

THE KHYBER KHRONICLE

VOLUME 6

ZILARGO EDITION

EXPLORE THE FAUNA OF ZILARGO

INTODUCING THE BIOMECH-WRIGHT
A NEW PLAYABLE CLASS

SECRETS OF THE MISSING RESEARCHER
A 3-4 HOUR ADVENTURE FOR 3RD LEVEL CHARACTERS

MONSTERS, SPELLS, AND MORE



THE KHYBER KHRONICLE

VOLUME 6



Lead Production: Dave Morris at Mount Ogden Gaming Company

Lead Designer: Dave Knighton at Under the Wing Gaming

Contributing Authors: Matthew Booth, Gerald Glad, Kenny Morris, Zach Pickett, Joe Raso

Layout and design: Shani Knighton at Raven and Moon

Art Attributes: All artwork presented in this adventure is provided by Wizards of the Coast, and CC0 licensed art, and used with permission.

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

TABLE OF CONTENTS

4 THE SECRETS OF THE MISSING RESEARCHER

Written by Joe Raso

A young researcher from the Library of Korranberg has gone missing while documenting rumors of the Day of Mourning. A colleague fears the worst.

20 BIOMECH-WRIGHT

Written and Designed by Gerald Glad

Deep beneath the nation of Zilargo hides a technology the trust has learned to harness. The Biomech-Wright introduces a new playable race.

26 FAUNA OF ZILARGO

Written by Matthew Booth

Follow the correspondence of Rhen Sance as he recounts his experiences with the creatures of Zilargo

30 SPELLS OF GNOMISH TRICKERY-

Written and designed by Zachary Pickett

The gnomes of Zilargo are tricky lot. Expand your gnomes spell casting with these new spells.

33 MONSTERS OF ZILARGO

Written and designed by Kenny Morris

New monsters from deep within the nation of Zilargo



RESTORED BY THE LIBRARY OF KORRANBERG



THE SECRETS OF THE MISSING RESEARCHER

WRITTEN AND DESIGNED BY JOE RASO

THE SECRETS OF THE MISSING RESEARCHER

Written and Designed by Joe Raso

ADVENTURE PRIMER

This adventure is designed for 3rd level characters and attempts to balance roleplaying opportunities with challenging combat encounters. The story includes plenty of ideas enterprising DM's can leverage to craft further adventures in Eberron.

BACKGROUND

Tassi Til Piddlewich is a young researcher working in the Current Historiography department of The Library of Korranberg. Recently she began documenting the many rumored causes of the Day of Mourning. She kept this research secret from her supervisor, an unscrupulous gnome named **Castar Canatar Santiar**. Castar has on several previous occasions presented Tassi's work as his own without giving her the proper credit she deserved.

Tassi comes from a family of farmers who have little influence in Zilargo. She feared speaking out against Castar's plagiarism because her supervisor's family is well connected. She fears any complaint will end up being her word against theirs.

Castar was not happy to be kept in the dark about Tassi's research. He hired a half-elf inquisitive by the name of **Agar**, to uncover the truth behind Tassi's secretive investigations. Unbeknownst to Castar, Agar was a Cyrian refugee obsessed with uncovering the truth behind the Day of Mourning. Once Agar discovered this was the focus of Tassi's research, he became obsessed with obtaining it for himself at all costs.

Tassi's sleuthing had uncovered a number of individuals with theories regarding the Day of Mourning. Each theory suggested wildly different causes for that terrible day. Many were nervous to share their knowledge, fearing this might attract the attention of dangerous people who wished to keep the truth secret.

Tassi's watchful eye noticed Agar's spying. Fearing for her life she sought refuge with a friend who directed her to hide in an old workshop he owned until they could figure out what to do next.

By this time Castar was nervous because Tassi had disappeared and he had received no word from contact with Agar. The supervisor was worried that something had gone terribly wrong. In addition to worrying about the plight of his researcher, he was also aware that unwanted negative attention on his department could lead to investigations into his plagiarism of his researcher's work.

NPC SUMMARY

The following NPCs feature prominently in this adventure.

Tassi Til Hebbberdesh. Tassi is a young gnome researcher who has gone into hiding because she fears she has uncovered a secret someone doesn't want to be known.

Castar Canatar Santiar. Castar is a deceitful gnome who regularly takes credit for those who work for him. Castar hires the heroes to find Tassi, fearing she is in danger because of something she uncovered.

Lido Loweida. Lido is a bored gnomish administrative assistant working for Castar.

Agar the Inquisitive. Agar is a native of Cyre and is relentlessly searching for Tassi in hopes of learning the secrets of the Day of Mourning.

Fixit-Four. Fixit is a warforged follower of the Lord of Blades.

Sophello Clarion. Sophello is a half-elf from Aundaire and a secret cultist of the Dragon Below.

Alian Lysse Alysse. Alian is a gnome friend of Tassi who helped her hide in an old workshop he inherited.

ADVENTURE OVERVIEW

Episode 1 – The adventure begins with the heroes summoned to Castar’s office. He is a professor of a tiny department associated with Kronenberg University. Castar hires the PCs to find Tassi and recover her research.

Episode 2 – The heroes follow clues leading them to one of two contacts Tassi met with before she disappeared.

- **Fixit-Four:** a warforged mechanic who is secretly a follower of the Lord of Blades
- **Sophello Clarion:** a cultist of the dragon below

Should the party decide to visit the contact not met in Episode 2, they will find the second contact dead, killed by thugs hired by Agar. If they aren’t careful, they may get caught in an explosion aimed at destroying the evidence.

Episode 3 – Clues found direct the heroes to the address of Tassi’s friend Alian, but they must fend off an attack by more of Agar’s hired thugs while traveling there.

Episode 4 – The heroes finally meet Aliane and learn Tassi is hiding in a nearby workshop. Soon after their arrival, they must contend with an obsessed Agar and his Droaam mercenaries.

PLOT HOOKS

This adventure begins with the heroes meeting Castar, a supervisor of a small department of the Library of Korranberg. Possible reasons for meeting with Castar include:

- **Library Affiliate** – A character has a connection to the Library of Korranberg. Their name was discretely passed to Castar who then asked to meet with the heroes.
- **Concerned Friend** – A character has a connection to one of Tassi’s friends who is worried about the missing researcher. They suggest the heroes start by visiting her place of work.
- **Powerful Group** – A character is connected to The Trust, House Sivils, or another group in Zilargo. They hire the heroes to find the truth behind Tassi’s investigations but will not say why.

EPISODE ONE – RESEARCHER’S OFFICES

“What is not said is more telling than the tale itself.”

– Zil Proverb

Estimated Duration: 30 minutes

Location: Department of Modern Historiography, Library of Korranberg, Zilargo

Focus: Social

Primary Objectives:

- Introduce Castar and learn of his desire to find his missing researcher Tassi and to uncover the secrets of her research project.
- Uncover clues that lead the heroes to either Fixit-Four or Sophello Clarion.

Secondary Objectives

- Misdirect the heroes into wondering if Tassi’s research might be something nefarious

DEPARTMENT OF MODERN HISTORIOGRAPHY

This small department of the Library of Korranberg examines how recent events are studied rather than analyzing the events themselves. The department is underfunded and has a small team consisting of a supervisor (Castar), one administrative assistant (Lido) and three junior researchers, one of whom is missing (Tassi).

The department is located in an old residence that was converted into their offices. Quaint would be a nice description for this building, though decrepit would be more accurate. Each junior researcher has a small room where they live and work on their studies.

As this is intended to be a social encounter, no encounter map is provided.

SCENE ONE - A WORRIED SUPERVISOR

Anyone entering the department's small building is greeted by a bored administrative assistant, **Lido Loweida** (N male rock gnome **commoner**). Lido is not interested in listening to the heroes and will quickly escort them to his supervisor's office.

The supervisor, **Castar Canatar Santiar** (NE male rock gnome **noble**) greets the heroes in his office. The furnishings appear valuable, however, a passive Wisdom (Perception) score of 12 or higher reveals most items are cheap but gilded to appear more valuable. Atop his desk is a snifter of brandy standing next to a recent copy of the Korranberg Chronicle. A bowl of potpourri near the window cannot cover the musty smell filling the room.

Upon one wall hangs a sigil of House Santiar. A successful DC 12 **Intelligence (History)** check reveals this as a noble house with some influence in Zilargo.

CASTAR'S OBJECTIVES/GOALS

- Castar wishes to hire the heroes to find Tassi and to discover what she was researching.
- He wants to keep the investigation discrete, suggesting the department's limited funding could be at risk if a scandal came to light.
- He doesn't want anyone to discover he has secretly taken credit for much of Tassi's work.
- He will be reluctant to share he hired an inquisitive (Agar) to look into Tassi's research before she disappeared. If forced to concede he hired Agar, he will lie and suggest Agar was hired after Tassi failed to appear for an important meeting.
- Castar is willing to pay 25gp per character for Tassi's safe return. However, he is desperate and will pay more if the heroes succeed on Persuasion or Intimidation contests. His upper limit is 100gp if they beat his checks by a large amount.

WHAT DOES CASTAR KNOW?

- He has not seen Tassi for over a week.
- Tassi kept her research secret from him.
- Tassi is the daughter of simple fishermen and lacks any noble blood. Her common upbringing and unwillingness to share her research makes Castar (wrongly) suspect she is involved in criminal activities.
- He has not heard from Agar since he hired him.
- The other two researchers Milo Molenta Dendiolus, and Badger Bortallo Boddynock have been studying abroad in Sharn and Fairhaven for the last six months and are unaware of Tassi's disappearance.
- Castar is unaware that Tassi has a friend (Alian) in Korranberg.
- Castar has searched Tassi's room hoping to learn what she was studying but was unable to determine what it was. He allowed Agar to also search Tassi's room when he was hired.

LIDO'S OBJECTIVES / GOALS

- Lido does not respect Castar and is reluctant to risk his job by defaming his supervisor. Lido may speak more freely if he believes Castar will not find out.

WHAT DOES LIDO KNOW?

