GRASP OF THE EMERALD CLAW

A 6th-Level Adventure

DESIGN
Bruce R. Cordell

ADDITIONAL DESIGN, DEVELOPMENT, AND EDITING
Bill Slavicsek

DESIGN MANAGER
Christopher Perkins

DEVELOPMENT MANAGER
Jesse Decker

MANAGING EDITOR
Kim Mohan

SENIOR ART DIRECTOR RPG R&D
Stacy Longstreet

DIRECTOR OF RPG R&D
Bill Slavicsek

Dungeons & Dragons

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THE CREATION PATTERN

Of the key players, only Merrix understands the truth of the creation pattern. He has studied the writings of his ancestor, Kedran d’Cannith, and knows a lot about the Maker’s long-ago foray into the mysterious wilderness of Xeno’drak. Kedran, who found around the time of the War of the Mark, constantly sought ways to improve his techniques and the power of his dragonmark. During his explorations and experiments, Kedran discovered a new ancient creation pattern that he dubbed the “Xulo Pattern.” He spent years deciphering writings dating back to the Age of Giants and searching for the other pieces of the Xulo Pattern. By the time he found two of the four schemas and the creation pattern itself, Kedran realized the truth about the Xulo Pattern—it was dismantled and scattered across the Xeno’drak wilderness.

Creation patterns discovered in Xen’drak appear in two sizes. Large patterns were used by giant wizards and smaller patterns employed by their elf magehands. The elves who were taught enough magic to assist their giant masters. The Xulo Pattern was one of the latter patterns. It converted arcane energy into sentence, which could then be imbued into items of all types—including constructs similar to the modern warforged. Over time, the sentence acquired energy and became sentient. It was a dark, malevolent sentence that caused some amount of trouble for the giants. It took control of a temple and used its malign intelligence to sow discord and inflict pain. After a dreadful period of conflict instigated by the Xulo Pattern, the giants dismantled the pattern and hid each part (four schemas and the creation pattern itself) in a different location.

Over a number of years of dedicated study and exploration, Kedran recovered three of the schemas and the creation pattern. He studied them in his enclose in Sharn, piecing together the history from the fragments of documents and tablets he uncovered in Xen’drak. On his last trip to the mysterious continent, Kedran not only completed the magical schema, he solved the secret of the Xulo Pattern. Realizing that the completed pattern would be dangerous, Kedran decided to leave the fourth schema where it was and returned to Sharn to separate the pieces he had. While in isolation, each piece was a valuable tool for unlocking arcane secrets of the ancient giant civilization. By studying the individual fragments of the schema, Kedran and his descendants developed many creation patterns. Eventually, the warforged were created using the centuries of research and development started by Kedran long ago.

Merrix, Baron Merrix d’Cannith, wants to observe and study the completed Xulo pattern. He has been secretly in the service of Merrix. Agents of the Emerald Claw have raided her sanctuary and stolen the two schemas and the creation pattern.

Fearful that her secret master, Baron Merrix, will be after her for losing the items, Elaydren sends the adventurers to recover the stolen materials. With the completed creation pattern, she explains, the Order of the Emerald Claw will gain power beyond anything imaginable. The order can’t be allowed to succeed, she warns, or the Five Nations and the dragonmarked houses will face threats of an ancient intelligence awakens. Suddenly all parties have a new and powerful enemy to contend with.

ADVENTURE SYNOPSIS

In Sharn, the City of Towers, the adventurers are again called upon to help Lady Elaydren d’Cannith. This time, in addition to appealing to their desire for gold and adventure, Elaydren describes a desperate situation involving the schemas and the Order of the Emerald Claw. The adventurers arrive to find Lady Elaydren’s domicile has been trashed and the lady herself left for dead. Agents of the Emerald Claw have returned her sanctuary and stolen the two schemas and the creation pattern.

Fearful that her secret master, Baron Merrix, will be after her for losing the items, Elaydren sends the adventurers to recover the stolen materials. With the completed creation pattern, she explains, the Order of the Emerald Claw will gain power beyond anything imaginable. The order can’t be allowed to succeed, she warns, or the Five Nations and the dragonmarked houses face threats of an ancient intelligence awakens. Suddenly all parties have a new and powerful enemy to contend with.

SHADOWS AND WHISPERS

Group of the Emerald Claw follows the events of the Eberron adventure “The Forgotten Forge,” “Shadows of the Last War,” and “Whispers of the Vampire’s Blade.” If you did not run these adventures, don’t worry. Group of the Emerald Claw is a stand-alone adventure that can be run for characters with fifth-level experience by the players or other adventures. The previous events could have happened through the actions of another party of adventurers, and now Lady Elaydren turns to your group to finish the job that started weeks ago with the murder of Provoct Bronal Geldem of Morgrave University. If this is your first foray into this series of adventures, you should still work out where Lady Elaydren is one of your adventuring party’s patrons prior to running Group of the Emerald Claw.
INTRODUCTION

This adventure pits a group of 6th-level characters against the forces of the Order of the Emerald Claw. The immediate organization that is the focus for the parts of this adventure is the ancient creation pattern nears its conclusion, but other groups also seek this powerful item. The search leads the characters from Sharn to the mysterious continent of Xen’drik. In the development of the creation pattern might be decided once and for all.

To best utilize this adventure, you need copies of the following D&D books: Player’s Handbook, Dungeon Master’s Guide, Monster Manual, and the Eberron Campaign Setting. This adventure is designed as a continuation of the story presented in "The Forgotten Forge" (in the Gargoyls Sitting, Shadows of the Last War, and Whispers of the Vampire’s Blade). It works best at the fourth part in this series, but it can also be played as a stand-alone adventure.

ADVENTURE BACKGROUND

This adventure provides a conclusion to the search-for-the-schemas storyline that began in "The Forgotten Forge." There are four schemas that combine with an ancient creation pattern to create an as-yet unknown item of great power. House Cannith, with the help of the adventurers, has recovered the creation pattern and schemas A and B (if the adventurers successfully completed "The Forgotten Forge" and Shadows of the Last War). The Order of the Emerald Claw, which also covers the schemas, has acquired schema B (a copy from the facility at Whitehearth) and schema C. The last part, schema D, is still unaccounted for.

Lady Elaydren d’Cannith, working secretly for Baron Merrix d’Cannith, has served as the adventurers’ patron and has provided them with the means to recover two of the schemas and the creation pattern. She claims to represent Baron Jorlanna d’Cannith of Aundair, and does belong to the Aundairian house, but has long been secretly in the service of Merrix. Why the subterfuge? Because Merrix doesn’t want his competitors or opponents to know he is on the trail of ancient magic. Jorlanna wants the schemas? Fine. Merrix wants them? Then they must be powerful indeed. (At least, that’s how Merrix believes people interpret his actions.)

