

202 – The Dying Skyseer conversion to Eberron

Important NPC's

Cillian Creed

Former changeling spy of the Royal Eyes. During a mission in Karrnath during the war he was captured. His mission involved a secret research facility near Korth, involving experiments with Khyber Blood. Experiment-gone-awry infused him with Bleak Gate (Dolurrrh) energy, melting his skin away. His changeling change shape ability lets him keep up standard appearances, although now it is Dolurrrh powered. His link to Dolurrrh lets him become incorporeal and he can attack through shadows. Flees early in an encounter. Patriot who'd kill his own mother to protect Aundair.

Creed's condition, and knowledge of the Royal Eyes's opinion of undead, forced him to retirement, never returning to the Royal Eyes office. In the records of the Royal Eyes Cillian Creed is killed in action. A master of disguise and illusions, Creed chooses to wear his former body and face in most occasions, now more necessary than before due to a recent change in his "condition."

Willing to follow any orders to defend his homeland no matter how heinous, Creed was recruited by [Mayor Reed Macbannin](#) to help keep a weapons research program secret. Several layers of illusions and wards, in combination with his changeling heritage, allow him to appear to be a normal human

Dr. Wolfgang Von Recklinghausen

Surgeon-mage from Karrnath. On the run from a monster he created. Deadly precise with a sword. Goatee. Well-dressed. Apologetic and distrustful. A distinguished, intelligent, and poised gentleman.

A distinguished, intelligent, and poised gentleman in his late 30s, Dr. von Recklinghausen speaks elegantly with a hard-to-place accent. He appears fairly innocuous, though his sharply-groomed goatee and the rapier at his hip give him a hint of menace.

Born into wealth in Karrnath, Wolfgang pursued medicine and magic, learning surgery at the House Jorasco enclave in Korth (Karrnath), spellcraft and dueling at the Wynarn University in Aundair, and martial training at the Reckenmark Academy. But as the dwarven writings of Heid Eschatol became popular in his homeland, Wolfgang became convinced this focus on death was short-sighted in a world where resurrection was a known—if exceedingly rare—occurrence.

Dr. Von Recklinghausen was one of the Karrnathian researchers at the facility near Korth doing research into Khyber's blood. After they captured Agent Creed, he assisted with the experiment killing Creed and altering him to his current condition. After the war ended the Dr. regrets his research during the war and wants to make up to the people for the foul research he conducted during the war.

After years of intense study and experimentation, his marriage in tatters and his fortune nearly depleted, Wolfgang finally achieved his goal of combining medical knowledge with sorcery in order to restore a corpse to life. The party might learn more in Adventure Four, Always on Time, but suffice it to say that six months ago Wolfgang fled his estate and made for Aundair. Traveling on a Brelish visa, the doctor hopes to reach Droaam, and keep traveling as long as possible.

Eberardo and Valanda

Eberardo – red dragonborn arsonist warrior. Deep voice. Red scales. Huge sword. Not too proud to run. Loyal to sister Valanda.

Valanda – Red dragonborn arsonist pyromancer. Raspy voice. Red scales. Muscular for a wizard. Always keeps an eye out for an escape route. Loyal to brother Eberardo.

Eberardo and his sister Valanda are hired by Cillian Creed to set industrial facilities aflame if their product is necessary for the secret program and the owner is not willing to sell to the organization. Originally from Droaam, they are always on the run because of their critical element. They were lured to Passage, by the prospect of a city powered by fire and steam. They are sought in Graywall for multiple arson cases, with lethal consequences. After years dodging the law together, the siblings have done any number of heartless things to stay alive, but they'd never betray each other. Eberardo is a muscular red dragonborn carrying a huge greatsword strapped to his back. Most people assume he's a dull brute, when in truth he's nearly as clever as his wizard sister. A smooth-talker, Eberardo comes across as a charming leader, but they have no qualms about sacrificing their allies in order to get himself and his sister out of trouble. Not too proud to run if necessary. Valanda is muscular for a wizard. She has a raspy voice, and is red scaled like her brother. She's always on the lookout for the escape route, saving them on multiple occasions. Valanda has turned youthful pyromania and a knack for spellcraft into a grand talent for arson. She prefers to keep quiet and watch from afar, both while executing missions and also when working with potentially treacherous criminals.

Hana "Gale" Soliogn

Khoravar with large dragonmark. Has control over wind and weather. Excoriated from House Lyrandar. Uses terror and sabotage to hinder influence of Dragonmarked Houses in Aundair. Seeks approval of the Unseen Court.

