

KHYBER'S CURSED

CASE STUDIES OF EBERRON'S
ABERRANT DRAGONMARKS



by J. RYAN CONKLIN
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CHANNEL THE POWER UNSPEAKABLE

In the crumbling ruins of the Cogs deep below Sharn, four figures meet in secret to discuss the business of House Tarkanan.

Jaron Quicktongue is a likeable half-orc with an easy smile and dark orange raven shaped dragonmark covering much of his face. His dragonmark pulses as he addresses the group with an enthralling sing-song voice.

In rapt attention is a fiendish looking gnome named Glim Thistlebrow, who carries her blood red jackelesque mark on her lower left leg. A rat skitters along the corridor, and with a look Glim pulls the blood out of the creatures body and absorbs it into herself. The rat cries out in pain.

Her twin, Kel, carries his oily black snake shaped mark on his lower right leg. He kneels down toward the rat and concentrates. Soon the rat is moving again, and clambors into Kel's dirty robes.

Lastly, Lyran Talonwind is an unhappy looking half-elf with a blue-green demon shaped mark in the center of her back. She paces the room urgently, producing long black spikes from her fist on every off-step.

The four meet in darkness, beyond the prying eyes of their enemies and indifferent society.

The War of the Mark ended almost 1500 years ago. A propaganda campaign followed that created hostile, fear-driven stigma against those holding marks not officially sanctioned by the Twelve. Those holding aberrant dragonmarks faced persecution throughout much of the last millenia.



These tensions only waned when Khorvairans had a greater fear—the Last War. Even so, aberrant dragonmarked characters are far from accepted by the public at large. When bad things happen it's still common to place blame on the aberrant marked.

Herein you'll find options for creating and fleshing out your aberrant dragonmarked characters, as well as members of the Twelve that seek to study and control aberrant dragonmarked. Also included are six artifacts from the War of the Mark are included as plot ideas for Dungeon Masters. While these artifacts are ultimately for player use, they are designed to be powerful items worthy of epic adventure.

Aberrant dragonmarked characters face challenges of prejudice, but also wield awesome power. If you're interested in exploring these themes with your character or in your campaign, consider adding these options in your Eberron campaign.

ABERRANT DRAGONMARKS

An aberrant dragonmark may manifest visually long before you gain its potential power. Its shape, color and location may be remarkable and eye-catching, or subtle and easy to hide. When choosing the look of your dragonmark, consider how it will affect your character's day to day interactions and whether it represents its inherent power.

For example, think about Jaron Quicktongue and the dark orange raven shaped dragonmark covering much of his face. Is he an outcast because of it? Or, because the half-orc has the Khyber's Grace feat to gain advantage in social situations (or simply the Aberrant Dragonmarked feat from *Wayfinders Guide to Eberron* (WGtE) taking friends and command), is he able to still navigate society without judgement?

In general, aberrant dragonmarks can be any size or shape, but are generally a single color. The shape can reference the power of the mark or not. The location can be related to the power or not. All of these decisions are yours to make - and use in creating your unique character who must carry their mark into the world!

There must be some pattern here, but nothing has been found, even after fifteen centuries of careful study.

~ Rekindler Agent
Training Guidebook

DRAGONMARK APPEARANCE

d6 Roll Dragonmark Placement

1	Mid to Lower Leg
2	Mid-Torso
3	Upper Back
4	Upper Arm
5	Lower Arm
6	Face

d6 Roll Dragonmark Shape

1	Wolf
2	Raven
3	Snake
4	Jackal
5	Skeletal Dragon
6	Pit Fiend

d6 Roll Dragonmark Color

1	Oily Black
2	Blood Red
3	Vivid Green
4	Dark Orange
5	Midnight Purple
6	Mottled Blue-Green*

*A blue-green tone is the sign of a mixed mark—such marks come from a child of two different Dragonmarked Houses. See *Dragonmarked* for more details.



WITH A CRY, THE YOUNG ABERRANT'S DRAGONMARK UNRAVELLED, QUICKLY BUILDING INTO A TERRIFYING VORTEX OF ARCAN E ENERGY. KRONN GASPED AND LOOKED ONE LAST TIME AT HIS COMPANIONS. HIS DEAREST FRIENDS.



EACH HAD READ THE HISTORIES FROM THE WAR OF THE MARK.



NONE HAD TRULY BELIEVED. NOT UNTIL IT WAS MUCH TOO LATE.

