



XEN'DRIK EXPEDITIONS

Whispers Behind the Door

Cabal of Shadows Faction Scenario #7

An Adventure for 7th-Level Characters
(Scaled for 7th-10th Levels of Play)

CABAL OF SHADOWSTM Faction SCENARIO 7 for the XEN'DRIK EXPEDITIONSTM Campaign

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The Hand of Stalwart Reverie is the Cabal of Shadows' secret impregnable fortress in the heart of Stormreach; or is it? The Cabal is not alone in the dark and something else whispers, just on the other side of the door. A Xen'Drik Expeditions Faction adventure for the Cabal of Shadows, optimized for 7th-level characters.

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, Rich Baker, and Peter Adkison.

Sources: Complete Warrior [Andy Collins, David Noonan, Ed Stark]; Expanded Psionics Handbook [Bruce R. Cordell]; Secrets of Sarlona [Keith Baker, Scott Fitzgerald Gray, Glenn McDonald, Chris Sims]; Wardrums Dungeons and Dragons Miniatures Starter Set [Rob Heinsoo]

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Adventure Background

For nearly a year the Cabal of Shadows have dwelt inside the Hand of Stalwart Reverie; a hidden refuge from the Quori wars created by a clan of cloud giants in the center of Stormreach. Strange dream echoes of the insane and now imprisoned giants still rampage through the lair, lending air of the otherworldly but are seemingly otherwise harmless. Unfortunately for the Cabal, they are not.

Long ago, a hashalaq quori known as Orlothar the Phantasmal Arbitrator discovered the existence of the Hand of Stalwart Reverie and devoted himself to claiming the dreams of the giants within. Stymied at every turn, Orlothar could not breach the defenses that protected the giants and fearing the turn of Dal Quor's great cycle, Orlothar sealed himself off into a pocket dimension of nightmares. Inside this small plane, barely larger than a field, Orlothar was total master and could devote himself to devising a strategy to claiming the Hand and the dreams of all who dwell within.

Eventually those efforts would gain a serendipitous boost. Traveling through the Ethereal plane, a night hag called Karshee stumbled across the drifting sphere of strange crystal that housed Orlothar's dreamscape. Able to enter the nightmares of others, Karshee found she could communicate with the resident within. Further enticed by Orlothar's promises of riches and souls, the night hag agreed to assist the Quori for their mutual benefit. With their powers combined, the two discovered that while the cloud giants within had long since fallen to the Quori and the current Cabal residents were not using the dreaming sarcophagi that once protected the giants inside. Through a subtle weakening of the Hand's defenses, they can now touch the minds of those within. With barely more than whispers, they seek to throw open the door and feast on the prize within.

Adventure Synopsis

Adventure Start: The PCs have previously been assigned together on a mission to abduct a young child rumored to have visions of the future connected to the Draconic Prophecy. They arrived too late only to find that someone else had already taken the child. Returning to the Hand of Stalwart Reverie to report their failure and regroup, they find themselves unable to gain entrance by any means. Something is clearly wrong.

Part One: The party receives a mental communication from Deondag, the cloud giant psion and original inhabitant of the Hand. He reports that the Quori have somehow breached his clan's ancient defenses via some pocket dimension and dreams now menace the Cabal within. That small plane is somehow in alignment with Eberron and seems to be controlling the Hand; though access appears only one way. He orders the PCs to travel to the Circle of Visions where they had originally found entrance to the Hand of Stalwart Reverie. Once there, the Council of the Obscured believes they will be able to use their portal keys to access to the pocket plane and defeat the invasion.

Part Two: The PCs travel to the Circle of Visions but as they arrive, celestial beings sent by the Covenant of Light to recover the child, whom the Covenant mistakenly believes the PCs abducted earlier, attacks them. This distraction eats up valuable time and resources but may offer some clues about what happened to the child should the Cabal survive to look for her.

Part Three: The PCs are able to use their portal keys to access the pocket dimension. Once there they are subject to the rules of that place and may gain some information about how their new local functions as they explore the first dreamscape.

Part Four: The party enters onto a blasted wasteland before a shattered temple. Ash rains from the sky and burning air sears their lungs. The party must bypass or destroy the guardians of this place in order to get into the heart of the temple where they find themselves transported to a third dreamscape.

Part Five: The party manages to gain entrance to the final place of dreams from which Orlothar and Karshee assault the Hand of Stalwart Reverie. They must defeat these powerful enemies in order to save their allies.

Ending the Adventure: Without Orlothar's thoughts to direct the pocket dimension, everything begins to unravel. The PCs must flee the sphere before they become trapped among the planes. Returning to Eberron the party is rewarded for their success and gain access to the Hand of Stalwart Reverie once again.

Troubleshooting

Adventure Secret: Should any of the PCs use a card or ability to unlock an adventure secret, they may learn all of the planar rules of the demiplane (**Part Three**), discover how to operate the dream eggs or Orlothar's planar breach engine (both in **Part Five**).

Content Warning: As members of an evil faction, Cabal of Shadows adventures often deal with mature themes such as violence or depravity. It is the DM's job to keep the sensibilities of the players in mind when

running any adventure and adjust accordingly. Always remember that everyone should be having fun and not made to feel uncomfortable.

Maps: This adventure uses the Broken Demon Gate and Teleport Temple maps found in the DDM Wardrums starter set. These maps are not needed to run this adventure, but may enhance play.

Obscura: Some members of the Cabal of Shadows also belong to Obscura, sub-factions within the Cabal. The Obscura often have secret missions for their members, but this time is different. Only those PCs who do not have an Obscura will have ulterior motives during this adventure. Ask each player to hand you a note listing his or her Obscura, if any. All players should hand in a note, even if they are not a member of any Obscura in order to keep suspicions evenly spread throughout the party. Return the correct player handout to each player so they understand the details of their secret mission or lack of one. This should be done immediately following the **Part One** but before **Part Two**.

Adventure Start

As the adventure opens the PCs are returning to the Hand of Stalwart Reverie; the Cabal of Shadows hidden lair in the heart of Stormreach. They have been unsuccessful in a previous mission and are planning to regroup in a safe place. The DM should determine if any of the PCs possess Story Object *EXCS08 Portal Key*. If no PC possesses this story object, then one PC has been randomly assigned a Portal Key so the party might re-enter the Hand at the end of their assignment. This item normally allows entrance into the Hand, though it will function differently during this adventure (as explained below).

You had been assigned by the Cabal to capture a young girl named Charlan who was reported to have visions of the future connected to the Draconic Prophecy. Unfortunately by the time your party arrived, someone else had already abducted the child from her orphanage leaving no clues behind. So your group has decided to return to the Hand of Stalwart Reverie to plan your search.

The sky of Stormreach should be brightening with the false dawn of the rising sun as your make your way through back alleys toward home, but instead a raging storm darkens the sky. The rains have fallen for weeks now turning even the best of streets to a morass of mud and storm debris. Already the lower sections of the docks are in danger of flooding and many of the buildings in the poorer sections of town have surrendered to the fury of the storm. It will be good to get inside out of the wind and rain.

Since the PCs have been traveling together for two days, each knows each other by this time and character introductions are appropriate. Once the PCs are familiar with each other, the group arrives at the Hand of Stalwart Reverie. The giant statue of a closed fist silhouetted against the lightning flashes in the sky houses the secret base for the Cabal of Shadows. Determine who has a Portal Key and proceed with the party's attempt to gain entrance into the Hand.

You touch the portal key to the stone wall expecting to pass into the Hand, but nothing happens. Trying again, still no portal appears. In a flash of lightning, movement draws your attention. Two stories above you, one of illusionary walls that covers the wall of force windows that look out over the city flickers for but an instant. You see a half-elfen man, soundlessly pounding on the window trying to get your attention. He is screaming, but you can't hear him or make out his frenzied words. The image of the wall briefly appears again, but when it is gone, the man's back is to you. Blood sprays across the window and he slumps to the ground. The illusion reasserts itself before you can see his killer.

There is clearly something wrong inside the Hand. The portal keys have never failed to function in the past, and the instability of the illusion threatens to reveal the secret headquarters of the Cabal to the rest of the city. In addition, there seems to be some additional threat inside the Hand. Appraise the players of this situation if it is not clear to them. Allow the PCs a few moments to consider their options while keeping in mind the general defenses of the Hand, which will likely prevent them from helping their allies.

After a futile attempt to enter to communicate with those inside, the DM should proceed with Part One of the adventure.

General Features of the Hand of Stalwart Reverie

The following rules generally apply to the Hand of Stalwart Reverie unless otherwise listed in an individual room description.

Exterior Stone Walls: 5 ft. thick; hardness 8; hp 900; AC 5; Break DC 65. There are no exterior doors.

Light: Unless otherwise listed, all rooms are under the effects of numerous *light* spells that give the entire tower a diffuse blue-silver glow. The lighting is subdued and shadows are easily cast and in many rooms the dream echoes may generate light, or decrease the light normally present.

Magic: In addition to the *light* (faint evocation) spells found in each room, the entire tower was meant to be a bastion from the depredations of the Quori. As such, the walls of the tower are protected by a variant of the *dimensional lock* (strong abjuration) and *mind blank* (strong abjuration) spells. No transportation or communication spells function through the walls. Thus no one may enter or leave the tower or communicate with anyone on the outside. These effects do not affect anyone inside the tower attempting to *teleport*, use *telepathy*, or similar magic entirely within the tower. Only those effects that attempt to cross the exterior walls are blocked.