Garrow, a changeling priest of the Blood of Vol in Sharn, pieced together part of the history from the fragments of documents and tablets he uncovered in Xen’drik. On his last trip to the mysterious continent, Garrow did not know the ancient secrets of the schema. He solved the secret of the Xulo Pattern. Realizing that the completed pattern would be dangerous, Kedran decided to leave the fourth schema where it was and returned to Sharn to separate the pieces. In isolation, each piece was a valuable tool for unlocking arcane secrets of the ancient giant civilization. By studying the individual patterns and the patterns from Xen’drik, Kedran and his descendants developed many creation patterns. Eventually, the warforged were created using the ancient creation pattern. During the creation process, the ancient warforged were imbued with sentience, which could then be imbued into items of all types—including weapons and magic items.

THE CREATION PATTERN

Of the key players, only Merrix understands the truth of the matter. He has studied the writings of his ancestor, Kedran d’Cannith, and knows a lot about the Maker’s long-ago forays into the mysterious Wilderness of Xen’drik. Kedran, who died around the time of the War of the Mark, constantly sought ways to improve his techniques and the power of his dragonmark. During his explorations and experiments, Kedran discovered the ancient creation pattern that he dubbed “the Xulo Pattern.” He spent years deciphering writings dating back to the Age of Giants and searching for the other pieces of the Xulo Pattern. By the time he had recovered three of the four schemas and the creation pattern itself, Kedran realized the truth about the Xulo Pattern—it was disassembled and scattered across the Xen’drik wilderness on purpose.

Creation patterns discovered in Xen’drik appear in two sizes: larger patterns used by noted wizards and smaller patterns employed by their elf magehands. The elves who were taught enough magic to assist their giant ancestors developed many creation patterns. Eventually, the warforged were created using the ancient creation pattern nears its conclusion, but other ancient intelligence awakens. Suddenly all parties have a new and powerful enemy to contend with.

ADVENTURE SYNOPSIS

In Sharn, the City of Towers, the adventurers are again called upon to help Lady Elaydren d’Cannith. This time, in addition to appealing to their desire for gold and adventure, Elaydren describes a desperate situation involving the schemas and the Order of the Emerald Claw. The adventurers arrive to find that Lady Elaydren’s domicile has been trashed and the lady herself left for dead. Agents of the Emerald Claw have railed her sanctuary and stolen the two schemas and the creation pattern. Fearful that the secret master, Baron Merrix, will be after the item for losing the items, Elaydren sends the adventurers to recover the stolen materials. With the completed creation pattern, she explains, the Order of the Emerald Claw will gain power beyond anything imaginable. The order can’t be allowed to succeed, she warns, or the Five Nations and the dragonmarked house of Cannith are lost.

She also reveals that the Emerald Claw has taken notes recently uncovered in one of the House Cannith libraries—notes made by Kedran d’Cannith around the time of the War of the Mark that suggest where the last schema is hidden. The notes imply that the fourth schemas lie in ruins on the mysterious continent of Xen’drik. In isolation, each schema is powerful on its own. It was a dark, malevolent sentience that caused some amount of trouble for the giants. It took control of a temple and used its malign intelligence to sow discord and inflict pain. After a dreadful period of conflict instigated by the Xulo Pattern, the giants dismantled the pattern and hid each part (four schemas and the creation pattern itself) in a different location.

Over a number of years of dedicated study and exploration, Kedran recovered three of the schemas and the creation pattern. He studied them in his enclave in Morgrave University. He has sent a number of agents to recover the schemas, but all have thus far failed him. Scimitar, who led an attack against the adventurers in Whispers of the Vampire’s Blade, continues to haunt them for their patron, Lady Elaydren.

SHADOWS AND WHISPERS

Group of the Emerald Claw follows the events of the Eberron adventures “The Forgotten Forge,” Shadows of the Last War, and Whispers of the Vampire’s Blade. If you did not run these adventures, don’t worry. Group of the Emerald Claw is a stand-alone adventure that can be run for characters with no experience of the other adventures. The previous events could have happened through the actions of another party of adventurers, and now Lady Elaydren turns to your group to finish the job that started weeks ago with the disappearance of Provost Bonal Geldm of Morgrave University. Is this your first foray into this series of adventures, you should still work for weeks that Lady Elaydren is one of your adventuring party’s patrons prior to running Group of the Emerald Claw.

At the heart of the ruins, a giant-sized living construct that predates modern warforged by several millennia guards the last schema. The primitive warforged must be overcome, along with Garrow and the remnants of the Claw task forces, as well as Scimitar, an agent for the Lord of Blades who has formed a temporary alliance with Garrow to make sure that the creation pattern is completed.

And what of the Xulo Pattern? Once all of the pieces come within close proximity of each other, the ancient intelligence awakens. Suddenly all parties have a new and powerful enemy to contend with.
Lady E.'s Offer:

Another opportunity to earn gold and perform a service for House Cannith, a wax seal with the House Cannith signet pressed into a high-quality paper envelope. The envelope, made of high-quality paper, features a gargoyle turns and disappears back into the rain-filled city.

His shoulder and drops a sealed envelope onto the table. With a nod, the gargoyle says in a raspy voice that sounds out, the messenger approaches.

"The Lady has need of you, " the gargoyle says in a raspy voice that sounds out), the messenger approaches. When they identify themselves (or are otherwise pointed to), the gargoyle's chest.

When the PCs arrive, they will find Elaydren of House Cannith. At the Lady's domicile in the Middle-City, the adventurers must overcome a trio of Karrnathi zombies to get to their patron's side.

**EMPLOYMENT OPPORTUNITY**

While the adventurers are resting between missions, in their favorite inn or tavern or in whatever place they use as a headquarters when they stay in Sharn, a message arrives. Read the following:

"The rain has returned after a few welcome days of sun, and was the steady heat of water falling on the roof and nearby suspended waterfalls fills the air with constant noise. A side door opens, and in one of Sharn's gargoyles emerges onto the roof. Rain runs in rivulets down the creature's stone back, reminiscent of the way it cascades down the stone towers of the city. A House Vuladhion sign hangs from the harness around the gargoyle's chest.

The gargoyles ask for the player characters by name. When they identify themselves (or are otherwise pointed out), the messenger approaches.

"The Lady has need of you, " the gargoyles says in a raspy voice that sounds like stones being scraped together. It reaches into the pouch hanging by its shoulder and drops a sealed envelope onto the table. With a nod, the gargoyles turns and disappears back into the rain-filled city.

The envelope, made of high-quality paper, features a wax seal with the House Cannith signet pressed into it. It contains a brief letter from Lady Elaydren d'Cannith.

French. Another opportunity to earn gold and perform a service for House Cannith presents itself. Please meet me at my town house at the sound of the evening chimes. Come to the Parlan Tower in Middle Central.

**TOWN HOUSE 19 (EL 6)**

After the PCs make their way to Parlan Tower in Middle Central, they can easily locate Town House 19.