ABERRANT FEATS

These feats are intended to expand the Aberrant Dragonmark rules found in *Wayfinder's Guide to Eberron*. The feats presented here represent the awesome and terrifying powers those with aberrant dragonmarks might hold and, in many cases, are written to be intentionally strong. As such, make sure you work with your Dungeon Master on how these feats should play in your games.

Remember that characters possessing these powers are persecuted for holding them. Often times for good reasons as these marks are inherently destructive. Consider that there are real consequences for having been born with, and actively using, these feats. As you're creating your aberrant dragonmarked character consider the flaws that might be attached with such a power. Glim Thistlebrow certainly has the Bloodkeeper feat, but as a consequence perhaps she's often mistaken for a vampire. Does she have to consume the blood of others this way to survive?

You should also consider how these powers visually manifest. Lyran Talonwind possesses a mixed-mark using the Steelguard feat, which allows her to produce natural melee weapons. These are described as thick black spikes, but they could as easily be bone. Does her mark pulse or glow as she grows these weapons?

True Dragonmarks are the dragonmarks officially sanctioned by The Twelve and found in the bloodlines of the Dragonmarked Houses of Eberron. You can find more information on these dragonmarks in *Wayfinder's Guide to Eberron*, *Eberron Campaign Setting* or *Dragonmarked* - all available on DM's Guild!

BLOODKEEPER

Prerequisite: No existing true dragonmark

Your mark pulses with dark energy that causes blood to bend to your will. As a bonus action, you may attempt to steal a hit die from a creature you can see within 30 feet of you. The target must immediately make a Constitution saving throw. On a failure, they lose a hit die of their type and you gain a hit die of your type up to your maximum hit die. Alternately, as a part of this action you may immediately use the hit die gained this way to heal or empower other aberrant abilities. If you do not have a spellcasting ability, Constitution is your spellcasting ability for this effect.

CLARION CALL

Prerequisite: No existing true dragonmark

Your dragonmark is always in motion, vibrating against your skin and producing an audible sound when you call.

- You learn the *message* cantrip. You also learn the 1st-level spell *thunderwave*, and can cast it at its lowest level. Once you cast it, you must finish a long rest before you can cast it again. Constitution is your spellcasting ability for these spells.
- You may expend a hit die as a reaction to redirect an enchantment spell with a verbal command, like *command* or *suggestion*. You may redirect this from you to a creature of your choice within 30 feet. This choice must be made before making a saving throw against the spell. Once you use this feature, you can't use it again until you finish a short or long rest.



DEATH'S HERALD

Prerequisite: No existing true dragonmark

Your mark causes an unusual connection with death and necrotic energy.

- You learn the *chill touch* cantrip.
- On a successful hit with *chill touch*, you can attempt to necrotize the flesh of the targets. As a bonus action, you may expend a hit die to cause your target to expend a hit die, but instead of healing, the target takes necrotic damage equal to the resulting roll. In addition, the target's necrotized flesh is now under your control. As a bonus action, you can direct the flesh to do 1d6 damage to the target each round until it's removed. A creature can end this damage by using its action to make a DC 13 Strength check to remove the flesh taking 1d6 damage on a success.

FEARMONGER

Prerequisite: No existing true dragonmark

Your mark slithers just below the surface of your skin and radiates an aura of fear.

- You have advantage on saving throws against fear effects.
- You gain proficiency in Intimidation. If you are already proficient, you may double your proficiency bonus on Intimidation checks.
- Whenever a creature ends their turn within 30 feet of you, as a reaction you may use a hit die to attempt to frighten them. The creature must make a Wisdom saving throw or be frightened by you for one minute. The creature may repeat the saving throw at the end of each of their turns, ending the frightened effect on a success. If you do not have a spellcasting ability, Constitution is your spellcasting ability for this effect. Once you use this feature, you can't use it again until you finish a short or long rest.

FROSTBORN

Prerequisite: No existing true dragonmark

Your mark is colder than the darkest pits of Khyber. Increase the damage die of any cold ability you have by one step. For example, the base damage die for *ray of frost* becomes 1d10.

HUNGERING FIRE

Prerequisite: No existing true dragonmark

You wield fire to burn away the vitality of your foes. You can expend a hit to cause a target of your fire attack spells to lose one of their hit die. The target must then immediately roll their lost hit die and take additional fire damage equal to the resulting roll. If your fire spell has more than one target, you can use additional hit die per each additional target.

KHYBER'S GRACE

Prerequisite: No existing true dragonmark

Your mark shifts like a rippling stream.