Windows: Very few rooms in the tower have windows. Those that do are covered both by *wall of force* and one-way variant of the *illusionary wall* spell that is only seen from the outside. Anyone looking out of the window can automatically recognize Stormreach without any skill check. But those who succeed in a DC 15 Knowledge (local: Stormreach) or Knowledge (geography) recognize the landscape and realize that they are in one of the giant monuments. In this case, a huge stone fist.

Part One: A Cry in the Wilderness

As the PCs prepare leave or enact another plan, they receive direction from Deondag the Master of Rites, the cloud giant psion consciousness who now resides in a large glass brain in the Hand of Stalwart Reverie (CSH2 - *Shadows Over Stormreach*).

Just as you consider your options, a thunderous voice echoes in your minds. "I am Deondag, the Master of Rites, here my words and obey! The Hand of Stalwart Reverie has been breached and horrors that might shatter your puny minds take the shapes of nightmares and feast on those within. The very protections lain upon this vault now make it our tomb. I will safeguard those within my power, but you are the Cabal's only hope to end this invasion."

Deondag is the only sane remaining member of the proud cloud giant clan, Clan Urazga, who called the Hand of Stalwart Reverie home. His mind is confined to one of the glass brain constructs housed at the pinnacle of the Hand. While not officially a member of the Council of the Obscured, his alliance with the Cabal has given him significantly more power and authority than most other members of the Cabal of Shadows. As the spiritual leader of a clan of cloud giants, he is used to giving orders and he expects his orders to be followed, especially by puny humanoids like the PCs. He offers up the following bits of information while speaking with the PCs:

- Centuries ago, during the Quori invasion, the Hand of Stalwart Reverie was a bastion of the giant resistance. A hold built to resist the many forms of the Quori's intrusion. As all things must however, the tower fell to ruin as one of the giant's dream chambers failed and the nightmares were able to slip inside. In short order, the madness spread until all inside were given over to the desires of the Quori. In an attempt to staunch the flow of horrid dreams before they could enter the rest of Xen'drik, the cloud giant lord of the tower, Deondag Master of Rites, sealed the tower forever. Yet even the great Master of Rites must sometimes dream, and in doing do, sometimes he touches the Circle of Visions. It is through one of his dreams that the operatives of the Cabal previously managed to gain entrance into the Hand of Stalwart Reverie. (CSH2 – *Shadows Over Stormreach*).
- The dream echoes of the deranged giants still plague the Hand today, but with all of the giants confined to the glass brain constructs, they were harmless. Something has changed.
- Somehow the Quori's influence has once again found its way through the Hand's defenses, though how is unclear since the plane of Dal Quor is not aligned with Eberron. It should not be possible, but the dreams of those inside now breath with life and their darkest nightmares now stalk the halls. Many have already fallen.
- Since Dal Quor is not co-terminal with Eberron, it is possible that the incursion is happening from some other source such as a demiplane. Regardless, the Hand should still be connected to a specific stone ring in Circle of Visions and it is possible that the PCs might use their portal keys to access the demiplane from that location. If none of the PCs know where the stone ring in the Circle of Visions used previously by the PCs to enter the Hand is to be located, Deondag implants directions directly into their mind.
- The Council of the Obscured has found refuge with the Urazga at the Hand's pinnacle. So far they have managed to fight off the dream creatures, but they cannot last forever and the defenses meant to prevent others from entering the hidden stronghold now prevent them from leaving by magic.
- Deondag orders the PCs to rush to the Circle of Visions, locate the source of the invasion and end it. Hurry, time is of the essence.

Deondag answers whatever questions the PCs have using the above but his information is relatively limited. He will stress that time is of the essence and order the PCs to be as quick as possible while still being able to succeed with their mission. As the PCs leave, Deondag's last words will be "Accept my aid," and then each PC will feel that some one is routing around in their minds. Any PC that wishes can shut out the mental intrusion and prevent any modifications of their minds. Those that accept have a portion of their minds rewritten and they are filled with a great confidence in their mission. Those PCs who accept Deondag's aid are under a psionic effect that duplicates the *good hope* spell for the duration of the adventure (+2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls). This effect can be dispelled and is cast at 7th-level. PCs that accept Deondag's aid receive the story object *EXCS24 Wellspring of Hope*.

Knowledge Checks

Those PCs with Bardic Knowledge, Knowledge (history) or Knowledge (local) may attempt a skill check to know information about the Circle of Visions.

- DC 5: A dozen ancient statues and monoliths are spread throughout Stormreach. One statue has a humanoid figure holding a knife in one hand and a snake in the other. Another monolith is simply a massive arm reaching toward the skies. Many are crumbled or half-broken. The Circle of Visions is one of these ancient monuments left by the giants.
- DC 15: Among the weirdest of the giant ruins are the twelve rings of standing stones scattered about the fringes of the city called the Circle of Visions. Their function and operation is unknown but once a month, an illusion will appear at night in the center of one of the twelve circles.
- DC 20: Sometimes the image is a simple one, such as a fluttering dove, a crashing wave, or a flowering fruit-tree. But other times the images are more disturbing: a menacing quori or a sinister ziggurat deep within the jungle. Thus far no one has been able to figure out the timing of the mysterious images or their purpose. The Cabal knows that one of them is in fact tied to the Hand of Stalwart Reverie as a gate.

Part Two: Hasty Misconceptions (EL 7)

The PCs must travel to the stone circle that they have been to in the past, or described by Deondag. Doing so takes roughly an hour to walk (note the time); quicker if the PCs are mounted or use magic.

The ring of standing stones is huge. Each would have been considered a boulder for the giants who built it and is nearly a small hill for someone of your stature. Grass grows high surrounding the circle, but inside, only packed earth remains. No altar or sizable stone of any note mars the inside of the ring. Inland from the coast, the storm has abated somewhat but a slight drizzle is still present.

The ring is made up of ten large stones arranged in a circle. Each gray stone is twenty to thirty feet high and is not marked by any specific runes or writing. A thorough search finds no secret doors or compartments though a DC 12 Survival check (with the Track feat) will find the tracks of booted humanoids that are a few days old. The ring is a popular destination with the young or curious, so tracks are not uncommon.

Those capable of casting *detect magic* will note the presence of moderate illusion magic (Spellcraft DC 21 to determine the school; 21st-caster level).

Should the PCs attempt to destroy the circle in anyway, it should prove next to impossible. A DC 45 Strength check is needed to push one of the stones over. Each stone has a Hardness of 8 and requires 1800 points of damage to crack it in half.

Determine the PCs marching order as they enter the clearing and then proceed with the following read aloud text.

Just as you approach the ring, there is a flash of light in the ring. You are not alone. Stepping from the blazing portal (is a)/(are) celestial creature(s). "Were is the child! You were seen lurking near the orphanage evildoer. The Covenant knows you must be responsible for her abduction. You will deliver the child unto me or suffer the consequences of our holy wrath!"

The Covenant of Light have also been searching for the child Charlan, and were also too late to recover her, but one of their operatives spotted the PCs and the Covenant has assumed that the Cabal is responsible for the child's disappearance. As such, they have located the party through a combination of divination and prophecy and dispatched some of their celestial allies to punish the evildoers and retrieve the child. The celestials believe in the righteousness of their cause and they do not accept the obvious lies of corrupt individuals like the PCs. If the PCs do not immediately hand over the child, which they can't since they do not have the child, the celestials attack.

Firheare the Hound Archon: hp 33, *MM* 16.

Gilthion the Bralani Eladrin: hp 45, *MM* 93.

Tactics: When the celestials appear, all that can fly are already in the air (depending on the average party level bralani, avoral, or lillend). They knew they were about to enter a combat situation before being magically transported to the Circle, so they have cast any preparatory spells available to them. As an example, at APL 7, Firheare has his *aura of menace* and *magic circle versus evil* active and he has cast *aid* upon himself and Gilthion. Gilthion has cast *mirror image* upon himself and *blur* upon both of them. Those celestials that can fly use the air to their advantage and attack with spells or ranged weapons unless that proves impractical. If slain, the celestial returns to the plane from which it was summoned.

Development: If any of the celestials are captured and made to talk via magic or torture, they know that they were summoned (using *planar ally* spells) by a cleric of the Silver Flame known as Fergard Borin who told them that the PCs had abducted an orphan named Charlan. The cleric tasked the celestials with defeating the evil PCs and recovering the PCs. They know that the Covenant believes them responsible because one of their members spotted the PCs near the orphanage (choose a PC randomly).

Scaling the Encounter

8th Level Characters: Like Gilthion, Firheare is also a bralani.

9th-Level Characters: Firheare is an avoral guardinal (*MM* 141). Gilthion is not present.

10th-Level Characters: Firheare is an avoral guardinal (*MM* 141). Gilthion is a lillend (*MM* 168).

Part Three: Into the Dream

Once the PCs have dealt with the Covenant's attack, they still must find a way to use the Circle of Visions to gain entrance to either the Hand of Stalwart Reverie or whatever demiplane is being used to attack the Hand.

Getting Inside the Demiplane

Getting inside the demiplane is relatively simple. Anyone entering the circle of standing stones need only hold out their Portal Key and mime inserting it into a lock and unlocking the unseen door. If the players do not figure it out on their own, a successful DC 15 Knowledge (the planes) or DC 20 Knowledge (arcana) determines that the key must somehow be used to unlock a door the PCs can't see, but when the Cabal last entered it, it was in the center of the ring. Note the time it takes for the PCs to enter the demiplane.

Once the PCs succeed in opening the door, proceed with the following read aloud text.

A faint glow begins to swirl around your key, until it coalesces in the image of a closed door. The door silently swings wide, and behind it there appears to be a dark stairway. The sounds of a crackling fire and a strong breeze come from somewhere down the stairs.