Hana is an excoriated House Lyrandar half-elf, who fled to Passage. She has a very large dragonmark, giving her the innate ability to control winds and weather, giving her the nickname "Gale". She was the House Lyrandar envoy in Cyre. At the time of the Mourning she was in the Library of Korranberg studying some history of the War of the Mark. She's convinced the dragonmarked houses and especially House Cannith are behind the Mourning. She has no proof of this, but wants to find proof of this. After talking about this with her matriarch, she left full of anger and was excoriated for destroying House Cannith industrial facilities in Vedykar. Having always felt an affinity to the fey relations of Aundair, she fled to Aundair and Passage seeking refuge in the Cloudwoods. After befriending some of the local Fey, she visited the "Feywild" once. She saw what industrialism did to the Feywild and was convinced to fight this effect. The blight in the Feywild confirmed her beliefs, that the dragonmarked houses and the industrialization are the bigger cause to the Mourning. Once she was convinced of their involvement, she turned her wrath upon the dragonmarked houses, and especially House Cannith. Gale can fly at will, control winds and weather, and speak with birds. She has no directly offensive magic, so her tactics have relied on stealth and mobility to disrupt industrial endeavours that have backing from Dragonmarked Houses.

Gale has a huge chip on her shoulder and is highly distrustful of strangers. She has increased her attacks lately, ever since the defeat of Duchess Ethelyn of Windshire proved to her that Aundair's rulers are just not seeing the thread of industrialization. With the aid of fey servants of the Unseen Court she can slip into the Dreaming (Domain of Thelanis) when threatened, but so far the Unseen Court refuses to grant her an audience. At the moment she has no official ties to the Vekeshi Mystics or the Unseen Court, but she wants to cooperate with the Unseen Court.

Heward Sechim

Alchemist and tinkerer. Heavy gloves with acid burns. Owns factory where Nilasa lived. Quirky and charmingly reckless, but generous to his workers. Harassed by criminals.

Using wealth he received from his prestigious skyseer uncle Nevard Sechim, Heward Sechim spent the past two decades developing a reputation as a crafter of pure and potent acids, a critical component for devices that combine magic and technology. Five years ago he was challenged by his

uncle to open a large factory that would treat its workers with respect; most such operations are wretched and dangerous.

One of his first hires was Nilasa Hume, whose upbeat personality had a positive effect on the rest of the workers. Heward thinks of her as a daughter, and he's grown worried of her flirtations with terrorist activities. He lets her sleep in one of the top floor storage rooms of the factory.

Heward has to rein in his natural exuberance for experimentation in order to keep his promise to his uncle. His main business just mass produces liquid acids and corrosive glazes, and he keeps his arcanotechnical workroom separate from the main floor, to cut down on the chance of a kid getting incinerated in an incomplete enchanted forge. Indeed, he tends to only have child workers handle cleaning and maintenance, and not work with actual acid. A few times each week, Heward takes the hardest workers out for drinks at the Thinking Man's Tavern, and he makes a point of keeping the windows open to let out noxious fumes. By Passage standards, the factory is an almost pleasant workplace.

Julian Lanner

War veteran. Squinty and cautious. Wears a pistol. Too curious for own good. Investigated factories owned by Brelish, but was told to stop by superiors.

Old, balding, and rheumy-eyed, Lanner served Breland in the Last War, then spent decades as seneschal to various minor nobles. Soft-spoken and forward thinking, Lanner is still handy with a pistol, but he prefers to anticipate trouble and avoid it. The consulate usually appreciates how smoothly he manages things, but a few months ago his diligence got him in trouble when he found clues to a conspiracy his superiors wanted to keep secret. He locked up the report and now is afraid of losing his job.

Kane Westman

Mr. Westman is a tax collector with strong ties to rich industrialists in Passage. He is a close friend of Guy Goodson and Governor Stanfield.

Cillian Creed, MacBannin's aide, had been coordinating with Westman to ensure certain smuggled items disappeared from the tax logs, but Westman assumed it was everyday bribery. He has no idea about the operations at Cauldron Hill.

Leone Toldorath

Mror Holds aristocrat. Head of colossus construction. Telekinetic control of metal. Clothing woven with metal strands. Savors fine cheese, particularly Fior de Pecura (Pungent Corsican). Arrogant. No sense of honor.

Dwarf steelshaper from the Mror Holds. He's an early discoverer of the Realm Below in the Mror Holds discovering the ancient steelshaping techniques of Sol Udar: The Realm Below. When he combined this techniques with his aberrant dragonmark abilities, this resulted in incredible powerful effects. This discovery made him a rich person. He became a member of the Aurum and is a current member of the shadow cabinet. His aberrant dragonmark is hidden under his clothing and not generally known to the public.

