



WHEN THE SKY FALLS

AN EVENT BOOK
by
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The Light That Rent the Night

An adventure seed for 5th- to 7th- level PCs

The mysterious Dark Plea has its ways of insidiously infiltrating new worlds through the dreams of the innocent. And when a disgruntled ex-priest makes a wish upon a falling star, it may be the Plea that answers.

This web enhancement for *When the Sky Falls* is an extended adventure seed. It provides a strong skeleton for an adventure, but relies heavily on information found in *When The Sky Falls*. DMs should flesh it out with place names, relevant nonplayer characters (NPCs), and additional content as necessary to insert it into their own games.

BACKGROUND

The temple or religious organization that the player characters (PCs) frequent for healing—or one to which a PC belongs or is associated with) comes under covert attack by an unknown agency. All who sleep on the temple's grounds awake with tales of terrible nightmares. This has gone on for a couple weeks. But now there have been two disappearances: Jakob one night, and Lila two nights later. Both are highly placed in the religious organization (as determined by the DM). The rest of the clergy fear the worst.

A CONTRACT

The PCs are contacted and either hired (if not associated with the temple) or assigned (if they are closely associated) to solve the problem of the disappearing clergy. In addition, the temple folk ask them to figure out how to end the nightmares, if the two phenomena are connected.

LEADS

Some investigation turns up the following key points of information:

- The dreams of all who sleep on the grounds are uniformly poor, usually involving a monstrous presence of darkness and teeth chasing down the dreamer. Sometimes they include a vision of a violently hurling fireball from the sky seeding the earth with evil; the PCs can gain nothing more specific can be gleaned at this juncture. Player characters who sleep on the grounds have the same terrible dreams.
- Jakob's room is disheveled. Several scrawled drawings show what other clergy believe are the priest's

attempts to draw what he saw in his dreams: A large, dark mass filled with teeth. PCs who sleep on the grounds see something similar in their own nightmares.

- Lila's room looks likewise disheveled and contains similar drawings. One important difference: the name "Murian" is scrawled on a couple of the drawings (characters can notice this name with a Search check, DC 20).
- The remaining clergy are happy to answer questions about Murian: He was expelled from the temple several months back for various lapses. In fact, it was Jakob and Lila who were mostly responsible for the expulsion.

MURIAN

An old friend of Murian's who is still part of the clergy reluctantly agrees to provide directions to the place on the edge of town where Murian moved after his expulsion.

Murian lives in a simple three-room home with a basement. PCs arrive in time to witness, and potentially intervene in, a conflict between the ex-priest and two ruin priests:

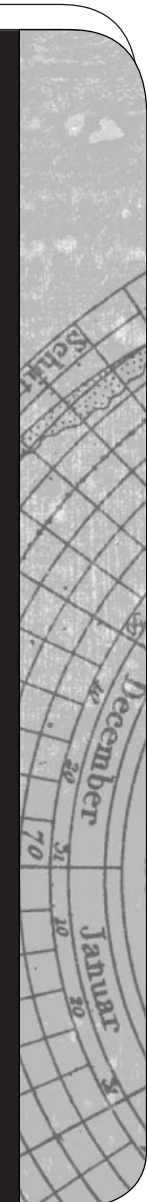
Ruin Priests (2): hp 39, 39; see statistics in *When the Sky Falls*, page 23.

Murian, human Clr5: Medium humanoid; HD 5d8, hp 36; Init –1; Speed 20 feet; AC 19; Attacks: +6 melee (1d8+1, morningstar); SV Fort +7, Ref +1, Will +8; AL N; Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +10, Spellcraft +8; Weapon Focus (morningstar), Scribe Scroll, Brew Potion.

Equipment: Full plate, masterwork morningstar, five cure light wounds scrolls, potion of blur, potion of levitate, potion of fly, cloak of resistance +1.