The trip is one way. Those that descend the stairs find that they cannot climb them out. There is simply a wall behind them, shrouded in darkness. Once all the PCs have entered the stairs, proceed to **The Inn**. The image remains for one hour, or until the entire party steps through.

The Inn

Once the PCs descend down the stairs, they find themselves coming down the stairs and entering into an inn. While not a real place, this dream construct serves as an opportune place for the PCs to regroup and become comfortable with the rules of this place.

The rickety wooden stairs open up to the common room of a small inn. A fire burns merrily in the hearth and all the windows are shuttered against the storm outside. No one else is present.

This inn represents the entranceway to Orlothar's demiplane. There is no threat here and the PCs may rest here if they require it, though they are under some unspecified time constraint. The PCs may explore the inn if they wish, there is a kitchen, bar and common room, but no one to staff them. No matter what the PCs might try, the stairs are covered in darkness and trying to climb the stairs leads only back to the common room. If any PC pries open any of the shuttered windows or opens the door, the entire inn dissolves away and the PCs are transported to the second dreamscape (**Part Four**).

While in any of the dreamscapes, the following planar rules apply:

- Gravity is subjective. By default, gravity pulls "down," but any individual can change the direction of gravity for himself or herself by succeeding in a DC 20 Wisdom check. Orlothar and Karshee are masters of this place always succeed in this check. Creatures that do not sleep (such as elves or

- warforged) suffer a –2 racial penalty to this check. However, kalashtar receive a +2 racial bonus to this check.
- Matter here is highly morphic and residents can learn to manipulate it. As a full round action that provokes attacks of opportunity and requires concentration, any object held or possessed by a resident of the plane can be converted to another object of approximately the same size by succeeding in a DC 25 Wisdom check. As creator of the plane, Orlothar always succeeds in this check. Object held or possessed by others are not subject to morphing. Creatures that do not sleep (such as elves or warforged) suffer a –2 racial penalty to this check. Kalashtar receive a +2 racial bonus to this check.
 - Time flows more quickly on the demiplane. For every 10 minutes in the demiplane, only 1 minute has passed on the prime material. This conversion factor is important for determining how long the have left to save the Cabal. The PCs must succeed in one day or they automatically fail the mission, the damage done to the Cabal to great to bare. Note that the since time works differently in the demiplane, they will have closer to ten days to succeed. The DM should keep careful track of the time spent.
 - Spells of the Illusion school are Extended here as if cast with the Extend Spell feat without any increase in spell level. If the Extended Spell feat is used on an Illusion spell, it lasts three times as long.
 - Should the PCs die, their bodies are found laying in the stone circle where they first entered. There are exceptions to this rule noted in the text (such as being in the demiplane when it collapses).
 - Being creatures of dream, kalashtar instinctively know the rules of the demiplane. All others must discover the rules for themselves. Those that succeed in a DC 20 Knowledge (the planes) check learn one rule, with another rule for every 5 points they exceed the DC.
- Once they leave the inn, they find themselves standing in a shattered landscape. Proceed to **Part Four**.

Part Four: Skies of Fire (EL 9)

Exiting the inn, the PCs find themselves in a blasted wasteland of fire and ash. The canyon walls rise up around them for hundreds of feet. A ruined temple emerges from the mountainside ahead. The PCs can only move forward, as the inn has disappeared entirely.

As the merry inn melts away, you find yourselves gasping for breath at the bottom of a twisting canyon as the sky rains fire and ash. A low howling wind stirs up the collected ash and dust. Through burning lungs and blurry eyes, in the shadowed light you can barely make out some sort of structure in the far wall.

This encounter uses the Broken Demon Gate map (see **DM Map #1**) from the Wardrums DDM Starter Set. The PCs begin as indicated on the map (in Start Area A). All those squares marked with a triangle are difficult terrain. The area outside the ruined temple is considered extreme heat. All those PCs not protected against heat or fire must succeed in a DC 15 Fortitude saving throw or suffer 1d4 points of nonlethal damage and become fatigued. Characters wearing heavy clothing or any armor receive a –4 penalty to this saving throw.

Should anyone climb (DC 10 Climb) or fly above the sides of the walls, they must ascend to a height of at least three hundred feet. Once there, All the way to the horizon is nothing but burnt and blasted wastes. Nothing moves, and fire rains from the sky. The PCs may wander as they like up here, but they will find nothing.

1. Start Area

The PCs start here. All walls and pillars, as well as the edges of the map are made of natural rough stone that rise a minimum of two hundred feet. The area is lit with shadowy illumination due to the shadows from the high walls and occasional droplets of fiery rain.

2. The Gate

In the flickering light, the ruins a grand gate lay shattered on the blasted ground. The sweeping style of the walls and the washed out pleasant colors suggest a much safer place than the fire dripping sky and harsh landscape that currently surrounds you.

Given the sheer heights of the rough canyon walls that surround the PCs, there are few choices for the PCs the other than to explore the ruined temple before them. There are four rasts left here to guard the way with instructions to slay all intruders. Two begin in each of the two summoning circles on either side of the hall. Not that the rasts are not actually summoned, so they cannot be affected by spells that hedge out or dismiss

summoned creatures. The circles summon an animal once a day at a random time which the rasts feed upon. Each of the circles radiated moderated conjuration magic (*detect magic*, DC 20 Spellcraft). There are no doors in the ruined temple, only archways.

The area inside the temple is lit by several *continual flame* torches so there is ample light to see by (evocation, DC 17 Spellcraft).

Rasts (4): hp 25, *MM* 213.

Tactics: If the PCs are making no effort at stealth, the rasts met them at the doorway trying to catch their prey on difficult terrain with their paralyzing gaze. The rasts fight as team, meaning if they can eliminate one foe by grouping on that enemy, they do so. At those levels where a fire elemental is present, the elemental begins in the area just inside the door labeled Start Area B. The elemental blocks the doorway, trying to limit the mobility of foes to target the same rast. Given the nature of the place, the creatures fight to the death. They have nowhere to run. If the PCs are having an easy time of it, wounded rasts can fall back to the healing font to cure themselves.

Development: If the PCs are somehow able to capture and communicate with one of the rasts, they know that they were brought here from their home plane of Fernia and enslaved as guardians by a darkly cowed master. They have had no visitors for thousands of years except for when the master came to escort an ugly blue-skinned woman upon a horse of black flame into his domain. That event happened within the last decade or so.

Scaling the Encounter

8th Level Characters: Add a huge fire elemental (*MM* 98).

9th-Level Characters: Add a greater fire elemental (*MM* 98).

10th-Level Characters: Add an elder fire elemental (*MM* 98).

3. The Healing Font

A font of flowing water dominates the center of this room, under the watchful gaze of two golden statues depicting celestial beings. An ornate floor mosaic offers symbols of peace and water.

This font is the sole source of water for the rasts, but it offers an additional benefit. The waters are enchanted to cure wounds of those who drink from it. Anyone drinking from the font as a full round action that provokes an attack of opportunity, gains fast healing 5 for seven rounds. In addition, the font also removes fatigue and exhaustion from anyone who drinks from it. Any individual can gain these benefits only once per day. The water radiates moderate conjuration magic (*detect magic*, DC 20 Spellcraft).

Assuming the PCs take the opportunity to explore before proceeding to the portal, all of them may be healed before their next encounter.

Treasure: Each of the eyes in the statues are actually 100 gp pearls that can easily be pried out.

4. The Portal

At the end of the hall, a large archway is filled with swirling luminescent green mist. Through the mist, you can barely make out what might be shadowed room beyond.

This is the portal to the next dreamscape. It radiates no magic, as it is a part of the demiplane's "natural world." When the PCs are ready they can step through it and proceed to **Part Five**.

Part Five: The Threshold of Waking

Once the PCs travel through the portal from the previous dreamscape, they find themselves in a darkly lit building. This encounter uses the Teleport Temple map (see **DM Map #2**) from the Wardrums DDM Starter Set. The PCs begin in the hallway across from the room labeled Start Area A. There is no obvious portal back to the previous dreamscape and there is no light here and the ceilings are twenty feet high. As the PCs move through this dreamscape the DM should take careful note of their actions as light and noise may quickly draw the attention of the inhabitants who spare no time in moving to eliminate any intruders. This could quickly escalate into an unwinnable combat for particularly noisy weaker parties, so the DM should be mindful of the party's capabilities and show mercy on those who deserve it.

There are huge doors leading to Rooms 1, 5, and 6.

Huge Walls: 1 ft. thick; hardness 5; hp 900; AC 120; Break DC 25. None of the doors are capable of being locked.

There is no light present except that which you bring with you. The air is noticeably cooler than where you once stood, and the blowing of the wind has stopped.

Assuming the PCs are able to see or make light, continue:

You are in a hallway standing on a marble floor across from a large set of double doors. The doors appear to be made of wood and are unadorned.

1. Collection Chamber

An unnatural calm washes over you as the doors open. The floor inside is laid with rose colored sheets of marble, different from the green of the hallway. A large blue rug is in the center of the room surrounded by five pedestals and an altar. Four of the pedestals lift up statues of robed men, their faces lost in the darkness of a stone shadow. The metal altar supports three metal eggs, each slightly smaller than an elven head.

This chamber was created through a combination of quori psionics and night hag magic. It serves to collect the power of dreams as well as the souls of the recently deceased into one of three of the egg-shaped devices. In addition these devices are necessary for enhancing the power of, or shutting down, Orlothar's planar device in Room 6.