Something looks wrong as you approach Lady Elaydren's town house. The open doors from the four-story building indicate that something violent occurred recently. A shadow moves in the doorway, and you hear a scream somewhere inside.

The Situation: By the time the adventurers respond to Lady Elaydren's summons, Garrow and his task force have already come and gone, taking the two schemas, the creation pattern, and Kedran's notes with them. The city's vigil has left three Karrnathi zombies to finish off Elaydren, to further delay anyone seeking to aid her, and perhaps to sow confusion by making it look like Karrnath has attacked House Cannith.

The door to the town house opens onto a 30-foot-by-30-foot foyer. House Cannith guards lie scattered around the room, cut down by weapons and magic. The three Karrnathi zombies surround a wounded and nearly exhausted Elaydren. Lady Elaydren has used all her spells and other resources, and tries to hold off the zombies with her dagger.

**Karrnathi Zombies:** hp 28, 27, 22; Eberron Campaign Setting, page 295

Tactics: Unless otherwise distracted, the Karrnathi zombies direct all their attacks at Elaydren until she falls. If another character attacks the zombies, two of them turn to face the new challenger while the third continues to attack Elaydren unless it is too engaged.

**Lady Elaydren d'Cannith:** Female human aristocrat 3/errantor 2/hp 12 (of 19); Ark +1 mace (1d4/1d20, masterwork mace), all spells and disposable possessions used up.

Development: The Karrnathi zombies were ordered to make sure that Lady Elaydren and any of her minions are destroyed. The zombies fight with a malvolent intelligence and work together to defeat their enemies. If the PCs try to reason or otherwise talk to the zombie, the zombies display a disdain for nonwarriors and for those not born of Karrnath. They won't reveal whom they work for, but often shout Karrnath war slogans as they battle.

"For Karrn and Karrnath! " By the Blood-Sword's common label, and "You are no match for the blood and soul of Karrnath! " for example.

When the PCs defeat the zombies, they can talk to Lady Elaydren.

**TIME IS OF THE ESSENCE**

Provided the adventurers defeat the Karrnathi zombies before Elaydren dies, they can speak to their patron. Read:

"Once again I am in need," Lady Elaydren says as the trio to compose herself after the brutal ordeal. "The zombies were only part of the larger force that attacked my guards and household staff. There were armored warriors wearing the symbol of the Emerald Claw, and a swarif fighter with a uniquely scarred scimitar. The scent of those, however, was their leader. He appeared first as a smiling merchant, rotund and jolly, who used so innocent a form to gain entry to my town house. Then he transforms to mold and fire, and is no longer one tall, emaciated man with white skin, red eyes, and sharp fangs."

Elaydren pauses to calm herself, accepting any healing or other aid the PCs might offer. Then she continues:

"They killed my guards, my servants . . . they attacked my pre-Galifar memory urn . . . and they took the schemas." Elaydren responds with a heavy heart: "By the Great Forge, the Emerald Claw has the schemas and the creation pattern!" She pauses again, and a new resolve sparkles in her sapphire eyes. "There is still time to retrieve the schemas and keep the Order of the Emerald Claw from gaining whatever power the completed creation pattern may possess. Time is of the essence, and there isn't a moment to waste. Will you undertake this mission for me?"

**Elaydren's Offer:** Lady Elaydren d'Cannith works hard to convince the adventurers to once again take up her cause. This time, in addition to monetary gain and the continued support of House Cannith, she appeals to them to protect the Five Nations from the evil machinations of the Order of the Emerald Claw. Work the answers to these questions into the adventurers' conversation with Lady Elaydren.

**Why Should We Help You?** "For taking on this mission, I will pay you 5,000 gold pieces each—half now, the rest when you return with the items. The schemas and the creation pattern belong to House Cannith, but more importantly, we must not allow the Order of the Emerald Claw to use the completed pattern. I haven't quite determined what the pattern can be used to create, but the reputed power it possesses cannot be allowed to fall into the grasp of the Emerald Claw. Neither the Five Nations nor the dragonmarked houses will be safe should the order attain a powerful weapon. They can't be allowed to retrieve the fourth."

**Where Is and Not House Cannith?** "I was given the schemas and the creation pattern to hold and keep safe, and I have failed. I must recover the items through the efforts of my own resources, or my standing in the house will be in jeopardy. You have served me well in the past, and I turn to you again in this hour of need."" How Can We Find the Schemas?" "Among the items stolen from me were recently uncovered notes made by my ancestor, Kedran d'Cannith. It was in his ancient forge far below Sharn that the first schema was discovered. His notes hint at the location of the fourth schema. I can provide you with those hints, and you can beat the Emerald Claw to the location."

**Where Do You Think the Fourth Schema Is?** "The fourth schema can be found in Xen'drik, in ancient ruins once populated by giants and their elf slaves. Kedran's notes clearly identify the place, and I can replicate the clues that were among his writings."

**What Next?** Prepare yourselves for a journey to the mysterious continent of Xen'drik. Here is a letter of credit for 5,000 gold pieces that you should use to outfit yourselves and procure potions and scrolls for the expedition. Return here in two hours, and I will have your advance payment ready. I will also make arrangements for your travel."

When the adventurers have asked all the questions they can think of, go on to Part Two.
TOWN HOUSE 19 (EL 6)

After the PCs make their way to Parlan Tower in Middle City, they can easily locate Town House 19.

Something looks wrong as you approach Lady Elaydren's town house. The open door of the fourth floor has a bloodstain that indicates that something violent occurred recently. A shadow moves in the doorway, and you hear a human scream somewhere inside.

The Situation: By the time the adventurers respond to Lady Elaydren's summons, Garrow and his task force have already come and gone, taking the two schemas, the creation pattern, and Kedran's notes with them. The priest of Vell left three Karrnathi zombies to finish off Elaydren, to further delay anyone seeking to aid her, and perhaps to sow confusion by making it look like Karrnath has attacked House Cannith. The door to the town house opens onto a 30-foot by-30-foot foyer. House Cannith guards lie scattered around the room, cut down by weapons and magic. The three Karrnathi zombies surrounding a wounded and nearly exhausted Elaydren. Lady Elaydren has used all her spells and other resources, and tries to hold off the zombies with her dagger.


Tactics: Unless otherwise distracted, the Karrnathi zombies direct all their attacks at Elaydren until she falls. If another character attacks the zombies, two or three of them charge the new champion while the third continues to attack Elaydren unless it too is engaged.

Lady Elaydren d'Cannith: Female human aristocrat 3/caster 2, hp 12 (at 19), 1st +1 melee (1d4–1/19–20, masterwork dagger), all spells and disposable possessions used up.

Development: The Karrnathi zombies were ordered to make sure that Lady Elaydren and any of her minions are destroyed. The zombies fight with a malevolent intelligence and work together to defeat their enemies. If the PCs try to reason or otherwise talk to the zombie, the zombies display a disdain for nonwarriors and for those not born of Karrnath. They won't reveal whom they work for, but often shout Karrnathi war slogans as they battle: “For Karrnath and Karrnarth!” “By the Blood-Sword’s common blade!” “And you are a match for the blood and soul of Karrnath!” for example.

