

# THE HEART OF GLOOM

Zarta's wards flicker and wane. It's only a matter of time before they fail completely.

**Total of 6 checks among the entire group, divided how the party chooses. Each skill (such as Stealth) on each challenge may only be attempted once as a party. You will want to try to complete all challenges presented below.**

## What Lies in the Heart

The thorny vines of the *Heart of Gloom* twist slowly, creating a mockery of a heartbeat accompanied by the sound of creaking wood and sorrowful moans. Understanding the Heart may be key to protecting yourself from its effects.

**Easy Stealth or Deception:** Approach the Heart without giving away anything about yourself.

**Standard Survival or Arcana:** Study the Heart's interaction with the Universe.

**Hard Perception or Religion:** Contemplate the Heart's motives.

## Taming the Library

The magic infused in the books drips from the pages, saturating the room. Discharging any spell could create a dangerous power cascade.

**Easy Arcana or Occultism:** Identify the most dangerous interactions between magical tomes.

**Standard Nature or Religion:** Identify the profane or unnatural texts that resonate with the heart's power.

**Hard Society:** Identify mundane tomes and use them as a buffer.

## Dismantle the Apparatus

This apparatus has traces of the highly volatile *sample 73*; it's clear that the bulk of *sample 73* was recently removed and isn't present here. However, even with only traces remaining, *sample 73*'s planar reactivity could render the toxic substance airborne.

**Easy Crafting or Medicine:** Bind the traces left behind with stabilizing agents.

**Standard Acrobatics or Athletics:** Carefully move the traces of *sample 73* to a safer location.

**Hard Nature or Thievery:** Isolate the sample from the planar influence.

# THE HALL OF MECHANICAL WORKS

A smooth sphere swings between the cyclopean sepulcher and the mannequin, linking the two with an amber thread of highly unstable magic. Glimpses of copper-colored mathematical formulas and formless mindscapes with nightmarish shapes flicker in and out of focus along the thread like whirls in a turbulent river. A metallic cylinder connected to the mannequin's throat with brass wires starts spinning and says "Off <click> off <crackle> me."

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## Still the Sphere

Graceful and fast, the smooth sphere is caught between the two relics, augmenting their effects and the grip they have on one another.

**Easy Acrobatics or Performance:** Perform alongside to move it out of alignment.

**Standard Athletics:** Forcefully end the movement.

**Hard Melee Strike:** Push the sphere out of its path.

## Enter the Dream

The sarcophagus has created a world to feed on pain. As it will never be satiated, the only hope is to enter the dreamscape and lull it to sleep.

**Easy Deception or Stealth:** Blend in with the dream and strike against the sarcophagus.

**Standard Will Save:** Overwhelm the sarcophagus and force it to sleep.

**Hard Occultism:** Decipher the words on the sarcophagus to put it to sleep.

## Awaken the Dreamer

Someone is trapped in a nightmare reliving his failures. A sea of people mocks him as he presents his work on a clockwork heart to a large auditorium.

**Easy Crafting or Thievery:** Carefully reset the clockwork brain.

**Easy Medicine:** Help defend medical theories.

**Standard Deception:** Convince him that mockery proves his genius.

**Hard Diplomacy:** Convince him that the mockery isn't real.