- Lido believes Castar undervalues everyone and is not liked by any of the researchers, particularly Tassi.
- Lido knows Castar met with a mysterious half-elf (Agar) a few days before Tassi disappeared but does not know his name or what the meeting was about.
- Lido recalls Tassi asking him to find the address to an Andaurian Bookshop and a Construct Repair place. They stick in his mind because Tassi had never asked him to look up something for her before.
- Lido doesn't know what Tassi was studying but she gathered a lot of material on Cyre and the final years of the Last War.

SCENE TWO – THE DORMITORIES

Each of the junior researchers has a small room on the second floor. These rooms each have a small closet and are simply furnished with a bed, dresser, desk and a small chest.

An **Intelligence (Investigation)** check of Tassi's room reveals:

- **DC 5** –Tassi's closet and dresser are still full of her clothing.
- **DC 10** – The room is messy. Numerous seemingly innocuous documents are scattered around including a map of Cyre during The Last War, numerous Korranberg Chronicle articles with titles such as "Who is the Lord of Blades?", "Phiarlan and Thuranni At Odds", and "Zilargo and the Dragon Below".
- **DC 13** – Although messy, it appears someone may have already searched the room.
- **DC 15** – A piece of paper has fallen behind the dresser. The paper has four addresses written on it, all within Korranberg. Two addresses are cross-out with the words "Dead End" written beside them. The remaining addresses are to "Fixit-Four's Repairs" and "Aundairian Fine Books". Each has the date Tassi disappeared scrawled beside them.

Tassi's chest still contains some mementos and some simple jewelry worth approximately 25gp.

The other junior researcher's rooms are empty as they have been studying abroad for the last six months at universities in Sharn and Fairhaven.

NEXT STEPS

Before leaving this episode, the heroes should have found clues pointing to "Fixit-Four's Repairs" and "Aundairian Fine Books" by either speaking with Lido or searching Tassi's room. The heroes should select one of these locations to visit in their hunt for Tassi.

EPISODE TWO – TASSI'S TRAIL

"The best liars are the ones who speak the truth."

– Zil Proverb

Estimated Duration: 60 minutes

Location: "Fixit-Fours Repairs" or "Aundairian Fine Books" both in Korranberg

Focus: Social and Combat

Primary Objectives:

- Discover Tassi's contacts have secretive information related to the Day of Mourning
- Find directions to Cassi's friend

Secondary Objectives

- Discover the contact may pose a threat to Zilargo
- Eliminate a potential threat to Zilargo

WHERE TO START

The players should choose one of the two clues found in Episode One and proceed to either Scene A or Scene B as appropriate.

The party may wish to split the party and visit both locations simultaneously, however doing so could result in very challenging combat encounters for both groups.

If the players decide to visit a second location, proceed to Optional Scene C.

SCENE A - FIXIT-FOUR'S REPAIRS

Tassi visited Fixit-Four's repair shop the day she disappeared. She learned that Fixit believed the Day of Mourning was caused by The Lord of Blades and she wanted to document this for her research project.

ARRIVING AT THE REPAIR SHOP

When the heroes arrive at Fixit's repair shop, they see a warforged character covered in dust hard at work. Nearby two humanoid looking constructs busy themselves with sweeping the floor and organizing materials.



FIXIT-FOUR'S REPAIR



FIXIT -FOUR

Fixit-Four is a warforged from Karrnath who escaped servitude by fleeing to Zilargo. Fixit's purpose was to protect and heal other constructs on the battlefield. He now runs a small shop where he repairs constructs of all types.

Since setting up shop, Fixit has heard that The Lord of Blades is creating a homeland for the warforged in the Mournlands. He has also heard the rumor that the Day of Mourning was invoked by the Lord of Blades and intends to repeat this event across Khorvaire. Fixit is obsessed with this vision and dreams of a future populated only by warforged.

Fixit assumes the Day of Mourning was the result of magical explosions and has begun making detailed maps of places in Zilargo where a massive detonation would have the greatest effect.

In recent weeks, Fixit's views have become radical, believing all non-warforged are a blight on the land that needs to be removed. He has recently lost a number of customers because he began verbalizing his beliefs. He will take great offense to any suggestions to the contrary and is easily provoked to violence.

THE WORKSHOP

This large space is a well-supplied workshop enabling Fixit to repair most anything. This space is dimly lit by glow globes. The clean floor is marked with numerous oil stains. A pair of automatons mindlessly perform tasks Fixit has directed them to do.

A small furnace used to melt metal stands in the center of the room glowing red with heat. Any creature starting its turn adjacent to the furnace must make a DC 10 **Constitution** saving throw or take 1d4 fire damage. Fixit and his automatons have advantage on saving throws against this effect.

The workplace has a large selection of tools (carpentry, cobbling, glassblowing, jewelery, leatherworking, masonry, smithing, tinkering, and wood carving).

An unlocked chest is hidden beneath a workbench under a pile of tarps and can be found with a successful DC 10 **Intelligence (Investigation)** check. This chest contains Fixit's secretive maps, two potions of healing and a variety of coins totaling 50gp.

FIXIT'S OBJECTIVES / GOALS

- Fixit is obsessed with the Lord of Blades
- Fixit is consumed with the idea of wiping out all other races to create a single massive warforged nation spanning the continent.
- Fixit will aggressively protect his secret project to find the best locations in Zilargo to plant explosive devices.

WHAT DOES FIXIT KNOW?

- Fixit will reluctantly admit to seeing Tassi
- Fixit recalls meeting a half-elf fitting Agar's description, shortly after speaking with Tassie. He does not recall the half-elf's name.
- Fixit kept the address Tassi gave to him along with his secretive research in a hidden chest beneath his workbench.

COMBAT

Fixit is a warforged **Knight** with the following changes:

- Fixit is Neutral Evil
- Fixit has the following racial traits: Advantage on saving throws against being poisoned. Resistance to poison damage. Immunity to disease. Does not need to eat, drink or breathe. Doesn't need to sleep. Doesn't suffer the effects of exhaustion and magic can't put it to sleep.
- Fixit also has the following ability: **Automaton Recharge**: Once per long rest, as an Action, Fixit can release a wave of energy granting all warforged and constructs within 10 feet, 2d4+2 (7) temp hp, while also dealing 1d6 lightning damage to all other creatures.

The workshop has two **Animated Armor** who assist Fixit with his repairs. They will come to Fixit's aid if combat occurs.

SCENE B - AUNDAIRIAN FINE BOOKS

Tassi visited Sophello Clarion's book shop the day she disappeared. She sought to document rumors circulating that the Day of Mourning was the result of an attempt to free a powerful Daelkyr trapped in the Khyber below Cyre.

ARRIVING AT THE STORE

Assuming the heroes arrive during the day, Sophello will be in the front section of the store, sitting behind a counter reading a book. The book is a journal written by an explorer detailing their expedition to the ruined goblin city of Paluur Draal. After normal business hours, Sophello often reads in the rear storage area with his Chull silently resting in the center of the summoning circle.

SOPHELLO CLARION

Sophello Clarion is a polite and sophisticated half-elf merchant of books who is also secretly a member of Korranberg's temple to the Dragon Below.

Sophello firmly believes the Day of Morning was the result of an attempt to free a trapped daelkyr. He intends to find a way to replicate this event and free another daelkyr he believes lies trapped in the Khyber beneath Zilargo. Powerful members of the cult have encouraged Sophello in his investigations. His dedication has been rewarded with the summoning of a powerful aberration that now stands at the ready in the back of his bookshop.

THE BOOKSHOP

Aundairian Fine Books is a small shop in Korranberg specializing in Aundairian publications. It has a good selection of lyrical poetry including a few early editions of "The Epic of the Valiant and Vigilant". Most volumes have limited commercial appeal, but careful investigation may yield 100gp worth of books that could be sold to specialized buyers. Sophello normally sits at a small desk upon which rests a ledger and a small cash box holding various coin worth 10gp.

Sophello has few customers. He uses the shop as a front for his cult activities conducted in the rear of the building. A fine velvet curtain separates the front of the store from the rear warehouse area. A stack of wooden crates further hides his nefarious

activities from any prying eyes looking through the curtain.

Sophello's dark rituals have been rewarded with the summoning of a **Chuul**. The aberration stands motionless within a rune inscribed circle found in the rear storage area. This circle has no effect aside from giving a small manner of comfort to the summoned beast when Sophello is not present. If anyone other than Sophello approaches within ten feet of the aberration, it will move to attack and consume the individual.