If PCs allow the combat to run to its conclusion, the ruin priests attempt to subdue, then capture, Murian. A meteorite strike many miles to the north has recently energized their philosophy of destruction, and their leader, Theodore



Burnseid (page 22, *When the Sky Falls*), has had a vision telling him that this stray cleric has a piece of the puzzle. The ruin priests know nothing else about Murian. These spiteful characters would rather pick a fight with the PCs than form any sort of alliance.

Murian is delirious and defends himself only half-heartedly. If the PCs rescue him, or even manage to question him, he is grateful and willingly speaks with them.

MURIAN'S CONFESSION

"I saw it all in my dream. It is the Dark Plea, you know. A blot of nightmare as large as the very world. I think it's heading this way. And I think it is my fault. I got SO angry at the temple when they kicked me out. So, when I saw the falling star streak across the sky a while back... I made a wish."

THE REAL STORY

Unfortunately for Murian, his wish was heard, and answered. For what fell that night was no ordinary meteorite. It was an engram ark (page 13, *When the Sky Falls*), a vessel from a long-dead world, containing the remnants of the inhabitants' essences. And as often happens, this engram ark was contaminated by the evil that shattered its world of origin: It was touched by the Dark Plea.

In his foolishness, Murian made a wish and opened a connection with a contaminated outrider of the falling star, an agent of the Dark Plea. Even before the meteorite's impact, a dark tendril reached out from the falling star and deposited a nest of evil in the temple, hidden in dream from waking eyes. The longer it is allowed to persist, the stronger that evil will grow. Murian now understands this and wants to undo his crime.

Thanks to his brief connection with the Dark Plea, he knows that only finding the site of the meteorite impact, and the engram ark at its center, can provide him with a method of ending the evil inhabiting the temple: a special engram. However, he tells the PCs (truthfully) that he doesn't know what an "engram" is.

Muiran happily joins the player characters if they take it as their quest to find the meteorite impact site. Otherwise, he asks them to accompany him on this quest.

ENGRAM ARK

See Chapter One of *When the Sky Falls* for a description of the land surrounding the fall of a meteorite, as well as the description of an engram ark, its interior, and how to gain entry. Don't throw an ark guardian at the PCs, though a lesser ark guardian may make a suitable challenge.

Inside, the Memekeeper (once soothed; see *When the Sky Falls*, page 15, "Negotiating With The Memekeeper") allows Murian or one of the PCs to dive for a special engram—a dreamseeking engram.

DREAMSEEKING ENGRAM

Unlike the engrams described in the product, this one has a single special quality: It allows its bearer to drag a creature of dream bodily into the waking world. Those specifically seeking this rune find it on their first dive. In all other ways, it is like a standard engram found in the Rune Sea inside the ark.



CLEARING THE TEMPLE

It turns out that the temple is infested with three hungry dreamers (see page 56, *When the Sky Falls*). Unlike the statistics noted in the book, the hungry dreamers currently enjoy a state called “dreamphase.” This condition renders them undetectable by all normal methods, including methods that normally detect invisible or even ethereal creatures. Being in dreamphase allows the hungry dreamers to send nightmares into the minds of all creatures sleeping nearby. In fact, it was these nightmares that finally broke the minds of Jakob and Lila, who disappeared under their own power. If ever found, they are quite insane.

The hungry dreamers didn’t put themselves in dreamphase—the will of the Dark Plea placed them in that state. So, if perturbed in the proper manner (see below), they fall back into phase with the waking world, where the PCs can deal with them normally.

Anyone with a dreamseeking engram sees the dreamphase hungry dreamers normally. Someone with a dreamseeking engram who successfully attacks a dreamphase creature—or successfully targets it with a spell, psionic power, or other effect—immediately drops the creature into the waking world. At that point, the party can be dealt with the hungry dreamers normally—or flee from them.

CONCLUSIONS

Removing the hungry dreamers from their dreamphase infestation of the temple ends the nightmares of those in that location. All is well... or is it?

The engram ark is here. And the Dark Plea, whose attention is drawn here in the wake of the engram ark’s fiery descent and Murian’s wish, has discovered a world whose dreamscape remains free of its own peculiarly dreadful taint.

For now.

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