

The following guide has conversion notes for the *Keys from the Golden Vault* anthology, offering multiple tips on how to run each adventure and give it some extra Eberron flavor.

Heists go perfectly with Eberron, with several such adventures having already been published for the pulp-noir setting in previous editions of the game. These include:

- **“Freely Given”** by Gregory Marks (*Mark of Heroes* RPGA campaign)
- **“Riding the Rail”** by Christopher Wissel (*Dungeon* #143)
- **“The Aundairian Job”** by Craig Shackleton (*Dungeon* #147)
- **“City of Blood”** by Nicolas Logue (*Dungeon* #154)

On top of other non-Eberron modules (such as **“Steading of the Hill Giant Chief”** by Gary Gygax, or *Dungeon* #55’s **“Umbra”** by Christopher Perkins), one can create an entire ongoing heist campaign when paired with *Keys from the Golden Vault*.

There are two basic paths that you can take when running *Keys from the Golden Vault* using this conversion:

- The first is the **City of Towers** path, where the characters are based out of Sharn, the eponymous City of Towers, with each adventure more or less being focused around that location.
- The second is the **Globe Hopper** path, where each mission will see the characters traveling to a different exotic location in Eberron. One week, they may be in the frontier nation of Q’barra, and the next they’re in the outwardly idyllic gnome police state of Zilargo.

EXTRA CONSIDERATIONS

When running heists in Eberron, consider:

1. **Changelings are a common race.** Their ability to shapeshift into other medium humanoids is a known quantity in the world, and people (including changelings themselves) often adopt distinctive mannerisms, pieces of clothing, or passcodes by which friends can verify their identity. A changeling character or a character using *disguise self* could study a target who has taken such precautions in order to better impersonate them.
2. **Magic is everywhere.** Wandslingers armed with arcane implements. Trains and airships powered by bound elementals. Glameweave fabric that mix fashion with illusions to create impossible styles. These are but a few of the byproducts of Eberron’s arcane industry. Use these when describing the world, and consider how they might help or hinder the characters during a heist.
3. **The dynastic Dragonmarked Houses hold monopolies over certain industries.** The dwarves of House Kundarak have become the land’s go-to bankers thanks to their innate ability to create wards and defenses, while House Medani use their abilities to stop crimes before they occur. House Cannith provides tools, items, and constructs to those willing to pay, while House Deneith does the same with mercenaries. Consider how characters belonging to these and other houses might use their connections to help gain an advantage during a heist involving such elements.

POSSIBLE PATRONS

If you decide to give the characters a patron for their heists, the following may give you some ideas for how to tie them to Eberron:

- **The Golden Vault was founded by a member of the Chamber—a group of young dragons who meddle in mortal affairs.** It's possible that the activities carried out by the organization's agents have greater prophetic significance, which the draconic founder is trying to influence. This dragon could just as easily be chromatic as metallic, as alignment isn't tied to the color of one's scales.

Their rivals are likely agents of a different dragon or a rakshasa attempting to foil the schemes of the Golden Vault's master.

- **The Argentum are a branch of the Church of the Silver Flame who seek out and contain dangerous artifacts.** During the Last War, however, this religious institution became the espionage arm of Thrane due to the church's entanglement in that nation's politics. The characters may be working for Thrane and have to balance national interests with their spiritual mission, or they may be a splinter of the Argentum formed after the main agency lost its way.

Their rivals are likely members of other intelligence agencies, with the missions they undertake altering the balance of power between nations on the post-war stage.

- **House Tarkanan is a criminal organization that also serves as a**

refuge for people shunned for having aberrant dragonmarks.

Founded by the survivors of a secret networks program in Breland, they have turned their skills to less than legal pursuits since being sent on a suicide mission by the government. With the power of aberrant marks rising in the world once again, the group's leader, Thora Tavin, wants to keep people like her safe.