Lorcan Kell

Leader of thieves' guild. Ugly face. Fancy clothes and top hat. Lots of hidden knives. Torments "good" people by threatening to harm them if they try to stop innocents being tortured. Not too clever. Relies on minions to run his guild.

Now in his fifties, the grizzled Kell grew up an enforcer for local gangs, then eventually murdered his way into a position of leadership. He does, however, possess a great knack for instilling loyalty in

intelligent minions who can run operations for him. Now he feigns gentility, dressing in elegant clothing that conceals no fewer than eight blades at any time.

Kell is unpredictable and hot-headed, confident he can kill anyone who's a threat, and when people try to stand up against him he takes it as an opportunity for entertainment. For him, nothing's better for him than taking self-righteous do-gooders down a few pegs by showing off his power.

His seat of power is a theater in Parity Lake where scum is welcome and decent people are turned away. Kell's guild of thieves practice their lies and legerdemain in the form of stage plays, often improvisational and with life-or-death stakes. Actors practice disguises and assuming unique personas, all the sorts of subtle techniques Kell personally never bothered with. He enjoys the shows, but his favorite game is to drag in a pair of random townspeople, and give one of them the choice of who of the two will receive a beating.

Kell is aware of the encroaching Family presence in his city, but he expects his "intelligent minions" to come up with a plan against them, not realizing that most of those minions are being wooed by Morgan Cippiano.

Kell is working for Mayor Reed Macbannin to smuggle the necessary components for creation of the Colossus into the Bleak Gate, without raising any red flags. His guild is intimidating uncooperative factory owners to change their minds, and making sure investigations into mysterious happenings wield no result.

Mayor Reed MacBannin

Politician. Phenomenal liar. Likes to feign anger or shock, then switch to a winning smile to defuse situations with a laugh. Wears defensive necklace relic. Master of defense against the dark arts. Knows curses from Cauldron Hill witches. Under *geas* so he cannot talk about colossus plot.

MacBannin is a graduate of Arcanix. His specialization is with defensive magic and the use of magic to manipulate people into doing his bidding. He's a very competent enchanter, specialized in the art to defend against curses, although his studies allow him to use curses himself. A longtime player in Passage politics, Macbannin's fascination with the history of Cauldron Hill led him to pursue the mayorship of The Nettles. His expertise in defensive magic, curses, and even proscribed dark arts, earned him the trust of the previous mayor. Macbannin has protected the city from the curses on Cauldron Hill for over a decade now. He sincerely wants to protect Passage and the Nettles from whatever curses and evil energies were left behind by the witches of Cauldron Hill. As such he is a much respected and loved mayor of the Nettles for over 10 years.

Despite his age and somber responsibilities, Macbannin comes across as high-energy, with a rascally sense of humor. He'll often first meet people with a stern, sour expression and brief statements of disapproval, before cracking a smile and saying he was just kidding. He loves helping people because he knows the good will of others makes him look good.

Above all, though, Macbannin is skilled at keeping secrets. He knows dangers of the Hill few would believe. He has saved the careers of other politicians by keeping his mouth shut. And currently he's coordinating the logistics needed to construct a colossus, a morally gray weapons program, beneath his mountain. He has spoken to Governor Roland Stanfield and accepted a magical *geas* that forbids him from revealing this secret, and has done so out of a misguided belief that the project is sanctioned by Aundair's queen.

He does not know about the existence of the Obscurati. Macbannin has been told that the queen expects an eventual war with the fey of the Feywild — possibly even the awakening of the fey titans — as retaliation for her planned treaty with the Brelish, and the continued support for the industrialization of Aundair.

Hoping to cow the fey with technology, high-level officials in Aundair and Breland in conjunction with House Cannith are cooperating to construct a colossal golem. Of course common people would balk, and discovery by the fey would be disastrous, so secrecy is critical.

Macbannin coordinates the myriad elements that must work in the normal world to let Leone Toldorath do his construction in the Bleak Gate.

This includes working with crime boss Lorcan Kell to smuggle the necessary components into the Bleak Gate without raising any red flags, intimidating uncooperative factory owners to change their minds, and making sure investigations into mysterious happenings yield no results.

Macbannin carefully insulates himself from direct involvement, typically sending messages through his butler Cillian Creed, a retired changeling spy whose mastery of disguise conceals horrid physical corruption from a failed experiment involving Bleak Gate energies.

<https://www.dndbeyond.com/monsters/3075055-reed-macbannin>

Morgan Cippiano

Leads Passage branch of Family. Bald. Gravelly voice. Wears holy symbol of the Silver Flame. Talks fashion. Very reasonable and friendly. Wants to “trade favors.”

