignments in Grea Tower and thus they are generally familiar with the overall layout of the common spaces and the dormitories, though they may not know the specifics of other areas.

Timeline

The PCs have 24 hours to get help before authorities outside the tower recognize something is amiss in the tower. This means the PCs can rest safely once, though they may attract the attention of the wandering maniacs while they do so.

It is also possible that the PCs might send a familiar or size Small PC while they rest hide and wait for help. If this occurs, Aehion and the wandering maniacs hunt down those PCs still within the tower and attempt to silence them before fleeing.

Tower Overview

Grea Tower is composed of five stories, each approximately twenty feet in height, for a total of just over one hundred feet at the top of its peaked roof. The following statistics apply unless otherwise stated in individual room descriptions.

Climbing: It is likely that at some point the PCs may attempt to climb down the outside of the tower (assuming they break through a wall or find a window large enough to permit egress). The outside walls are particularly unadorned except for the occasional slit window, and have the slick augmentation, and thus it requires a DC 40 Climb check to free climb the icy walls in the Brelish winter. This DC decreases to 15 if the PCs have a sufficient length of rope to reel down the tower with. Also note that the slit windows that cover Grea Tower are too small to permit the attachment of a grappling hook from the exterior, and thus require someone to set the hook from the inside.

Doors: All doors within and without are made of magically treated strong wood. Doors to the exterior have been locked, and other doors may be locked depending on the situation.

Magically Treated Strong Wooden Doors: 2 in. thick; hardness 10; hp 40; AC 5; Open Locks DC 30; Break DC 45.

Lighting: Unless otherwise stated, there is ample light from a combination of narrow windows, *everburning torches* and *everbright lanterns*. Note that the basement dormitory is not as well lit as the rest of the tower (it lacks the arcane illumination) and its halls are bathed in shadowy illumination.

Magical Protections: Grea Tower has always had some minor protections against damage from magical sources, but as Aehion has been manipulating the members of the Diggers' Union for several months and he has subtly arranged to increase these protections to secure the tower for when he planned to spring his trap.

The entire tower is protected by a *dimensional lock* spell (see Player's Handbook page 221), though no green glow is obvious. Its new and near invisible nature make the PCs nor Matron Martra are aware of it, nor able to determine its existence with a mere Spellcraft check until it's directly interacted with (either its aura is detected, or someone is stymied by its effect).

The exterior walls of the tower are protected from damage in case of theft or structural collapse. As such, the exterior walls are under a constant *resist energy (acid)* cast at third level, and spells that weaken structural integrity such as *stone shape* or *transmute rock to mud* are only half as effective as they would otherwise be. This abjuration is cast at 7th level. If either of these spells are successfully targeted by a *dispel magic* or similar spell, they are suppressed for five rounds before resuming. Both of these

effects are well known, having been paid for by Dilesia ir'Staldir (room 27) many years ago.

Walls: All of the walls are made of stone, with exterior walls generally being thicker than interior walls. Attempting to damage a wall with brute strength usually makes a great deal of noise and is likely to attract the attention of the maddened Diggers who roam the Tower.

Interior Wall: 1 ft. thick; hardness 8; hp 90; AC 5; Climb DC 15; Break DC 35.

Exterior Wall: 2 ft. thick; hardness 8; hp 180; AC 5; Climb DC 20; Break DC 35.

Windows: While not shown on the map, there are frequent narrow windows placed on the exterior walls. The narrow windows do not open, and require a DC 30 Escape Artist check for a small sized PC to fit through once the glass is broken. Larger creatures cannot exit through one of the common narrow windows. Larger windows are noted in the room descriptions.

Chimneys: Enterprising adventurers might wonder where all the smoke goes from the all the hearths found throughout the tower. In order to heat the building in the winter and draw smoke away from populated areas, the hearths channel it into a series of flues in the tower's thick walls. The kitchens, and nearly all sleeping chambers in the ground floor and above possess a hearth. In addition, the DM may feel free to place a fireplace in any other room deemed appropriate. It is possible that a small-sized PC could crawl through these tunnels in order to avoid certain areas of the tower. A size Medium PC might also navigate the smoke tunnels, but to do so requires a DC 30 Escape Artist check.

In general, all of these flues lead upwards, eventually ending in vents on the peaked roof. However, many of them haphazardly join up as they progress towards the roof, and thus while it is not possible to travel directly from one room to the one next to it, it would be possible to climb to the room above it and then backtrack to the room next to where the PC started.

There is an additional hazard to navigating the smoke tunnels however. Given that it is winter, most of the hearths are in use. In addition to the hazards of crawling into a lit fireplace, the flues are filled with smoke. Crawling PCs must make a DC 15 Fortitude saving throw every minute to avoid a fit of coughing and being unable to continue for a round. Any PC that has a coughing fit must immediately succeed in a second Fortitude saving throw or take 1d6 points of nonlethal damage. The DC for both of these saving throws increases by 1 for every previous saving throw attempted, but resets to 15 if the PC manages to get a few breathes of fresh air.

Individual Room Descriptions

This encounter describes each room of Grea Tower. It is important to note that the Tower is filled with living (and in some cases, no longer living), beings that move about and respond to situations. You're encouraged to have NPCs move about the tower as appropriate.

1. FRONT HALL

Two large stone doors carved with the symbol of the Diggers' Union, and flanked by huge stained glass windows, open onto this large hall. Two large, curved stairways lead up to the next floor, and a grand arch of fluted columns guarding the way to a deeper hallway.

This large hall is used for the greeting of guests or potential customers and as a casual meeting place between fellow Diggers. Now, recent skirmishes have marred the place. Blood, a few body parts, and a number of broken and makeshift weapons are scattered on the floor while two rare trees brought from Aerenal lie on the ground

amid a scattering of deposited soil; their great pots upended and smashed.

The wide stairs curve elegantly upward to the second floor where they open onto the Dining Hall.

The windows are five feet wide and ten feet high, and depict scenes of distinguished men and women digging at archeological expeditions. The windows are easily broken (hardness 1; hp 5; AC 5; Break DC 10).

When the PCs arrive here, the doors are locked, and an *arcane lock* spell (8th caster level) has been cast upon them increasing DC to break down the door by 10.

2. LECTURE HALL

This is a large lecture hall with stadium seating focuses on a small wooden stage with a lonely podium. A slate blackboard is mounted to the wall behind the podium, and the faint smell of chalk dust fills the room. A stone staircase spirals downward at the rear of the hall.

These lecture halls are used to discuss expeditions, teach new recruits, or hold large meetings. The stairwell in the rear descends to the dormitories below.

In the eastern lecture hall, six young Diggers are asleep in their chairs. Nothing excluding violence done to them wakes them.

3. CHAMBER OF MESSENGERS

An engraving with the words "Mind the Rule of the Union" crowns the archway to the Chamber of Messengers.

In the Hall of Masters beyond is a small sea of enclosed wooden booths, similar to confessionals featured in some churches, only much larger. The circular chamber's ornate domed ceiling is awash with bold and colorful mosaics detailing the accomplishments of the Diggers' Union, with its centerpiece, the creation of the union outpost in Stormreach on Xen'drik.

A single pillar encrusted with lapis lazuli supports the hall's ceiling. At the top of the pillar, facing in the four cardinal directions, are carved the heads of Aureon, the Sovereign Host god of law and knowledge, as the majestic blue dragon. Each of the Aureon's eight eyes glows with arcane fire. Several piles of dust lay just beyond the glowing semicircle.

The entrance of the hall is separated from the rest of the hall by a glowing semicircle on the floor. At the entrance of the hall are almost two-dozen intricately carved Xen'drik stands—basically ornate bird perches. On a number of these expeditious messenger homunculi perch and wait patiently. Others fly into or out of the chamber by way of a small opening in the far ceiling (disguised in the mosaic as a porthole of a House Lyrannder airship), or to and from the various booths in the room. Those not sitting quietly are behaving erratically, as they flit from one place to the next.

The PCs have been in Grea Tower long enough to know the rules of the Chamber of Messengers. An initiate or journey members (and at this point all PCs are initiate members) can call upon a patron or matron by way of their messenger. If the messenger is absent, they must wait at the entrance for it to return or try to reach the patron later. Initiate and journey members are forbidden from entering the hall until the matron or patron gives permission – by way of their messenger – to pass the glowing semicircle. At that point they are directed to the booth the patron or matron inhabits.