Their rivals are likely members of the Dragonmarked Houses, who hate and fear those with aberrant marks; or they belong to one of Sharn's other criminal institutions, such as the Boromar Clan, Daask, or the Tyrants.



THE MURKMIRE MALEVOLENCE

CITY OF TOWERS: The Varkenbluff Museum of Natural History is instead the **Morgrave Museum of Natural History**, attached to the famous (some might say infamous) Morgrave University in Sharn's **Menthis Plateau** district.

GLOBE HOPPER: The Varkenbluff Museum of Natural History is instead the **Newthrone Museum of Natural History**, located in the nation of **Q'barra**. Rampant colonialism on this jungle frontier brought on by refugees seeking new homes in the wake of the Last War, as well as the existence of lucrative dragonshard fields in Q'barra have led to tensions between the native "scales" (lizardfolk, dragonborn, and kobolds) and mammalian settlers.

ORIGINS OF THE STONE

In Eberron, the Murkmire Stone might have one of several origins:

- **It is the egg of a truly aberrant creature from the plane of Xoriat.** Xoriat is the realm from which mortal creativity and madness flow, and the stone may be tied to the daelkyr known as Orlassk, the Stone Lord.

In Sharn, it could have served as the focus for the Dreambreaker, a gnome with an aberrant dragonmark who lived a thousand years ago during the War of the Mark, and believed his people's battle mirrored one being fought in the heavens. The creature could even be the Dreambreaker reborn, back to finally take his revenge against the Dragonmarked Houses!

- **The beast within the egg is born of nightmares.** Crafted by the dream spirits known as quori, it is a weapon feeding off the psychic emanations of the masses.

It may have been created recently and planted in the dig site where it was found by agents of the Dreaming Dark, or could have its origins in the ancient conflict between the quori and the giants of Xen'drik, in which case even the Dreaming Darki may want to get their hands on it as a relic of their people's forgotten history (the creature inside might even be an imprisoned quori from this previous age). The Dreaming Dark act through unaffiliated agents influenced via their dreams, or ones secretly hired by the quori-ruled Unity of Riedra. These agents might be a rival crew sent to steal the stone, or even the curator Alda Arkin herself.

- **It is a large Khyber dragonshard containing the essence of an imprisoned fiend.** Instead of being green, the stone is dark blue, with an inner fire at its heart.

In Q'barra, it likely holds a sliver of the power of the fiendish overlord Masvirik the Cold Sun, whose evil essence was bound and scattered in dragonshards that the local lizardfolk are determined to stop the settlers from disturbing. Instead of a human anthropologist, the characters could instead be hired by a lizardfolk priest named **Caseek** who has had visions of the horror to come should this "egg" hatch.

ADDITIONAL CHANGES

Some additional changes you can make to give the adventure more of an Eberron feel:

- Clark Jonathan Vanth, the “young and naive” human Museum Guard, is instead a warforged named **Shield**.
- Milanova Wumplestocking, the gnome Museum Guard “who is very serious but loves a good pun,” is renamed **Milanova Mag Harlian**.
- Georgina Lucina Vandylarahal, the “sneering heir to a mining fortune” attending the gala, is instead a half-orc with the Mark of Finding named **Vandylara d’Tharashk**.
- Countess Helene Danforth’s name is in the style of Eberron nobility: **Countess Helene ir’Danforth**. She could be a Cyran refugee or belong to Sharn’s Sixty families.
- Worth mentioning that dinosaurs are not “prehistoric” in Eberron—they’re a regular part of wildlife in certain parts of the world. That doesn’t mean seeing them in a museum is any less awe-inspiring, of course.

For additional chaos and an added complication, you could bring the time table for when the Murkmire Stone begins emitting pulses of magical energy up. **Rather than beginning at 10:30 p.m., it starts at 7:30 p.m., while the gala is still going on.** The gala guests believe the pulses are simply part of an elaborate show by the museum staff, and blindly applaud it while being influenced by its dark presence. The gala attendees become increasingly unhinged, with the finery they clothe themselves in falling away as they fall prey to alien impulses.