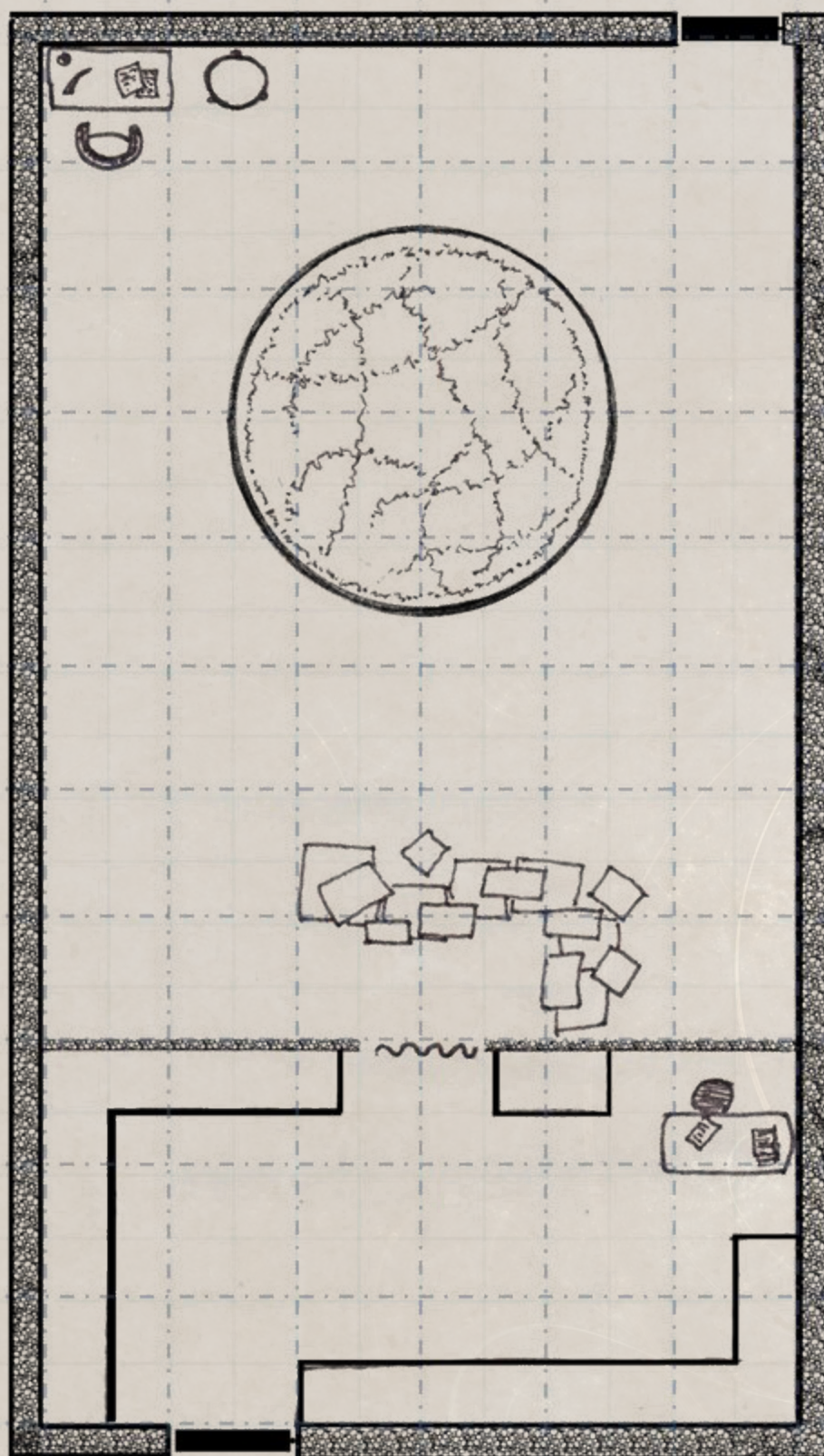
The room's floor is spattered with blood from his rituals and a few unfortunate souls who Sophello has sacrificed to his creature. The large room also contains a simple desk and chair. The desk has a journal with ramblings on the freeing of daelkyr as well as the note Tassi left Sophello with her friend's address.

SOPHELLO'S OBJECTIVES / GOALS

- Sophello will do anything to find more information on how to replicate the Day of Mourning in Zilargo.
- Sophello believes his destiny lies in releasing a daelkyr. He assumes everyone he meets is either there to help him with this goal or someone must be sacrificed to the Chuul he summoned.
- If individuals become tiresome or cannot help him further his quest to free the daelkyr, he will assume they need to be sacrificed and will pleasantly invite them to the back of his shop to be introduced to his summoned aberration.

WHAT DOES SOPHELLO KNOW?

- He remembers meeting with Tassi and speaking of the fall of Cyre.
- Sophello remembers meeting with a secretive half-elf who asked a number of questions about Tassi.
- Sophello kept the address Tassi left for him because he believes she may have more insight on the Day of Mourning. Sophello keeps this paper on his desk in the back room.



AUNDAIRIAN FINE BOOKS

COMBAT

If Sophello (CE male human **Cult Fanatic**) tires of conversing with the heroes, he sees it as a sign they are meant to be sacrificed to his **Chull**. He will politely suggest the heroes follow him to the back-storage room as he has something to show them they may find interesting...

SCENE C (OPTIONAL) – AN EXPLOSIVE VISIT

Should the heroes choose to visit a second contact, they discover the location is ransacked and its occupants killed.

This scene can also take place at the Department of Historiography if the heroes decide to return there before seeking out Alian. In this case, both Castar and Lido are found dead inside the building.

Agar hired Droamish thugs to eliminate contacts he had spoken to in his search for Tassi. The thugs have left a time-delayed bomb designed to explode and burn down the building to remove evidence of their crime.

CLOCKWORK BOMB

Any hero succeeding on a DC 13 **Wisdom (Perception)** check will notice a ticking sound coming from somewhere in the building. A DC 10 **Intelligence (Investigation)** check is then needed to find a bread-sized wooden box, which is the source of this sound. Inside the box is a clockwork device attached to a number of Alchemist's Fire flasks that will detonate if not disabled in time.

The time before the device explodes is left to the discretion of the DM. A nice way to add tension is to begin rolling a single d6 once the party notices the ticking sound. Every every action the heroes take then requires a roll of the d6 die. Rolling a "1" before the device is disabled will cause it to detonate dealing 5d4 fire damage to all creatures within a ten-foot radius and set any nearby items on fire. Unless appropriate actions are taken, the building quickly goes up in flames.

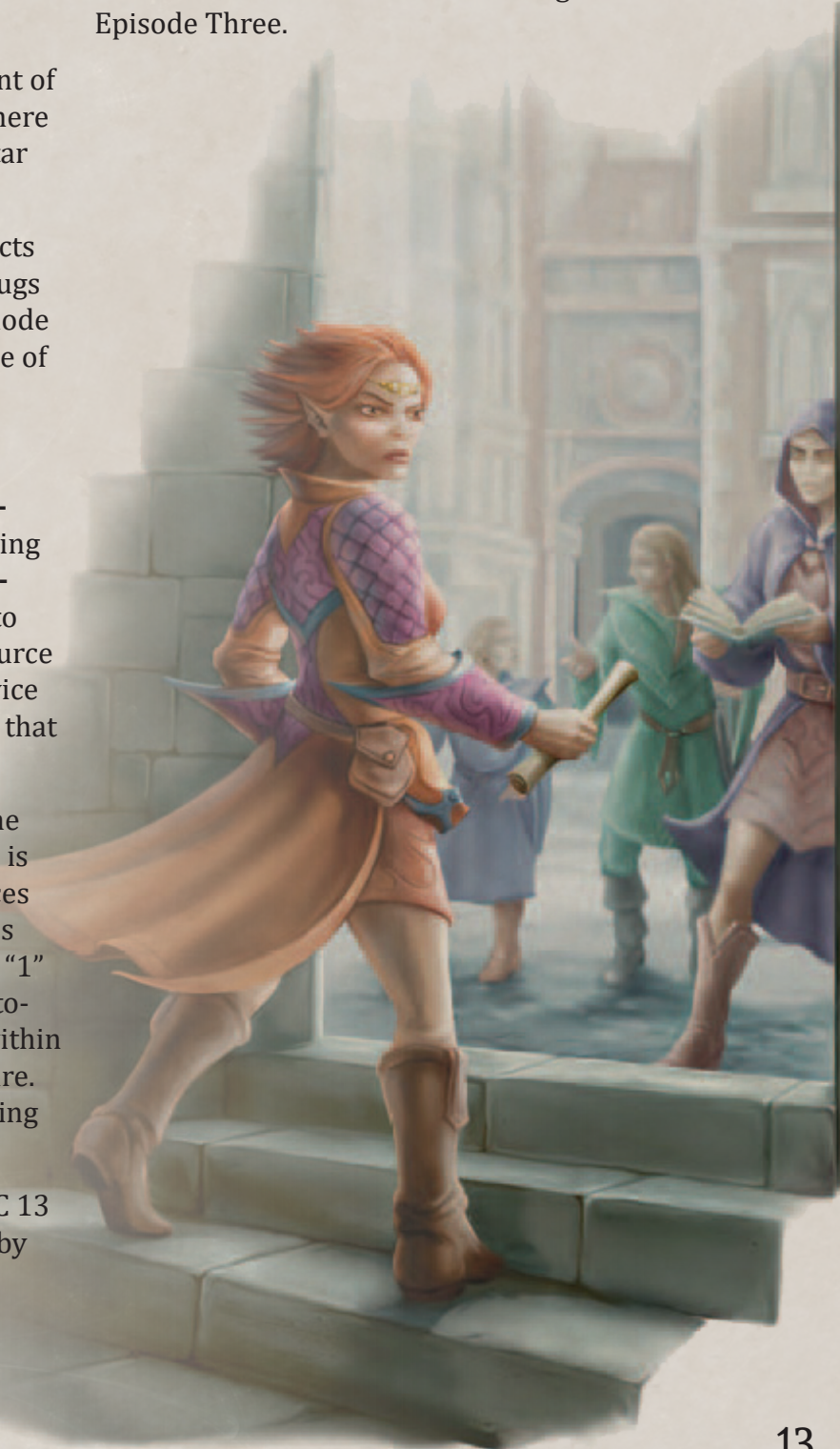
The explosive device may be disabled with a DC 13 **Dexterity** check using Thieves Tools. A failure by more than five will detonate the device.

DIRECTIONS TO ALIAN

If the heroes did not find directions to Tassi's friend Alian after meeting their first contact, they should discover a slip of paper with Alian's address with the simple message "*If you have more information, please contact me at this address. --- Tassi*".

NEXT STEPS

At the end of this episode, the heroes should have found the address to Tassi's friend Alian and can continue their search for the missing researcher in Episode Three.



EPISODE THREE – UNWANTED ATTENTION

“When words won’t work, bring an Ogre to back you up.”

House Tharashk Advertisement

Estimated Duration: 30 minutes

Location: A quiet alley in a rough part of Korranberg,

Focus: Combat

Primary Objectives:

- Emphasize that shadowy groups are now after the party because of their recent investigations.

Secondary Objectives

- Learn the name of Agar the Inquisitive

SCENE ONE - HIRED THUGS

This scene should occur as the heroes travel to Alian’s address, though a DM can easily drop it into the adventure any time it would help raise the tension and suggest Tassi has become involved with dangerous elements.

AMBUSH SETUP

Alian’s address is in a rougher section of Korranberg. While traveling to this address they must walk through a small street or side alley. A group of half-orc mercenaries and a half-ogre bruiser appear. The half-orcs are named Brog, Hark, Roak and the half-ogre is named Shagga.

The mercenaries are from Droaam brought to Zilargo by house Tharashk and have been hired by Agar to intimidate the heroes into leaving town, or kill them if necessary. They have already killed one of the Tassi’s contacts (see Episode Three – Scene C). Zilargo has proved to be a boring placement for these mercenaries and they are eager to beat some heads.

As this is a simple street ambush, no encounter map is provided.

THUG GOALS / OBJECTIVES

- Intimidate the party into leaving Korranberg or eliminate them if necessary.