Any psionic creature touching one of the eggs immediately loses one power point per minute they are in contact with the device. Creatures with psi-like abilities lose one of their lowest level abilities. If they have an ability they can use at will, that ability is lost for one round. In addition, should any creature die while in direct contact with one of the eggs, they must make a DC 15 Will save or have their soul drawn into the egg and destroyed (mark the character as permanently dead). This PC's body is not found in the Circle of Visions when they PCs wake and is an exception to that rule. For these reasons, it is necessary to note who holds the eggs and if they are carrying them in some storage device (safe) or in their hand (not safe).

Anyone making a DC 25 Knowledge (arcane or psionics) check realizes that the eggs are some sort of power batteries. Three times per day, psionic creatures can touch one of the eggs and make DC 20 Psicraft check as an immediate action to draw on the power of the egg device. If successful, they regain the use of 7 PP or one psi-like power that has already been expended already expended.

2. Chaos (EL 9)

The walls of this corner appear to be constructed of undulating yellow flesh. A roiling mass of chaos shifts and seethes in the fleshy corner. Fanged mouths open in silent screams, only to disappear seconds later or spout acrid yellow eyes and insect wings.

This is a portal to the raw power of dreams. Orlothar uses this dreamstuff to create the creatures he sends out into the Hand of Stalwart Reverie. While on the mortal plane, they adopt a shifting form of their foes' nightmares but on the demiplane, they are seen for what they truly are.

Chaos Beasts (2): hp 44, MM 33.

Tactics: The creatures are drawn to sound and light, so it is likely that the PCs will attract the attention of the beasts. When they attack, they are drawn to those enemies capable of dreaming over those that do not dream (such as elves, warforged, or kalashtar). They chose separate targets at random and attack until they, or all their enemies, are dead. Note that when attempting to feed, portions of the creatures adopt horrifying forms specific to their enemy's fears, howling fury and whispering sweet nothings all at the same time.

Development: What happens if a PC is affected by corporeal instability? It is up to the party to deal with the problem until the adventure is over. If the party can cure the PC during adventure, they are fine. If the PC becomes a chaos beast, they will have to be slain in order to be cured (mark the PC as having lost the appropriate xp for a death). If the PC or their amorphous body can be brought back to the Hand of Stalwart Reverie, the Cabal will cure them free of charge (no gp is lost).

Scaling the Encounter

8th Level Characters: Add an additional chaos beast.

9th-Level Characters: Add two additional chaos beasts.

10th-Level Characters: Add two additional chaos beasts and all four of them have 72 hp.

3. The Dream Rifts

A dimly glowing green irregular sphere floats in the air barely illuminating the area around it. Peering closely you can faintly make out a familiar scene of horror. Through the wisps of green mist you can see the inside of the Hand of Stalwart Reverie. Members of the Cabal fight a losing battle against impossible creatures.

These are the planar breaches that Orlothar has used to affect Eberron. Each one should give a different scene and the DM is free to make up scenes of battle and siege against horrible monstrosities. A few examples are given in the **Scenes from a Dream** sidebar.

The light they give off is minimal, giving only shadowy illumination to the five feet around them. Anyone touching one of the planar breaches is transported to a random location. Assign a number to each of the eleven planar breaches including the one touched, and roll 1d12. The creature is transported to whichever they roll. If the result is the same as the breach they touched or is a twelve, they are instead forced into the Hand of Stalwart Reverie and are effectively out of the adventure while they fight for their lives with the rest of the Cabal. This roll can be modified by action points (as a positive or negative modifier equal to the amount rolled on the action die).

Scenes from a Dream

Some PCs may wish to look in on their comrades from time to time. The DM is free to make up scenes as they desire, but a few are listed here to aid in their descriptions of what the PCs might see.

A band of shifters, their bestial ancestry fully displayed, struggle with a red tipped, green tentacles that fill the scene. As you watch the shifters succumb to the tentacles poison and are drug below the writhing sea.

A bearded man wearing a billowing white shirt and sailor's garb sprouts glowing blades from his fists as he leads a group of half-orc men into battle against several scaled and fanged women. (PCs might recognize Looish from CSH-6 What Rough Beast.)

A horned and six-fingered man steps out of the shadows to backstab a twisted looking hunchbacked gnome, only to gasp in horror as the gnome dissolves into a puddle of insects that surge towards the man. (PCs might recognize six-fingered Jin from CSH-1 The Sahugin Stone.)

4. The Stairs of Waking

A set of unmarked stone stairs rise up into darkness in this simple hall.

These stairs are the bridge to the waking world. Until Orlothar is slain his will holds them barred to all who would pass. Anyone climbing the stairs is surrounded by impenetrable darkness and eventually finds their way blocked by a warm, unnaturally soft, wall. Once Orlothar is slain, the stairs become lit and the exit back to the Circle of Visions is clear.

5. The Lady's Chambers (EL 9)

Warmth and smoke emanate from this room as if a fire blazed in one corner. Though scorch marks abound, there is no flame. The trappings of a fine lady's bedchamber lie scattered and singed about the room and one wall appears to have been roughly knocked down.

This room is being used by Karshee and her nightmare during their stay. When not tormenting others through one of the dream rifts, she is often here, devourer some hapless soul or preening in an ash covered mirror.

Karshee the Night Hag: hp 68, possesses a lance, *MM* 193.

Nightmare mount: hp 45 hp, wears MWK mithral breastplate barding, *MM* 194.

Tactics: Should Karshee be alerted to the presence of intruders, she mounts her nightmare, readies her lance, and moves into position in the hallway to charge an enemy. She makes liberal use of her mount's ability to take the rider ethereal to move through walls and escape tough fights. If seriously challenged, she will fall back to Orlothar to put up a united front.

Scaling the Encounter

8th Level Characters: Use the CR 10 version of Karshee.

9th-Level Characters: Use the CR 11 version of Karshee.

10th-Level Characters: Use the CR 11 version of Karshee and her mount is actually a Cauchemar (*MM* 194).

Combat Statistics

KARSHEE **CR 10**

Female night hag fighter 1

LE Medium outsider (evil, extraplanar)
Init +1; Senses Listen +15, Spot +15; darkvision 60 ft.
Languages Abyssal, Celestial, Common, Infernal

AC 29, touch 12, flat-footed 28 (+1 Dex, +1 deflection, +4 armor, +11 natural, +2 shield)
hp 78 (9 HD); **DR** 10 cold iron and magic
Immune fire, cold, charm, *sleep*, fear
SR 25
Fort +14, **Ref** +9, **Will** +10

Speed 20 ft. (4 squares)
Melee bite +13 (2d6+6 plus disease) OR
+1 *flaming lance* +15/+10 (1d8+5/x3)
Base Atk +9; **Grp** +13
Atk Options aligned strikes (evil, magic)
Spell-Like Abilities (CL 8th):
At will—*detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *etherealness* (caster level 16th), *magic missile*, *ray of enfeeblement*, *sleep* (DC 12).

Abilities Str 19, Dex 12, Con 18, Int 11, Wis 15, Cha 12
SQ aligned natural weapons (counts as evil and magic), change shape, disease, dream haunting
Feats Alertness, Mounted Combat, Ride by Attack, Spirited Charge, Weapon Focus (lance)
Skills Bluff +8, Concentration +15, Diplomacy +5, Disguise +1 (+3 acting), Handle Animal +5, Intimidate +12, Knowledge (nobility and royalty) +4, Listen +15, Ride +12, Sense Motive +13, Spellcraft +11, Spot +15
Possessions *heartstone*, chain shirt, heavy steel shield, *ring of protection* +1, +1 *flaming lance*

Change Shape (Su) A night hag can assume the form of any Small or Medium humanoid.
Disease (Ex) Demon fever—bite, Fortitude DC 18, incubation period 1 day, damage 1d6 Con. Each day after the first, on a failed save, an afflicted creature must immediately succeed on another DC 18 Fortitude save or take 1 point of Constitution drain. The save DC is Constitution based.
Dream Haunting (Su) Night hags can visit the dreams of chaotic or evil individuals by using a special periapt known as a *heartstone* to become ethereal, then hovering over the creature. Once a hag invades someone's dreams, it rides on the victim's back until dawn. The sleeper suffers from tormenting dreams and takes 1 point of Constitution drain upon awakening. Only another ethereal being can stop these nocturnal intrusions, by confronting and defeating the night hag.

Hook "I will ride through your dreams and feast upon your soul!"

KARSHEE CR 11

Female night hag fighter 1/cavalier 1
LE Medium outsider (evil, extraplanar)
Init +1; Senses Listen +15, Spot +15; darkvision 60 ft.
Languages Abyssal, Celestial, Common, Infernal

AC 29, touch 12, flat-footed 28 (+1 Dex, +1 deflection, +4 armor, +11 natural, +2 shield)
hp 88 (10 HD); **DR** 10 cold iron and magic
Immune fire, cold, charm, *sleep*, fear
SR 25
Fort +16, **Ref** +9, **Will** +12

Speed 20 ft. (4 squares)
Melee bite +14 (2d6+6 plus disease) OR
+1 *flaming lance* +16/+11/+6 (1d8+5/x3)
Base Atk +10; **Grp** +14
Atk Options aligned strikes (evil, magic), mounted weapon bonus (+1 to hit with a lance while mounted)
Spell-Like Abilities (CL 8th):
At will—*detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *etherealness* (caster level 16th), *magic missile*, *ray of enfeeblement*, *sleep* (DC 12).