All initiate and journey members are warned that they pass the glowing semicircle uninvited at their own peril (that is the "rule of the union" the archway warns them to mind), but none of the matrons or patrons hint to the

nature of such peril. The defenses of the room are a constant source of speculation and the subject of wild and even whimsical stories that all agree that Aureon's Pillar plays prominent in the room's wards.

None of the homunculi are functional, having succumbed to the waves of madness that have inundated the Tower. Without crossing into the booths beyond (at their own peril, see sidebar), the PCs will get no help from the patrons who ignore screaming PCs assuming they are as insane as anyone else. The piles of dust are all that remain of four insane Diggers that did not mind the rule.

[[[start sidebar]]]

ENTERING THE HALL UNINVITED

PCs who decide to disregard the rules involving the Chamber of Messengers are in for a horrible shock. As they move more than 5 feet from the edge of the semicircle, the eyes of Aureon's heads begin to glow more intensely, as their magical flames turn green and begin to sputter and spit from their strange sockets. Emanating forth from the pillar comes a deep rumbling growl. The patrons and matrons within the chamber ignore this, confident in the pillar's ability to take care of intruders. At this point the intruder has a single round to return to the other side of the semicircle. If by the end of the round they are still on the wrong side of the glowing semicircle, a green ray issues forth from the eyes of the closest Aureon's head. The ray is a *disintegrate* spell as cast by a 13th-level wizard (+6 ranged touch attack; Fortitude DC 20; or 26d6 damage; if save, still does 5d6 damage; if the target is reduced to 0 or fewer hit points he or she is entirely disintegrated, leaving behind only a trace of fine dust a disintegrated creature's equipment is unaffected, but confiscated by the union). If there are multiple intruders, multiple rays spring forth (as many as four a round – one from each dragon's head), and rays shoot forth on following rounds until all intruders have left the restricted area or are dead.

[[[end sidebar]]]

4. HALL OF MASTERS

The sea of confessional booths seen from the Chamber of Messengers dominates the Hall of Masters. Several patrons and matrons, including Martra, have taken refuge here while they discuss what is occurring. However, the PCs will get no aid from them nor be able to draw them forth.

5. DINING HALL

Several tables and benches are spread throughout this communal dining area.

This hall is used as a communal gathering place by younger Diggers, and for the rare banquet held to celebrate a particular successful expedition. The stairwells go both up and down from the Dining Hall.

Creatures: If the PCs have not yet encountered the wandering maniacs (see sidebar), they are here utilizing the Dining Hall; dining on a fellow Digger who was not quick enough to escape their clutches.

6. KITCHEN

Two large tables and a fireplace dominate this small kitchen.

During normal days, the three members of the kitchen staff prepare plain, cheaply priced meals that can be purchased by members of the union visiting the dining hall.

Now, a ghastly sight remains. The cook lies on the western table surrounded by dishes and blood. It appears that the cook perished while trying to eat himself. Parts of his body are prepared on serving platters, and a dish with bloody meat lies in his lap, more of his own blood dripping from his mouth.

[[[start sidebar]]]

EXAMINING THE BODIES

At various times during this adventure, the PCs will likely want to examine bodies to determine the cause of death. The following rules are from *Complete Adventurer* (page 101) and cover the use of the Heal skill. Characters with the Investigate feat can use their Search skill to make these checks.

HEAL (WIS)

You can use the Heal skill to determine what killed a dead creature. The difficulty of this task depends on the nature of the death itself, as shown on the table below.

Cause of Death	DC
Physical wounds	0
Environmental (fire, suffocation, etc.)	5
Spell with visible effects	10
Poison	15
Spell with no visible effects	20

Each day that passes between the time of the creature's death and the time the examination is made increases the DC of the Heal check by 5.

Action: Making a Heal check to determine the cause of a creature's death takes 10 minutes.

Try Again: Yes, but it takes 10 more minutes for each check.

[[[end sidebar]]]

7. DORMITORY ROOM

This small room is slightly larger than the dormitory rooms in the basement. A bed, chest of drawers, and small table dominate the room; all strewn with the affects of whomever calls this place home.

These dormitory rooms are used by journeyer members of the Diggers' Union who have found favor with one patron or another, but still choose to live in Grea Tower. These rooms can be rented for the cost of 2 sp per day, or 1 gp for the week; but require the permission of a patron to inhabit. Unlike the other rooms normally inhabited by lesser Diggers, these at least have small slit windows that allow in some natural light. A casual search finds a selection of clean and dirty clothes, as well as basic adventuring gear just waiting to be used on another mission.

Creatures: Choose one of the dormitory rooms at random. A bulky dwarven warrior named Durthar Stonebreaker currently occupies it. This powerful fighter was once the terror of his foes, now he hides under the bed with the mind of a small child, afraid that the "bad men will hurt him." He can describe four crazed half-orcs that prowl the halls as he slurs his words and holds tightly purple cloak, which he refers to as his "Wubbie," using it as a security blanket while he sucks his thumb. He refuses to leave the room, and cries if the PCs try to make him. Regardless of the PCs actions, Durthar refuses all combat and attempts to flee whenever possible. Failing that, he fails to the ground sobbing.

Durthar Stonebreaker: Male dwarf barbarian 2/ fighter 6.

8. LOUNGE

A fine, but well-worn couch and two chairs flank a low table in this casual lounge area. Stairs go both up and down from this room, and a large pair of double doors bar entrance to the rest of this level. A bloody smear marks the dragging of a body from the lounge through the double doors.

This small lounge area is used by some patrons to meet with initiate and journeyer members of the Union for relaxed conversations about upcoming events or to enjoy informal debates about some finer point of a distant adventure.

The doors exiting this room to the residential area (rooms 9 and 10) are locked. The blood smear trails from the lounge, under the doors, and to off one of the dormitory rooms on the far side of the tower.

Creatures: On one of the couch sleeps a loudly snoring human elderly man in robes. Degarun d'Vadalis, who bares the *least mark of handling* on the back of his left hand, is drooling heavily and cannot be awakened by normal means. Even doing bodily harm does not end his stupor.

Degarun d'Vadalis: Male human wizard 3.

9. MEETING ROOM

A massive bearskin rug lies in the entrance of this room impregnated with the smell of old pipe smoke. Several comfortable chairs surround a large table covered with a painted map of Eberron.

This room is used for meetings between patrons with natures less formal than those typically occurring in the Hall of Masters.

Creatures: A squat halfling woman scampers about on the floor under the table. Matron Jhastrel crawls about on all fours like a dog. She has gotten into a pouch of pipe weed and remnants of her partially eaten meal still stain her mouth and teeth. She is territorially and barks at anyone who moves into the room, and will not leave it. She responds well to Handle Animal and Wild Empathy checks instead of Diplomacy, and is not generally hostile unless forced from the room.

Matron Jhastrel: Female halfling aristocrat 1/ expert 6.

10. PATRONS' ROOMS

Distinguished looking plaques and trophies from far off lands cover the wall of this cluttered bedroom. The space appears well lived in.

Those few patrons and matrons who choose to live in Grea Tower rather than a home of their own inhabit these rooms. Each is filled with various mementoes of their academic and exploring career.

One of the rooms on the north side of the tower also contains the bloody body of a male patron. He has suffered horrible wounds from a large bladed weapon, which was used to cut off his face. He is dead. The blood smear that begins in the lounge (room 8) ends here.

11. LANDING

The floor of this landing is decorated with a mosaic depicting the rampant bulette symbol of the Diggers' Union. Stairs from the landing proceed downward. Two doors, one north and one south, provide other exits. A slow muffled thumping noise comes from nearby.

This landing is the top of the grand stairwell that provides access to much of the tower. The noise emanates from room 12, the storage closet.

12. STORAGE CLOSET

The smell of mildew wafts from this darkened closet cluttered with cleaning supplies and boxes of dust-covered papers.

There is a wide selection of buckets, brooms, mops, old chronicles, and forgotten files; all stored in this large closet off the fourth floor landing.