WHAT THE THUG’S KNOW

- They were hired by Agar to deal with anyone snooping around either Fixit’s Shop or Sophello’s Bookstore
- They know Agar is on the lookout for Tassi but do not know why.
- They were told to get rid of Fixit and Sophello.

COMBAT

The Ambushers consist of one **Half-Ogre** and three half-orc **Thugs**. The Thugs have the following additional racial traits:

- When reduced to 0 hit points, the Thugs drop to 1 hit point instead (but can’t do this again until they finish a long rest). They have darkvision to a range of 60 feet. They speak Common and Orc.
- The thugs have no interest in dying. They will flee if one of their group falls, or if combat is going against them. If they escape, they could seek revenge against the party in the future.

NEXT STEPS

With the attack by thugs, the heroes should recognize Tassi has attracted the attention of dangerous people. It is expected the heroes will quickly proceed to meet with Tassi’s friend Alian in Episode Four.



EPISODE FOUR – TASSI AND THE CYREAN AVENGER

"You know nothing of suffering! It's time you felt a little of what I live with every day."

Agar the Inquisitive, Cyrean Avenger

Estimated Duration: 60 minutes

Location: Rough industrial part of Korranberg

Focus: Social, Exploration, and Combat

Primary Objectives:

- Find Tassi and defend her from Agar the Inquisitive

Secondary Objectives

- Learn what Tassi was researching

SCENE ONE – A HELPFUL FRIEND

The heroes follow clues from Episode 2 to Alian Lysse Alysse, a friend from whom Tassi has sought help. He is an aspiring elemental binder eager to work with House Cannith but he has not yet been successful in gaining an apprenticeship there. He recently inherited an old workshop from a deceased uncle. He sent Tassi to hide out there until they decided what to do next.

Alian is initially distrustful of anyone arriving at his door. Alian (CG male rock gnome **Apprentice Wizard**), with the following adjustments:

- Cantrips (at will): Acid Splash, Prestidigitation, Shocking Grasp
- 1st Level (2 slots): Burning Hands, Grease, Shield

ALIAN'S HOME

Alian lives in a rougher part of Korranberg near the waterfront among a maze of warehouses and workshops. Alian's home is modest, consisting of a small kitchen, bedroom, and a simple privy. The furnishings are old and worn but well cared for.

As this is intended to be a Social encounter, no encounter map is provided.

ALIAN'S GOALS / OBJECTIVES

- Alian is interested in keeping Tassi safe.
- If the heroes tell Alian of the danger Agar poses, he will urge the group to go with him to ensure Tassi is still safe in the workshop.

WHAT DOES ALIAN KNOW?

- Tassi met with people to document rumors surrounding the Day of Mourning
- Tassi has kept her research secret from her supervisor because Castar used her work without credit in the past.
- Alian discretely enquired at the Library of Korranberg about Castar's background and his connections to his family.
- Alian considered contacting the Library of Korranberg about Castar's plagiarism but has hesitated because he knows Castar's family is well connected.
- Tassi and Alian agreed not to meet at the workshop for fear of revealing her location. Tassi said she'd visit him in a few days once she'd worked out what her next steps would be.

SCENE TWO – THE ELEMENTAL WORKSHOP

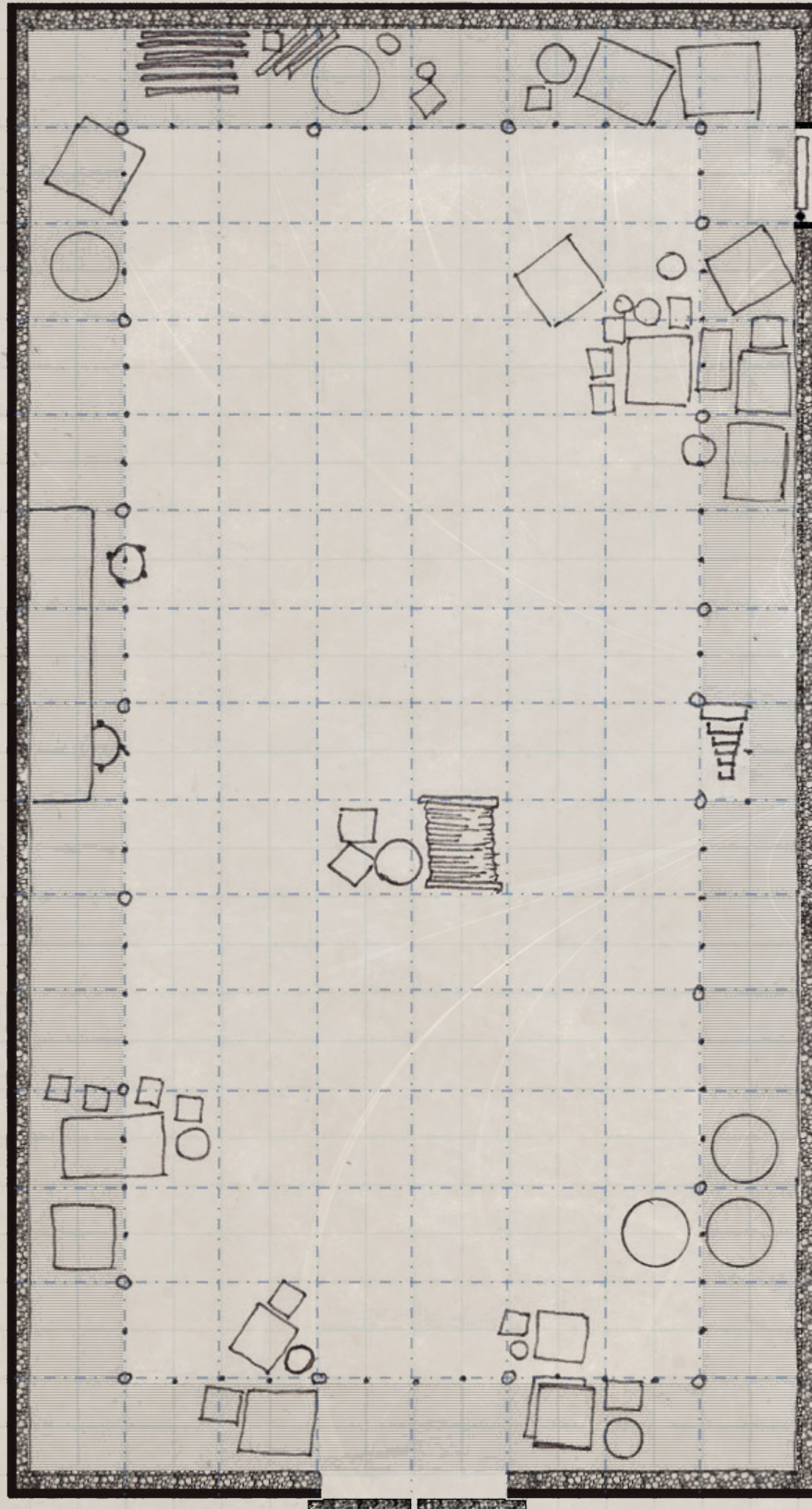
Tassi is holed up in an old elemental binding workshop owned Alian. She has been here for a number of days.

Tassi is not expecting visitors. She is suspicious of anyone who arrives, even if they are accompanied by Alian. If Alian is there, she will be worried he is being forced to reveal her location.

If the heroes force their way into the workshop, she will attempt to stay hidden on the balcony at the top of the stairs.

TRAPS!

Tassi is practical and intelligent. She discovered that she is skilled at creating traps using the materials found in the workshop. She protected both entrances to the building with a pair of traps. These traps operate independently, meaning triggering a trap by the smaller side door will not trigger the similar trap at larger sliding back doors in the back of the workshop.



ELEMENTAL WORKSHOP



Alian is unaware Tassi installed these traps, or even that she'd be capable of doing so.

Trap 1: The first trap consists of a trip-wire placed just inside of the doors. Triggering this wire releases heavy boxes suspended by nets hung from above. Any character within ten feet of the door where the trap is triggered may be affected by the falling items.

This trap is easily noticed, requiring a successful DC 10 **Wisdom (Perception)** or **Intelligence (Investigation)** check. Disabling the trap requires a successful DC 13 **Dexterity** check. Triggering the trap requires characters in the affected area to make a DC 10 **Dexterity** Saving Throw. A failed save results in 2d4 bludgeoning damage, while a success reduces this amount by half.

Trap 2. The second trap is more cunningly hidden. It triggers when something breaks the line of sight between two sensors hidden in boxes ten feet from each door. The sensors rest an inch above the floor and any character who is unaware of the trap has a 50% chance of triggering it by walking through this area.

Detecting this trap requires a DC 15 **Perception** or **Investigation** check. Characters who are aware of the trap may bypass it by announcing they are carefully stepping over the sensor's line of sight. Disabling the trap requires a successful DC 15 **Dexterity** check using thieves' tools.

Triggering the trap results in a blast of frigid air from a nearby canister. This blast deals 1d10 cold damage to all characters within fifteen feet of the door unless they succeed on a DC13 **Constitution** saving throw, in which case they take half as much damage. Once triggered the trap will no longer function.

AREA INFORMATION

The elemental workshop hasn't been used commercially for a number of years. Alian recently obtained ownership and has had limited time to sort through its contents.

The one-story building has a twenty-five-foot-high ceiling fashioned from thick wooden beams and metal. Not shown on the map is a metal track attached to the ceiling running lengthwise down

the center of the workshop. From this track hangs a pulley lift system once used to move heavy equipment. A narrow wood balcony hugs the walls. It hangs ten feet above the floor and can be accessed by a single set of narrow stairs.

A number of grimy glow globes attached to the ceiling and underneath the balcony provide good illumination to the area. Two switches located beside both entrances can dim the light produced by these globes.

OLD SUPPLIES

The space is filled with crates of supplies once used to construct elemental powered vessels. Most devices are not functional, but a can still be used by inventive characters.