- Increase your Charisma score by 1, to a maximum of 20.
- You may expend a hit die to gain advantage on Charisma checks against any target or area you can see.

KHYBER'S INTUITION

Prerequisite: No existing true dragonmark

Your mark moves of its own accord and responds before you do.

- Increase your Wisdom or Intelligence score by 1, to a maximum of 20.
- You may expend a hit die to gain advantage on Wisdom checks against any target or area you can see.

KHYBER'S RAGE

Prerequisite: No existing true dragonmark

Your mark roils with an untamed fury.

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- If you are hit by a melee weapon attack, you may expend a hit die to use your reaction to make a melee weapon attack against the attacker.

LINGERING BURNS

Prerequisite: No existing true dragonmark

Your mark burns with the power of an unquenchable flame. When you use a spell with the fire element keyword, you may immediately cast *create bonfire* anywhere in the area of the fire spell as a bonus action.

REVEALED DESTINY

Prerequisite: No existing true dragonmark

Your mark pulls you ever closer to the secrets of the Draconic Prophecy.

- You learn the *guidance* cantrip. You also learn the *augury* spell, but may only cast it as a ritual. Once you cast it, you must finish a long rest before you can cast it again. Constitution is your spellcasting ability for these spells.
- You may expend a hit die to gain advantage on a skill check using a skill in which you are proficient. Once you use this feature, you can't use it again until you finish a short or long rest.

ROTBRINGER

Prerequisite: No existing true dragonmark

Your mark writhes beneath your skin begging to be released

- You gain the ability to cast *infestation* and *poison spray*. If you do not have a spellcasting ability, Constitution is your spellcasting ability for this effect.
- You may expend a hit die to summon a swarm of rats as an action. As a bonus action, you may command the swarm to attack a target of your choice within your line of sight. After 1 minute, the swarm dissipates.

SHARDTOUCHED

Prerequisite: No existing true dragonmark

Your mark is attuned to Khyber crystals, which grow painfully from your mark and give you power over stone.

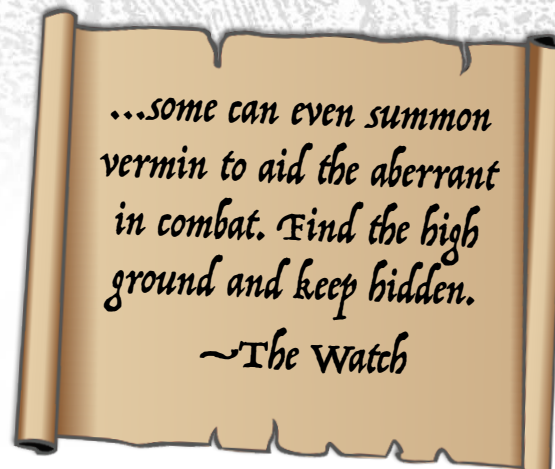
- You learn the *magic stone* cantrip, and can cast it at its lowest level. Once you cast it, you must finish a long rest before you can cast it again. Constitution is your spellcasting ability for these spells.
- As an action, you may expend a hit die to restrain a target within 30 feet.
- After a long rest, you produce 1 gp worth of Khyber crystal dust.

SHIMMER

Prerequisite: No existing true dragonmark

The lines of your dragonmark are indistinct, as if painted on with watercolor.

- You learn the *minor illusion* cantrip.
- You may expend a hit die as a bonus action to become invisible until the end of your next turn. This condition ends if you attack or casts a spell.



STEELGUARD

Prerequisite: No existing true dragonmark

Your dragonmark is tightly coiled, warding you from unseen danger.

- You learn the *blade ward* cantrip. You also learn the 1st-level spell *mage armor*, and can cast it at its lowest level. Once you cast it, you must finish a long rest before you can cast it again. Constitution is your spellcasting ability for these spells.
- As an action, you may expend a hit die to manifest spikes from your fists. These spikes are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d6 + your Strength modifier. When you take the attack action, you may expend one hit die to gain +1d6 damage with your spikes until the beginning of your next turn. After 1 minute, these spikes fade back into your skin.

TEMPEST

Prerequisite: No existing true dragonmark

Your dragonmark is drawn in sharp, jagged lines, and builds up a powerful charge over time.

- You learn the *lightning lure* cantrip. You also learn the 1st-level spell *witch bolt*, and can cast it at its lowest level. Once you cast it, you must finish a long rest before you can cast it again. Constitution is your spellcasting ability for these spells.
- As part of a successful melee attack, you may expend a hit die to deal an additional 2d6 lightning damage to your target. Once used, you must finish a short rest before you can use it again.