Morgan Cippiano is a devout follower of the Silver Flame. He wants to increase the living standards of the poor in the city. He has gained the support of the Trust, supplying him with information and agents if necessary. He is the face of the organization called the Family in Passage.

The Family tries to focus its violence only against other criminals, and targets its crimes against wealthy factory owners and merchants, rather than everyday people. They seek to convince townsfolk from relaxed Stray River to the gritty streets of Parity Lake that the Family will protect them better than the city guard can. Of course, they’re working to get the guardsmen in their pockets too.

Nilasa Hume

Nilasa Hume, is a half-elf woman, and associate of Gale. She gained the trust of a security guard, Tyman Karch, of the Brelish Consulate in North Shore. Gale has tasked her with retrieving financial documents and political letters from the consulate to get a better sense of whom to target for future attacks. Gale correctly assumes Merrix d’Cannith is sponsoring industrialization in Passage. Nilasa’s mission gets her killed just as the adventure begins.

Skyseer Navard Sechim

Days away from dying of old age. Too old to waste time sparing people’s feelings. A bit rascally. Blind in bright light. Chest-length beard. Remembers almost a century of history, but prefers to talk about the future. Asks people what they look forward to.

For decades Nevard was one of the most prescient and respected skyseers in Aundair. Then with the rise of industry and the fading power of the skyseer’s visions, his star waned, and he withdrew into the Cloudwood east of Passage to focus on keeping his order alive. Now nearing one hundred years old, Nevard cannot see the path forward—for the world or for his order.

The old man walks feebly and leans on a plain staff which carries the banner of his family line. His deep voice warbles frailty, but somehow when he speaks the wind hushes so everyone nearby can hear him. He possesses no overt magical power, certainly nothing of use in a fight, but the land and sky respect him and make his passage easy.

He has foreseen that he’ll die within the year, but he is conserving his strength, hoping to make one last journey to the peak of Cauldron Hill before he dies.

Thames Grimsley

Grizzled sailor. Leads dock union. Dislikes city guard. Oratorical, theatrical speech patterns. Pause for dramatic effect a lot.

A grizzled sailor, still with a full head of hair in his early 50s, Grimsley acts as head of a nascent dock workers guild in Passage. Though he only worked the docks in his youth, Grimsley spent decades

sailing—primarily as captain of a ferry service in Passage's harbor, but with a stint in the navy during the Last War. He took a gash from a policeman's knife on the side of his face in the last big docker riot, and since then has tried to organize a unified front for the dockers' concerns. A couple of months working at a theater as a child gave him a very stylized public speaking voice, one full of unnecessary, melodramatic pauses.

Recently he spoke with Governor Stanfield about improving dockers' conditions, after someone informed the governor about the importance. Grimsley is courting the support of Docker celebrity Rock Rackus. Grimsley is alleged to be negotiating with Parity Lake factory workers to develop a union for them.

Waryeye, Danisca and Blander

Gnomish married couple. Danisca is an agent of the Trust. She is connected to the Family and is an intermediary for all kinds of business dealings for the Trust. Recently Trust agents found a large cash of wands, while raiding ancient Dhakaani ruins on the Zilargo / Darguun border. Not willing to risk a war with Darguun they settled on selling the wands to Aundairian Brigands and supplying the Family with some extra weapons. If internal conflict destabilizes Aundairian rebuilding, this will be a positive for Zilargo. If Darguun becomes aware of ancient Dhakaani wands in Aundair, this will only give extra conflict and is also a net positive for Zilargo. Morgan Cippiano is unaware of these fabrications of the Trust.

Timeline

15th of Nymm - murder of Nilasa Hume

17th of Nymm – Dr. Von Recklinghausen sends letters to Dr. Camp and Prof. Kindleton

18th of Nymm – wand smuggler meeting, 2 hours after sunset (high tide).

19th of Nymm – Jered plans to throw barrels of firegems overboard in harbor.

21th of Nymm – villains find Wolfgang if the party hasn't.

24th of Nymm – earthquake strikes Cauldron Hill.

Background and locations.

Background:

- Gale and Fey terrorists, see NPC
- The Family is connected to gnomes of Zilargo. It's a covert operation by the Trust. The wandsmuggling is an operation of the Trust. The Trust obtained these items in an old Dhakaani ruin (Paluur Draal), the wands are ancient Dhakaani designs.
- Nilasa Hume has connections with both Gale and the Family, and she has arranged for Gale and her allies to purchase a huge cache of smuggled magic items together with the Family.
- Factories in Passage are secretly bought by Cannith South, coordinated by independent Brelish merchants. Mayor Reed Macbannin directs which facilities should be bought. Evidence of his involvement can be found in the stolen documents.
- The built of the Warforged Colossus is a joined operation of Breland and Aundair, led by Governor Stanfield.