<p>Abilities Str 19, Dex 12, Con 18, Int 11, Wis 15, Cha 12</p> <p>SQ change shape, disease, dream haunting</p> <p>Feats Alertness, Mounted Combat, Ride by Attack, Spirited Charge, Weapon Focus (lance)</p> <p>Skills Bluff +8, Concentration +15, Diplomacy +5, Disguise +1 (+3 acting), Handle Animal +5, Intimidate +13, Knowledge (nobility and royalty) +5, Listen +15, Ride +15, Sense Motive +13, Spellcraft +11, Spot +15</p> <p>Possessions <i>heartstone</i>, masterwork mithral chain shirt, masterwork mithral heavy steel shield, <i>ring of protection</i> +1, +1 <i>flaming lance</i></p>
<p>Change Shape (Su) A night hag can assume the form of any Small or Medium humanoid.</p> <p>Disease (Ex) Demon fever—bite, Fortitude DC 18, incubation period 1 day, damage 1d6 Con. Each day after the first, on a failed save, an afflicted creature must immediately succeed on another DC 18 Fortitude save or take 1 point of Constitution drain. The save DC is Constitution based.</p> <p>Dream Haunting (Su) Night hags can visit the dreams of chaotic or evil individuals by using a special periapt known as a <i>heartstone</i> to become ethereal, then hovering over the creature. Once a hag invades someone's dreams, it rides on the victim's back until dawn. The sleeper suffers from tormenting dreams and takes 1 point of Constitution drain upon awakening. Only another ethereal being can stop these nocturnal intrusions, by confronting and defeating the night hag.</p>
<p>Hook "I will ride through your dreams and feast upon your soul!"</p>

6. Orlothar's Chamber of Dream (EL 9)

There is a strange alien device on each of the room's three walls, each studded with knobs, levers and lights that seem to have no meaning. Each console possesses an egg-shaped depression. Several strange objects, possibly tools or spare parts, hang from hooks on the walls.

From this chamber, Orlothar has spent millennia attempting to breach the Hand of Stalwart Reverie. Despite his near eternal entombment here, there is no sign of habitation. The quori has spent nearly his entire lifetime working on the psionic machines that have allowed him to rip holes into the Hand.

Orlothar the Phantasmal Arbitrator, Hashalaq Quori: hp 76, See Combat Statistics.

Tactics: Orlothar tries to stay out of reach by flying up to the ceiling, and going flat against it (avoiding the walls in case an enemy should climb them). He then uses *ego whip* or *mind thrust* on ranged enemies. He manifests *inertial armor* as soon as possible. If approached in melee, Orlothar uses his *familiar face* and *idyllic touch* abilities. If nearly dead, he uses his *greater teleport* to move elsewhere in the complex so he can use his *body adjustment* power to heal himself. Then he assumes the form of one of the PCs with his *malleable form* ability and tries to divide the party. This is especially likely if the party is split up. If the party seems especially close knit, he might assume the form of a helpful prisoner the party could find until the time to strike is right.

<p>Combat Statistics</p>
<p>ORLOTHAR THE PHANTASMAL ARBITRATOR CR 9</p> <p>Male hashalaq quori</p> <p>LE Medium outsider (evil, extraplanar, lawful, psionic, quori)</p> <p>Init +3; Senses Listen +9, Spot +14; see in darkness</p> <p>Languages Celestial, Common, Draconic, Infernal, Quori, Riedran, telepathy 100 ft.</p>
<p>AC 18, touch 14, flat-footed 15 (+3 Dex, +1 insight, +4 natural)</p> <p>hp 76 (8 HD); DR 5 crysteel or good; empathic feedback</p> <p>Immune charm, fear, sleep</p> <p>Resist acid 10, cold 10, fire 10; SR/PR 19</p> <p>Fort +11, Ref +9, Will +10</p>
<p>Speed 40 ft. (8 squares), fly 40 ft. (perfect)</p> <p>Melee idyllic touch +10 (1d4+1 Wis plus <i>brain lock</i>)</p> <p>Base Atk +8; Grp +10</p> <p>Atk Options aligned strikes (evil, lawful)</p> <p>Special Actions familiar face, <i>greater teleport</i> (Dal Quor and this demiplane only), invade dreams, possession</p> <p>Psi-Like Abilities (ML 8th):</p> <p>At will—<i>far hand</i> (range 50 feet, 11 pounds), <i>mind link</i>, <i>psionic charm</i> (affects animal, fey,</p>

giant, humanoid, magical beast, or monstrous humanoid; 8 days, DC 20)
3/day—*body adjustment* (heal 3d12), *ego whip* (2d4 CHA plus dazed, DC 20), *inertial armor* (+7 armor), *mind probe* (DC 21)
1/day—*dream* (as spell), *hostile empathic transfer* (80 points of damage transferred to touched target, DC 19), *mind thrust* (8d10, DC 20)

Abilities Str 14, Dex 16, Con 21, Int 20, Wis 18, Cha 23

SQ malleable form

Feats Inquisitor, Negotiator, Persuasive

Skills Autohypnosis +16, Bluff +20, Concentration +15, Diplomacy +26, Disguise +11 (+13 acting), Gather Information +16, Intimidate +12, Knowledge (arcana) +15, Knowledge (history) +10, Knowledge (local) +10, Knowledge (nobility and royalty) +10, Knowledge (psionics) +17, Knowledge (the planes) +15, Listen +9, Psicraft +17, Search +10, Sense Motive +18, Spellcraft +12, Spot +14, Survival +4 (+6 on another plane)

Possessions *amulet of health* +4, *pearl of crisis of breath*, *dusty rose prism ioun stone*

Intimate Knowledge (Su) A hashalaq quori has an intuitive knowledge awareness of the emotions and thoughts of creatures within 60 feet. This aura mimics the psionic powers *empathy* and *detect hostile intent*. As a free action, a hashalaq can make Sense Motive checks against any creature within this area.

Also as a free action, a hashalaq can focus this power on a single individual. If it does so, it loses its broader awareness and the ability to make Sense Motive checks as free actions. The target can make a successful DC 20 Will save to resist the effect. If the subject fails the save, the hashalaq gains a +2 insight bonus on attack rolls and damage rolls against the subject. The hashalaq also gains the ability to read the subject's surface thoughts as if using a *detect thoughts* spell. This is a mind-affecting ability. The save DC is charisma-based.

Empathic Feedback (Su) Any time a hashalaq is injured, the opponent that injured it takes 12 points of damage or half the damage of the attack, whichever is less. The hashalaq takes the rest. Due to its empathic nature, damage transferred to the opponent overcomes damage reduction and similar effects.

In addition, whenever a creature successfully uses a mind-affecting spell or ability on a hashalaq quori, that creature must make a successful DC 20 Will save or suffer the same effect. The save DC is Charisma-based.

Idyllic Touch (Su) The touch of a hashalaq floods its victim with sensations of joy and pleasure so intense they can destroy the victim's mind. The touch deals 1d4+1 points of Wisdom damage. A struck opponent must succeed on a DC 20 Will save or be affected as if by *brain lock* (EPH 81) for 1d4+1 rounds, as its thoughts are overwhelmed by blissful ecstasy. If a creature's Wisdom is reduced to 0 by this power, that creature suffers a catastrophic cerebral overload and dies.

When it slays a victim with this attack, a hashalaq immediately heals 2d6 points of damage. This is a mind-affecting ability. The save DC is Charisma-based.

Invade Dreams (Su) Dreaming creatures that are killed in the dream by a hashalaq using *invade dreams* and the associated *nightmare* effect take 1d4+1 points of Wisdom damage.

Familiar Face (Su) Using its empathic abilities, a hashalaq quori dredges the mind of an opponent within 60 feet. The subject must succeed on a DC 20 Will save, or the hashalaq finds an image of someone with whom the target empathizes— a loved one, close friend, or even an injured child. The hashalaq then assumes that form, using its malleable form ability, but the bonus on Disguise checks rises to +20 due to the hashalaq's empathic knowledge. As long as it concentrates on its target, the hashalaq draws expected reactions from that creature's mind; it always knows what the subject wants to hear and how the subject expects the false form to react.

The subject of this effect must make a successful DC 20 Will saving throw to attack the hashalaq even if it's apparent the quori isn't what it appears to be. A new save is allowed each round. Anyone who successfully saves against his ability is immune to its use by the same hashalaq for 24 hours. If the hashalaq takes any violent action against the subject of that creature's allies, the effect ends immediately. This is a mind-affecting ability. The save DC is Charisma-based.

Malleable Form (Su) A hashalaq can assume the form of any creature of Medium size as a standard action, rearranging its tentacles and using an effect similar to *disguise self* to mask its alien exterior, gaining a +10 bonus on Disguise checks. Those who interact physically with a hashalaq in its malleable form receive a DC 20 Will save to see through the façade. A hashalaq can remain in an assumed shape until it chooses to assume a new one. True seeing reveals the hashalaq's true form, and it returns to its natural shape if slain. The save DC is Charisma-based.

Hook "Your dreams will be mine!"

ORLOTHAR THE PHANTASMAL ARBITRATOR CR 10

Male hashalaq quori

LE Medium outsider (evil, extraplanar, lawful, psionic, quori)

Init +3; Senses Listen +9, Spot +16; see in darkness

Languages Celestial, Common, Draconic, Infernal, Quori, Riedran, telepathy 100 ft.