THORNS OF THE ELDEEN

Prerequisite: No existing true dragonmark.

Your twisting mark binds you to the Green. Nearby plants grow, surging towards your foes at your command.

- You learn the *druidcraft* cantrip. You also learn the *entangle* spell, and can cast it at its lowest level. Once you cast it, you must finish a long rest before you can cast it again. Constitution is your spellcasting ability for these spells.
- When casting *entangle*, you can expend a hit die to cause your vines to grow sharp thorns. Creatures who fail their save against your *entangle* also gain the poisoned condition for 1 minute, while those who succeed are poisoned until the end of their turn.



ORGANIZATIONS

The pursuit and study of aberrant dragonmarks is seen as a noble task among certain members of the Twelve. The following options provide a Tarkanan version of the House Agent presented in *Wayfinder's Guide to Eberron*, as well as a new faction of House Medani—the Rekindlers.

KHYBER'S CHILDREN

We have peace for now, at least until they stop fighting amongst themselves. A war is coming old friend, and this time we intend to win it.

—Carrick Tarkanan

HOUSE TARKANAN

The War of the Mark decimated those who possessed aberrant dragonmarks. For fifteen hundred years they were hunted or killed on sight. Now, in a new era where prejudice manifests only in disdain and distrust, those with aberrant marks have started their own Dragonmarked House: House Tarkanan.

Not recognized by The Twelve, the House does whatever it takes to survive, acting as an assassins guild as well as a place to train those with aberrant marks. Though House Tarkanan accepts those from all walks of life, they all share one point of view: a second War of the Mark is coming and this time they'll be prepared.

PLAYING A MEMBER OF HOUSE TARKANAN

As a member of House Tarkanan you very likely hold an aberrant dragonmark. While the powers may not have manifested yet, the House has prepared you to master them. You are feared and persecuted for the mark and

powers you might hold. When thinking about your House Tarkanan character think about how this struggle might have influenced their development.

HOUSE AGENT (TARKANAN)

You have spent your life with an aberrant mark, which made you an outsider long before you were old enough to walk. Your mark may or may not have manifested a power yet, but the House will prepare you to control it.

Skill Proficiencies: Insight, Survival

Languages: Two of your choice

Equipment: A set of traveller's clothes, a detailed map of Khorvaire and 10 gp

Feature: Safe House

There are House Tarkanan safe houses all over Eberron. As a member of the house, you have access to this network of safe houses in all of Eberron's major cities. Operatives of House Tarkanan may provide assistance and advice. You know several Tarkanan agents by reputation and the description of their signature dragonmarks.

SUGGESTED CHARACTERISTICS

House Agents of Tarkanan work tirelessly to find, protect and train those that carry aberrant marks. They also may be tasked with researching and finding artifacts from the War of the Mark. It's a diverse set of individuals that volunteer for this kind of service to the house.

FIND OUT MORE

The information presented here is a useful summary of House Tarkanan. However, make sure you check out the extensive, official version in the *Eberron Campaign Guide*. You can find it on DM's Guild!

PERSONALITY TRAITS

d8 Roll	Personality Trait
1	I don't trust anyone that hasn't proven themselves repeatedly.
2	I am ice cold, I never let emotion cloud my judgment.
3	I don't trust anything I can't see or feel.
4	I constantly tell people what my dragonmark does.
5	I can't forgive anything for I am the storm's wrath.
6	I can't help but tinker with objects I find.
7	I find dead things to be fascinating subjects worthy of intense study.
8	I mindlessly collect things whether I need them or not.

IDEALS

d6 Roll	Ideal
1	Justice. My people have been wronged and I will make it right.
2	Peace. Only peace can stop our people from being hunted.
3	Community. My dedication to improving the lives of others is an example for all.
4	Conquest. The Twelve will either recognize House Tarkanan or be overthrown by it.
5	Faith. A change is coming and our marks are a sign of that change.
6	Atonement. Now that I can control my mark, I must right the wrongs it caused.



BONDS

d6 Roll	Bond
1	House Tarkanan is the only reason I'm alive.
2	The city and its people are my home.
3	My family defended me when they could have abandoned me.
4	I am destined for something greater and my mark proves it.
5	I can't forget the family of my old partner, who died from my mistakes.
6	I can't live without the medicine that makes my mark bearable.

FLAWS

d6 Roll	Flaw
1	I know the House is always in the right, regardless of evidence.
2	I'm always waiting for the other shoe to drop.
3	I do not lie and will tell the truth no matter the consequences.
4	I never tell the truth to those outside my house.
5	I cannot let an insult go unpunished.
6	I believe my mark is a gift that must be shared with the world.