- Witchoil is named Khyber's Blood. It is tied to Dolurrrh and made in areas tied to a Bleak Gate, and refined with ground Khyber Shards. The combination of energy of Dolurrrh and Khyber Shards makes it capable of trapping souls before they can enter the plane of Dolurrrh. When Khyber's Blood is burned the soul is consumed, making it a powerful power source.
- The smuggling ship is owned and sailed by Lhazarian Pirates. They picked up the crates in Regalport and were unknowingly hired by the Trust. The wands were transported by boat from Trolanport to Regalport but this is unknown by the Lhazarian Pirates.
- The local smuggler's of the Family will pay with a stack of House Kundarak marked letters of value.

Investigation Guide for the GM.

- **Brelish Consulate in North Edge (page 15).** Nilasa killed by Creed while trying to fly out fourth-floor window, suggesting connection to Gale. Dr. von Recklinghausen fled with documents Nilasa stole, but Brelish pretend no such documents exist. Alchemical examination of Nilasa's effects points to Waryeye's Alchemicals. Nilasa's boyfriend knew she frequented Thinking Man's Tavern. Her criminal history lists her residence as Sechim's Alkahest & Etchings, and mentions accomplices in Goodson's Estuarial Reformatory.
- **Thinking Man's Tavern (page 21).** Jered Lawman, halfling bard, visited Cloudwood brigands with Nilasa. Hennet Rinus, philosophy/archaeology student, wrote letters for Nilasa to Morgan Cippiano about arranging business meetings.
- **Goodson's Estuarial Reformatory (page 24).** Nilasa's accomplices know about "House Elf" smuggling contact, and that Nilasa was acquiring weapons for Gale.
- **Waryeye's Alchemicals/House Elf (page 25).** Married gnome couple provided magic for Nilasa's activities. They know location of wharf smugglers will set out from, and when.
- **Smuggler's Night (page 30).** Ship sets out from Pine Island to meet in Ayres with Lhazarian merchant ship. Picks up cache of stolen wands, which would be split with Family and Gale.
- **Sechim's Alkahest & Etchings (Part 2, Thread 2: Gale).** Heward Sechim knew Nilasa was getting into trouble. He wants the party to talk with his uncle, skyseer Nevard in the Cloudwood, since the old man might be able to talk down Gale. Sechim also has been harassed lately by criminals offering "protection."
- **Cloudwood Brigands (Part 2, Thread 2: Gale).** Involved in turf war with Lorcan Kell's gang. Hostile to outsiders.
- **Skyseer Nevard (Part 2, Thread 2: Gale).** Sick and dying. Knows Gale, but won't betray her. Wants to spend night on cursed Cauldron Hill to seek vision. If party helps, he'll arrange meeting with Gale.
- **Cauldron Hill — Take One (Part 2, Thread 2: Gale).** Nettles district mayor Reed Macbannin lets PCs up, but plots their demise. Seemingly-innocuous smoking courier at his manor when PCs visit; this is secretly Nicodemus, the campaign's main villain. Macbannin doesn't notify military of PCs' ascent.
- **Arson (Part 3, Thread 4: The Conspiracy).** Creed hired arsonists to endanger factories so Lorcan Kell's proxies could buy them and help smuggle materials. The night the party goes up Cauldron Hill, Creed sends the arsonists to burn down Sechim's factory. Arsonists have letters that can be traced back to Macbannin's manor.

