



### **Aberrant Dragonmark (*Cause Fear*)**

You feel a sense of cold, icy detachment, a distancing from your emotions. You can feel something on your forehead – a crawling, tingly sensation – and if you find a reflective surface you will find this is a strange, twisted dragonmark. Somehow you know how to channel its magical power: once during the adventure, you can use *cause fear* as a spell-like ability, with a caster level equal to your character level.

The word “Whisper” is fixed in your mind: you believe it is a name.



### **Aberrant Dragonmark (*Burning Hands*)**

A strange mark has appeared on the palm of your right hand. You feel angry, and that anger seems to be a physical force boiling through your veins; you have an innate sense of how you could unleash this as pure fire. You may use *burning hands* as a spell-like ability once over the course of this adventure; the caster level is equal to your character level.

For some reason, the word “Burn” is floating in the back of your thoughts.





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### **Aberrant Dragonmark (*Detect Secret Doors*)**

You are filled with a powerful sense of curiosity – it’s almost a physical itch in your brain. Your head itches as well – it’s as if someone has scratched a pattern across your scalp, and it burns ever so slightly. When you rub your hand across your head, you can feel it: there IS a mark, some sort of strange dragonmark. You have an instinctive sense of how you could channel its power to reveal hidden things: Once during this adventure, you can use *detect secret doors* as a spell-like ability with a caster level equal to your character level.

The word “Caine” is stuck in your head.



### **Aberrant Dragonmark (*Jump*):**

You feel a surging sense of impatience: it is difficult to stand still, to keep from fidgeting. As you fiddle with your hands, you notice a strange, blackened dragonmark spread across the back of your left hand. You can feel the energy pouring off of it, and you somehow know how to channel this into a burst of pure physical power. Once during the course of the adventure, you can use *jump* as a spell-like ability. The caster level is equal to your character level; this provides a +20 bonus to Jump checks for 1 minute/level.

The word “Twitch” is stuck in your head.





### **Aberrant Dragonmark (*Shield*):**

A strange sense of confidence and power washes over you. You can feel something painted across your chest – a cold, icy seal, dead nerves in the shape of a twisted dragonmark. You have an instinctive sense of how to call on the power of this mark: once during this adventure, you can use *shield* as a spell-like ability, with a caster level equal to your character level.

The word “Stone” is fixed in your mind. You think it is a name.



### **Ogre's Strength**

EVERYTHING IS TOO BIG! No! YOU'RE TOO SMALL! Someone has cast reduce on you! No. Wait. You're still your normal size. But for some reason you FEEL as if you should be larger – as if you should tower over the people around you. Beyond this, you feel a surge of physical power: for the duration of the adventure, you receive a +2 bonus to Strength.

The word “Grok” is fixed in your mind.





### Echoes of Burn

You can still feel traces of the aberrant warrior whose mind and body you shared – an angry and aggressive man with the power to produce flame. Occasionally you see the faces of your children, who were killed by Deneith soldiers; you will have to restrain your fury when you encounter members of House Deneith. It makes you want to... burn things.

This provides you with a +1 circumstance bonus to Knowledge (history) and resistance 1 versus fire damage.



### Echoes of Caine

You can still feel traces of the aberrant warrior whose mind and body you shared – a halfling rogue with the power to find secret doors. You were driven from House Ghallanda, and you spent much of your life hunting Phiarlan assassins; you still feel bitterness towards members of these two houses.

This provides you with a +1 circumstance bonus to Knowledge (history) and Search checks.





### Echoes of Grokk

You can still feel traces of the ogre whose mind and body you shared – a warrior who fought on the side of the aberrants in the War of the Mark. You miss being large, and enjoy using enlarge person whenever the opportunity presents itself.

This provides you with a +1 circumstance bonus to Intimidate checks, and a +2 insight bonus to all Charisma-based skill checks involving ogres.



### Echoes of Stone

You can still feel traces of the dwarf warrior whose mind and body you shared. You remember being exposed by House Sivis and hunted across the length of Zilargo by gnome assassins. But you made them pay... and those memories bring a disturbing sense of pleasure.

This provides you with a +1 circumstance bonus to Knowledge (history) and a +1 morale bonus to attack and damage rolls when you are fighting gnomes. You suffer a -1 circumstance penalty to Charisma-based skill checks when you are dealing with gnomes.





### Echoes of Twitch

You can still feel traces of the aberrant warrior whose mind and body you shared – an impatient scout who was always in motion. Your mind is filled with a whirl of memories: nights spent sneaking through Deneith camps, duels with Phiarlan swashbucklers, promises of true love broken when your aberrant mark came to light. You fight to forget, but the memories still haunt you.

This provides you with a +1 circumstance bonus to Knowledge (history), Jump, and Tumble checks – but you suffer a -1 circumstance penalty on all Concentration checks.



### Echoes of Whisper

You can still feel traces of the aberrant warrior whose mind and body you shared – a cold and calculating necromancer with mastery over fear. You remember fleeing from Phiarlan spies and the Deathguard of Aerenal. You feel a disdain for elves of both cultures – and an odd sense of sympathy with those who follow the teachings of the Blood of Vol.

This provides you with a +1 circumstance bonus to Knowledge (history). You receive a +2 insight bonus to any sort of Charisma-based skill check when dealing with people who follow the Blood of Vol – but only if you are aware of their allegiance!





### **Friends in Khyber's Gate**

The ogres Huraskal and Shrulustra are grateful for your help, and word of your generous nature has spread throughout the undercity. While you possess this story object, you receive a +3 to Gather Information and Diplomacy checks made in the Khyber's Gate district of Sharn. However, others may ask you for favors – and if the DM decides that you have ruined your reputation with harsh actions, the object may be taken away.



MARK OF HEROES



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### Enemies in Khyber's Gate

The ogres Huraskal and Shrulustra had many friends in the tunnels below Sharn, and you have made enemies by killing them. You receive a -5 to Gather Information checks made in the Khyber's Gate district of Sharn, and the residents of this district automatically drop one attitude category when dealing with you (indifferent becomes unfriendly, unfriendly becomes hostile). At the DM's discretion, you can lose this object if you perform a great service to the people of Khyber's Gate – but it's harder to lose an enemy than a friend.



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