A search of a crate or box may reveal one of the following:

- **Elemental Sphere:** A glass sphere contains a tiny trapped elemental which explodes with a burst of force if broken. All creatures within 5 feet take 1 point of force damage and must make a DC 10 **Strength** saving throw or be pushed ten feet away from the center of the blast.
- **Hyper-Magnetized Device:** A character may use a bonus action to activate this hand-sized device. Doing so momentarily creates an incredibly powerful magnetic field. Creatures holding or wearing metal within ten feet of the device must make a DC 10 **Strength** saving throw or be pulled 5 feet towards the device. Unsecured metal objects in this area automatically fail this save and are pulled in a similar fashion. The device immediately overheats and becomes inert once used.
- **Anti-grave coil:** An individual may use a bonus action to connect obviously loose wires on this heavy two-foot long metal cylinder. Doing so allows that individual to receive the benefits of a levitation spell for 1d4 turns. The device becomes inert and unusable once used.
- **Fog Inducer:** This apple-size, tarnished, metal sphere, is marked with a small crack. Harmless watery fluid has formed beads along the crack. For every turn the sphere is carried or handled, there is a 50% chance that the crack opens unleashing a rush of harmless vapor. A twenty-foot radius around the now broken sphere is covered by fog as if it were under the effect of a Fog Cloud spell. If not otherwise dissipated, the fog lifts after 1 hour.

A character may use an action to attempt a DC 15 **Intelligence** check to learn something about a device. Consider giving individuals with a background in elemental vessels, tinkering tools or having other engineering related knowledge advantage on these checks.

MEETING TASSI

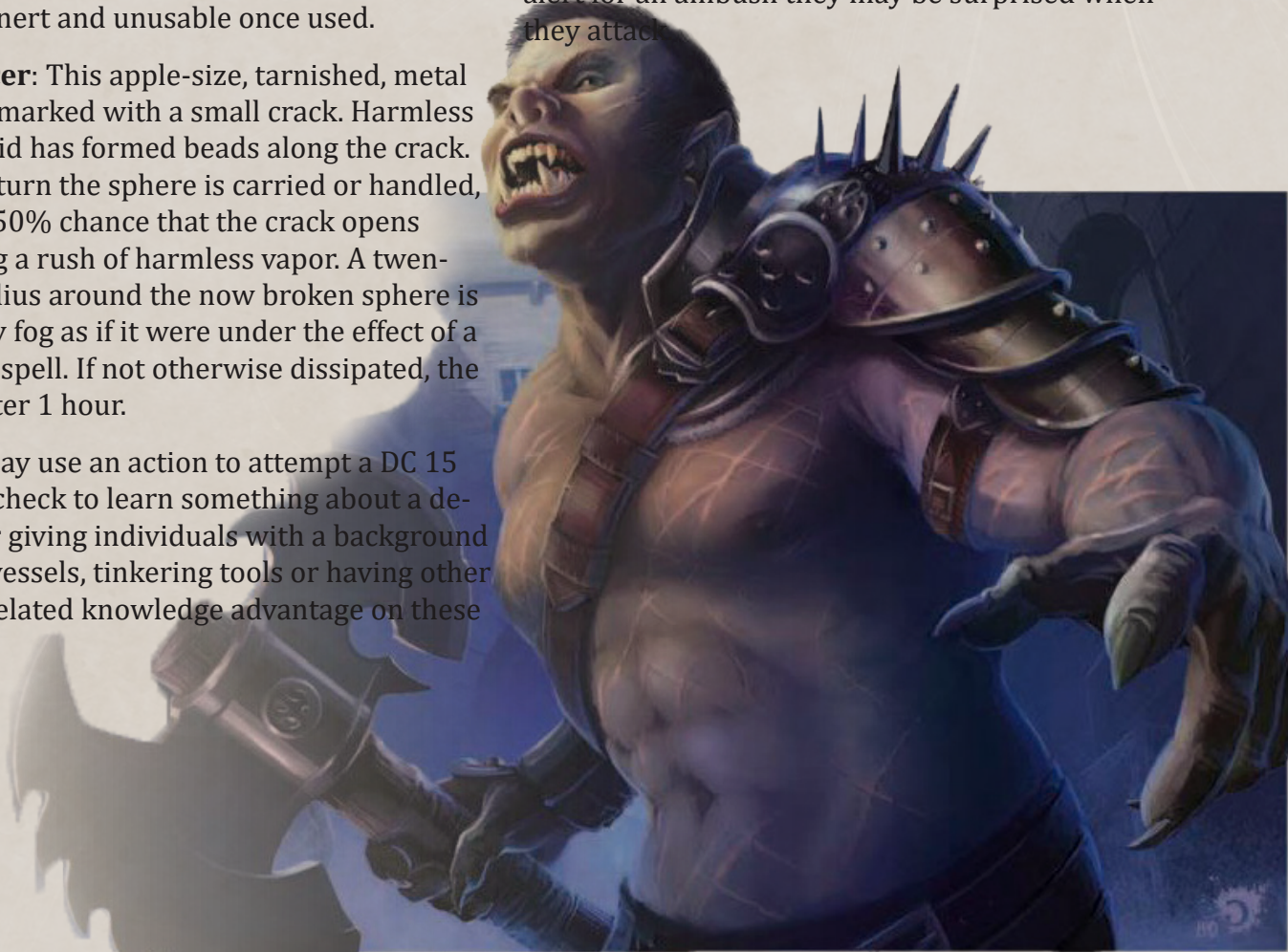
She is suspicious of anyone who arrives at the workshop even if they are accompanied by Alian. Persistent persuasion by the heroes may persuade Tassi they are not trying to capture her, particularly if Alian is on friendly terms with the group.

AGAR'S ARRIVAL

Since discovering Tassi was researching the Day of Mourning, Agar became obsessed with learning everything she had uncovered. He met with the last two contacts she visited (Fixit and Sophello in episode 2) and knows of their views of the Day of Mourning. He recently directed hired mercenaries to eliminate both of these individuals (see Episode 2 Scene C).

Agar was frustrated looking for Tassi once she realized she was being tailed. Agar has had no luck finding the gnome since she hid in the workshop. The heroes search for Tassi did not go unnoticed by Agar's network of contacts. The party has done an excellent job of leading Agar to Tassi's hiding place.

Agar and his crew will take great care in approaching the workshop. Unless the characters are on the alert for an ambush they may be surprised when they attack.



COMBAT

Combat begins with a stealthy assault by Agar and his hired mercenaries. Agar instructed the mercenaries to capture Tassi alive and they will ruthlessly deal with anyone who gets in their way. Agar will continue the attack so long as he believes he has a chance to win. If he sees his forces being routed, he will flee the scene hoping to enact his revenge at a later date. Agar can easily transition into a long-term villain for the heroes.

Agar mercenaries consist of three human **bandits** and one **bugbear**. The mercenaries feel no loyalty to Agar and will flee if he falls in combat or is captured.

Agar (NE male half-elf **Swashbuckler**) has the following adjustments:

- **Half-Elf Racial Benefits.** Dark vision to 60 feet. Fey Ancestry giving him advantage on saving throws against being charmed and magic can't put him to sleep.
- **Cyrean Avenger's Strike.** Use a reaction to make a single melee attack against an enemy who has dealt damage to an ally within 30 feet. This attack is made with advantage.

Tassi (NG female rock gnome **Bandit**). She is armed with a sling and a dagger and has the following adjustments:

- **Gnome Racial Benefits.** Darkvision to 60 feet. Gnome Cunning that provides advantage on all Intelligence, Wisdom, and Charisma saving throws to magic.
- **Sling.** Ranged Weapon Attack: +3 to hit, range 30/120 ft., one target. Hit: 3 (1d4+1) bludgeoning damage.
- **Dagger.** Melee or Ranged Weapon Attack: +3 to hit, range 20/60 ft., one target. Hit 3 (1d4+1) piercing damage.

EPILOGUE

At the end of the adventure, the heroes should be aware of at least two theories behind the cause of the Day of Mourning. Tassi may reveal additional rumors she has uncovered with her research and these could lead to further adventures for the heroes.

Provided Castar is still alive, Tassi's recent harrowing events may be enough to give her the courage needed to stand up to Castar. If Castar is removed from the university as a result of Tassi's allegations he may blame the heroes and turn him into ongoing villain eager to enact his revenge.

It is likely "The Trust", Zilargo's secret police, will become aware of the heroes' activities, particularly if they were involved in messy combat during the adventure. The Trust may approach the heroes and could either become a valuable ally or challenging adversary depending on how they have conducted themselves throughout the adventure.



RESTORED BY THE LIBRARY OF KORRANBERG



THE BIOMECH-WRIGHT

WRITTEN AND DESIGNED BY GERALD GLAD

BIOMECH-WRIGHT

Written and Designed by Gerald Glad

There are whispers told of a legend that in the Gnomish nation of Zilargo, deep in the earth, deeper even than the massive reach of the jewel mines of Zalanberg, lies an enormous ship of a strange metal. Its engines and systems no longer function, but what technology remains is rumored to be the greatest secret of the Trust, the secret behind the largest set of advancements known to the gnomish people.

One of the great advancements was finding a strange resonance between a flesh being and discarded warforged remains when this strange metal is introduced. The Triumvirate came together to discuss this discovery and decided to apply a team of hand chosen artificers, engineers, and craftspeople to further research and develop this technology. And so the Biomech-Wright was born. A perfect fusion of Warforged, alien technology, and mortal creature.

CREATING A BIOMECH-WRIGHT

CLASS FEATURES

As a Biomech-Wright, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per Biomech-Wright level

Hit Points at 1st Level: 10 + Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + Constitution modifier per Biomech-Wright level after 1st

PROFICIENCIES

Armor: None

Weapons: Simple Weapons, Martial Weapons

Tools: Artisan's tools, Vehicles

Saving Throws: Constitution, and either Dexterity or Strength

Skills: Choose 3 from Acrobatics, Arcana, Athletics, Deception, History, Insight, Intimidation, Investigation, Perception, and Persuasion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) Common Clothes or (b) Monastery Robes
- (a) Longsword or (b) Rapier
- (a) Shortsword or (b) Halberd
- (a) 3 Daggers or (b) Longbow with 30 arrows

GRAFT

Starting at 1st level you can graft new warforged parts onto your body.(see Grafts below for more details). When you take any graft you become disliked on sight of the graft by all Fey, Elf, Druid, Ranger, or other nature aligned character and gain disadvantage on charisma checks towards them.

Grafts that increase ability score can increase above 20.

UNARMORED DEFENSE

Starting at 1st level while not wearing armor your armor class equals 10 + Dexterity or Strength Modifier + Constitution Modifier. Strength or Dexterity can be used for unarmored defense, depending on which one has a higher value.