This room is not empty. A homunculus, driven insane by the waves of madness and attempting to fulfill its last command to wait outside the tower for its master, is here attempting continually to walk through the exterior wall. The small creature walks briskly at the exterior wall, impacts harshly, and falls. It then stands and repeats this action. The creature is hurting itself, and cannot speak to convey what it wants or why it is doing this. Left alone, it will eventually destroy itself.

Homunculus: hp 11, *Monster Manual* p. 154.

13. UNION SECRETARY (EL 4)

A desk covered in inkwells and piles of tidily stacked parchment faces south in the center of this office. Four doors exit this room.

The Union pays a secretary to come in a few times a week and sort through the paperwork created by its day-to-day affairs.

Creatures: The secretary, Esena Cescia, is an elderly human woman who's always ruled the higher floors with an iron fist. She keeps the calendar and is in charge of managing the schedule of many of the patrons. The onset of insanity has only made her shriller and violent. For the PCs to pass, she demands an unnecessary, if not impossible amount of paperwork. Those who disobey are punished with her iron ruler and the dog that dwells beneath her desk.

Esena Cescia: Female human expert 3; hp 14; Combat Statistics.

Magebred Guard Dog: hp 26; Combat Statistics.

Development: Checking Esena's calendar does indeed confirm that Matron Martra has reserved the Gerritta room for today, though a successful Investigate check (DC 15) determines the handwriting is Esena's handwriting.

[[[start sidebar]]]

COMBAT STATISTICS

ESENA CESCIA CR 2

Female human expert 3

LN Medium humanoid (human)

Init +0; **Senses** Listen +0, Spot +0

Languages Common, Dwarven, Elven, Gnomish

[break]

AC 10, touch 10, flat-footed 10

hp 14 (3 HD)

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

[break]

Speed 30 ft. (6 squares)

Melee mwk iron ruler +6 (1d3+3)

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

[break]

Abilities Str 14, Dex 10, Con 10, Int 16, Wis 10, Cha 11

Feats Appraise +9, Diplomacy +8, Gather Information +6, Intimidate +6, Knowledge (history) +9, Knowledge (local) +9, Knowledge (nobility and royalty) +9, Listen +6, Profession (secretary) +9, Sense Motive +6

Skills Great Fortitude, Skill Focus (Profession), Weapon Focus (ruler)

Possessions masterwork iron ruler

[break]

Physical Description An angry woman with large glasses and her silver done up in a bun

MAGEBRED GUARD DOG

CR 2

Elite Magebred (*Thick-Skinned breed*) Riding Dog

N Medium Animal

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

[break]

AC 25, touch 14, flat-footed 21

hp 26 (2 HD)

Fort +8, **Ref** +7, **Will** +2

[break]

Speed 40 ft. (8 squares)

Melee bite +5 (1d8+5)

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

Atk Options Trip

[break]

Abilities Str 19, Dex 19, Con 21, Int 2, Wis 14, Cha 7

Feats Alertness, Improved Natural Attack (bite), Track

Skills Jump +10, Listen +6, Spot +6, Swim +3, Survival +2 (+6 track by scent)

Possessions studded leather barding

[break]

Trip (Ex): A guard dog that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dog.

[[[start sidebar]]]

14. LIBRARY

The walls of this angular room are bedecked with shelves full of books and scrolls. Several chairs crowd a solid table baring two everbright lanterns.

There are several small libraries throughout the tower, each originally devoted to a different subject; history, literature, and so on. Unfortunately without devoted care or a strict cataloguing system, they are now a mishmash of different tomes.

15. TAXIDERMY (EL 6)

The alchemical smell emanating from this room barely covers the scents of sawdust and old blood. A myriad of animals are in the process of being stuffed, surrounded by trays of glass eyes and wooden pedestals. Several unusual specimens float eerily inside jars of green or yellow preservatives.

Occasionally members of the Union bring back a trophy of some rare specimen. In these cases, the onsite taxidermy services of the Union are offered in order to serve the famed variety of the Union's trophy room. Some specimens are sporadically displayed in the front hall or the lounge.

Behind a large stuffed walrus from the Frostfell (Search DC 10) is a window that a Medium creature could crawl through without much difficulty.

In addition to all of the specimens, the taxidermist Zerst is here, floating dead in a vat of alchemical preservatives.

In his madness he has mixed several of the chemicals together to make a colorless poisonous gas that fills this room, partially masked by the other strong smells present. He then committed suicide by crawling into a vat of embalming chemicals and drowning.

Trap: The preservative stew mixed by Zerst mimics the effects of burnt othur fumes. It has already filled the room. Anyone successfully searching for traps on the door notices the fumes before opening the door and realizes the danger but cannot disable the trap without exposing

themselves to the fumes. PCs with the Scent ability gain a +4 bonus to searching for this trap.

Poisoned Gas Trap: CR 6; mechanical; location trigger; no reset; poison (burnt other fumes, DC 18 Fortitude save resists, 1 Con drain/3d6 Con); Search DC 24 (notices the trap is already set off, filling the room with a gas); The trap can only be disabled by entering the room and diluting the solution with the proper alchemical material. A Knowledge (arcana) or Intelligence check DC 25 finds the correct substance to neutralize the poisoned gas (characters with at least 4 ranks in Craft (alchemy), gnomes, or with the Investigate feat gain a +2 circumstance bonus to the check; these bonuses stack in the cases of PCs with more than one of these). The quest for the solution can be retried, but each attempt takes 1d4 rounds. After the poison is neutralized, it takes 10 minutes for the gas to dissipate to non-harmful levels.

16. OFFICE

Clearly an office of some sort, a cluttered desk and several cabinets take up most of the space in this small room.

There is little of interest in this small office.

17. LABORATORY

A bubbling glass apparatus stands at the center of a huge slate-covered table, surrounded by a collection of strange prisms and obscure measuring devices. Sticks of charcoal, and split quills lay discarded amid piles of notes. The ceiling bares the obvious scars of fire in the distant past.

Often rare items are brought back from distant expeditions that require a detail analysis to determine their purpose of function. Such devices are brought to this laboratory for further study. While there are strange and wondrous artifacts in this room, none of them will help the PCs in their mission.

18. ARCHIVAL VAULT

For a complete description of this room as it stands now, see "Part Four: The Source of Evil".

19. MAGICAL STUDIES

The door to this room is labeled with a neatly lettered sign that reads "Magical Studies." Inside a desk is nearly hidden behind tables and shelves of arcane gear.

The Union employs a full-time magewright to catalogue the magical properties of samples and unusual items brought back from voyages over seas, as well as craft the rare tool needed in a hurry for an unusual job.

The door to this room is locked. The magewright, a small middle-aged man named Monone Arguish, has been hiding here since trouble began. He quickly realized the situation was clearly beyond his abilities and decided to hole up here until help comes.

Monone Arguish: Male human magewright 4.

His effort has saved him from the madness affecting the rest of the tower. In addition to the mundane lock, the Magical Studies chamber has been enchanted with a *protection from evil* spell to prevent any sentient items from influencing Monone while he works on them. Anyone entering the room is instantly freed of any mental influence, insanity, or control, though it returns upon leaving the room.

When the PCs first approach, Monone is terrified, assuming the PCs are more of the crazed Diggers he has encountered as madness swept through the tower. He hides from them inside a cabinet and does not volunteer his presence. If found (Search DC 10) he panics, but

quickly realizes the PCs seem to be free of madness, and that's when the protection bestowed by the room dawns on him. While he is unwilling to leave his sanctuary, he is willing to share his story and help the PCs as follows:

- Monone Arguish has been a magewright working for the Diggers' Union for nearly ten years. He spends his time researching the properties of recovered artifacts, and occasionally crafting tools unique to the Union's archeological activities.
- Monone feels that something has been wrong for several weeks. It seemed to him as if normally amiable Diggers had been growing strongly, and in some cases more violent. He has no idea why this is, but knows now that sometime this morning things definitely went out of control. Quirks became full-blown insanities, and some Diggers became dangerous.
- Should the PCs ask why he isn't affected, he suggests it may be because of the *protection from evil* spell protecting the Magical Studies chamber.
- Monone recalls examining the *Delirium Stone*, if anyone should ask. He explains that it was a fearsome statuette representation of Khyber, the Dragon Below, a little over a foot in height. The statuette was made of a Khyber dragonshard and its eyes would sometimes glow with a red light. His research suggested that stone was intended to be a focus for a specific person, but he was unable to determine anything more about it. Unbeknownst to Monone this was due to the *protection from evil* enchantment upon the room quieting the stone's powers.
- After studying the *delirium stone* for a few days, he had it consigned to the archival vault on this floor. However, to go there, the party will have to get past the secretary who has definitely been affected by the madness affecting most everyone in Grea Tower.
- If the PCs are going to proceed rather than hide, he warns them that they will have to pass the secretary and her guard dog and offers them a *scroll of protection from evil* that he has on a cluttered shelf.