AC 18, touch 14, flat-footed 15 (+3 Dex, +1 insight, +4 natural)

hp 96 (10 HD); **DR** 5 crsteel or good; empathic feedback

Immune charm, fear, sleep

Resist acid 10, cold 10, fire 10; **SR/PR** 20

Fort +12, **Ref** +10, **Will** +11

Speed 40 ft. (8 squares), fly 40 ft. (perfect)

Melee idyllic touch +12 (1d4+1 Wis plus *brain lock*)

Base Atk +10; **Grp** +12

Atk Options aligned strikes (evil, lawful)

Special Actions familiar face, *greater teleport* (Dal Quor and this demiplane only), invade dreams, possession

Psi-Like Abilities (ML 8th):

At will—*far hand* (range 50 feet, 11 pounds), *mind link*, *psionic charm* (affects animal, fey, giant, humanoid, magical beast, or monstrous humanoid; 8 days, DC 20)

3/day—*body adjustment* (heal 3d12), *ego whip* (2d4 CHA plus dazed, DC 22), *inertial armor* (+7 armor), *mind probe* (DC 21)

1/day—*dream* (as spell), *hostile empathic transfer* (80 points of damage transferred to touched target, DC 19), *mind thrust* (8d10, DC 20)

Abilities Str 14, Dex 16, Con 21, Int 20, Wis 18, Cha 23

SQ malleable form

Feats Ability Focus (*ego whip*), Inquisitor, Negotiator, Persuasive

Skills Autohypnosis +18, Bluff +22, Concentration +17, Diplomacy +28, Disguise +13 (+15 acting), Gather Information +18, Intimidate +14, Knowledge (arcana) +17, Knowledge (history) +10, Knowledge (local) +10, Knowledge (nobility and royalty) +10, Knowledge (psionics) +19, Knowledge (the planes) +17, Listen +9, Psicraft +19, Search +10, Sense Motive +18, Spellcraft +12, Spot +16, Survival +4 (+6 on another plane)

Possessions *amulet of health* +4, *pearl of crisis of breath*, *dusty rose prism ioun stone*

Intimate Knowledge (Su) A hashalaq quori has an intuitive knowledge awareness of the emotions and thoughts of creatures within 60 feet. This aura mimics the psionic powers *empathy* and *detect hostile intent*. As a free action, a hashalaq can make Sense Motive checks against any creature within this area.

Also as a free action, a hashalaq can focus this power on a single individual. If it does so, it loses its broader awareness and the ability to make Sense Motive checks as free actions. The target can make a successful DC 20 Will save to resist the effect. If the subject fails the save, the hashalaq gains a +2 insight bonus on attack rolls and damage rolls against the subject. The hashalaq also gains the ability to read the subject's surface thoughts as if using a *detect thoughts* spell. This is a mind-affecting ability. The save DC is charisma-based.

Empathic Feedback (Su) Any time a hashalaq is injured, the opponent that injured it takes 12 points of damage or half the damage of the attack, whichever is less. The hashalaq takes the rest. Due to its empathic nature, damage transferred to the opponent overcomes damage reduction and similar effects.

In addition, whenever a creature successfully uses a mind-affecting spell or ability on a hashalaq quori, that creature must make a successful DC 20 Will save or suffer the same effect. The save DC is Charisma-based.

Idyllic Touch (Su) The touch of a hashalaq floods its victim with sensations of joy and pleasure so intense they can destroy the victim's mind. The touch deals 1d4+1 points of Wisdom damage. A struck opponent must succeed on a DC 20 Will save or be affected as if by *brain lock* (EPH 81) for 1d4+1 rounds, as its thoughts are overwhelmed by blissful ecstasy. If a creature's Wisdom is reduced to 0 by this power, that creature suffers a catastrophic cerebral overload and dies.

When it slays a victim with this attack, a hashalaq immediately heals 2d6 points of damage. This is a mind-affecting ability. The save DC is Charisma-based.

Invade Dreams (Su) Dreaming creatures that are killed in the dream by a hashalaq using invade dreams and the associated *nightmare* effect take 1d4+1 points of Wisdom damage.

Familiar Face (Su) Using its empathic abilities, a hashalaq quori dredges the mind of an opponent within 60 feet. The subject must succeed on a DC 20 Will save, or the hashalaq finds an image of someone with whom the target empathizes- a loved one, close friend, or even an injured child. The hashalaq then assumes that form, using its malleable form ability, but the bonus on Disguise checks rises to +20 due to the hashalaq's empathic knowledge. As long as it concentrates on its target, the hashalaq draws expected reactions from that creature's mind; it always knows what the subject wants to hear and how the subject expects the false form to react.

The subject of this effect must make a successful DC 20 Will saving throw to attack the hashalaq even if it's apparent the quori isn't what it appears to be. A new save is allowed each round. Anyone who successfully saves against his ability is immune to its use by the same hashalaq for 24 hours. If the hashalaq takes any violent action against the subject of that creature's allies, the effect ends immediately. This is a mind-affecting ability. The save DC is Charisma-based.

Malleable Form (Su) A hashalaq can assume the form of any creature of Medium size as a standard action, rearranging its tentacles and using an effect similar to *disguise self* to mask its alien exterior, gaining a +10 bonus on Disguise checks. Those who interact physically with a hashalaq in its malleable form receive a DC 20 Will save to see through the façade. A hashalaq can remain in an assumed shape until it chooses to assume a new one. True seeing reveals the hashalaq's true form, and it returns to its natural shape if slain. The save DC is Charisma-based.

Hook "Your dreams will be mine!"

ORLOTHAR THE PHANTASMAL ARBITRATOR CR 11

Male hashalaq quori

LE Medium outsider (evil, extraplanar, lawful, psionic, quori)

Init +3; Senses Listen +11, Spot +18; see in darkness

Languages Celestial, Common, Draconic, Infernal, Quori, Riedran, telepathy 100 ft.

AC 18, touch 14, flat-footed 15 (+3 Dex, +1 insight, +4 natural)

hp 116 (12 HD); **DR** 5 crysteel or good; empathic feedback

Immune charm, fear, sleep

Resist acid 10, cold 10, fire 10; **SR/PR** 21

Fort +13, **Ref** +11, **Will** +12

Speed 40 ft. (8 squares), fly 40 ft. (perfect)

Melee idyllic touch +14 (1d4+1 Wis plus *brain lock*)

Base Atk +12; **Grp** +14

Atk Options aligned strikes (evil, lawful)

Special Actions familiar face, *greater teleport* (Dal Quor and this demiplane only), invade dreams, possession

Psi-Like Abilities (ML 8th):

At will—*far hand* (range 50 feet, 11 pounds), *mind link*, *psionic charm* (affects animal, fey, giant, humanoid, magical beast, or monstrous humanoid; 8 days, DC 21)

3/day—*body adjustment* (heal 3d12), *ego whip* (2d4 CHA plus dazed, DC 23), *inertial armor* (+7 armor), *mind probe* (DC 22)

1/day—*dream* (as spell), *hostile empathic transfer* (80 points of damage transferred to touched target, DC 20), *mind thrust* (8d10, DC 21)

Abilities Str 14, Dex 16, Con 21, Int 20, Wis 18, Cha 24

SQ malleable form

Feats Ability Focus (*ego whip*), Empower Psi-like Ability (*ego whip*), Inquisitor, Negotiator, Persuasive

Skills Autohypnosis +20, Bluff +24, Concentration +19, Diplomacy +28, Disguise +15 (+17 acting), Gather Information +18, Intimidate +14, Knowledge (arcana) +19, Knowledge (history) +10, Knowledge (local) +10, Knowledge (nobility and royalty) +10, Knowledge (psionics) +21, Knowledge (the planes) +19, Listen +11, Psicraft +21, Search +10, Sense Motive +20, Spellcraft +14, Spot +18, Survival +4 (+6 on another plane)

Possessions *amulet of health* +4, *pearl of crisis of breath*, *dusty rose prism ioun stone*

Intimate Knowledge (Su) A hashalaq quori has an intuitive knowledge awareness of the emotions and thoughts of creatures within 60 feet. This aura mimics the psionic powers *empathy* and *detect hostile intent*. As a free action, a hashalaq can make Sense Motive checks against any creature within this area.

Also as a free action, a hashalaq can focus this power on a single individual. If it does so, it loses its broader awareness and the ability to make Sense Motive checks as free actions. The target can make a successful DC 21 Will save to resist the effect. If the subject fails the save, the hashalaq gains a +2 insight bonus on attack rolls and damage rolls against the subject. The hashalaq also gains the ability to read the subject's surface thoughts as if using a *detect thoughts* spell. This is a mind-affecting ability. The save DC is charisma-based.

Empathic Feedback (Su) Any time a hashalaq is injured, the opponent that injured it takes 12 points of damage or half the damage of the attack, whichever is less. The hashalaq takes the rest. Due to its empathic nature, damage transferred to the opponent overcomes damage reduction and similar effects. In addition, whenever a creature successfully uses a mind-affecting spell or ability on a hashalaq quori, that creature must make a successful DC 21 Will save or suffer the same effect. The save DC is Charisma-based.

Idyllic Touch (Su) The touch of a hashalaq floods its victim with sensations of joy and pleasure so intense they can destroy the victim's mind. The touch deals 1d4+1 points of Wisdom damage. A struck opponent must succeed on a DC 21 Will save or be affected as if by *brain lock* (EPH 81) for 1d4+1 rounds, as its thoughts are overwhelmed by blissful ecstasy. If a creature's Wisdom is reduced to 0 by this power, that creature suffers a catastrophic cerebral overload and dies.

When it slays a victim with this attack, a hashalaq immediately heals 2d6 points of damage. This is a mind-affecting ability. The save DC is Charisma-based.

Invade Dreams (Su) Dreaming creatures that are killed in the dream by a hashalaq using invade dreams and the associated *nightmare* effect take 1d4+1 points of Wisdom damage.