MICROREPAIRS

Starting at 2nd level, as long as you took no damage since your last turn, you regain hit points equal to your Constitution modifier at the start of each of your turns up to your maximum hit points.

COMBAT FOCUS

At 3rd level, you adopt a particular style of fighting as your specialty. You can choose Shadows, Fortress, or Striker. You gain abilities in your focus at 3rd, 6th, 10th, and 14th level. These are detailed later in the class description.

ABILITY SCORE INCREASE

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one Ability Score of your choice by 2, or you can increase two Ability Scores of your choice by 1. As normal, you can't increase an Ability Score above 20 using this feature.

EXTRA ATTACK

Starting at level 5, a Biomech-Wright can attack twice instead of once, whenever you take the attack action on your turn.

TARGET WEAKNESS

Beginning at 6th level, your weapon attacks score a critical hit on a roll of 19 or 20.

AURA SENSOR

Starting at 9th level, if you spend at least 1 minute observing another creature outside combat, you can learn certain information about its capabilities compared to your own. If this ability is used more than twice on the same creature within 10 minutes they will sense your presence in the area, but they will not automatically know your location. You roll a d6 and the DM tells you if the creature is your equal, superior, or inferior in regard to one of the following characteristics.

1. Strength score
2. Dexterity score
3. Constitution score
4. Intelligence score
5. Armor Class
6. Current hit points

PINPOINT ACCURACY

Beginning at 15th level, your weapon attacks score a critical hit on a roll of 18 to 20.

PHASE SHIFT

Beginning at 18th level, you can cast the *blink* spell without requiring a spell slot. You can use this ability twice between long rests.

BIOMECHATRONIC INTERRUPTION

Starting at 20th level, as an action you gain the ability to cause a magical dissonance between your biological parts and your mechanical ones. This results in a large explosion which acts as the spell *fireball* cast using a spell slot of 5th level, centered on you. You automatically fail the associated saving throw. Once you use this feature, you cannot use it again until you complete a long rest.

COMBAT FOCUSES

SHADOW FOCUS

As a Biomech-Wright, you choose the path of hiding in plain sight and blending into the shadows to strike down your enemies at their weakest point.

BIO-CAMO

When you choose this focus at 3rd level you gain the ability to cover your grafts in a layer of flesh to make you look like you have no grafts. When you take this you are no longer disliked by Fey, Elf, Druid, Ranger, or other nature aligned character.

ANTI-REVERBERATION

At 6th level, any action or movement you take will cause no sound. And you gain advantage on stealth checks.

INHERENT KNOWLEDGE

At 10th level as long as you have studied a creature for at least 1 minutes outside of combat you gain the ability to know of any resistances, vulnerabilities, and invulnerabilities it might have.

SHADOW STRIKE

At 14th level as long as you have advantage or an ally is within 5 feet of the creature you are attacking, you can add 4d6 damage to any attack you make on that creature.

FORTRESS FOCUS

As a Biomech-Wright, you choose the path of defense and denying the enemy the satisfaction of victory.

IMMOVABLE FORCE

When you choose this focus at 3rd level you cannot be knocked down, grappled, or restrained.

SHIELD BUNKER

At 6th level any time you would make a dexterity saving throw if you fail you take half damage and if you succeed you take no damage

ELEMENTAL IMMUNITY

At 10th level as an action, you gain resistance to all damage for 1 minute. You cannot use this ability again until a long rest.

FORCE SINK

At 14th level, you can change one successful attack of your choice, targeting you, to miss instead. You cannot use this ability until a short or long rest.

STRIKER FOCUS

As a Biomech-Wright, you choose the path of violence and vengeance against all that would stand in your path to glory and power.

BONE CRUSHER

When you choose this focus at 3rd level you gain an extra bonus to attacks and damage equal to your chosen attack ability modifier.

IMMEASURABLE VIOLENCE

At 6th level when you roll a critical on an attack roll an extra set of damage dice.

FRENZIED ATTACK

At 10th level, you make an extra attack on top of the other attacks you have that turn.

VENGEANCE STRIKE

At 14th level when you take damage from a creature within 5 feet of you, as a reaction they must make a Dexterity saving throw. On a fail, they take the same damage they dealt to you. On a success, they take half.

GRAFTS

GUIDELINES

7 grafts can be equipped. 2 arm slots, 1 back slot, 1 chest slot, 1 head slot, and 2 leg slots. Another graft can be equipped at 1st, 4th, 7th, 10th, 13th, 16th, and 19th level. Once a graft is equipped it cannot be unequipped unless it is replaced with another graft (example: you change your right arm from organic to adamantine, then adamantine to shock gauntlet). You can not return a body part slot to being organic once it has been grafted. You may swap out your graft for another one on the same limb on a graft on long rests.

GRAFT CASTING

When you use your Attack action on your turn to make a “main hand” weapon attack, you can cast an “off-hand” graft spell as a bonus action.

ANY

Adamantine Plate

+1 to AC and +1 to Constitution.

Carbon Fiber Muscles

+1 to Strength and Dexterity (cannot be added to head).

ARMS

Acid Ejector

Your main hand adds 1d6 acid damage to a melee attack using that arm, or, as an action, offhand deals 1d6 acid damage to one target within 60ft. Damage increase to 2d6 at 5th level, 3d6 at 11th level, and 4d6 at 17th level.

Plasma Rod

Your main hand adds 1d10 fire damage to a melee attack using that arm, or, as an action, offhand deals 1d10 fire damage to one target within 60ft. Damage increase to 2d10 at 5th level, 3d10 at 11th level, and 4d10 at 17th level.

Frost Cannon As an action, you can cast the *ray of frost* cantrip. This spell requires the graft arm or hand to be empty when used.

Lightning Knuckles As an action, you can cast the *shocking grasp* cantrip. This spell requires the graft arm or hand to be empty when used.

Grapple Gun

Allows you to hide a one-handed retractable grappling hook inside your arm. This hook can attach to any surface, much like a regular hook could, and holds 60 feet of metallic cable (AC 13, 6 hit points), and as a Bonus Action you can shoot or reel the hook. You can use the Grapple Gun as a bonus action to move up to 60ft in any direction.

Net Launcher

Allows you to hide a retractable net launcher inside your arm. As an action, you can fire a net at any target within 30 feet. As an action, you can load a clip of 3 nets into the net launcher. You can extend or retract the weapon as a bonus action.

Arm Blade

Attaches a long blade to the outside of your arm. This weapon deals 1d6 slashing damage and is not held by your hand.

Arm Bow

Allows you to hide a retractable hand crossbow inside your arm. As an action, you can load a clip of 8 bolts into the arm bow. You can extend or retract the weapon as a bonus action.

Phase Hammer

Creates an energy weapon in your hand. This is a finesse weapon and deals 1d6 force damage. It can be used for two-weapon fighting, similar to a light weapon. You can summon or dismiss the weapon as a bonus action. The Phase Hammer cannot be interacted with until it hits its target

Energy Whip

Allows you to create an energy-based whip in your hand. You deal 2d4 radiant damage with this weapon and it has a reach of 15 feet. You can extend or retract the weapon as a bonus action. The Energy Whip deals damage to any creature except for you that touches it, and you can use it to make grapple attacks.

Pneumatic Fist

Increases the damage of your unarmed strike to 1d6 bludgeoning damage.

BACK ENHANCEMENT

Spacial Storage

This storage space folds out into a square opening measuring 3 feet tall by 2 feet wide and does not have a depth. This extra-spacial storage graft always weighs 5 pounds and does not have a storage limit. Retrieving an item from the bag requires an action. When you remove the graft, or you die, all items are scattered over the area behind you.

Sensory Shield

+1 to AC. Enemies can no longer gain advantage to attack you.

Jump pack

Gain a fly speed of equal to your base movement. Non-physical energy based projections of wings, style of your choosing, projects from your back area when using the fly speed. You must land on the ground after each movement. You don't take falling damage with this graft.

Ghost Pack

Add your proficiency modifier to all stealth checks even if are already proficient in stealth. Gain advantage on Stealth checks.

CHEST ENHANCEMENT

Sensory Shield

+1 to AC. Enemies can no longer gain advantage to attack you.

Adaptive Lungs

Gain the ability to breathe in any liquid and gas substance safely and +1 to Constitution.

Energy Shield

You can gain +5 AC for 1 minute. You can use this ability once, before needing to take a Long Rest to use it again.

Nano Repair

As an action or reaction, you can regain Hit Points equal to twice your total class level once per long rest.

HEAD ENHANCEMENT

Fiber Links

+2 to your choice of Intelligence or Wisdom.

Neural Link

This ability allows images and sound recordings to be sent to you from any one creature with an Intelligence of 10 or higher that you touch. The connection between you and the creature lasts up to 1 hour but may be severed at any time.

Active Sensor Tracking

You can take an extra attack action one time per encounter when you take the attack action on your turn.

Floodlight Circlet

Can project bright light in a 60-foot cone and dim light for an additional 60 feet.

Night Eye

Gain darkvision up to 120 feet.

Advanced Targeting Systems

Gain +2 bonus to hit on all ranged attacks.

Advanced Communicator

Upon hearing a language spoken that you do not understand, making an **Intelligence** check above 10 allows you to fully speak the language. Writing is a DC 15 **Intelligence** check.

LEGS ENHANCEMENT

When you choose an enhancement, it increases your walking speed by +5 for the first leg added. This stacks with any other addition another enhancement may give.

Combat Directives

You gain an extra reaction and gain +2 to initiative.

Inertial Tension Boot

Gain a climb speed equal to your base movement. Gain the ability to walk on water, or move across very light, thin, or narrow surfaces that would normally not bear your weight. Finishing your movement on such surfaces will still cause them to break. Difficult terrain does not lower movement speed. When falling prone, a successful DC 10 **Dexterity (Acrobatics)** check allows you to activate the Inertial Tension Boots and not fall prone.

Pulse Boot

Gain +5 feet to movement and +5 feet to jump distance.

Gravity Anchor

Become immune to knock back effects and falling damage.