THE STYGIAN GAMBIT

Since the Nine Hells don’t exist in Eberron, the Afterlife Casino is instead based on the plane of the dead, **Dolurrh**. This misty realm is said to sap the memory and color from the shades of the dead, so the casino employees play their part and encourage guests to indulge in order to “stave off” this ennui.

The River Styx is instead simply known as **“The River of Souls”**.

CITY OF TOWERS: The Afterlife Casino is located in the **Hareth’s Folly** neighborhood of **Dura**. This neighborhood was designed to reflect an eccentric architect’s vision of what other planes look like. It is home to a variety of mansions, taverns, and dream parlors, but the Afterlife is the hot new place to be.

GLOBE HOPPER: The Afterlife Casino is located in the city of **Korranberg** in the gnome nation of **Zilargo**. Quentin Caras Clebdecher might consider himself a disciple of Dorius Alyre Korran, the long-dead founder of the local university who believed Dolurrh was the gateway to the realm of the Sovereign Host and that a mortal could actually replace one of these deities by emulating their story.

THE TOURNAMENT

- **Disappointingly, the adventure assumes the characters do not take part in the card tournament. If you would prefer, encourage a character or characters to enter.** Remember, however, that the goal is not simply to get their hands on the grand prize, but to embarrass Quentin in front of his guests.

Perhaps the tournament's final opponent is **Quentin himself, who they must defeat in a one-on-one match** (meaning they could easily embarrass him at his own game). This would allow them to live out the fantasy I think this heist was trying to go for.

- Tieflings in Eberron are born in areas influenced by other planes. **Verity Kye is a Dolurrr tiefling**, with her curly white hair appearing almost mist-like as it falls from her head. Quentin's theming of the Afterlife Casino is an intentional dig at Verity's heritage.
- Quentin Togglepocket is renamed **Quentin Caras Clebdecher**. Instead of making a deal with the archdevil Mammon, he is a follower of **the Keeper**, a greedy deity who hoards the souls of those who draw his jealous eye.
- The Grand Minauros invitational is renamed **the Queen of the Dead invitational**. Instead of an erinyes statuette, **the prize depicts the stoic-faced mistress of Dolurrr**.
- Most of the "tiefling" employees are actually **changelings** who take on fiendish and ghostly appearances as part of their work uniform.
- Anaïs Bellefleur is a **shifter** instead of a tiefling.

- Lahdia Mizreem is still a drow, originally hailing from Xen'drik, but is simply named **Lahdia**.
- Nightshade is an **Aereni elf** instead of a tiefling, appearing almost mummified despite being alive.
- Wumpus Thistledown is still a halfling, but is renamed **Wumpus Boromar**, as they are related to Sharn's **halfling mafia**.
- If the Afterlife Casino is in Zilargo, any of the human participants could instead be **gnomes**. In that case, they have the following names:
 - **Jetta Lyrriman Dal** (Jetta Moore)
 - **Swiffie Sel Shadra** (Ruthie Swifford)
 - **Whipp Sil Tarliach** (Whipp Walsh)

ADDITIONAL CHANGES

- Bar Malbolge is renamed **Restless Spirits**.
- Phlegethosian Spa & Stygian Baths is renamed **Sovereign Spa & Baths**.
- Cirque Maladomini is renamed **Cirque Six**, after the deities of the Sovereign Host known as the Dark Six, which includes the Keeper.
- Nessus is renamed **The Last Meal**. The "abyssal chicken egg omelet" is replaced with a "giant spider egg omelet"; and the "Nessian liqueur" is replaced with "Dolurrrhi liqueur".



REACH FOR THE STARS

CITY OF TOWERS: Delphi Mansion is located atop a tower in Sharn's **Northedge** district, a peaceful suburb with numerous parks. Elra Lionheart's camp is located in the **City of the Dead**, the city cemetery built on a neighboring bluff.