- **Chasing the Doctor (Part 2, Thread 3: The Doctor).** Creed, disguised as city guard officer, gets to people before the PCs. Hostel staff saw doctor flee in a hurry. Dr. Barnaby Camp, old mentor to Wolfgang, got a letter saying he was in trouble with Lorcan Kell's guild. Professor Lynn Kindleton, old love interest of Wolfgang, knows he's hiding out in The Nettles. Messages passed by Nettles children. Lorcan Kell wants to sell PCs location of doctor, then tells Creed to take them all out.
- **Nettles Church (Part 2, Thread 3: The Doctor).** Wolfgang hid documents in hole in ceiling. Creed tries to abduct him and get documents. If he fails at either, Leone Toldorath barricades PCs in and tries to pressure them into handing over what they want. At the end of negotiations, Leone uses explosives to collapse church entrance, but secret exits give PCs chance to survive and escape.
- **Stolen Documents (Part 2, Thread 3: The Doctor).** Dense financial information that implicates Macbannin in plot to smuggle Cannith South industrial material. Also details discovery of Khyber's Blood (witchoil) flasks in factories by Lanner; this was an original test of the substance to see how well it captured souls of workers who died.
- **Nevard's Vision (Part 3, Thread 4: The Conspiracy).** Nevard calls rally to share visions of danger centered around Cauldron Hill. Macbannin creates monsters to attack Nevard during event. Temporary lab in Bosum Strand, from which psychic screams emanate, has documents and technicians who can finger Macbannin. [Link to Kaja \(Arendt\) Stewart should be added.](#)
- **Cauldron Hill — Take Two (Part 3, Climax: Macbannin's Manor).** Macbannin has Khyber's Blood (witchoil) laboratory under his manor. During his arrest, an accident triggers an earthquake. Even if captured, Macbannin tries to fix damage to lab before a flood of witchoil pours out. If PCs mess up efforts to fix the problem, it can cause an explosion that tears off part of the mountain's north face. Creed tries to ambush party to finish them off during the chaos.
- **Abortive Trial (Part 3, Climax: Macbannin's Manor).** Nicodemus comes in spirit form, possesses Macbannin, offers to let him join Obscurati ghost council. Then he shatters Macbannin's skull and absconds with his soul, so there is no evidence of the plot.

[Adjusted names to Aundairian names.](#)

Sergeant Bokk Nagel (Alfred Bellastair) North Edge, citywatch

Aafke Hugrin (Jack Byron), carriage driver

Agent Reng Alvea (Officer Roger Porter)

Tyman Karch (Braden) Brelish guard, boyfriend of Nilasa Hume

Lorsanna Helmworth (Bartide Jannis) Consulate house healer

Aanna Devir Larellan (Consular DuNadria), female gnome, consul of Breland.

Kilian Hugrim (Ford Sorghum), Goodson reformatory

Reng Nagel (Travis Starter), Goodson reformatory

Gavrin Tenson (Albert Ecclestone), freelance carriage driver known by Eberardo and Valanda

Kaja Arendt (Kaja Stewart) adventure 3, head researcher of McBannin

Magic items in the adventure.

Dr. Von Recklinghausen: Canary in a Coal Mine Pendant (DNDBeyond), Byeshk Rapier of Revealing (DNDBeyond), surgical precision martial science.

Blander (gnome of Waryeye): Hat of Hats (DNDBeyond), Hedge Wizard's gloves

Julian Lanner: two vendetta bullets

Eberardo: Defender greatsword

Smuggler: Wand of Egal the Shimmering

Cauldron Hill: Cracked Cauldron (DNDBeyond)

Renard Woodsman: Aeriad's Bracers

Gale: Messenger's Wind

Valanda: Staff of Arson

Pazamu: (Orc Gaa'ran shaman (ExE p 89)), owns scroll of *Bonds of Forced Faith*, gifted to her by Sora Katra, with the purpose to clear an unknown future when suffering needs to be spread among multiples).

Nevard's Visions

<https://www.enworld.org/threads/question-about-starting-zeitgeist.334549/page-5>

Post #99 gives these answers about the visions.

"I saw a dark figure, standing atop Cauldron Hill, towering over our city.

Borne adventure 5

The sun set, and he cast a shadow across Bosum Strand, stretching west, into the lake, beyond the horizon.

Borne is drawn west into Lake Galifar, to Kasvarina in the Eldeen Reaches.

He is born in our city, but his ultimate goal is elsewhere.

Ultimate goal is Axis Island, in between he'll try to find Kasvarina in Metrol.

And also things moved in his shadow—indeed, his shadow moved before he did, for while he was mighty, he was controlled by others. "I saw smoke hiding his face, for he was made mighty by industry. In my vision, a queen chased him out to the Lake and defeated him by slicing him free from his shadow.

Aurala sends him to the Feywild, severing his direct link to Dolurrh and the Bleak Gate.

But the cauldron had already shattered, and many thousands were drowned and devoured in its roil."

Cauldron Hill gets torn apart by Borne, and there's a risk of Khyber's Blood and spirits coming out.

"I saw three birds alight on the peak, the first of black silk, the second of black steel, both weeping blood. But the third was made of stars, and it sang many songs"

First bird is mayor MacBannin and his deceptiveness, second bird is the colossus Borne and his destructiveness. The third bird is The Gyre, in adventure ten, a portal opens up in the sky over Cauldron Hill, leading out to the Gyre, a sort of blackhole-esque graveyard of the multiverse. Many dying worlds circle it, being slowly ground to dust, and the party can use them to link to their homeworld instead of the worlds the Obscurati chose. There are many ways it can turn out, based on PC decisions.