RESTORED BY THE LIBRARY OF KORRANBERG



FAUNA OF ZILARGO

WRITTEN AND DESIGNED BY MATTHEW BOOTH



FAUNA OF ZILARGO

Written and Designed by Mathew Booth

While Zilargo is often considered as solely the land of the gnomes, civilized since before the unification of Galifar, it is just as full of interesting fauna as the rest of Khorvaire. In this article, correspondent Rhen Sance will outline a few of the creatures you can find off the beaten track in Zilargo.

APE

If you dig far enough back, you can find books that affirm that the gnomes are not the sole inhabitants of Zilargo. These ancient tomes refer to the “Shimmerwood men,” hairy, tribal beings that inhabit the forest surrounding what is now Trolanport. However, recent investigation has proved these are merely peaceful bonobos, who nevertheless are quite worth a visit if you’re of a similar temperament.

CHIMERA

The Howling Peaks host a relatively warm nest of chimera. While still territorial, it’s possible to get up close to them and their whelps. Your harpy guides on this expedition are capable of lulling the beasts in case of danger, and if you’re lucky, the eldest and strongest chimeras may even consent to be touched. Still, they are not tame. Any unasked-for contact will result in a lethal response.

CHOLDRITH

These spider-like beings, along with their chitine servants, live in the caves near the famous Deep Mine. It’s advised to have a svirfneblin, a deep gnome, along as a guide through the webbed tunnels where these beings live. Unlike the previous two, these savage beings remain very hostile to intruders, and it’s very rare to get even a glimpse of them. Come ready for a battle if you do find them.

DJINNI

On the highest peaks of Zilargo, you’re likely to find djinn. Usually solely inhabitants of the plane of Syrania, a few djinn make their homes in these high peaks. They enjoy visitors with wit and verbal skill, and love stories from the lowlands. However, only those with special dispensation from the Triumvirate or the Library of Korranberg are allowed to meet them in their elevated homes. Rumour has it they dislike Khoravar that bare the mark of storm, though the djinn dismiss anyone who asks why.

EBLIS

These very intelligent Shimmerwood cranes are beautiful, with shimmering feathers they can use to bewilder and bewitch most visitors. However, they're not friendly. Many people are lured into dangerous situations, or even killed by these malevolent birds. Their beaks are long and sharp and used similarly to a spear to jab prey. Eblis prefer to flee if confronted with stronger opponents but usually seek revenge later.

ELEMENTALS

What would Zilargo, indeed the entire Five Nations, be without elementals? A few elemental binding facilities offer tours of their facilities, where you can see these strange creatures up close. Most everyone knows of water, earth, fire, and air elementals, but smaller, specialized facilities can summon stranger elementals. Don't expect to see these on your average tour, however, as they can be extremely dangerous.

FAERIE DRAGON

These mischievous creatures are rather elusive, much to the disappointment of many fans of their vibrant coloration. However, many who encounter them often find their trips less easygoing; a faerie dragon is smart enough to open bags, loosen belts, and even artfully tangle boot laces and straps. While they mean no harm, it can be more inconvenient than helpful to have a faerie dragon along for the trip. Try to laugh at their pranks, or a blast of their euphoria breath might leave you stumbling into thorns or mud.

KORRED

These fey are seen as kin by the native gnomes, and though they prefer not to wander into the cities, they're often seen on the roads especially those between Zolanberg and Korranberg. While friendly, great effort must be taken not to offend a Korred. Though their hair is magical, they react badly to anyone trying to cut it and are unlikely to take jokes at their or the gnomes' expense lightly. It's also customary to leave them a tribute of stone; any stone will do, though it's lazy to offer a stone already near the korred. They don't take offense if foreigners don't know.

NEREID

These beautiful water spirits are to rivers and lakes what dryads are to trees. While they can be found nearly anywhere, those of Zilargo are bolder and more social. Very few other places offer the chance to talk to these mysterious, female fey, and it's recommended not to try and kiss them, even if they invite you to. Many bold but unwise adventurers have fallen victim to the nereids' inability to remember most surface dwellers need air.

NOTHIC

Nobody's sure where these cycloptic beings came from, but every scholar in Korranberg remembers seeing one late at night. They're considered pests at best, and the mercenary can find plenty of coin hunting these aberrations through the stacks and colleges of Korranberg. Beware their gaze; it rots whatever's in their line of sight and affects treasured archives as well as those sent to chase the nothics off.

PIXIE

Alongside their more territorial cousins, pixies swarm through the Shimmerwood. They're protected under Zil law, so remember that when one takes a liking to you and starts spreading their particular brand of chaos around you while jabbering into your ear. Otherwise, pixies are harmless little creatures. Ignoring them, while initially provoking a response of increased mischief, will soon drive them away to find something more interesting.

PSEUDODRAGON

While many spellcasters buy their familiars from Vadalis or summon them wholesale from Thelanis, wild pseudodragons are another of the unique species found in the Shimmerwood. These ones are very much not tame and do not hesitate to sting in self-defense. While not in itself lethal, being put to sleep by their venom may as well be without someone to wake you. It's better to let these little dragons lie.

SPRITE

First off, sprites are real. Don't dismiss them as countryfolk's or druid's tales. They are highly territorial and very few city dwellers are ever in a position to meet them. Those people that do are judged, harshly, before either being shot with arrows laced with pseudodragon venom or questioned further. Yes, sprites can read your intentions with a touch, and likely already have done if you can see them.

TRESSYM

This winged feline is not a 'young griffin' as some have mistaken it, but a smaller relative. Their agility is fantastic, on par with ordinary felines; thus they are adept and efficient hunters. Their natural habitat is the Seawall Mountains, but they have adjusted tremendously well to city life. This ability, combined with their intelligence to interbreed with housecats, and their uncommon adoption as familiars, means they have spread through Zilargo almost to the point of feral tressyms being an urban pest.

VARGOUILLE

While many adventurers have encountered these flying heads in the wilds of Xen'drik and ancient ruins, some mystical accident left them as a permanent resident of Zilargo's northern plains. Vargouille repellents are common, ranging from apple-scented perfumes (as they cannot stand the smell) to bound elemental jewelry which causes small whirlwinds to surround the wearer. Best to stay inside on Mabaran winter nights around Dragonroost.

WILL O'WISP

The final creature to be covered today, the will o'wisp is another Thelanis immigrant to the forests of Zilargo. While the Shimmerwood is remarkably free of natural hazards, many of the region's predators and malicious beings have learned to follow will o'wisps to find easy prey. On the other hand, will o'wisps may lure these predators to enemies they couldn't hope to overcome. One dying breath is, after all, as good as another.

CONCLUSION

These are among the most common creatures unique, or mostly unique, to Zilargo. This is by no means an exhaustive list, and many of the common Khorvairan monsters and animals also inhabit the nation. Adventurers and travelers are advised to buy the Naturalist's Guide to Eberron books (published by the Wayfinder Foundation) for a full description of these.

ABOUT THE AUTHOR

Rhen Sance is a scholar devoted to the study of animals, beasts and the more exotic creatures that inhabit Eberron and the orbiting planes. Currently employed by the Wayfinder Foundation on a consulting basis, he holds a qualification from the Balinor's Horn College of Natural History in Korranberg. He lives in Aundair with his beautiful adventurer wife and a blink dog named Boromar.



RESTORED BY THE LIBRARY OF KORRANBERG



SPELLS OF GNOMISH TRICKERY

WRITTEN AND DESIGNED BY ZACHARY PICKETT

SPELLS OF GNOMISH TRICKERY

Written and designed by Zachary Pickett

The gnomes of Zilargo, like any gnomes, are a tricky lot, and not enough spells really reflect their nature. Here is a smattering of spells which will be a boon to any gnomish caster, the Trust trusts that these secrets won't slip into the knowledge of others.

SPELL LISTS

BARD

1ST LEVEL

Pocket Swap (*Conjuration*)

2ND LEVEL

Daze (*Enchantment*)

SORCEROR

1ST LEVEL

Displace Self (*Illusion*)

3RD LEVEL

Polymorph Object (*Transmutation*)

WARLOCK

3RD LEVEL

Polymorph Object (*Transmutation*)

WIZARD

1ST LEVEL

Displace Self (*Illusion*)

Pocket Swap (*Conjuration*)

2ND LEVEL

Dhag-lahn's Glimmering Shield (*Abjuration*)

Daze (*Enchantment*)

3RD LEVEL

Polymorph Object (*Transmutation*)

4TH LEVEL

Zifwl's Enchantment Snatch (*Enchantment*)

SPELL DESCRIPTIONS

Dhag-lahn's Glimmering Shield

2nd-level Abjuration

Casting Time: 1 reaction, which you take when you become targeted by a spell you can see being cast

Range: self

Components: S, M (powdered sapphire worth at least 10gp, which the spell consumes)

Duration: 1 turn

You shower yourself in gem dust, scattering incoming spells. Until the spell ends, you cannot be targeted by spells unless they have a range of touch. If you were the spell's only target, the spell fails.

Zifwl's Enchantment Snatch

4th-level Enchantment

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S, M (a carving of a goat)

Duration: Special

You attempt to steal the effects of an ongoing spell affecting a creature within range. If the desired spell is 4th level or lower, you become its new target and must maintain concentration on the newly acquired spell if it requires concentration. The spell's previous target is no longer affected by the stolen spell. If the desired spell is higher level than the level you cast this at, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, you gain control of that spell, but it only lasts for 1 round afterward.

Split Second. Concentration cannot be dropped while this spell is being cast.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the maximum level of spell stolen increases by one for each spell slot over 4th level.

Displace Self

1st-level Illusion

Casting Time: 1 action

Range: Self

Components: V, S, M (a small strip of leather made from displacer beast hide, twisted in a loop)

Duration: Concentration, up to 1 minute

You project a magical illusion that makes you appear to be standing near your actual location, causing attack rolls against you to be at disadvantage. If you are hit by an attack, the illusion is disrupted until the end of your next turn. This illusion is also disrupted if your speed is reduced to 0. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see illusion, as with truesight.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you gain an additional benefit. If you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Daze

2nd-level Enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

One humanoid of your choice that you can see within range must succeed on Intelligence saving throw or become dazed for 1 minute. While dazed, the creature has disadvantage on attack rolls, ability checks and saving throws using Dexterity or Wisdom. The dazed creature cannot cast spells, moves at half its movement speed and attack rolls against it are made with advantage. The creature can make an Intelligence saving throw at the end of each of its turns. On a success, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The creatures must be within 30 feet of each other.