FINDING WISDOM IN HERESY

What do I think about the War? Killing those aberrants without learning from their marks is no different than burning books. Instead, our flame will seek to preserve knowledge.

—The Archive, 217 YK

THE REKINDLERS

The War of the Mark is remembered as one of the only times the Twelve Dragonmarked Houses united with a single purpose. As they brutally purged those dragonmarks deemed aberrations throughout Khorvaire, the families of The Twelve solidified their own power, becoming the forces which would guide nations throughout the centuries. However, not everyone was content to destroy these mysterious marks without first understanding their place in the Draconic Prophecy.

In the aftermath of the War, three members of House Medani pledged themselves to the secret study of aberrants. Now remembered only by their distinct titles, the Watch, the Archive, and the End have become a myth among the Medani. The Three located bearers of these mysterious marks, studied their fascinating abilities, and tried to develop their own prophetic translations. If the aberrant became a threat to others, the Rekindlers chose covert assassination as an act of mercy.

Over the long years since, the Rekindlers have continued to act in complete secrecy. The heads of House Medani know only as much as needed to fund their work and to guide a few of their most devout intelligence agents into this unique fold.

Today, candidates are thoroughly tested by coded instruction long before they are ever

allowed to meet with the Watch.

Agents are often surprised to be given their assignments by Jonna d'Medani (*female half-elf ranger 3/diviner 5*), as the Watch is seen as simply a quiet, methodical bookkeeper for the Warning Guild. House leaders receive infrequent and mysterious

written reports from the Archive, Konnyl d'Medani (*male half-elf cleric 7*), known to most as a kindly yet powerful priest of Dol Arrah. Only members of the Three know the true identity of the End, though that role is always chosen for their skills in combat, planning, and assassination.

Throughout the centuries, the goals and successes of the Rekindlers have been kept secret to those outside the House. While the Three have made no public announcement as to whether aberrants are part of the Draconic Prophecy, it is likely that whenever a slain aberrant is found, a record of their powers and lineage has been added to the Rekindlers' Vault. To what purpose this serves, only the Three can know.

PLAYING A REKINDLER AGENT

As one of the chosen few who have knowledge of the Rekindlers, your view of the world narrows to a search for those with dangerous abilities who have been taught by necessity to keep them concealed. You are taught the *detect dragonmark* spell in order to assist you in rooting out these dangerous individuals. Your task is simply to search and report to the Watch, the only member of the Three you have likely encountered.

Like any member of House Medani, the pursuit of knowledge is always more important than removing a threat. However, when a threat reveals itself, the use of *ignite dragonmark* is a traditional first response.



REKINDLERS IN THE WORLD

The Rekindlers are a secret organization that can be added to any Eberron campaign. As they are masters of espionage, most other organizations in Khorvaire have never heard of the Rekindlers, and certainly would never recognize one of the Three in person.

Any organization who wishes to unlock the secrets of dragonmarks or the Draconic Prophecy may have crossed paths with the Rekindlers in the years since the War of the Mark. These include House Tharashk and the Finders Guild, Creation's Forge and the Church of the Traveler, the Cults of the Dragon Below, and the Seren Dragon Cults.

NEW SPELLS

DETECT DRAGONMARK

1st-level divination

Casting Time: 1 action

Range: Self (60 feet)

Components: V, S

Duration: 10 minutes

For the duration, you can sense the presence of dragonmarks within 60 feet of you. If you sense a dragonmark in this way, you can spend your action to learn more information about one specific mark, including its location, type, and power. You also learn the mark's Intuition die type, as described in *Wayfinder's Guide to Eberron*.

You may spend a second action to learn the specific abilities associated with the dragonmark, but the target may make a Wisdom saving throw. If they succeed, they become aware of the detection, though they do not automatically notice the spellcaster.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

IGNITE DRAGONMARK

2nd-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S (caster must be dragonmarked)

Duration: Instantaneous

With a soft utterance and a sharp thrust of your hand, you cause the target's dragonmark to burst into flame. If your target fails a Charisma saving throw, the creature takes 3d8 fire damage and cannot use any of its dragonmark abilities for 3 rounds. On a successful save, reduce this to 1d8 fire damage and 1 round of dragonmark suppression. If you have the Greater Dragonmark feat, your target makes their saving throw with disadvantage.

At higher levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 per level and the suppression of dragonmarks increases by 1 round.