When the PCs defeat the zombies, they can talk to Lady Elaydren.

TIME IS OF THE ESSENCE

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"Once again I am in your debt," Lady Elaydren says as the trio to compose herself after the brutal ordeal. "The zombies were only part of the larger force that attacked my guards and household staff. There were armored warriors wearing the symbol of the Emerald Claw, and a widespread fighter with a similarly sanded weapon. The worst of these, however, was their leader. He appeared first as a smiling merchant, rotund and jolly, who used so innocent a form to gain entry to my town house. Then he transformed to melt and turn, and he possessed me with a menacing, eternally white skin, red eyes, and sharp fangs." Elaydren pauses to calm herself, accepting any healing or other aid the PCs might offer. Then she continues:

"They killed my guards, my servants . . . they attacked my pre-Galifar memories . . . and they took the schemas," Elaydren moans with a heavy heart. "By the Great Forge, the Emerald Claw has the schemas and the creation pattern!" She pauses again, and a new resolve blossoms in her applelike eyes. "There is still time to retrieve the schemas and keep the Order of the Emerald Claw from gaining whatever power the completed creation pattern may possess. Time is of the essence, and there isn't a moment to waste. Will you undertake this mission for me?"

Elaydren's Offer: Lady Elaydren d'Cannith works hard to convince the adventurers to once again take up her cause. This time, in addition to monetary gain and the continued support of House Cannith, she appeals to them to protect the Five Nations from the evil machinations of the Order of the Emerald Claw. Work the answers to these questions into the adventurers' conversation with Lady Elaydren.

Why Should We Help? "For taking on this mission, I will pay you 5,000 gold pieces each—half now, the rest later—by the time you return after the adventure is completed. The schemas and the creation pattern belong to House Cannith, but more importantly, we must not allow the Order of the Emerald Claw to use the completed pattern. I haven't clearly identified the place, and I can replicate the clues that were among his writings."

What's Next? Prepare yourselves for a journey to the mysterious continent of Xen'drik. Here is a letter of credit for 5,000 gold pieces that you should use to outfit yourselves and procure potions and scrolls for the expedition. Return here in two hours, and I will have your advance payment ready. I will also make arrangements for your travel.

When the adventurers have asked all the questions they can think of, go on to Part Two.

What Happened at Town House 19?

Lady Elaydren doesn't understand the dark game of danger and intrigue that she is forced to play. Yesterday, Baron Merrix summoned her and entrusted the two schemas, the creation pattern, and some recently uncovered notes attributed to the Order of the Emerald Claw to the location.

Lady Elaydren d'Cannith works hard to convince the adventurers to once again take up her cause. This time, in addition to monetary gain and the continued support of House Cannith, she appeals to them to protect the Five Nations from the evil machinations of the Order of the Emerald Claw. Work the answers to these questions into the adventurers' conversation with Lady Elaydren.

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When the adventurers have asked all the questions they can think of, go on to Part Two.

sentence will be allowed to emerge. Once emerged, it would find its way back to him, either through the actions of Elaydren's hirelings or through the actions of other agents not yet in play. Anyway, the adventurers are too late to stop Garrow and his task force from stealing the items entrusted to Elaydren, but they have an opportunity to save their patron from a horrible death at the hands of Karrnathi undead.
**PART TWO: FROM HERE TO THERE**

This part of the adventure deals with the trip from Sharn to Stormreach, on the northern coast of Xen’drik. The adventurers must brave the Straits of Shargon and safely pass through Shargon’s Teeth, the realm of the sahuagin. Read:

> “I have secured you passage on a new form of transportation that is called the Sea Dart. Of course, it’s different from the others, in that it’s an undersea ship, for it travels secretly beneath the waves. These craft have been constructed. We built them for various intelligence agencies, but only one rich group has had the chance to use one as of yet. It is in possession of the ship, but the last we heard was that the new War has ended. The other two remain in Garund hands. Take this letter of passage to Byam, in the Greyflood district. He can be found at the residence of the Sea Rock Downs. He will make sure you get safely to Stormreach and back again.”

Elaydren moves on to discussing how to find the Emer-ald Clove force. Read:

> “The undersea ship will take you to Stormreach, the trading town located on the northern coast of Xen’drik. Sea fare might be a bit pickier than the Emerald Clove took it’s tools in an around Stormreach, but if that’s true you’ll be working, the direct ride. Robin’s notes places the ancient site about four hundred miles up the Rush River. Here is the clue from Robin’s notes to finding the site once you reach that stretch of the river. At the turn in the Rush River, where the land rises and the banks of stone reach for the sky, look toward the giant’s left hand for guidance to the schema’s resting place.”

Finally, Elaydren gives each of the adventurers a small pouch of gems worth 2,500 gold pieces. Read:

> “Collect the four schemas and the creation pattern, return them to me, and an equal amount will be yours in your return. Good luck, and may the fortunes of the House and the Nations smile upon you.”

**SEA DART**

The waterfront area of the Greyflood district bustles with laborers and sailors. Arcane and mundane cranes abound to help with the lifting of crates and boxes, so magical aids abound.

**Light Daylight.**

**Sound** Ship horns, laborers’ calls, mundane dockyard noises (automatic).

**Assuming** That the characters accept Elaydren’s commission, they eventually find themselves at the docks of Greyflood. Questions about Byam quickly provide directions to a gnome engaged in a game of slice with other sailors. He asks the adventurers to wait while he finishes the game and collects his winnings. If the adventurers show Byam the letter of passage from Elaydren, he nods and leads them to a warehouse set back from the docks. Read:

> “I have secured you passage on a new form of transportation recently developed by House Garund.” Lady Elaydren says. “It is called an undersea ship, for it travels secretly beneath the waves. These craft have been constructed. We built them for various intelligence agencies, but only one rich group has had the chance to use one as of yet. It is in possession of the ship, but the last we heard was that the new War has ended. The other two remain in Garund hands. Take this letter of passage to Byam, in the Greyflood district. He can be found at the residence of the Sea Rock Downs. He will make sure you get safely to Stormreach and back again.”

Byam knows that the characters need to reach Stormreach as quickly as possible, though he doesn’t know what they want to do once they arrive. As a loyal retainer of House Cannith, he has agreed to work for Lady Elaydren without asking questions.

Elaydren tells Byam that the characters are experienced hands and capable warriors. Byam plans to take a route through Shargon’s Teeth that will allow him to cut more than a day off the trip. He hopes it won’t come to that, but Byam has decided to try to get the PCs being able to help put down any attempted sahuagin piracy.

Byam shows the characters to their berths. Because of space constraints, four characters are packed into a room that has two narrow sets of double bunk beds.