20. CLOSET

A pair of chairs, the stuffing falling from the seams of one, lies under a pile of brooms and maps. A bucket rests lonely near the door of this dark closet.

There is nothing of interest in the closet.

21. SCRIVENER

The smell of parchment and ink drifts from the doorway. High stools are placed before broad angled desks meant for the copying of documents.

The Union employs a scribe to compose handbills and signs, or copy rare documents so that they can

be handled easily for translation. The scribe is currently not present, and so no valuable documents are to be found. All are stored in the vault when not used.

22. THE WROANN ROOM

A painting of a Brelish Queen dominates the southern wall of this plush meeting room. Opulent couches and elegant end tables are scattered suggesting luxury.

The Wroann room, dedicated to Queen Wroann ir'Wynarn, the first monarch of Breland is perhaps the fanciest room in all of Grea Tower and is used in those rare instances when the a good impression must be made to those of high station.

23. THE MALTENHART ROOM

Soothing blues and flowing tapestries decorate the walls around a clamshell shaped table. Several unusual fish, as well as the jaw of a large shark, are mounted on the walls.

The Maltenhart room is dedicated to Josa Maltenhart, a member of the Union dedicated to the exploration of the Thunder Sea and the sahaugin of Shargon's Teeth. A career Digger, Maltenhart actually died only thirty years ago at his home in Wroat. He left a sizable endowment to the Union. A plaque commemorating this donation is mounted on the wall under the shark's teeth.

24. THE EPURNIAN ROOM

Small chairs and a low table sit on a colorful Talentan rug, leaving ample space in this room. A large glass case displays several dusty relics and hand drawn sketches of fantastic beasts.

The Epurnian room is named for Ala Epurnia, a halfling woman from the Talenta Plains who left her family in search of adventure and eventually found her way to the Diggers Union. A noted naturalist with a gift for languages, Epurnia taught classes at Grea Tower in a wide selection of tongues before her death at the hands of cannibals in the Lhazaar Sea. Her sketchbook and many relics of distant cultures collect dust in a locked (DC 15 Open Locks) glass display case. Despite the size of the room, all the furniture in it is sized for Small humanoids.

25. THE TANALAGIAN ROOM

Next to antique coats of arms, dusty portraits of bold warriors and wizards braving the perils of a painted desert decorate the walls of this casual sitting room that smells strongly of old cigars. A tray of dust-covered crystal glasses are piled on a stout wooden table toward the rear of the room under a shelf of old bottles.

Along with Calsuntil Grea, Alflen ir'Tanalagian was an original member of what would become the Diggers' Union. Ir'Tanalagian made his fortune plundering the mysteries of Menechtarun in his youth, and joined Grea and his passion for the jungles of Xen'drik solely as a lark. The abuses of fine food, drink, and smoke took its toll on his body leaving him with a wracking cough and a nasty case of gout before his disappearance hunting for the lost city of Pra'xirek.

While the shelf is stocked with fine selection of expensive alcohols, all have been opened long ago, and their extreme age has caused several of them to spoil. A small humidor is hidden among the bottles, well stocked with fine cigars.

26. STORAGE

Boxes on the north side of this dark room are piled toward the ceiling bursting with blank paper and bottles of ink. The southern wall is a mountain decaying trophies and awards.

There is no light in this room. This storage room is used by the scrivener to store extra supplies of ink, paper, and blank books. In addition, those trophies, awards and rare stuffed specimens that have become too damaged to display, but are still considered valuable by someone are left here to mold in the dark.

27. THE STALDIR ROOM

An enameled table depicting a rough map of Xen'drik with few details, and even less away from the coast, is centrally located in the room. A large chandelier lit with rosy eldritch lights hangs from the ceiling, providing a pleasant illumination.

Dilesia ir'Staldir was a wealthy benefactor to the Union following its performance of several services while in her employee after being severed from Morgrave University. After the Union was severed from Morgrave University, Dilesia was delighted to patronize such a scandalous institution. Ir'Staldir endowed a substantial sum to the Union for the prestige it gave her in some circles.

The room is rather simple, except for the chandelier, which is enchanted with several *continual flame* spells.

28. THE GERRITTA ROOM

For a complete description of this room as it stands now, see the Introduction. The PCs begin the adventure in this room.

29. DORMITORY ROOM

A bed, chest of drawers, and small table dominate the room; all strewn with the affects of whomever calls this place home.

Journeyer and initiate members of the Diggers' Union use these dormitory rooms when staying at Grea Tower. These rooms can be rented for the cost of 1 sp per day, or 5 sp for the week. These rooms have no natural light. If inhabited, a casual search finds a selection of clean and dirty clothes, as well as basic adventuring gear just waiting to be used on another mission. Approximately half of these rooms are not currently in use.

The stairwell in the middle of the northern edge of the basement can be climbed to an outside door that leads to the rear of Grea Tower.

30. CLOSET

This cramped closet is precariously packed with brooms, mops and buckets. A rickety shelf is stacked high with rough white towels.

There is nothing of interest in the closet.

31. LAVATORY

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

This room has a small latch (Break DC 10) meant more for privacy than for protection.

WANDERING MANIACS (EL 11)

If the PCs are wandering off track, seem stuck, or are moving too quickly, use one (or more) of the many groups

of wandering maniacs that have begun wandering the halls in search of food, violence, or other seedier animal needs. If the PCs are running short on time, several groups of slow moving wandering maniacs might be used to herd the party toward right direction.

The PCs should encounter at least one such group, but given the free form nature of their flight from Grea Tower, feel free to place it as you see fit. Trying to rest in the tower attracts the attention of at least one group of wandering maniacs.

Creatures: Four former Diggers, given over wholly to a raving madness caused by the *Delirium Stone* approach the PCs wearing tattered rags and covered in the blood of former victims. Nothing the PCs can say prevents them from attempting to make a meal of the party.

Wandering Maniac (4): Male half-orc barbarian 3 / fighter 2 / ranger 1; hp 69; Combat Statistics.

Tactics: The maniacs rush forward seeking to do the most damage. They do not work as a cohesive unit, but attack as savagely as possible. Downed foes may be drug away by one of the maniacs for a meal or for other less seemly activities rather than continuing a fight.

SCALING THE ENCOUNTER

7th-level characters (EL 10): Use the 5th level version of the maniacs.

9th-level characters (EL 12): Use the 7th level version of the maniacs.

10th-level characters (EL 13): Use the 8th level version of the maniacs.

[[start sidebar]]

COMBAT STATISTICS

WANDERING MANIAC (RAGING) CR 5

Male half-orc barbarian 2/fighter 2/ranger 1

CN Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft; Listen +4, Spot +5

Languages Common, Orc

[break]

AC 14, touch 10, flat-footed 12; uncanny dodge

hp 58 (5 HD)

Fort +12, **Ref** +3, **Will** +1

[break]

Speed 40 ft. (8 squares)

Melee +1 *falchion* +14 (2d4+11/18-20)

Ranged javelin +6 (1d6+7)

Base Atk +5; **Grp** +12

Atk Options favored enemy humans +2, Power Attack, Powerful Charge (+1d8), rage 1/day (7 rounds)

[break]

Abilities Str 24, Dex 12, Con 18, Int 6, Wis 8, Cha 6

SQ wild empathy

Feats Power Attack, Power Critical^{CW}, Powerful Charge^{MH}, Track, Weapon Focus (falchion)

Skills Intimidate +5, Listen +4, Spot +5.