ARTIFACTS OF THE MARK

The War of the Mark produced many horrifying artifacts of power. Some things are better left forgotten...

The War of the Mark was a calamity for the Children of Khyber - ending in the destruction of Sharn. During the war artifacts were created to enhance the powers of aberrant marks, most of which are now lost. House Tarkanan is going to great lengths to recover the artifacts, but in the end, they may regret finding them.

Below are some items you can use in your campaigns as relics from the War of the Mark.

BAG OF INNUMERABLE FEARS

Wondrous Item, artifact (requires attunement to an aberrant dragonmarked character)

A ruddy brown cloth bag. While it looks to be a simple bag, it radiates a palpable aura of fear. Only the very foolish or mad have dared to possess the bag.

Strength of Fear. You cannot be frightened while conscious and attuned to the bag.

The Mindkiller. While attuned to and carrying the bag, your critical hits also confer the frightened condition onto your targets until the end of your next turn.

Empowered Mark. While attuned to and wearing the bag, if you have the Fearmonger

or Aberrant Dragonmarked feats, you may regain a hit die whenever a target frightened by you is reduced to zero hit points.

Magic. The bag has 10 charges and regains all of them each day at dawn. While attuned to the bag you may expend charges by reaching into the sack to produce one of the following effects:

- You can cast *phantasmal force* (1 charge), *fear* (2 charges), *phantasmal killer* (3 charges), *weird* (5 charges).
- For one minute, you create an aura of fear within 10 feet of you. Creatures starting or ending their turn within the aura must make a wisdom saving throw (DC 15) or be frightened for the duration. Creatures under this effect may repeat the save at the end of their next turn (4 charges).

Throne of Fear. Each day at dawn you must make a Wisdom saving throw (DC 15). On a failed save, you gain a permanent flaw from the Indefinite Madness table in the *Dungeon Master's Guide*. The flaw can be cured with *greater restoration*.

Destroying the Bag. Only a child's laughter can destroy the bag. If a child resists the fear effect of the bag and can be made to laugh naturally, the magic of the bag is destroyed forever.

Each of these items have beneficial traits, negative traits, methods of destroying the artifact as well as sentience and personality if applicable. These items are intended to further flavor the world with Aberrant Magic—some of which was right to be feared. These artifacts, in the hands of NPCs, could become the driver for an entire campaign. While not intended to be wielded by PCs, this may occur in your story. In such a case the artifact's negative aspects and personality should unfold over time. Destroying an artifact can be achieved, but the information on how to do so can only be found in the unlikeliest of places. Perhaps only the Queen of All Tears knows precisely how to unmake the Diadem of Plagues.

CLOAK OF CINDERS

Wondrous Item, artifact (requires attunement to an aberrant dragonmarked character)

A billowing black cloak that leaves ash and soot in its wake. The Cloak of Cinders was created during the War of the Mark to amplify the destructive fire powers of aberrant dragonmarks. It has appeared throughout history as a source of destruction, with various tales attributing fires in unlikely places to its presence. More than one city has been inexplicably lost to the fires of the cloak.

Fireproof. You have immunity to fire damage as well as to the effects of extreme heat.

Falling Star. Three times per day you may spend your move action to leap 60 feet into the air, then as an action, come crashing down to the ground. Each creature in a 20-foot radius including the caster must make a DC 16 Dexterity saving throw, taking 8d6 fire damage and 6d6 force damage on a failed

We chased the elf wearing the cloak for days. He wasn't hard to follow, we just followed the trail of burned cottages and hapless victims he left in his wake...

save, or half as much on a successful one. The caster may regain 1 hit die for each creature reduced to zero hit points from this attack. Hit dice gained in this manner may be used immediately as a bonus action.

Empowered Mark. If you have the Lingerin Burns, Hungerin Fire or Aberrant Dragonmarked feats, you may regain a hit die whenever a target of your fire damage spells is reduced to zero hit points.

Cinder Cloud. Each time you take the move action and move more than half your speed, the cloak produces a *fog cloud* effect.

Firestarter. The wearer of the cloak must set at least one fire per day, or they are not able to gain the benefits of a short or long rest.

Destroying the Cloak. Conventional means of destroying the cloak will ultimately fail. If destroyed, it will fall to ashes and disperse, reappearing within 100 miles in an unoccupied space 1d4 days later. To be permanently destroyed, the cloak must be frozen in magical ice and shattered or pierced with a Frost Brand or Staff of Frost.