**Captain Byam:** hp 29, see Appendix.

**Gnome Crew** (6). Gnome fighter 2; CR 2; Small humanoid; HD 2d10+4; hp 17, Int +1, Spd 20 ft., AC 16, touch 15, flat-footed 14, Base Atk +2, Grp –2, Atk or Full Atk +5 melee (1d3+3, masterwork gnome hooked hammer) or +2 melee (1d8×3, dagger), SA spell-like abilities; SQ —; AL LG; SV Fort +6, Ref +2, Will +0; Str 16, Dex 19, Con 17, Int 13, Wis 10, Cha 8.

Skin and Hide +7, Jump +1, Listen +3, Sense Motive +1, Spot +2, Combat Expertise, Improved Trip, Two-Weapon Fighting, Improved Initiative, Possessive: leather armor, masterwork gnome hooked hammer.

**Development:** The best maintainable speed of the Sea Dart is approximately 15 miles per hour. The bound water elemental that powers the vessel never tires, so assuming there is no trouble, and accounting for terrain, the Sea Dart can make the trip around Shargon’s Teeth and on to Stormreach in about five days. However, Byam’s desire to follow Elaydren’s orders and get the adventurers to that settlement as quickly as possible puts the undersea ship on a course through Shargon’s Teeth. Provided all goes well, this cuts the length of the trip by a day, possibly two, and a half days.

**Undersea Ship.** The Sea Dart has a narrow bridge at the ship’s front, an observation blister (which serves as the all-hands area and cafeteria), a galley for food preparation and storage, the captain’s quarters, crew quarters, two small berths (each able to hold up to four passengers), a cargo hold (a thin horizontal space beneath the cargo hold contains a minor elemental bonding ring of air that keeps the atmosphere in the undersea ship breathable, as well as the magic support that supports the main elemental bonding ring), and a small armory and armlet containing eight water crossbows (special projectile weapons that can be used underwater) and twelve potions of water breathing.

**DANGER AT SEA (EL 9)**

This deadly encounter pits the Sea Dart and its passengers against a Huge dire shark as the undersea ship travels through the waters beneath Shargon’s Teeth.

**Light** Spells at 20-foot intervals inside the undersea ship. Photophorescent sea life outside provides twilit patch lighting, or the ship’s exterior light spells can be illuminated.

**Sound** Crew and masts of a vessel under pressure, bubbling, faint intermittent whale calls and the sounds of other undersea life (automatic).

**Important Rule:** Water Dangers, Dragon Master’s Guide, page 104; Underwater Combat, Dragon Master’s Guide, pages 92 and 93.

**Gliding along beneath the waves can be either extremely boring or extremely interesting, depending on the terrain and undersea life.**

**The Situation:** A dire shark stalks through the water and attacks the Sea Dart at the behemoth of its sahuagin keeper. If the PCs notice the approaching creature, they can prepare for the jarring impact. Otherwise, they realize the danger when the dire shark crashes into the undersea ship.

**Call for Spot checks by all the characters in the observation blister.** On a result of 25 or higher, characters see something large streaking through the water toward the vessel. Read:

> An enormous dark shape moves through the water toward you. It comes closer, and you see a streamlined body with a triangular fin at its back, a toothy mouth set under its long snout, and a tail shaped like a crescent moon.

A moment later, the dire shark crashes into the Sea Dart, damaging the rig that binds the vessel to the elemental vessel. Read:

> The Sea Dart rocks violently as though something large and powerful has punched into it, or perhaps the beast has bit one of the stone columns that rise like trees rising through the dark water all around you.

**From here, you hear the sound of dripping water as the gnome crew members begin to curse and shout.**
This part of the adventure deals with the trip from Sharn to Stormreach, on the northern coast of Xen’drik. The adventurers must brave the Strang of Shargon and safely pass through Shargon’s Teeth, the realm of the sahuagin, to reach the mysterious continent. The PCs have two houses to purchase supplies and make any other arrangements they like. Then, back at Elaydren’s town house, they receive the advance on their payment, last-minute instructions, and passage on a strange new vehicle—an undersea ship.

**LAST WORDS FROM ELAYDREN**

When the adventurers return to Lady Elaydren’s town house, they see that she has called for laborers to clean up the mess. Attentive PCs can notice (DC 15 Spot check) that these are common laborers, not affiliated with House Cannith or any of the other dragonmarked houses. Elaydren wants to keep the news of events from reaching Baron Mervis for as long as possible, unaware that the Baron has been watching events unfold at the town house all day through the use of magical means.

Elaydren seems relented to see the adventurers, since many of her hopes for advancing in her house rest with them. She welcomes them and lays out the last details before the adventurers can depart. Read:

“I have secured you passage on a new form of transportation before the adventurers can depart. Read:

**SEA DART**

The waterfront area of the Greyflodd district bustles with laborers and sailors. Arcane and mundane crates abound to help with the lifting of crates and boxes, so magic seems abound.

**Light Daylight.**

**Sound Ship horns, laborers’ calls, mundane dockyard noise (automatic).**

Assuming that the characters accept Elaydren’s commission, they eventually find themselves at the docks of Greyflodd. Questions about Byam quickly provide directions to a gnome engaged in a game of dice with other sailors. He asks the adventurers to wait while he finishes the game and collects his winnings. If the adventurers show Byam the letter of passage from Elaydren, he nods and leads them to a warehouse set back from the docks. Read:

“The gnomes with the short, dark hair and colorful dress lead you into the warehouse. Inside, hidden from view, a water pool contains a strange-looking vessel. It looks superficially like an airship that has fallen into the water, complete with an elemental binding ring. However, the binding ring contains violently spinning water instead of the airy or fiery element. The craft’s shape seems strangely thin and elongated. Moreover, every compartment is filled with the voices of airship crew members that sing harmoniously, as if they were choirboys on top of the craft.”

**Undersea Ship**

*Byam knows that the characters need to reach Stormreach as quickly as possible, though he doesn’t know who, and he has to act on his own.* As a loyal retainen of House Cannith, he has agreed to work for Lady Elaydren without asking questions.

Elaydren thought Byam that the characters are experienced hands and capable warriors. Byam plans to take a route through Shargon’s Teeth that will allow him to cut more than a day off the trip. He hopes it won’t come to any trouble, but Byam has decided to gamble on the PCs being able to help put down any attempted sahuagin piracy.

Byam shows the characters to their berths. Because of space constraints, four characters are packed into a room that has two narrow sets of double bunk beds.