Possessions combat gear plus +1 *falchion*, mwk falchion, 5 javelins, chain shirt, *ring of protection* +1, partially eaten humanoid leg

[break]

Physical Description A crazed maniac covered in blood and gore, drooling and screaming.

[break]

When not raging, the wandering maniac has the following changed statistics:

AC 16, touch 12, flat-footed 15

hp 48 (5 HD)

Fort +10, **Will** -1

Melee +1 *falchion* +12 (2d4+8/18-20)

Ranged javelin +6 (1d6+5)

Grp +10

Abilities Str 20, Con 14

WANDERING MANIAC (RAGING) CR 6

Male half-orc barbarian 3/fighter 2/ranger 1

CN Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft; Listen +5, Spot +5

Languages Common, Orc

[break]

AC 14, touch 10, flat-footed 12; uncanny dodge

hp 69 (6 HD)

Fort +12, **Ref** +4, **Will** +4

[break]

Speed 40 ft. (8 squares)

Melee +1 *keen falchion* +15/+10 (2d4+11/15-20)

Ranged javelin +7/+2 (1d6+7)

Base Atk +6; **Grp** +13

Atk Options favored enemy humans +2, Power Attack, Powerful Charge (+1d8), rage 1/day (7 rounds)

[break]

Abilities Str 24, Dex 12, Con 18, Int 6, Wis 8, Cha 6

SQ trap sense +1, wild empathy

Feats Iron Will, Power Attack, Power Critical^{CW}, Powerful Charge^{MH}, Track, Weapon Focus (Falchion)

Skills Intimidate +6, Listen +5, Spot +5.

Possessions combat gear plus +1 *keen falchion*, mwk falchion, 5 javelins, chain shirt, *ring of protection* +1, partially eaten humanoid leg

[break]

Physical Description A crazed maniac covered in blood and gore, drooling and screaming.

[break]

When not raging, the wandering maniac has the following changed statistics:

AC 16, touch 12, flat-footed 15

hp 57 (6 HD)

Fort +10, **Will** +2

Melee +1 *falchion* +13/+8 (2d4+8/18-20)

Ranged javelin +7/+2 (1d6+5)

Grp +11

Abilities Str 20, Con 14

WANDERING MANIAC (RAGING) CR 7

Male half-orc barbarian 3/fighter 3/ranger 1

CN Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft; Listen +5, Spot +5

Languages Common, Orc

[break]

AC 15, touch 11, flat-footed 13; uncanny dodge

hp 79 (7 HD)

Fort +12, **Ref** +5, **Will** +5

[break]

Speed 40 ft. (8 squares)

Melee +1 *keen falchion* +16/+11 (2d4+11/15-20)

Ranged javelin +8/+3 (1d6+7)

Base Atk +7; **Grp** +14

Atk Options favored enemy humans +2, Power Attack, Powerful Charge (+1d8), rage 1/day (7 rounds)

[break]

Abilities Str 24, Dex 12, Con 18, Int 6, Wis 8, Cha 6

SQ trap sense +1, wild empathy

Feats Iron Will, Power Attack, Power Critical^{CW}, Powerful Charge^{MH}, Track, Weapon Focus (Falchion)

Skills Intimidate +7, Listen +5, Spot +6.

Possessions combat gear plus +1 *keen falchion*, mwk falchion, 5 javelins, chain shirt, *ring of protection* +2, partially eaten humanoid leg

[break]

Physical Description A crazed maniac covered in blood and gore, drooling and screaming.

[break]

When not raging, the wandering maniac has the following changed statistics:

AC 16, touch 12, flat-footed 15

hp 65 (7 HD)

Fort +10, **Will** +3

Melee +1 *falchion* +14/+9 (2d4+8/18-20)

Ranged javelin +8/+3 (1d6+5)

Grp +12

Abilities Str 20, Con 14

WANDERING MANIAC (RAGING) CR 8

Male half-orc barbarian 3/fighter 4/ranger 1

AL CN Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft; Listen +5, Spot +5

Languages Common, Orc

[break]

AC 15, touch 11, flat-footed 13; uncanny dodge

hp 89 (8 HD)

Fort +13, **Ref** +5, **Will** +5

[break]

Speed 40 ft. (8 squares)

Melee +1 *flaming keen falchion* +17/+12 (2d4+13/15-20 plus 1d6 fire)

Ranged javelin +9/+4 (1d6+7)

Base Atk +8; **Grp** +15

Atk Options favored enemy humans +2, Power Attack, Powerful Charge (+1d8), rage 1/day (7 rounds)

[break]

Abilities Str 24, Dex 12, Con 19, Int 6, Wis 8, Cha 6

SQ trap sense +1, wild empathy

Feats Iron Will, Power Attack, Power Critical^{CW}, Powerful Charge^{MH}, Track, Weapon Focus (Falchion), Weapon Specialization (Falchion)

Skills Intimidate +8, Listen +5, Spot +6.

Possessions combat gear plus +1 *flaming keen falchion*, mwk falchion, 5 javelins, chain shirt, *ring of protection* +2, partially eaten humanoid leg

[break]

Physical Description A crazed maniac covered in blood and gore, drooling and screaming.

[break]

When not raging, the wandering maniac has the following changed statistics:

AC 16, touch 12, flat-footed 15

hp 73 (8 HD)

Fort +13, **Will** +3

Melee +1 *falchion* +15/+10 (2d4+10/18-20)

Ranged javelin +9/+4 (1d6+5)

Grp +13

Abilities Str 20, Con 14

[[end sidebar]]

[[start sidebar]]

MORE NEW RULES

POWER CRITICAL [GENERAL]

Choose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.

Prerequisites: Weapon focus with weapon, base attack bonus +4.

Benefits: When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

Special: A fighter may select Power Critical as one of his fighter bonus feats. You can gain the Power Critical multiple times. Each time you take the feat, it may be

with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack.

POWERFUL CHARGE [GENERAL]

You can charge with extra force.

Prerequisites: Medium or larger, base attack bonus +1

Benefits: When you charge, if your melee attack hits, it deals an extra 1d8 points of damage (if you're Medium). For Large creatures, the extra damage is 2d6; for Huge, 3d6; for Gargantuan, 4d6; and for Colossal, 6d6. This feat only works when you make a charge. It does not work when you're mounted. If you have the ability to make multiple attacks on a charge, you may apply this extra damage to only one of those attacks in a round.

Special: A fighter may select Powerful Charge as one of his fighter bonus feats.

[[end sidebar]]

PART FOUR: THE SOURCE OF EVIL

Part four opens with the PCs entering the Archival Vault.

The door to this room stands open, with the flickering light of a lantern shining forth. Inside, rare papers and scrolls sit atop tables and desks waiting for translation. At the rear of the room, the door to the vault is also open, and the sight inside is grisly. One of the archivists lies in a pool of his own blood with a ring of keys still in his hand and bits of his hair, skull and brains splattered on the walls. Only one of the secure boxes mounted in the wall is ajar; a bloody cataloguing tag and a velvet bag lying inside.

A brief search of the room finds only one thing obviously missing. Valuable papers fill the archival room, and each of the individual lock boxes remains secure; except for one. Whatever someone was looking for, they knew exactly where to go, and it was all they stole.

The open lock box matches the key held in the dead man's hand. Inside, there is a purple velvet bag and a hand lettered tag that reads "*Delirium Stone, circa War of the Mark*." A DC 20 Search check turns up a ledger that lists the contents of each strongbox. The opened box did in fact contain the *Delirium Stone*.

Examining the body reveals the archivist (a man not well known to the PCs) is clearly dead. A successful Heal check determines the archivist was not bludgeoned to death, his head exploded. Those that defeated Lord Aehion Hanius Hayttear in EMH-8 *Freely Given* have seen something similar to this. The damage caused to the body is similar to what occurred to Lord Hayttear's body.

Development: Some larcenous PCs may choose to steal from the Diggers' Union Archival Vault. Doing so seems a difficult task, as the items present are very unique and as experts, the Union would be called in to authenticate the sale of such goods. That said, with all the chaos it is likely that they PCs could steal from the vault with few repercussions, provided they transported their goods far from Wroat.