"I tell you this: Cauldron Hill is not safe. Twice will danger arise, and twice will we be deceived into thinking it is safe to return, but we must avoid the place and avoid being tricked." I have arranged shelter in the Cloudwood, where people can be safe until the darkness passes.

Pretty much what it says on the tin.

"A woman sat on a leather couch in a waiting room, surrounded by red curtains. She held a gold coin and rolled it across the back of her fingers. A pick lay against the side of the couch. I asked her what she was waiting for, and she answered in a language I didn't know, saying, 'The place I'm going isn't here yet.'"

Lisa Tarrenwood, who is trapped in her own head and doing an homage to the Black Lodge of Twin Peaks. She's going to Xoriat, the aberrant homeworld, which is currently inaccessible.

"A trumpeter carried a lantern onto the stage of a darkened theater, and the people gathered for his performance applauded, then lit lanterns of their own. The theater never got bright enough for him to see their faces."

It's Nicodemus, a charismatic speaker. He gets on stage in act 8 and lights a lantern that makes everyone loyal. (Then he tries to kill them.) (Post #108 on page 6 of earlier link).

"One man tore himself in two, and his twin selves fought over a woman, tearing her into three, who ran away. Then a train roared down the track past me, but it had no conductor driving it. In the distance it derailed, and crushed two of the women, but which of the three survived?"

Nicodemus vs William Miller fighting over Kasvarina. Then Kasvarina is, to use the triune goddess symbolism, a heroic warrior in the War of the Mark when William meets her, a withdrawn matriarch when Nic recruits her to the Ob, a callous leader of the Obscurati (Crone) just before her memories were locked away. She is reborn as a maiden without her memories, uncertain which of the 3 she will become.

The train being unguided is also a vague reference to the colossus being out of control, and its presence forces Kasvarina to decide which version of her she will become.

"A man carrying a bronze staff was assailed by swords and arrows and fire, but nothing killed him. He began to take off his robes, revealing tiger fur beneath them, while stars fell from the sky all around him. Then the sky was dark, and when the sun should have risen, instead a pale glowing cloud floated in the dark."

Adventure nine, climax, stars fall from the sky. One strikes the building the PCs are fighting Stanfield in, demolishes it, and remains as a glowing ember on the ground. Stanfield reincarnates as a rakshasa, taunts party, and is seemingly invulnerable because magic isn't working right. But you can kill him with the falling star.

"Finally, I saw a tyrant and murderer in prison, hanging from twelve chains and hooks that pierced her feet, her legs, her thighs, her shoulders, her arms, and her hands. But the thirteenth hook that sealed her mouth swung loose, and it fluttered in the breeze as she whispered a map that led everywhere."

This is Ashima-Shimtu in Eberron, she is a demoness bound to Sul Khatash

[Visions on Cauldron Hill](#)

The stars overhead seem to streak in lines as time stretches out, and then to the north, down by Parity Lake, all those who bound their blood to Nevard see a building catch fire with dreamlike swiftness. Suddenly they find themselves standing between two factories, watching two tongues of flame leap from one to the next, like a pair of burning dragons. Screams erupt from the people

trapped inside, the conflagration consumes the factories, and the charred buildings collapse to reveal tomorrow morning's sunrise. A blackened sign sits in the ash, saying

"Sechim's Alkahest & Etchings."

Vision for the Skyseer:

You sit in a field of grass, the night sky overhead, the moons hanging huge and low. Breeze whips the grass across your skin, and a tiger stalks you, somewhere out in the dark.

A light flares overhead, an old blue star called Mishados in the center of the constellation of Tamara, it begins to drift downward. Not to the horizon, but toward the earth.

Then other stars rattle, like grains of sand shaken loose from a wet glass, and their descent turns to a plummet, turns to a streaking rain of light. They fall in all directions, but you know where Mishados will fall, and you know you must catch it.

Tamara is the draconic constellation associated with life.

When you use the cauldron as the focus of a ritual, instead of having the ritual take effect you can store its magic in the cauldron. You still expend any components used in the ritual. The ritual can be condensed into a special potion. Drinking the potion at any other time as an action will let the ritual stored in the potion take effect as if you had just completed the ritual. Only one potion created by the cauldron can be in effect at any time. Creating a new potion will make the old one loose its effect.

Omschrijving Cauldron Hill voor herhaling:

Het licht van de zon is schitterend gereflecteerd in de baai, voordat de zon daadwerkelijk onder gaat. Helaas dempt de smog boven de stad de werkelijke reflectie van het zonlicht en worden de kleuren van de zonsondergang gedempt.