**Captain Byam:** hp 29, see Appendix.

**Gnome Crew (6).** Gnome fighter 2; CR 2; Small humanoid; HD 2d10+6; hp 17, Int 17, Wis 14, Dex 16, Cha 15; base attack +4; base saves vs. Fort +2, Ref +2, Will +0; Speed 20 ft., Swim 30 ft.; AC 16, touch 15, flat-footed 14; Base Att +2, Grp –2, Atk +4 Touch 15, Flat-footed 14; Base Att +2, Grp +2, Atk +4

**Sea Dart** is approximately 15 miles per hour. The hound water elemental that powers the vessel never tires, so assuming there is no trouble, and accounting for terrain, the Sea Dart can make the trip around Shargon’s Teeth and on to Stormreach in about five days. However, Byam’s desire to follow Elaydren’s orders and get the adventurers to their new settlement as quickly as possible puts the undersea ship on a course through Shargon’s Teeth. Provided all goes well, this cuts the length of the trip to approximately three and a half days.

**Undersea Ship.** The Sea Dart has a narrow bridge at the ship’s front, an observation blister (which serves as the all-hands area and cafeteria), a galley for food preparation and storage, the captain’s quarters, crew quarters, two small berth (each able to hold up to four passengers), a cargo hold (a thin horizontal space beneath the cargo hold contains a minor elemental binding ring of air that keeps the atmosphere in the undersea ship breathable, as well as the magic equipment that supports the main elemental binding ring), and a small armory and armlock containing eight watercrossbows (special projectile weapons that can be used underwater) and twelve potions of water breathing.

A window in the observation blister can be magically controlled to view any exterior quadrant of the undersea ship, including to the rear.

**DANGER AT SEA (EL 9)**

This deadly encounter pits the Sea Dart and its passengers against a Huge dire shark as the undersea ship travels through the waters beneath Shargon’s Teeth.

**Light.** Spells at 20-foot intervals illuminate the undersea ship, phosphorescent sea life outside provides twilightlike lighting, or the ship’s external lights can be illuminated.


Gazing along beneath the waves can be either extremely boring or extremely interesting, depending on the terrain and undersea life. On the second day of the trip, Captain Byam calls the PCs to the observation blister to see an interesting sight. Read:

‘Beyond the clear dome of the observation blister, a breathing kite rears itself in startling hues of phosphorescent color. Hundreds of glowing fish, some in schools, some alone, float through the dark water. Great columns of stone, painted in lavender and green, jut from the darkness below and extend toward the surface, closely resembling as they reach upward. Some of the columns are only tens of feet across, but those further away in the hazy distance could be far, far broader, perhaps supporting small islands of rock on the surface.’

**Gnome Byam:** “The Teeth, as seen from a different perspective. Beautiful, don’t you think?”

**The Situation:** A dire shark streaks through the water and attacks the Sea Dart at the behest of its sahuagin keeper. If the PCs notice the approaching creature, they can prepare for the impending outcome. Otherwise, they realize the danger when the dire shark crashes into the undersea ship.

**Call for Spot checks by all the characters in the observation blister. ** On a result of 5 or higher, characters see something large streaking through the water toward the vessel. Read:

‘An enormous dark shape moves through the water toward you. It comes closer, and you see a streamlined body with a triangular fin atop its back, a toothy maw set under its long must, and a tail shaped like a crescent moon.’

A moment later, the dire shark crashes into the Sea Dart, damaging the ring that binds the water elemental to the vessel. Read:

‘The Sea Dart rocks violently as though something large and powerful is stirring beneath the phosphorescent color. Thousand of glowing fish, some in schools, some alone, float through the dark water. Great columns of stone, painted in lavender and green, jut from the darkness below and extend toward the surface, closely resembling as they reach upward. Some of the columns are only tens of feet across, but those further away in the hazy distance could be far, far broader, perhaps supporting small islands of rock on the surface.’

**Gnome Byam:** “The Teeth, as seen from a different perspective. Beautiful, don’t you think?”

**The Situation:** A dire shark streaks through the water and attacks the Sea Dart at the behest of its sahuagin keeper. If the PCs notice the approaching creature, they can prepare for the impending outcome. Otherwise, they realize the danger when the dire shark crashes into the undersea ship.

**Call for Spot checks by all the characters in the observation blister. ** On a result of 5 or higher, characters see something large streaking through the water toward the vessel. Read:

‘An enormous dark shape moves through the water toward you. It comes closer, and you see a streamlined body with a triangular fin atop its back, a toothy maw set under its long must, and a tail shaped like a crescent moon.’

A moment later, the dire shark crashes into the Sea Dart, damaging the ring that binds the water elemental to the vessel.
Rise, Rise!

The dire shark's powerful crush will tear the Sea Dart apart.

The Situation: Captain Byam must get his undersea vessel to the surface, where his crew can make repairs. If diplomacy fails, the adventurers must fight the sahuagin shark keeper and intruders who want to capture the crew and the ship for their tribal leader.

The Dire Shark: The dire shark glides silently out of the darkness beyond the light spells 2 rounds after the first passengers or crew members enter the vessel. It starts out by trying to grab one of the crew members or a PC in its powerful jaws so that it can swallow him or her whole. Despite the fearful appearance of the dire shark, the well-trained crew members stay at their posts and continue to try to free the Sea Dart. The PCs can either work to keep the shark at bay or help to cut the net, or both. The dire shark can’t be easily driven away due to the telepathic instructions it receives from its sahuagin shark keeper, provided they talk before making any hostile actions and make a DC 25 Diplomacy check, accompanied by some sort of treasure (the sahuagin shark keeper appreciates magic items, especially weapons, as well as gold, and requires a combination of the two totaling 1,000 gp). The shark keeper can’t be reasoned with if the adventurers managed to kill the dire shark.

If diplomacy fails, the adventurer must fight the sahuagin raiding party.

Sahuagin Shark Keeper: Male, sahuagin ranger 2, CR 4. Medium monstrous humanoid (aquatic), HD 2d6+2, plus 3d8+2, hp 22, Init +1, Spd 30 ft., swim 60 ft., AC 16 (+1 Dex, +5 natural), touch 11, flat-footed 15, Base Atk +4, Grp +6, Atk +6 melee (1d6+2, talons) or +6 melee (1d8-3, trident), Full Atk +6 melee (1d8+3, trident) and +4 melee (flail, 1h), and +4 melee (flail, 2h), rake, if in water; SA blood frenzy, favored enemy (elves -2), SQ blindsense 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent, wild empathy, combat style: Improved Natural Attack (bite), SV Fort +5, Ref +6, Will +4, Str 14, Dex 13, Con 14, Wis 13, Cha 9. Skills and Feats: Handle Animal +8*, Hide +8, Listen +8*, Profession (hunter) +6*, Ride +5, Spot +8*, Survival +2*, Great Fortitude, Multitalent*, Track*. Breathling. One spell dot of sahuagin breath flies into a frenzy in the round after it is damaged, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and -2 Strength and takes a -2 penalty to Armor Class.

A sahuagin cannot end its frenzy voluntarily. Favored Enemy (Elf): +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against an elf; +2 bonus on weapon damage rolls against elves.

Sea Dart:

Cutting the Net: The PCs start making preparations to depart the ship, or after the four crew members enter the water, whichever comes first, start keeping track of rounds.