Familiar Face (Su) Using its empathic abilities, a hashalaq quori dredges the mind of an opponent within 60 feet. The subject must succeed on a DC 21 Will save, or the hashalaq finds an image of someone with whom the target empathizes- a loved one, close friend, or even an injured child. The hashalaq then assumes that form, using its malleable form ability, but the bonus on Disguise checks rises to +20 due to the hashalaq's empathic knowledge. As long as it concentrates on its target, the hashalaq draws expected reactions from that creature's mind; it always knows what the subject wants to hear and how the subject expects the false form to react.

The subject of this effect must make a successful DC 21 Will saving throw to attack the hashalaq even if it's apparent the quori isn't what it appears to be. A new save is allowed each round. Anyone who successfully saves against his ability is immune to its use by the same hashalaq for 24 hours. If the hashalaq takes any violent action against the subject of that creature's allies, the effect ends immediately. This is a mind-affecting ability. The save DC is Charisma-based.

Malleable Form (Su) A hashalaq can assume the form of any creature of Medium size as a standard action, rearranging its tentacles and using an effect similar to *disguise self* to mask its alien exterior, gaining a +10 bonus on Disguise checks. Those who interact physically with a hashalaq in its malleable form receive a DC 21 Will save to see through the façade. A hashalaq can remain in an assumed shape until it chooses to assume a new one. True seeing reveals the hashalaq's true form, and it returns to its natural shape if slain. The save DC is Charisma-based.

Hook "Your dreams will be mine!"

ORLOTHAR THE PHANTASMAL ARBITRATOR CR 12

Male hashalaq quori

LE Medium outsider (evil, extraplanar, lawful, psionic, quori)

Init +3; **Senses** Listen +13, Spot +21; see in darkness

Languages Celestial, Common, Draconic, Infernal, Quori, Riedran, telepathy 100 ft.

AC 18, touch 14, flat-footed 15 (+3 Dex, +1 insight, +4 natural)

hp 136 (14 HD); **DR** 5 crystal or good; empathic feedback

Immune charm, fear, sleep

Resist acid 10, cold 10, fire 10; **SR/PR** 22

Fort +14, **Ref** +12, **Will** +14

Speed 40 ft. (8 squares), fly 40 ft. (perfect)

Melee idyllic touch +16 (1d4+1 Wis plus *brain lock*)

Base Atk +14; **Grp** +16

Atk Options aligned strikes (evil, lawful)

Special Actions familiar face, *greater teleport* (Dal Quor and this demiplane only), invade dreams, possession

Psi-Like Abilities (ML 8th):

At will—*far hand* (range 50 feet, 11 pounds), *mind link*, *psionic charm* (affects animal, fey, giant, humanoid, magical beast, or monstrous humanoid; 8 days, DC 21)
3/day—*body adjustment* (heal 3d12), *ego whip* (2d4 CHA plus dazed, DC 23), *inertial armor* (+7 armor), *mind probe* (DC 22)
1/day—*dream* (as spell), *hostile empathic transfer* (80 points of damage transferred to touched target, DC 20), *mind thrust* (8d10, DC 21)

Abilities Str 14, Dex 16, Con 21, Int 20, Wis 18, Cha 24

SQ malleable form

Feats Ability Focus (*ego whip*), Empower Psi-like Ability (*ego whip*), Inquisitor, Negotiator, Persuasive

Skills Autohypnosis +20, Bluff +26, Concentration +21, Diplomacy +28, Disguise +17 (+19 acting), Gather Information +18, Intimidate +16, Knowledge (arcana) +21, Knowledge (history) +10, Knowledge (local) +10, Knowledge (nobility and royalty) +10, Knowledge (psionics) +23, Knowledge (the planes) +21, Listen +13, Psicraft +23, Search +10, Sense Motive +22, Spellcraft +16, Spot +21, Survival +4 (+6 on another plane)

Possessions *amulet of health* +4, *pearl of crisis of breath*, *dusty rose prism ioun stone*

Intimate Knowledge (Su) A hashalaq quori has an intuitive knowledge awareness of the emotions and thoughts of creatures within 60 feet. This aura mimics the psionic powers *empathy* and *detect hostile intent*. As a free action, a hashalaq can make Sense Motive checks against any creature within this area.

Also as a free action, a hashalaq can focus this power on a single individual. If it does so, it loses its broader awareness and the ability to make Sense Motive checks as free actions. The target can make a successful DC 21 Will save to resist the effect. If the subject fails the save, the hashalaq gains a +2 insight bonus on attack rolls and damage rolls against the subject. The hashalaq also gains the ability to read the subject's surface thoughts as if using a *detect thoughts* spell. This is a mind-affecting ability. The save DC is charisma-based.

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In addition, whenever a creature successfully uses a mind-affecting spell or ability on a hashalaq quori, that creature must make a successful DC 21 Will save or suffer the same effect. The save DC is Charisma-based.

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Hook "Your dreams will be mine!"

Scaling the Encounter

8th Level Characters: Use the CR 10 version of Orlothar.

9th-Level Characters: Use the CR 11 version of Orlothar.

10th-Level Characters: Use the CR 12 version of Orlothar.

Ending the Adventure

As soon as Orlothar is slain, the demiplane begins to collapse and the party has a limited time to shut down the planar breaches. This section deals with how they do so and the consequences of their actions.

Closing the Rifts

Eventually the PCs will need to close the planar breaches that lead into the Cabal's headquarters. Unfortunately for them, the entire demiplane begins to unravel as soon as Orlothar's will no longer holds it together. In order to seal the breaches, each of the consoles must be set to off, but given the wholly alien nature of the technology that is not as simple as it sounds.

In order to power down each apparatus, one of the three metal eggs from Room 1 must be placed in the depression. Then a PC must take a full round action to adjust the proper controls. In order to succeed, the PC must succeed in a DC 18 Knowledge (the planes) skill check. Failing that, the PC can attempt a DC 25 Use Magic Device or Intelligence check. PCs receive a +2 synergy bonus to these checks for each of the following: 5 or more ranks in Decipher Script, 5 or more ranks in Knowledge (arcana), the ability to read Quori, or being a kalashtar. Because this check involves the actual manipulation of controls in the correct order, the Aid Another action may be used on these Knowledge checks.

At the same time as the PCs are attempting to close the rifts, the demiplane is collapsing in upon itself and the raw power of dreams is being unleashed. The DM should describe the entire plane as complex as shakes violently, masonry crumbles and rains upon the PCs' heads, swirls of raw chaos wash past them; in other words, really bad stuff. Anyone succeeding on a DC 15 Knowledge (the Planes) skill check can determine the demiplane is collapsing and unless the party does something very quickly, the rifts into the Hand will be permanent and all in the demiplane will be killed. The PCs have five rounds to figure out how to solve the dilemma or flee the plane. After that time, the chaotic power of the dreamstuff used to make it unravels and the demiplane begins to drift away from Eberron. Every other round, beginning with the sixth, each PC except one (determined randomly) is subject to a random effect (as per a *rod of wonder*, DMG 237). If the PCs reach eleven rounds since Orlothar's death, the plane begins to fade away and the planar rifts begin to widen. It is clear that the demiplane is about to collapse. Any PC still within the demiplane the end of the fifteenth round should be recorded as permanently dead. Note that PCs can flee by magic, the Stairs of Waking, or jumping into one of the planar tears.

Each egg-shaped device can only be used once to shut down a console without recharging; a process that takes days. After shutting down a console, the egg shaped devices can be removed and brought with the PCs. This is crucial to those non-Obscura Cabal operatives who hope to curry Deondag's favor and fulfill their secret mission.

Success

In order to fully succeed, the PCs must defeat Karshee and Orlothar and successfully shut down the dream engines causing the planar rifts.

You awake to find yourself lying in the stone circle. Quickly returning to the Hand of Stalwart Reverie it is clear that the damage was extensive but fortunately none of the valuable agents of the Cabal appear to have been slain. While it will take some time rebuild and recruit more fodder, the Children of Shadow will rise more powerful than ever before and see their will enacted on the prophecy.

If the PCs have been fully successful, they receive both items listed in the **Event Treasure** section below.

Failure

If the PCs fail to close the rifts, or do so but leave Karshee or Orlothar alive in the demiplane, the incursion will continue or resume again later. Also the PCs must succeed in one day or they automatically fail, the damage done to the Cabal is great to bare (note the time variation depending on which plane they are one when tracking time).

You awake to find yourself lying in the stone circle. Quickly returning to the Hand of Stalwart Reverie it is clear that the damage was extensive and a good portion of the members have been slain before the Council of the Obscured was able to lead a retreat. Many of the others look at you with scorn and it is clear that your failure has dealt the Children of Shadow a crippling blow in their attempts to see their will enacted on the prophecy.

If the PCs have not been fully successful, they may choose only one of the items listed in the **Event Treasure** section below.

Resolving Obscura Secret Missions

Any PC that completes the secret mission given to them by their Obscura (or in this case, lack of Obscura) at the beginning of the adventure should receive the **Obscura Reward #13** story object. Here is a summary of what must be done to receive this reward.

- *No Obscura*: The PC must identify the egg-shaped devices as collecting the psionic dream energy, and then return with one of them to Deondag.

Event Treasure

If you are running *CSH-7 Whispers Behind the Door* as one part of an event and the PCs were successful in defeating Karshee and Orlothar, please have each PC record one of the following event treasures upon their adventure journals in addition to any story objects. Each PC receives a *heartstone* (MM 194) and may add the *flaming* enhancement to any weapon as event treasure. If the party failed, they may only choose one item.