Na het ondergaan van de zon koelt het zeer snel af. Na een uur is het al aan het vriezen boven op Cauldron Hill. Gelukkig hebben jullie een stoof gemaakt waarmee jullie je warm kunnen houden. De sterren en de manen zijn goed zichtbaar vanaf de heuveltop, boven de ergste luchtvervuiling. Nevard en Ernest zijn deze druk aan het bestuderen.

De wind is zeer wisselvallig, op het ene moment angstig windstil, op het volgende moment met stormachtige windstoten. Je hoort regelmatig geluiden die klinken als kreunende en jammerende mensen bij de hardere windstoten, maar als de wind even gaat liggen hoor je het kraken van droge bladeren waarover wezens zich bewegen en plotselinge histerische lachsalvo's van lager op de heuvel.

Na een tijdje, als het ondertussen echt koud is, zien jullie schaduwen van wezens lager tussen de bomen bewegen. Ze kruipen omhoog richting de piek van de heuvel. Witte schimmen lijken om jullie heen te dansen op stille muziek, en alhoewel het lijkt dat ze jullie niet zien, komen er meer en meer, alsof ze aangetrokken worden door een specifieke geur.

Dan komt er een kruipend wezen aan. Het heeft meerdere gezichten en ogen, maar geen benen. Het schuift over de vloer, met de neus op de grond. Soms richt het zichzelf op en een angstaanjagend gegrinnik is hoorbaar. Het is moeilijk om de details te zien in het donker, maar het komt duidelijk op jullie kamp af. Als het bij de cirkel van geitenbloed komt stopt het ineens en het buigt af om de cirkel

te volgen. Af en toe richt het zich op en laat het weer het gekmakende gegriinnik horen, duidelijk anticiperend op de maaltijd die wacht aan het einde van het spoor.

Terwijl jullie proberen zo stil mogelijk te blijven om niet opgemerkt te worden door het rondkruipende wezen, zien jullie een groep van kleinere schimmen aankomen vanaf de andere kant van de heuvel. Het is een mengeling van goblins, vleermuizen, gehoornde mannetjes, afgehakte hoofden en meer gekke wezens. Ze springen en dansen rond alsof er een feest aan de gang is, totdat ze bij de cirkel aankomen. Ook zij volgen deze cirkel, opgewonden signalerend naar elkaar.

Daarna volgen de wezens die aankomen elkaar in rap tempo op. Een wezen zwevend in de lucht, drager van een lantaarn die een klein beetje licht geeft. De andere wezens worden duidelijk aangetrokken door licht, maar lijken hier niet echt op te reageren. Jacques let specifiek op dit wezen en krijgt kippenvel op het moment dat het even hem lijkt aan te kijken. Het glimlacht naar hem, waarbij er spectrale wormen uit de mond lijken te vallen. Dan schudt het wezen het hoofd en volgt weer het spoor van bloed.

Een groot katachtig wezen springt van lager boven op de top van de heuvel. Het sluipt richting het kamp. De kop van de leeuw is omgeven door manen, maar de manen bestaan uit slangen. Als het bij het kamp komt sluipt het langzaam de cirkel rond. Zeer behoedzaam alsof het een prooi besluipt. De slangen lijken de lucht om de leeuw heen te ruiken. Duidelijk af en toe richting de binnenkant van de cirkel, maar telkens weer afgeleid door de cirkel zelf. De leeuw is duidelijk van vlees en bloed, maar de buitenzijde lijkt alsof het een zwarte schim is in plaats van een harde lijn.

Als laatste komt er een skeletachtig wezen in een pij. Hij draagt een grote zeis. Hij kijkt om zich heen, waarbij jullie een gevoel van autoriteit krijgen. Hij loopt recht op het kamp af en lijkt de cirkel te negeren tot hij er echt op staat. Met een ruk kijkt hij naar de cirkel en begint die te volgen.

Gedurende de uren blijven de monsters de ring volgen, af en toe lijken ze even afgeleid als iemand van jullie wat geluid maakt of een klein beetje licht maakt, maar de aandacht gaat toch weer snel naar de cirkel terug. De geluiden en monsters om jullie heen houden jullie continu op hoogspanning en dit lijkt samen met het gebrek aan slaap wel invloed te hebben. Jullie voelen soms de vermoeidheid op onnatuurlijke wijze sterker worden, maar weten dit de baas te blijven. Schreeuwen van mensen in nood horen jullie op de heuvel, maar jullie blijven rustig binnen de cirkel.