Pocket Swap

1st-level Conjuration

Casting Time: 1 action

Range: 10 feet

Components: M (a bag, or pocket, of appropriate size)

Duration: Concentration, up to 1 minute

Using this spell, you can swap the contents of two containers within range. Such a container can be held, carried, unattended, or even magical. The maximum weight of swapped material is 50 pounds, while the maximum dimensions of the swapped contents are 3 feet on a side. If either your contents or the targets exceed these limits, the spell swaps as much as it can without damaging the contents. If a container is too small to contain its new contents, the bag is destroyed, if it is nonmagical, and the contents explode from it, spreading out in a radius of 10 feet.

Subtle. This spell's casting goes unnoticed; however, its results can be. The DC to notice the swap should be determined by how drastic the change in weight and shape is.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the maximum weight increases by 50 pounds and the maximum dimensions increases by 3 feet for each slot level above 1st. The creatures must be within 30 feet of each other.

Polymorph Object

3rd-level Transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bottle of quicksilver)

Duration: Concentration, up to 1 hour

You magically polymorph a nonmagical object of your choice that you can see within range. The object must be Large or smaller. If the object is being worn or carried by another creature, that creature must succeed on a Dexterity saving throw against your spell save DC, causing this spell to fail on a success. The object's new form must be Large or smaller, nonmagical, and the original object's statistics become those of its new form. If the object is used for spell components, the spell fails.

The transformation lasts for the duration, or until the object is destroyed. If you concentrate on this spell for the full duration, the transformation lasts until it is dispelled.

RESTORED BY THE LIBRARY OF KORRANBERG



MONSTERS OF ZILARGO

WRITTEN AND DESIGNED BY KENNY MORRIS

MONSTERS OF ZILARGO

Written and Designed by Kenny Morris

CHELICERA

This black spider is the size of a giant wolf spider, but much more dangerous than the larger giant spiders. It has two spindly arms that end in pincers and sports a pair of tuning fork-like antennae upon its head. Chelicera can mimic sounds, which they use to lure in their victims. Once a suitable creature is within a short sprint, the chelicera moves in to grapple and suck the fluids out while the being is still alive. They are mostly found in the Howling Peaks but can also be encountered in the undercrofts of towns and cities where prey is never far.

CHELICERA

Medium beast, unaligned

Armor Class 16 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	14 (+2)	4 (-3)	14 (+2)	13 (+1)

Saving Throws Str +4, Dex +6

Skills Athletics +4, Deception +5, Perception +4, Stealth +8

Senses blindsight 20 ft., darkvision 120 ft. passive Perception 14

Languages --

Challenge 3 (700 XP)

Spider Climb. The chelicera can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Mimicry. The chelicera can mimic simple sounds it has heard, such as a person whispering (or screaming in horrible pain and terror), a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 15 Wisdom (Insight) check.

ACTIONS

Multiattack. The chelicera makes three attacks: two with its claws and one with its bite.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage, and the target is grappled (escape DC 12). If the chelicera hits the same creature with both claws, that creature has disadvantage on any escape checks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the chelicera regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

TROLL, CAVE

Cave trolls are driven solely by their endless hunger. Stupid, aggressive, and deadly. Whenever one of these horrid creatures are discovered, all nearby forces should be mustered to end its existence. Entire villages have been eaten by cave trolls. They have been known to lair in the Howling Peaks and the Seawall Mountains.

TROLL, CAVE

Large giant, chaotic evil

Armor Class 16 (natural armor)

Hit Points 138 (12d10 + 72)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	22 (+6)	4 (-3)	9 (-1)	6 (-2)

Saving Throws Str +8, Con +9

Skills Athletics +11, Perception +2

Senses darkvision 60 ft. passive Perception 12

Languages Too dumb and hungry to care.

Challenge 8 (3,900 XP)

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Aggressive. As a bonus action, the troll can move up to its speed toward a creature that it can see.

Reckless Stupidity. The troll has advantage on all melee weapon attack rolls but attacks against it have advantage.

Regeneration. The troll regains 20 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The troll makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

TROLL, CRYSTALLINE

Crystalline trolls are some of the least aggressive trolls you'll ever come across. And if they don't eat you, you can tell someone about them. Their skin grows a strange glass-like material that causes them to look like statue chiseled from crystal. Fire seems to bother them as much as a sword, but acid is utterly useless. In a moment of despair, I used a thunder wave to push one away. The damage from that spell stopped its regenerative capabilities long enough for my companion to end it rightly. That encounter took place in the Sewall Mountains. I haven't heard of them found elsewhere, yet.

TROLL, CRYSTALLINE

Large giant, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 105 (10d10 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	20 (+5)	7 (-2)	9 (-1)	9 (-1)

Saving Throws Con +8

Skills Perception +2

Damage Immunities acid

Senses darkvision 60 ft. passive Perception 12

Languages Giant

Challenge 7 (2,900 XP)

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes thunder damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The troll makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

TROLL, FOREST

Forest trolls wander the Shimmering Forest in nomadic packs. They may be smaller than other troll-kin, but they are far more intelligent and fight in groups led by either the strongest or most cunning. They are adept climbers and stalkers. They have been known to target those that appear to be casters first. Their saliva is poisonous, and they have been known to coat their weapons with it.

TROLL, FOREST

Medium humanoid (troll), chaotic evil

Armor Class 15 (natural armor)

Hit Points 51 (6d8 + 24)

Speed 30 ft., Climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	18 (+4)	11 (+0)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +6

Senses darkvision 60 ft. passive Perception 13

Languages Giant

Challenge 3 (700 XP)

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid and fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The troll makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage and 5 (2d4) poison damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and 3 (1d6) poison damage.

TROLL, FOREST, PACK LEADER

Medium humanoid (troll), chaotic evil

Armor Class 16 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft., Climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	12 (+1)	14 (+2)	9 (-1)

Saving Throws Dex +5

Skills Perception +4, Stealth +7

Senses darkvision 60 ft. passive Perception 14

Languages Giant

Challenge 4 (1,100 XP)

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid and fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The troll makes three attacks: one with its bite and two with its claws. Alternatively, it can make two melee weapon attacks with its javelins and a bite attack or two ranged weapon attacks with its javelins.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage and 5 (2d4) poison damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and 3 (1d6) poison damage.

THE TRUST

Zilargo towns and cities appear to be safe and peaceful beyond anything most people have experienced. This peace is kept up by a covert police force known as the “Trust.” This “Trust” doesn’t seem to care about underworld dealings, if those dealings stay in the dark. People have been known to disappear when they break that rule. Behave when you are in the public eye.

TRUST SPY

Small humanoid (gnome), lawful neutral

Armor Class 13 (leather armor)

Hit Points 28 (8d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	14 (+2)	14 (+2)	16 (+3)

Saving Throws Dex +4, Int +4

Skills Deception +5, Insight +4, Investigation +6, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses darkvision 60 ft. passive Perception 16

Languages Common, Gnomish, Thieves cant

Challenge 1 (200 XP)

Gnome Cunning. The spy has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Spellcasting. The spy is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The spy has the following bard spells prepared:

Cantrips (at will): *mage hand, message, minor illusion, prestidigitation*

1st level (4 slots): *disguise self, feather fall, longstrider*

2nd level (3 slots): *blindness/deafness, detect thoughts, invisibility*

3rd level (2 slots): *feign death, tongues*

ACTIONS

Multiattack. The spy makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

TRUST SPY VETERAN

Small humanoid (gnome), lawful neutral

Armor Class 15 (studded leather)

Hit Points 45 (10d6 + 10)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	14 (+2)	14 (+2)	18 (+4)

Saving Throws Dex +5, Int +4

Skills Deception +6, Insight +4, Investigation +6, Perception +6, Persuasion +5, Sleight of Hand +5, Stealth +5

Senses darkvision 60 ft. passive Perception 16

Languages Common, Gnomish, Thieves cant

Challenge 2 (450 XP)

Gnome Cunning. The spy has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Spellcasting. The spy is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The spy has the following bard spells prepared:

Cantrips (at will): *mage hand, message, minor illusion, prestidigitation*

1st level (4 slots): *disguise self, feather fall, longstrider*

2nd level (3 slots): *blindness/deafness, detect thoughts, invisibility*

3rd level (3 slots): *feign death, sending, tongues*

4th level (1 slot): *greater invisibility*

ACTIONS

Multiattack. The spy makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.



TRUST ASSASSIN

Small humanoid (gnome), lawful neutral

Armor Class 16 (studded leather)

Hit Points 88 (16d6 + 32)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	14 (+2)	14 (+2)	16 (+3)

Saving Throws Dex +8, Int +6, Wis +6

Skills Acrobatics +8, Deception +7, Perception +10, Stealth +12

Senses darkvision 60 ft. passive Perception 20

Languages Common, Gnomish, Thieves cant

Challenge 9 (5,000 XP)

Gnome Cunning. The assassin has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The assassin deals an extra 16 (5d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated, and the assassin doesn't have disadvantage on the attack roll.

Spellcasting. The assassin is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The spy has the following bard spells prepared:

Cantrips (at will): *mage hand*, *message*, *minor illusion*, *prestidigitation*

1st level (4 slots): *disguise self*, *feather fall*, *longstrider*

2nd level (3 slots): *blindness/deafness*, *hold person*, *invisibility*

3rd level (3 slots): *fear*, *feign death*, *sending*

ACTIONS

Multiattack. The assassin makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage and the target must make a DC 16 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one.

Hand Crossbow. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage and the target must make a DC 16 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one.

THE KHYBER KHRONICLE

VOLUME 6

WELCOME TO THE KHYBER KHRONICLE;
A COLLECTION OF ENCOUNTERS AND DM
TOOLS THAT CAN BE USED TO ENHANCE
ANY ADVENTURE AS THE DM SEES FIT.

IN THIS ISSUE:

A 3-4 HOUR ADVENTURE FOR
3RD LEVEL CHARACTERS

A NEW PLAYABLE CLASS,
THE BIOMECH-WRIGHT

NEW SPELLS FOR YOUR GNOME
AND MORE!



raven+moon co.