[[start sidebar]]

INVESTIGATE FEAT

Those with the Investigate feat can analyze the scene further. A DC 15 Search check analyzing the placement of the key and the dead body suggests that the archivist likely opened the vault himself and was then slain by and unknown assailant or force.

A DC 10 Search check with the Investigate feat or a DC 15 Survival check with the Track feat notes there are no tracks or markings in the blood. A second DC 15 Search check analyzing this clue suggests that whomever took the *Delirium Stone* must have been flying or incorporeal, or was given the stone by the dead archivist prior to his death.

[[end sidebar]]

PART FIVE: YOU DID THIS TO ME! (EL 11)

Once the PCs successfully exit the tower, they encounter the mind of Aehion Hanius Hayttear, possessing Patron Zulrin Tellun. While Aehion has sent the *delirium stone* on ahead with another possessed Digger, he plans to use the Patron to exact his revenge.

Outside Grea Tower, the winter wind whips unseasonably cold for Wroat. Ice has formed on the side of the Union's guildhall, but the shining glare of the tower is not what draws the eye. An imposing elf, his long black hair gone wild in the blustery weather, hails you as he strides towards you. "I've been waiting for you," he shouts over the wind.

Those who have played EMH-4 *Finding the Way* or EMH-5 *Gambit at Dreadhold* instantly recognize Patron Zulrin Tellun as the man who sent them on previous missions. Other PCs vaguely recognize the elf as a patron of the Diggers' Union, although they have not had direct dealings with him.

Creatures: Unfortunately, while it's Patron Zulrin Tellun's body they face, his mind's been entirely displaced by the *Delirium Stone* and Aehion Hanius Hayttear's consciousness. Make no mistakes, the crazed gnome means to eliminate the meddlesome PCs.

Lord Aehion Hanius Hayttear (Possessing Patron Zulrin Tellun): Male elf Aristocrat 9; hp 93; Combat Statistics.

Tactics: Aehion hopes the PCs expect he's Patron Tellun and guardedly approach. He has already activated his *sense thoughts* and *thoughts of air* abilities as the PCs were breaking out of, or climbing down, the tower. Once the PCs begin to group he shouts for them all to die, and unleashes his *crawling fear* ability hoping to immobilize as many PCs as possible. He then moves into the air, activating his *tower of the mind*, and liberally uses his *crawling fear*, *mental blast*, or *suggestion* as appropriate, giving preferential targeting to anyone that has previously killed him in *EMH-8 Freely Given*. As he knows he cannot be truly slain, he rants and raves about the trouble the PCs have caused and how they are doomed to fall before him now that he has mastered the *Delirium Stone*. He does not run, as he does not care if the Patron Tellun's body is slain.

If, during the fightm, Tellun's body becomes immobilized or unconscious, Hayttear leaves it behind and flees back to the *Delirium Stone*. Doing so does not cause the patron's death as per his *total connection* ability. Note that killing the patron's body or forcing Aehion out, such as by a *protection from evil* spell, results in the gruesome explosion of the patron's head, similar to the destruction of the archivist in the vault.

Development: The PCs will no doubt search the patron's body and the surrounding area for the *Delirium Stone*, but unfortunately, it's long gone.

SCALING THE ENCOUNTER

7th-level characters (EL 10): Use the 7th level version of Lord Aehion Hanius Hayttear.

9th-level characters (EL 11): Use the 9th level version of Lord Aehion Hanius Hayttear.

10th-level characters (EL 12): Use the 10th level version of Lord Aehion Hanius Hayttear.

[[start sidebar]]

COMBAT STATISTICS

LORD AEHION HANIUS HAYTTEAR (WHILE POSSESSING PATRON ZULRIN TELLUN) CR 9

Male elf aristocrat 8

NE Medium humanoid (elf)

Init +1; **Senses** Listen +1, Spot +1

Languages Common, Gnome, Goblin

[[break]]

AC 13, touch 13, flat-footed 13

hp 83 (8 HD)

Immune sleep

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

Weakness As a possessing entity, Aehion is vulnerable to spells that prevent mind-control such as *protection from evil* as well as the powers of the exorcism clerical domain. If forced from this body, it's destroyed; see *Total Connection*, below.

[[break]]

Speed 30 ft. (6 squares)

Melee mwk dagger +7 (1d4/19-20)

Ranged mwk dagger +8 (1d4/19-20)

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

Special Actions Delirium stone connection

Combat Gear *potion of cure serious wounds* (CL 5th), *potion of resist elements (fire; CL 7th)*, *potion of resist elements (electricity; CL 7th)*

[[break]]

Abilities Str 10, Dex 12, Con 12, Int 12, Wis 8, Cha 18 (20)

SQ Delirium stone connection

Feats Aberrant Dragonmark (*charm person*, DC 16), Great Fortitude, Negotiator

Skills Bluff +16, Diplomacy +22, Gather Information +16, Knowledge (History) +12, Sense Motive +12

Possessions combat gear plus *cloak of resistance* +2, *pink and green sphere ioun stone*, *brooch of shielding* (70 points left), *ring of protection* +3, mwk dagger

[[break]]

Delirium Stone Connection (Su): Aehion is attuned to the *Delirium Stone* and has gained the following abilities because of it. He can use these mental abilities without drawing attacks of opportunity and does not even need to have the *Delirium Stone* on his person. The saving throw to resist these abilities (where appropriate) are Charisma-based. In all cases his caster level is equal to his class level. Using each of these abilities is a standard action unless it's described otherwise.

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

Crawling Fear: Three times per day, Aehion may call forth primal fear in one person per two caster levels (four), no two of which may be more than thirty feet apart. Targets must succeed in a DC 18 Will save or believe that insectoid vermin have bubbled up from the ground and swarmed over them. Victims take 1d6 points of nonlethal damage (the Swarm's Embrace feat does not reduce this damage) each round for one round per caster level and must make a DC 18 Fortitude saving through each round or be nauseated. Victims who have failed the Will save

are followed by the swarm regardless of their attempts to avoid or affect it. A target with the Child of Winter feat gains a +4 bonus to all of these saving throws.

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

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

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

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

Thoughts of Air: Once per day Aehion can use his mind to move the body he possesses though the air as the *fly* spell.

Total Connection: If a body possessed by Aehion is ever killed, that body's brain is destroyed as the *Delirium Stone* claims its due and Aehion is immediately returned to the prison of the *Delirium Stone*. While technically a noncorporeal spirit, Aehion merges with possessed body and cannot be attacked without first forcing him from that body. If forced from a body he possesses, he is immediately returned to the *delirium stone*.

Tower of the Mind: Once per day as an immediate action, Aehion can invoke a protective barrier of mental energy for a +8 armor bonus that lasts for one round per caster level. While *tower of the mind* is active Aehion gains SR 13.

[break]

Physical Description Patron Zulrin Tellun is a handsome, well-dressed elven man in a dark cloak. Since possessed by Aehion Hayttear, his eyes have a wild look about them.

LORD AEHION HANIUS HAYTTEAR (WHILE POSSESSING PATRON ZULRIN TELLUN) CR 10

Male elf aristocrat 9

NE Medium humanoid (elf)

Init +1; **Senses** Listen +1, Spot +1

Languages Common, Gnome, Goblin

[break]

AC 13, touch 13, flat-footed 13

hp 93 (9 HD)

Immune sleep

Fort +7, **Ref** +5, **Will** +6

Weakness As a possessing entity, Aehion is vulnerable to spells that prevent mind-control such as *protection from evil* as well as the powers of the exorcism clerical domain. If forced from this body, it's destroyed; see *Total Connection*, below.