GLOBE HOPPER: Delphi Mansion is located on the outskirts of the city of **Sigilstar** in **Thrane**. Named after the central star in Eberron's night sky, Sigilstar is known for its teahouses and magic schools.

KROKULMAR

The Far Realm isn't a thing in Eberron, so Krokulmar could instead be:

- **An unknowable aberration from Xoriat.** Given the form the creature takes, it could be tied to the daelkyr known as Kyrzin, Prince of Slime. The eldritch surges are the reality-bending effects of that plane bleeding into Eberron.
- **A change-obsessed slaad from the evershifting plane of Kythri.** The surges are a manifestation of Kythri's total lack of stability.
- **A malevolent fiend from the depths of Khyber.** The surges show the spread of its evil influence.

ADDITIONAL CHANGES

- The "order of paladins that battles extraplanar threats" depicted in the *D2. Dining Hallway* paintings are **templars of the Silver Flame**.
- If Krokulmar is tied to Xoriat, the cultists wield symbionts. Their attacks and spells manifest as boneblades, tentacles, and ooze.

PRISONER 13

Both the **CITY OF TOWERS** and the **GLOBE HOPPER** paths will take the characters to the same prison. Revel's End is replaced with **Dreadhold**, a bleak island prison in the **Lhazaar Principalities** operated by House Kundarak. The dragonmarked dwarves are willing to incarcerate anyone for the right price, no questions asked, using the Mark of Warding to keep them under lock and key.

If you don't want to send characters to Dreadhold for the **CITY OF TOWERS** path, instead use the **Citadel** prison in Sharn's **Menthis Plateau**. This holding facility for Breland's worst criminals is protected by the crown's hand-picked guardians.



KORDRA'S CRIME

Any of the following explanations could be used to place the crimes that earned Kordra Glintstone a one way trip to prison into an Eberron context:

- **Korda Glintstone hails from the dwarven realm of the Mror Holds.** She is renamed **Korda Kolkarun**, and ripped off the wealth of her own Clan Kolkarun using her network of spies. She hid the treasure in ancient dwarven ruins known as the Realm Below under Kolkarunhold.
- **Kordra Glintstone was an official in the northern nation of Karrnath, helping create a national espionage branch during the Last War while secretly embezzling funds.** The branch she founded was disbanded after her imprisonment, but she still has influence due to her former position. She hid her treasure in the vaults used to store Karrnath's undead soldiers beneath the city of Atur.
- **Kordra Glintstone was a member of a secret black ops team assembled by the King's Citadel of Breland, made up of people with aberrant dragonmarks.** After this team was left for dead on a mission to Darguun during the Last War, many of its members turned their talents towards criminal pursuits as founders of House Tarkanan. Kordra's "tattoos" are actually a manifestation of her aberrant dragonmark, giving them a bit of extra menace. She was captured after stealing a fortune from Breland's royal treasury in Wroat, hiding the treasure in the depths below Sharn.

ADDITIONAL CHANGES

- **Zaxon d'Kundarak** is the warden of Dreadhold (replacing Marta Marthannis). He is lawful neutral. He is still possessed, as per Warden Marthannis, by the spirit of his comrade, **Vlax d'Kundarak**.
- The Absolution Council members are all dwarves belonging to House Kundarak. Their first names remain the same, but their last names are replaced with **d'Kundarak**.
- You might decide that all of the guards in Dreadhold are also dwarves to provide an extra complication for the characters to overcome. Otherwise, they are made up of various diverse ancestries, all in House Kundarak's employ.
- If using the Citadel prison, as per **the alternate City of Towers path**, then the warden is a ruthless gnome named **Talleon Haliar Tonan**. Talleon is possessed by the spirit of a changeling named **Vlax**, who served as a Brelish spy for many years alongside the gnome. Meanwhile, **the Absolution Council is made up of representatives from the Brelish cities of Starilaskur, Wroat, and Xandrar.**