Adventure Questions

1. How did the PCs deal with the celestials?
 - a. They never got that far.
 - b. They sent the celestials to hell.
 - c. The party fled from their holy power.
2. How faired the party when dealing with the new planar laws?
 - a. They were quick studies.
 - b. They figured out a few things.
 - c. They blundered through never learning a thing about their new environment.
 - d. They never made it inside the demiplane.
3. How went the battle under the Skies of Fire?
 - a. The rasts over-powered the party and drained them dry.
 - b. The PCs stealthed or ran past the rasts into the portal to the next domain.
 - c. The PCs brutalized the strange creatures and left no survivors.
 - d. The party never made it that far.
4. How did the PCs deal with the chaos beasts?
 - a. They crushed them.
 - b. They avoided them.
 - c. They lost so there are now more chaos beasts than before.
 - d. They never got that far.
5. How best describes the party's encounter with Karshee?
 - a. They put her in her place.
 - b. They lied to or hide from her and avoided confrontation.
 - c. The mounted hag ran them down.
 - d. They never got that far.
6. How best describes the party's encounter with Orlothar?
 - a. They could not stand against his horrible might and were defeated.
 - b. They banished the nightmare.
 - c. They avoided him through a cunning plan.
 - d. They never got that far.

7. Did PCs close the planar rips and succeed in repelling the incursion in time?
 - a. Yes
 - b. No
8. Rate the players' role-playing (while keeping in mind limitations of convention time restrictions)?
 - a. Excellent, they should all be on the silver screen.
 - b. Good, you had a fun time.
 - c. Fair, someone used a funny voice.
 - d. Poor, they rolled some dice and ignored chances to role-play.

Story Objects

Wellspring of Hope

Code: EXCS24

You have accepted the aid of Deondag the Master of Rites. Once per adventure you may call upon the hope he has given you. As an immediate action just before rolling the dice, you gain +2 morale bonus on one saving throw, attack roll, ability check, skill check, or weapon damage roll. Your PC radiates faint psionics if checked for. This story object may have other benefits or penalties in the future.

Obscura Reward #13

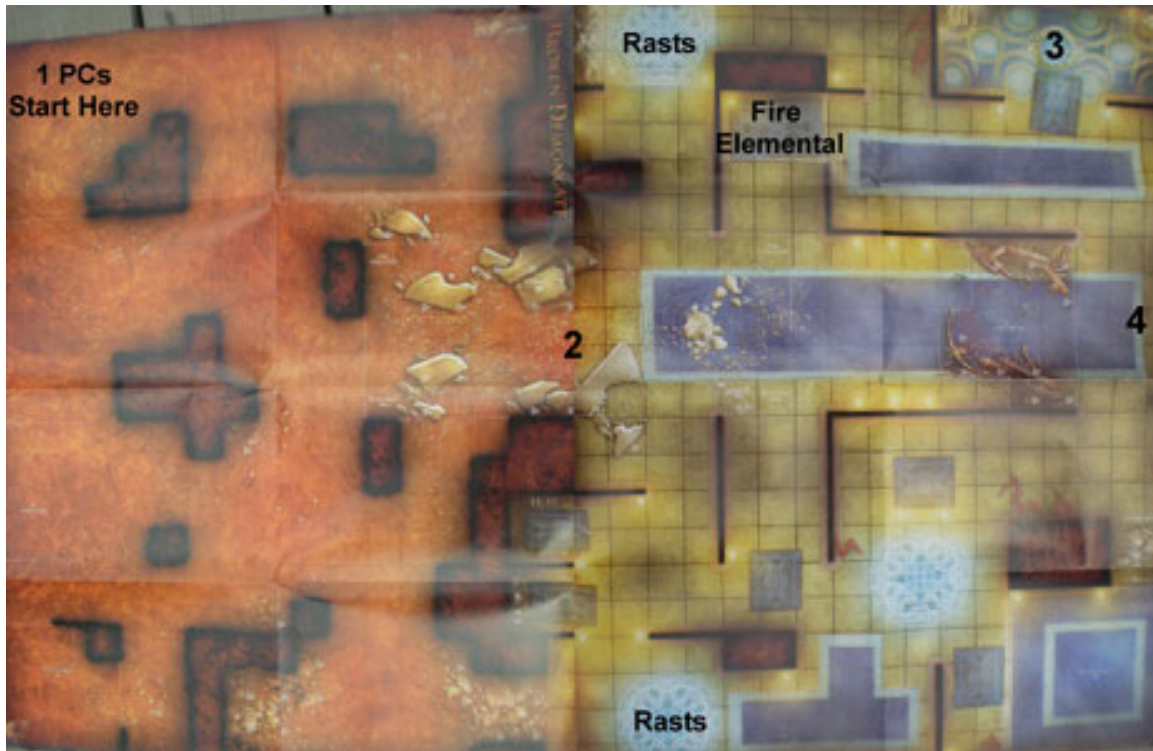
Code: EXCS25

You have succeeded in a secret mission given to you by your Obscura (or lack thereof). This Story Object can only be given to those who have no Obscura.

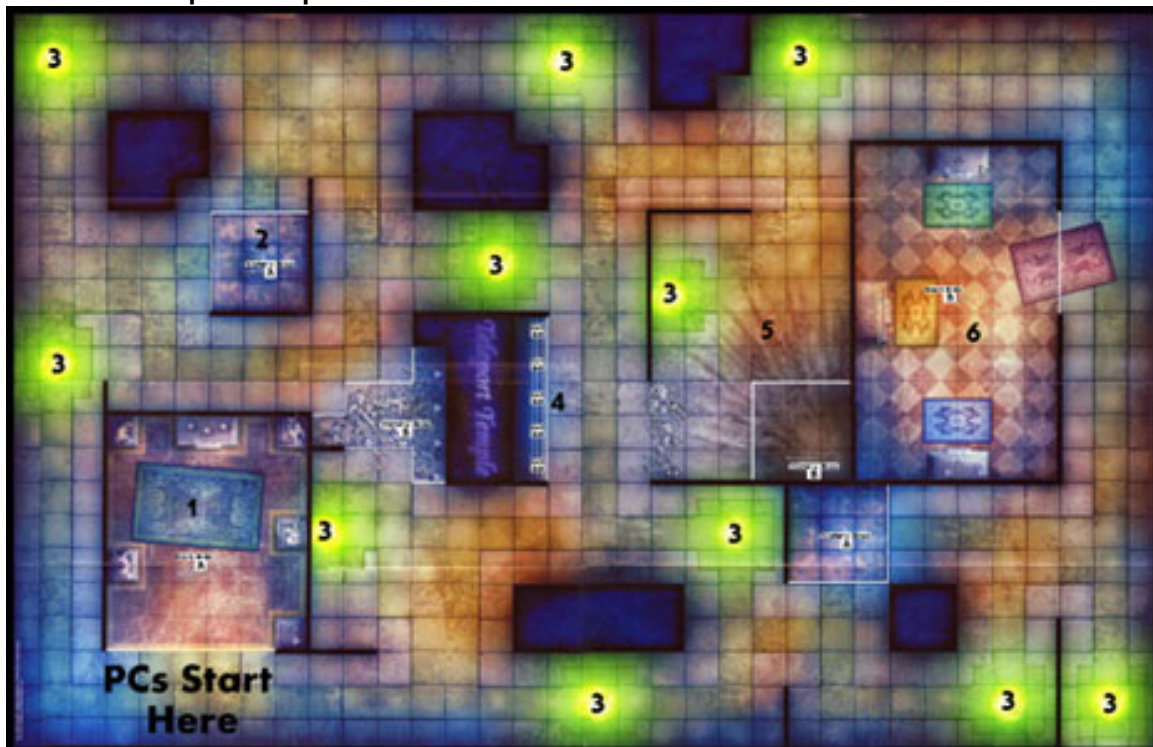
No Obscura: The psionic powers of Deondag now flow through you. If you have power points, you add your level in additional power points to your available power point pool. This value increases by one with each new level gained. If you do not have a power point pool, you instead gain the ability to manifest *read thoughts* as a psi-like ability once per day with a manifester level equal to your character level. Targets with the Story Object EXCS24 Wellspring of Hope receive a -4 circumstance penalty to resist your probes.

DM Aid #1: Maps

Part Four: Broken Demon Gate



Part Five: Teleport Temple



Player Handout #1: Obscura Orders

The DM should have each player secretly write down their membership in an Obscura, if any, and then provide them with the appropriate handout. These are SECRET orders and should only be shown to players who PCs are in the listed Obscura.

Children of Xoriat

Congratulations! You have no secret mission, so your biggest hurdle will be cooperating with the other members of the Cabal to prevent your organization from being wiped out.

Goal: Stop the incursion on the Hand of Stalwart Reverie and save the Cabal.

The Defiance

Congratulations! You have no secret mission, so your biggest hurdle will be cooperating with the other members of the Cabal to prevent your organization from being wiped out.

Goal: Stop the incursion on the Hand of Stalwart Reverie and save the Cabal.

Instruments of Change

Congratulations! You have no secret mission, so your biggest hurdle will be cooperating with the other members of the Cabal to prevent your organization from being wiped out.

Goal: Stop the incursion on the Hand of Stalwart Reverie and save the Cabal.

Mourners of Yore

Congratulations! You have no secret mission, so your biggest hurdle will be cooperating with the other members of the Cabal to prevent your organization from being wiped out.

Goal: Stop the incursion on the Hand of Stalwart Reverie and save the Cabal.

No Obscura

Deondag: Whoever is behind this incursion is collecting massive amounts of energy; so much that it is unlikely one creature could contain it. It is likely that the psionic energy is being collected in some sort of device. Bring me that device.

Goal: Find the device being used to collect the psionic dream energy and return it to Deondag.