[break]

Speed 30 ft. (6 squares)

Melee mwk dagger +7 (1d4/19-20)

Ranged mwk dagger +8 (1d4/19-20)

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

Special Actions Delirium stone connection

Combat Gear *potion of cure serious wounds* (CL 5th), *potion of resist elements (fire; CL 7th)*, *potion of resist elements (electricity; CL 7th)*

[break]

Abilities Str 10, Dex 12, Con 12, Int 12, Wis 8, Cha 18 (20)

SQ Delirium stone connection, Action Points 3

Feats Aberrant Dragonmark (*charm person*; DC 16), Great Fortitude, Heroic Spirit^{ECs}, Negotiator

Skills Bluff +17, Diplomacy +23, Gather Information +17, Knowledge (History) +13, Sense Motive +13

Possessions combat gear plus *cloak of resistance* +2, *pink and green sphere ioun stone*, *brooch of shielding* (80 points left), *ring of protection* +3, mwk dagger

[break]

Delirium Stone Connection (Su): Aehion is attuned to the *delirium stone* and has gained the following abilities because of it. He can use these mental abilities without drawing attacks of opportunity and does not even need to have the *delirium stone* on his person. The saving throw to resist these abilities (where appropriate) are Charisma-based. In all cases his caster level is equal to his class level. Using each of these abilities is a standard action unless it's described otherwise.

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

Crawling Fear: Three times per day, Aehion may call forth primal fear in one person per two caster levels (four), no two of which may be more than thirty feet apart. Targets must succeed in a DC 18 Will save or believe that insectoid vermin have bubbled up from the ground and swarmed over them. Victims take 1d6 points of non-lethal damage (the Swarm's Embrace feat does not reduce this damage) each round for one round per caster level and must make a DC 18 Fortitude saving through each round or be nauseated. Victims who have failed the Will save are followed by the swarm regardless of their attempts to avoid or affect it. A target with the Child of Winter feat gains a +4 bonus to all of these saving throws.

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

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

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

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

Thoughts of Air: Once per day Aehion can use his mind to move the body he possesses though the air as the *fly* spell.

Total Connection: If a body possessed by Aehion is ever killed, that body's brain is destroyed as the *delirium stone* claims its due and Aehion is immediately returned to the prison of the *delirium stone*. While technically a noncorporeal spirit, Aehion merges with possessed body and cannot be attacked without first forcing him from that body. If forced

from a body he possesses, he is immediately returned to the *delirium stone*.

Tower of the Mind: Once per day as an immediate action, Aehion can invoke a protective barrier of mental energy for a +8 armor bonus that lasts for one round per caster level. While *tower of the mind* is active Aehion gains SR 14.

[break]

Physical Description Patron Zulrin Tellun is a handsome, well-dressed elven man in a dark cloak. Since possessed by Aehion Hayttear, his eyes have a wild look about them.

LORD AEHION HANIUS HAYTTEAR (WHILE POSSESSING PATRON ZULRIN TELLUN) CR 11

Male elf aristocrat 10

NE Medium humanoid (elf)

Init +1; **Senses** Listen +1, Spot +1

Languages Common, Gnome, Goblin

[break]

AC 13, touch 13, flat-footed 13

hp 103 (10 HD)

Immune sleep

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

Weakness As a possessing entity, Aehion is vulnerable to spells that prevent mind-control such as *protection from evil* as well as the powers of the exorcism clerical domain. If forced from this body, it's destroyed; see *Total Connection*, below.

[break]

Speed 30 ft. (6 squares)

Melee mwk dagger +8/+3 (1d4/19-20)

Ranged mwk dagger +9/+4 (1d4/19-20)

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

Special Actions Delirium stone connection

Combat Gear *potion of cure serious wounds* (CL 5th), *potion of resist elements (fire)*; CL 7th), *potion of resist elements (electricity)*; CL 7th)

[break]

Abilities Str 10, Dex 12, Con 12, Int 12, Wis 8, Cha 18 [20]

SQ Delirium stone connection, 3 action points

Feats Aberrant Dragonmark (*charm person*; DC 16), Great Fortitude, Heroic Spirit^{ECS}, Negotiator

Skills Bluff +18, Diplomacy +24, Gather Information +18, Knowledge (History) +14, Sense Motive +14

Possessions combat gear plus *cloak of resistance* +2, *pink and green sphere ioun stone*, *brooch of shielding* (90 points left), *ring of protection* +3, two mwk daggers

[break]

Delirium Stone Connection (Su): Aehion is attuned to the *delirium stone* and has gained the following abilities because of it. He can use these mental abilities without drawing attacks of opportunity and does not even need to have the *delirium stone* on his person. The saving throw to resist these abilities (where appropriate) are Charisma-based. In all cases his caster level is equal to his class level. Using each of these abilities is a standard action unless it's described otherwise.

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

Crawling Fear: Three times per day, Aehion may call forth primal fear in one person per two caster levels (five), no two of which may be more than thirty feet apart. Targets must succeed in a DC 18 Will save or believe that insectoid vermin have bubbled up from the ground and

swarmed over them. Victims take 1d6 points of non-lethal damage (the Swarm's Embrace feat does not reduce this damage) each round for one round per caster level and must make a DC 18 Fortitude saving through each round or be nauseated. Victims who have failed the Will save are followed by the swarm regardless of their attempts to avoid or affect it. A target with the Child of Winter feat gains a +4 bonus to all of these saving throws.

Mental Blast: Aehion may cause the targets synapses to overload, doing 1d6 points of damage per two caster levels plus his Charisma bonus in a 15-foot cone (6d6+5). Those are damaged by this attack take a cumulative -1 circumstance penalty to attacks due to the lasting pain. A successful Will save (DC 16) halves the damage and negates the secondary effect.

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

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

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

Thoughts of Air: Once per day Aehion can use his mind to move the body he possesses though the air as the *fly* spell.

Total Connection: If a body possessed by Aehion is ever killed, that body's brain is destroyed as the *delirium stone* claims its due and Aehion is immediately returned to the prison of the *delirium stone*. While technically a noncorporeal spirit, Aehion merges with possessed body and cannot be attacked without first forcing him from that body. If forced from a body he possesses, he is immediately returned to the *delirium stone*.

Tower of the Mind: Once per day as an immediate action, Aehion can invoke a protective barrier of mental energy for a +8 armor bonus that lasts for one round per caster level. While *tower of the mind* is active Aehion gains SR 15.

[break]

Physical Description Patron Zulrin Tellun is a handsome, well-dressed elven man in a dark cloak. Since possessed by Aehion Hayttear, his eyes have a wild look about them.

LORD AEHION HANIUS HAYTTEAR (WHILE POSSESSING PATRON ZULRIN TELLUN) CR 12

Male elf aristocrat 11

NE Medium humanoid (elf)

Init +1; **Senses** Listen +1, Spot +1

Languages Common, Gnome, Goblin

[break]

AC 13, touch 13, flat-footed 13

hp 113 (11 HD)

Immune sleep

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

Weakness As a possessing entity, Aehion is vulnerable to spells that prevent mind-control such as *protection from evil* as well as the powers of the exorcism clerical domain. If forced from this body, it's destroyed; see *Total Connection*, below.

[break]

Speed 30 ft. (6 squares)

Melee mwk dagger +9/+4 (1d4/19-20)

Ranged mwk dagger +10/+5 (1d4/19-20)

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

Special Actions Delirium stone connection

Combat Gear *potion of cure serious wounds* (CL 5th), *potion of resist elements* (fire, CL 7th), *potion of resist elements* (electricity, CL 7th)

[break]

Abilities Str 10, Dex 12, Con 12, Int 12, Wis 8, Cha 18 [20]

SQ Delirium stone connection, 3 action points

Feats Aberrant Dragonmark (*charm person*; DC 16), Great Fortitude, Heroic Spirit^{ECS}, Negotiator

Skills Bluff +19, Diplomacy +25, Gather Information +19, Knowledge (History) +15, Sense Motive +15

Possessions combat gear plus *cloak of resistance* +2, *pink and green sphere ioun stone*, *brooch of shielding* (100 points left), *ring of protection* +3, two mwk daggers

[break]

Delirium Stone Connection (Su): Aehion is attuned to the *delirium stone* and has gained the following abilities because of it. He can use these mental abilities without drawing attacks of opportunity and does not even need to have the *delirium stone* on his person. The saving throw to resist these abilities (where appropriate) are Charisma-based. In all cases his caster level is equal to his class level. Using each of these abilities is a standard action unless it's described otherwise.