COPULA OF CONVENIENCE

Wondrous Item, artifact (requires attunement to an aberrant dragonmarked character)

A silver ring of elegant design with a single red ruby adorning the band. Wearers of the ring possess an unnatural charisma.

Glamorous. While attuned to and wearing the ring, you may cast the *friends* cantrip at-will. If you already know the *friends* cantrip, targets of your spell are not aware the spell has been used when the effect ends. Once per day you may use the *glibness* spell on yourself.

Diva. If you do not have proficiency in a musical instrument, you gain proficiency in the lute. If you already have proficiency in an instrument, you may double your proficiency bonus when making performance checks with this instrument.

Silver-Tongued. While attuned to and wearing the ring, any target of your charm or fear effects has disadvantage on saving throws against those abilities.

Empowered Mark. While attuned to and wearing the ring, if you have the Khyber's Grace or Aberrant Dragonmarked feats, you may regain a hit die whenever a target charmed by you is reduced to zero hit points.

All the Air in the Room. While attuned to and wearing the ring, any ally within 30 feet of you has disadvantage on all Persuasion checks.

Fanciful. You are compelled to stretch the truth. When making a Persuasion check, make a DC 13 Wisdom saving throw. On a failure, you tell a lie instead—you may use Deception for this check.

I fear that cursed Copula more than any other Khyber artifact. Each bearer inevitably grows tainted by its glamour and conflict follows right behind.

~The Archive

Destroying the Ring. The ring can only be destroyed by the wrong note played on a musical instrument. Each time the wearer fails a Performance check involving a musical instrument, there is a 10% chance that the ring cracks and is destroyed forever.



DIADEM OF PLAGUES

Wondrous Item, artifact (requires attunement to an aberrant dragonmarked character)

Elaborate, sickly brown and green tearlike gems decorate the Diadem of Plagues. The Diadem's origins are unknown, but its connection to the Lady of Plagues is undeniable.

Gift of the Plague. While you are attuned to and wearing the diadem you gain immunity to poison damage and the poisoned condition.

Empowered Mark.

While you are attuned to and wearing the diadem, if you have the Rotbringer or Aberrant Dragonmarked feats, you may regain a hit die whenever a target of your poison damage spells is reduced to zero hit points.

Magic. The diadem has 15 charges and regains 1d10 each day at dawn. While wearing and attuned to the diadem you may expend charges to produce the following effects:

- You can expend 1 charge as an action to conjure 1d6 swarms of rats and 1d4 giant rats. These creatures are friendly to you and obey your commands.
- You can cast *ray of sickness* (1 charge) as a bonus action, *spike growth* (1 charge—the spikes are rats and vermin), *barkskin* (1 charge—the “bark” is made up of rats and vermin), *cloudkill* (2 charges), *fireball* (3 charges—deals piercing damage and is made of rats) which has a 50% chance to

spawn a swarm of rats where the *fireball* is centered after the spell ends, *simulacrum* (3 charges—the double is made of rats and vermin), *illusory dragon* (4 charges—but the image is of a gigantic rat instead of a dragon and may only produce acid or poison damage).

- If reduced to 0 hit points, you may expend 2 charges to form as a swarm of rats and continue fighting. At the start of your next turn you revert to normal with 1 hit point.



Plague Follows. Any creature attuned to the Diadem begins to produce the following Regional Effects immediately:

- The rat population skyrockets, doubling every 1d6 days.

- Plants begin to wither and die; crops stop producing in 1d6 months.

- Humanoids begin to sicken; first the elderly and children, followed by adults. If the wearer remains in the region, 10% of the population will fall ill by the end of the first week with up to 50% of the population ill after the first month. The illness has a 70% survival rate.

If the attuned creature dies, these effects begin to diminish in 1d10 days.

Destroying the Diadem. The diadem cannot be destroyed by conventional means. The diadem is instantly destroyed if touched by a good-aligned character in love while in a manifest zone of Irian.



FROSTLORD'S MANTLE

Wondrous Item, artifact (requires attunement to an aberrant dragonmarked character)

Ice forms around a choker holding a single deep blue sapphire gem, while a blanket of dense mist pours forth forming an icy capelet.

Frostproof. While you are attuned to and wearing the mantle you have immunity to cold damage as well as to the effects of extreme cold.

Bitter Harvest. Three times per day while attuned to and wearing the mantle you can convert any spell attack to a keyword frost spell and add a ½ speed slow effect. If your spell already reduces a target's speed, double the amount reduced.