Exiting the Vessel: The process of grabbing water crossbows, using potions of water breathing (good for 10 hours each and sufficient to keep the dangers of drowning and high pressure at bay), and exiting the airlock requires 3 full rounds. Helpful crew members attach a tether to each character (50 feet long) unless a given character refuses to aid. (Exiting crew members never refuse tethers.)

There are eight water crossbows in the ship’s armory, six Small (1d6-10/20+3d4) and two Medium (1d8-12/20+6). Those weapons have been designed to function underwater. The four gnome crew members each take a Small water crossbow and 10 bolts with them when they exit the ship. The PCs have the option of using any of the remaining weapons if they so choose.

Cutting the Net: Two more actions are required for the PC to “reach” and “position himself” at each section of the net that Byam directed the crew members to cut. The crew members work in pairs to cut the net. Each section of the net that must be cut has AC 12 and 8 hit points. All four sections must be cut for the Sea Dart to be freed.

The PCs can decide to help cut the ship free if they so desire.

The Dire Shark: The dire shark glides silently out of the darkness beyond the light spells 2 rounds after the first passengers or crew members enter the water. It starts out by trying to grab one of the crew members or a PC in its powerful jaws so that it can swallow him or her whole. Despite the fearful appearance of the dire shark, the well-trained crew members stay at their posts and continue to try to free the Sea Dart. The PCs can either work to keep the shark at bay or help to cut the net, or both. The dire shark can’t be easily driven away due to the telepathic instructions it receives from its sahuagin shark keeper, provided they talk before making any hostile actions and make a DC 25 Diplomacy check, accompanied by some sort of treasure (the sahuagin shark keeper appreciates magic items, especially weapons, as well as gold, and requires a combination of the two totaling 1,000 gp). The shark keeper can’t be reasoned with if the adventurers managed to kill the dire shark.

If diplomacy fails, the adventurer must fight the sahuagin raiding party.

Sahuagin Shark Keeper: Male, sahuagin ranger 2, CR 4. Medium monstrous humanoid (aquatic), HD 2d6+2, plus 3d8+2, hp 22, Init +1, Spd 30 ft., swim 60 ft., AC 16 (+1 Dex, +5 natural), touch 11, flat-footed 15, Base Atk +4, Grp +6, Atk +6 melee (1d6+2, talons) or +6 melee (1d8-3, trident), Full Atk +6 melee (1d8+3, trident) and +4 melee (flail, 1h), and +4 melee (flail, 2h), rake, if in water; SA blood frenzy, favored enemy (elves -2), SQ blindsense 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent, wild empathy, combat style: Improved Natural Attack (bite), SV Fort +5, Ref +6, Will +4, Str 14, Dex 13, Con 14, Wis 13, Cha 9. Skills and Feats: Handle Animal +8*, Hide +8, Listen +8*, Profession (hunter) +6*, Ride +5, Spot +8*, Survival +2*, Great Fortitude, Multitalent*, Track*. Breathling. One spell dot of sahuagin breath flies into a frenzy in the round after it is damaged, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and -2 Strength and takes a -2 penalty to Armor Class.

A sahuagin cannot end its frenzy voluntarily. Favored Enemy (Elf): +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against an elf; +2 bonus on weapon damage rolls against elves.
Have each of the characters and the crew members make Balance checks to keep their footing and better weather conditions. The time around the middle of the ship when the dire shark impacts the Sea Dart. Anyone who noticed its approach must make a DC 20 Balance check; those who were caught by surprise must make a DC 25 Balance check. Those who succeed take 1d6 points of damage, those who fail take 2d6 points of damage.

Huge Dire Shark: hp 147, Monster Manual page 64.

RISE, RISE!

The huge shark’s powerful crash into the Sea Dart has damaged the undersea ship. The adventurers can hear the tension in the otherwise professional shouts and shouted orders of the crew. Read:

“Captain!” one gnome crew member calls. “The binding ring has been damaged!”

“Any help you can provide will be much appreciated,” Byam shouts above the increasingly louder sounds of dripping water, “we’re going to have to take a swim and cut the net free.”

Byam then turns to the well-trained crew members stay at their posts and continue to try to free the Sea Dart. The PCs can either work to keep the shark at bay or help to cut the net, or both. The dire shark can’t be easily driven away due to the telepathic instructions it receives from its sahuagin shark keeper, it stays and fights until it is reduced to 30 hit points or less. Thereafter, it attempts to escape with all possible haste.

During the battle with the dire shark, have each PC make a single DC 25 Spot check. Anyone who succeeds notices a humanoid-shaped creature swimming just at the edge of the glow of the ship’s light spells. The character(s) can make a DC 25 Diplomacy check, accompanied by some sort of treasure (the sahuagin shark keeper appreciates magic items, especially weapons, as well as gold, and requires a combination of the two totaling 1,000 gp). The shark keeper can’t be reasoned with if the adventurers managed to kill the dire shark.

If diplomacy fails, the adventurers must fight the sahuagin raiding party.

Sahuagin Shark Keeper: Male, sahuagin ranger 2, CR 4. Medium monstrous humanoid (aquatic), HD 2d8+5 plus 2d8+2, hp 22, Init +1, Spd swim 30 ft., swim 80 ft., AC 16 (+1 Dex, +5 natural), touch 11, flat-footed 15, Base Atk +4, Grp +6, Atk +6 melee (1d8+2, talons) or +6 melee (1d8-3, trident), Full Atk +6 melee (1d8+3, trident) and +4 melee (1d8+1, trident) and +4 melee (1d8, rake, in the water); SA blood frenzy, favored enemy (elves +2), SQ blindsense 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent, wild empathy, combat style—Improved Natural Attack (bite), SV Fort +5, Ref +6, Will +4, Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9.


Background: Once per day sahuagin sharks turn into a frenzy in the round after it is damaged, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength and takes a –2 penalty to Armor Class. A sahuagin cannot end its frenzy voluntarily.

Favored Enemy (Elf): +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against an elf; +2 bonus on weapon damage rolls against elves.

A SWIM IN THE DARK

Byam directs the undersea excursion from the observation blaster, where he can use the magic of that chamber to serve as the eyes for his crew. He orders two crew members to remain in the ship to provide assistance and offer help when the others exit and enter the vessel. Four crew members grasp potions of water breathing and disembark to cut the Sea Dart free of the nets. The PCs can volunteer to help with this chore, or they can serve as defenders when the dire shark once again appears and strikes.

Once the PCs start making preparations to depart the ship, or after the four crew members enter the water, whichever comes first, start keeping track of rounds.

Exiting the Vessel:

The process of grabbing water crossbows, using potions of water breathing (good for 10 hours each and sufficient to keep the dangers of drowning and high pressure at bay), and exiting the airlock requires 3 full rounds. Helpful crew members attach a tether to each character (50 feet long) unless a given character refuses their aid. (Exiting crew members never refuse tethers.)