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

Crawling Fear: Three times per day, Aehion may call forth primal fear in one person per two caster levels (five), no two of which may be more than thirty feet apart. Targets must succeed in a DC 18 Will save or believe that insectoid vermin have bubbled up from the ground and swarmed over them. Victims take 1d6 points of non-lethal damage (the Swarm's Embrace feat does not reduce this damage) each round for one round per caster level and must make a DC 18 Fortitude saving through each round or be nauseated. Victims who have failed the Will save are followed by the swarm regardless of their attempts to avoid or affect it. A target with the Child of Winter feat gains a +4 bonus to all of these saving throws.

Mental Blast: Aehion may cause the targets synapses to overload, doing 1d6 points of damage per two caster levels plus his Charisma bonus in a 15-foot cone (6d6+5). Those are damaged by this attack take a cumulative -1 circumstance penalty to attacks due to the lasting pain. A successful Will save (DC 16) halves the damage and negates the secondary effect.

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

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

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

Thoughts of Air: Once per day Aehion can use his mind to move the body he possesses though the air as the *fly* spell.

Total Connection: If a body possessed by Aehion is ever killed, that body's brain is destroyed as the *delirium stone* claims

its due and Aehion is immediately returned to the prison of the *delirium stone*. While technically a noncorporeal spirit, Aehion merges with possessed body and cannot be attacked without first forcing him from that body. If forced from a body he possesses, he is immediately returned to the *delirium stone*.

Tower of the Mind: Once per day as an immediate action, Aehion can invoke a protective barrier of mental energy for a +8 armor bonus that lasts for one round per caster level. While *tower of the mind* is active Aehion gains SR 16.

[break]

Physical Description Patron Zulrin Tellun is a handsome, well-dressed elven man in a dark cloak. Since possessed by Aehion Haytpear, his eyes have a wild look about them.

[[end sidebar]]

[[start sidebar]]

Tainted by Madness

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

Table A: Minor Effects

% Roll	Insanity	Effect
00 – 20	Laugh/Tick	The subject develops a facial tick, which manifests in social situations, or develops a nervous laugh, causing him/her to laugh at inappropriate times or when nervous.
21 – 40	Pica	The subject compulsively eats things that are not normally considered food.
41 – 60	OCD	The subject becomes compulsively obsessed with cleanliness.
61 – 80	Histrionic	The subject believes they should always be the center of attention and frequently goes to extremes to get attention.
81 - 100	DM Choice	The DM may choose one of the above, or create a new, minor insanity. The DM is encouraged to pick something

		appropriate to the PC affected.
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Table A: Major Effects		
% Roll	Insanity	Effect
00 – 20	Paranoia	The subject believes that everyone is out to get them and suffers a –2 penalty to Diplomacy and Sense Motive checks.
21 – 40	Pathological Gambler	The subject can't stop gambling. Five percent of the subject's EV is always gone before the start of any adventure.
41 – 60	Fetish/Phobia (50% chance of either)	The subject is either unhealthily attracted to, or terrified of something (DM's choice). The subject must succeed in a DC 20 Will save whenever confront with the subject of his obsession/fear or move toward it/run from it.
61 – 80	Kleptomania	Once per encounter, the subject must make a DC 20 Will save or attempt to steal something that is not theirs.
81 – 100	DM Choice	The DM may choose one of the above, or create a new, major insanity (game affecting). The DM is encouraged to pick something appropriate to the PC affected.

[[end sidebar]]

CONCLUSION: THE CAVALRY ARRIVES

Once the PCs have managed to Escape Grea Tower and have defeated Lord Hayttear once again, they are free to go for help. The Brelish authorities, whether soldiers or the watch, believe the PCs and rush to offer aid, only to find the source of the possessions absent. All of the Diggers present are unconscious, though several have disappeared entirely and their whereabouts unknown.

Returning to Grea Tower, at the head of a column of Brelish authorities, including a member of the Citadel if

rumors are to be believed, the sounds of fighting and the screams of the tortured have quieted. Inside you find room after room after room of the dead or unconscious. When roused, no one recalls what happened, and despite the obvious signs of violence, whatever influenced the Diggers seems to have fled.

None of the surviving Diggers remain under the influence of Hayttear, and none can remember exactly what happened. No sign of the *Delirium Stone* can be found. Matron Martra stoically congratulates the PCs on a job well done before offering to buy each of them a meal from the Tower kitchen. The recovery of its malevolence must wait for another day.

At the end of the session, if any of the PCs still suffer from the *Delirium Stone's* insanity, it's assumed that the Diggers' Union pays for the removal of the insanity, unless the player wishes to keep its effects. If the PCs wishes to keep the insanity give the PC a "Taint of the Delirium Stone" digital story object (see below). Also, if a PC has kept a *Delirium Stone* insanity after playing *EMH-8 Freely Given* and wishes to keep that insanity, you can give them the "Taint of the Delirium Stone" story object.

[[start sidebar]]

DIGITAL STORY OBJECTS

Story objects are now digital. You'll notice on both your Session Tracking Sheet, and in the online reporting on the RPGA database, there's a section titled certification or cert. These sections allow you to enter up to two groups of five alphanumeric characters. At the end of each adventure, usually in a sidebar of in the Conclusion section, there is a list of story objects unique to the adventure. This list also features a description of the object, and the five alphanumeric character code you place on the Session Tracking Sheet and the online reporting to grant a character a particular story object. The story object then is reported with the adventure questions, and appears on the character's online character record after the session is reported.

Here are the story objects for this adventure:

Object ID: MH1003

Object Name: Friend Slayer

Object Description: While escaping Grea Tower after the mysterious disappearance of the *Delirium Stone* you killed, or were part of a group that killed a fellow member of the Diggers' Union. Due to the distrust and sometimes outright disgust this has garnered, you suffer a -2 penalty on Diplomacy checks made to affect the reactions of other Diggers.

Object ID: MH1004

Object Name: Taint of the Delirium Stone

Object Description: You have been touched by the maddening effect of the Delirium Stone, and still suffer its maddening effect. Keep track of the exact nature of the madness, and inform your Dungeon Master of its nature at the start of each session.

[[end sidebar]]

ADVENTURE QUESTIONS

DUNGEONS & DRAGONS CAMPAIGNS (of which MARK OF HEROES is part of) tracks character progress digitally. At the adventure's end, you report what the characters did, by answering a number of questions. The answers to those questions are tallied, and determine not only what

happens in the campaign, but also the experience (XP) and gold piece (gp) value increase each characters gains.

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

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

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

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

1. How did the PCs deal with the insane Diggers?

- a. Unwilling to risk themselves, the PCs killed the crazies.
- b. The PCs took great care to avoid the dangers of the nuthouse using guile and stealth.
- c. Often forced to fight, the PCs used nonlethal means to defeat their mentally-incapacitated brethren.

2. How did the PCs deal with the ambush in the Gerritta Room?

- a. They defeated the assault easily.
- b. The outcome in doubt, the PCs were forced to run and hide.
- c. The possessed Diggers decimated the PCs.

3. Which best describes the fight with the wandering maniacs?

- a. The maniacs should have stayed in the asylum because the party obliterated them.
- b. The maniacs caught the PCs unaware, and the party was forced to flee from the madmen.
- c. The fury of the maniacs was unstoppable and they crushed the PCs.
- d. Do to their stealth, or overcome by other horrors of the tower, the PCs never encountered them.

4. What was the final fate of Lord Aehion Hanius Hayttear?

- a. The crazed little gnome was smashed like a ceramic statue by the valiant PCs.
- b. The matter was left unresolved with one side or the other fleeing. The gnome will have his revenge.
- c. So sneaky, he never knew the PCs were there and they escaped before he could stop them.
- d. The PCs never got far enough to have to face the gnome.

5. What was the final fate of Patron Zulrin Tellun?

- a. The PCs rescued him and he still looks good in a hat.
- b. The PCs killed him or forced out Aehion, and were covered in fragments of his exploding head.
- c. The PCs never managed to encounter him, and his body was stolen by the possessing gnome.

6. Did any of the PCs attempt to rob Grea Tower in the confusion?

- a. Yes
- b. No

7. Rate the players' role-playing?

- a. Worthy of legend.
- b. Good, they did some.
- c. Fair, they did some, but most wanted to just roll dice.
- d. Virtually none at all.

Grea Tower Maps