Empowered Mark. While attuned to and wearing the mantle, if you have the Frostborn or Aberrant Dragonmarked feats, you may regain a hit die whenever a target of your cold damage spells is reduced to zero hit points.

Heart of Ice. While attuned to and wearing the mantle, after each long rest you have a 10% chance to reduce your speed by half until your next long rest. While under this affect, your alignment is effectively True Neutral. This limitation can be removed with a greater restoration spell.

Destroying the Mantle. Only the breath weapon of a Gold Dragon can destroy the Mantle of the Frostlord. If the mantle is exposed to a Gold Dragon's breath, it immediately melts and is destroyed forever.

GRAVESINGER'S AXE

Wondrous Item, artifact (requires attunement to an aberrant dragonmarked character)

The Gravesinger was captured prior to the end of the War of the Mark and executed by House Deneith. Legend tells the executioner's axe was filled with the undying Gravesinger's essence.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. It has the following additional properties.

Strength of the Grave. You can add your proficiency bonus to death saving throws.

The Risen. Upon dying, unless your head is removed from your torso, you rise as per *reincarnate* spell at dawn the following day in the axe's space.

Spells. While the axe is on your person, you can use an action to cast one of the following spells (save DC 18) from it: *animate dead*, *antilife shell* and *blight*. Once you use the axe to cast a spell, you can't cast that spell again from it until the next dawn.

Control Undead. Three times per day you may use the Control Undead (DC 18) feature of the Oathbreaker Paladin.

Until Death Do Us Part. Once attuned to the axe, it remains attuned until the axe is destroyed or the attuned creature is killed by Dead by Dawn.

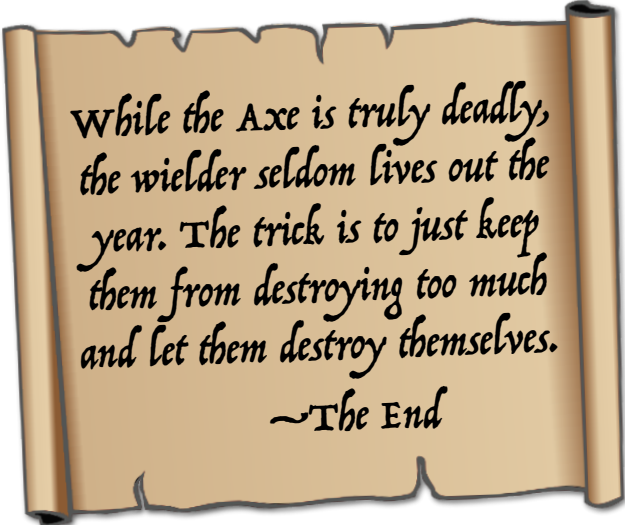
Dead by Dawn. Each day at dawn, a creature attuned to the axe must make a death saving throw. If the save is failed, it counts as permanent as long as the creature is attuned to the axe (A *greater restoration* spell cast on hallowed ground can remove these failed saves). If a creature is killed by accumulating failed death saves in this way, the spirit is stolen by the axe and the Gravesinger takes control of the body, becoming an NPC under the DM's control. The creature's soul cannot be returned to

their body by any means until the axe is destroyed.

Sentience: The Gravesinger's Axe is a neutral evil, sentient weapon with an Intelligence of 14, Wisdom of 12 and Charisma of 18. It can speak, read and understand common and can communicate with its wielder telepathically. It has darkvision out to 120ft.

Personality: The Gravesinger's Axe desires nothing more than to create and dominate undead creatures.

Destroying the Axe. The axe cannot be destroyed by conventional means. It may only be destroyed on hallowed ground by a Paladin or Cleric. The spirit of the Gravesinger must be laid to rest using the Funeral Rite feature of the *ceremony* spell.



While the Axe is truly deadly,
the wielder seldom lives out the
year. The trick is to just keep
them from destroying too much
and let them destroy themselves.
~The End

ABOUT THE AUTHORS

J. Ryan Conklin Ryan is a gamer and hobby writer. When not thinking about games he's thinking about the internet. There's nothing he loves more than player driven storytelling. He's currently working on adventures designed to be replayable by having the adventure adapt to players choices and story. The first adventure in this experiment is *Night of the Malignant Dead*.

Richard Malena-Webber is an academic, game editor and developer, presenter, and podcaster. He is the creator and host of [Atomic Game Theory](#), a blog and YouTube series devoted to games and game analysis. He previously wrote [The Monologue Mechanic](#) and the [Champions of Crown City](#) on the Dungeon Masters' Guild.