There are eight water crossbows in the ship’s armory, six Small (1d6–10/20×3) and two Medium (1d8–10/20×2). Those weapons have been designed to function underwater. The four gnome crew members each take a Small water crossbow and 10 bolts with them when they exit the ship. The PCs have the option of using any of the remaining weapons if they so choose.

Cutting the Net:

Two more actions are required for a character to reach and grab himself at each section of the net that Byam directed the crew members to cut. The crew members work in pairs to cut the net. Each section of the net that must be cut has AC 12 and 8 hit points. All four sections must be cut for the Sea Dart to be freed.

The PCs can decide to help cut the ship free if they so desire.

The Dire Shark:

The dire shark glides silently out of the darkness beyond the light spells 2 rounds after the first passengers or crew members enter the water. It seems to follow them for a while, then it disappears into the dark water beyond the range of the Sea Dart’s exterior light spells.

Once the crew reaches the surface, Byam explains, ‘the crew and I can examine the damage and make repairs. Shouldn’t delay us much more than a couple of hours, wise Aurenor willing.’

Development:

As the Sea Dart rises toward the surface, it becomes entangled in sahuagin traps. The great nets stretched between the stone columns effectively catch the Sea Dart and hold it tight. The undersea ship won’t be able to go anywhere until the nets are removed.

“All right, crew,” Byam shouts above the increasingly louder sound of dripping water, “we’re going to have to take a swim and cut the Sea Dart free.” He turns to the adventurers. “Any help you can provide will be much appreciated.”

A SWIM IN THE DARK

Byam directs the undersea excursion from the observation blaster, where he can use the magic of that chamber to serve as the eyes for his crew. He orders two crew members to remain in the ship to provide assistance and offer help when the others exit and enter the vessel. Four crew members grasp potions of water breathing and disembark to cut the Sea Dart free of the nets. The PCs can volunteer to help with this chore, or they can serve as defenders when the dire shark once again appears and strikes.
Sahuagin Raiders (M): Male sahuagin rogue 2; CR 4; Medium monstrous humanoid (aquatic); HD 2d8+2 plus 2d6+2; hp 29 each; Init +1; SP 30 ft., swim 60 ft., AC 16 (+1 Dex, +5 natural); touch 11, flat-footed 15; Flinscent (1d3-1, bite), +5 melee (1d4+2, trident) and +3 melee (1d4+1, talon) and +3 melee (1d4+1, trident), -3 melee (1d6, trident); ML 10; AL CN; SV Fort +4, Ref +5, Will +4; Str 12, Dex 15, Con 18, Int 12, Wis 13, Cha 8.

Skills and Feats: Disable Device +6, Escape Artist +6, Handle Animal +4, Hide +8, Listen +8, Move Silently +5, Profession (hunter) +1, Ride +3, Spot +8, Survival +1, Strong Fortitude, Multiattack.

Breed: See sahuagin shark keeper for details.

Weather Dependent (Ex): See sahuagin shark keeper for details.

Skills: See sahuagin shark keeper for details.

A single saulhock leads the market ward, and the wide bridge that crosses it is crowded with permanent shop fronts and hastily errected stalls, with merchants proclaiming the quality and superiority of their wares. You are located, sweetmeats, tulips, silver, pearls, fans, crystal, velvet and pens, noontary, and a host of additional goods. The street on either side of the vault is choked with carts, with some stalls and permanent storefronts, and the conversation of hundreds of people buying and selling all manner of things. Dancers, jugglers, fire-eaters, puppeteers, and porpoised sevices peddle their talents to anyone with coin and a medium of patience.

There are many distractions in the wild, thriving trade city of Stormreach. The adventurers have one mission here: to find the Emerald Claw task force. If the task force can’t be found in a timely fashion, the adventurers must head into the jungle and attempt to locate the ruin of which Kedran’s notes speak.

The adventurers can purchase any supplies and magic items normally available in a small city. Along the way, as the PCs ask questions and explore, they encounter a strange, mysterious, but ultimately helpless woman known only as Muroni (see below).

The best chance the characters have of discovering news of the Emerald Claw task force is through judicious use of the Gather Information skill (unless they have access to spells or scrying effects that immediately provide the characters the information they seek, see result DC 50 below).

The adventuer can ask about a small party of armed humans, possibly wearing distinctive battlehorns with a half-faceted skull and the insignia of a green dragon claw. They can ask about a white-skinned vampire, or about the warlorded with the wicked scimitar that accompanies them.

Each use of the Gather Information skill for this purpose requires 1d4-1 hours of tavern-hopping, alley-walking, and contact-making, as well as 1d6 gold pieces for bribes and drinks—only one PC makes the check, but the others can help using the standard rules for aiding another’s skill check.

Sometimes, tenacity is better than outright skill, and the longer the characters keep trying to find out information regarding the task force’s arrival in the city, the better their odds at discovering what they seek. Modify the Gather Information check result in regard to the task force by -1 for every prior check with a result of at least 15 or higher. However, if the characters make 3 or more Gather Information checks, they stir up trouble (see “Asking Too Many Questions,” below).
ENDING THE ENCOUNTER. After Byam and his crew complete repairs, and once the PCs have dealt with the sahuagin raiders, the Sea Dart continues its trip toward Xen’drik without further incident. Depending on how the encounters played out, the adventurers should be less than half a day behind schedule.

STORMREACH

The Sea Dart completes the journey to the northern shores of Xen’drik and surfaces within sight of the trade city of Stormreach. Because the Sea Dart is a secret that House Cannith wishes to preserve, Byam sets the adventurers on land about a half a mile down the coast.

Light: Daylight.

Sound: The sounds of a small city (automatically).

Reaction: None.


When the Sea Dart surfaces and the characters get their first view of the city, read the following and show the players the illustration of Stormreach.

Stormreach rises over the harbor, the only apparent evidence of civilization along this otherwise jungle coastline. Great stone buildings form the foundation of the trade city, though all manners of smaller wooden structures fill in the gaps between the large structures. A stout stone wall surrounds the city, and a complex series of docks and wharves connect the city to the sea.

The Situation: Once Byam secures the undersea ship and hides it down the coast, the adventurers are free to disembark. Byam indicates that he will wait for 30 days before declaring the adventurers lost and returning across the Thunder Sea toward Sharn. “Return before that time, and the Sea Dart will carry you home,” Byam says. “Take too long, and you’re on your own.”

“Skip into Stormreach by means of the docks,” Byam advises. “Those travelers pathways indicate that you arrived aboard the House Lyranzar galleon Strong Wind and that you are part of an expedition from Morgevra University. Just don’t reveal any of this where anyone from the expedition can hear you—they probably won’t go along with your story, since they don’t know from the King of Q’barra. Good luck.”

Byam gives the adventurers the traveling papers and a letter of credit with the House Cannith seal. “In case you need to acquire transportation into the jungle,” Byam says. “You can use the credit at the House Cannith enclave, and only at the enclave, and only for transport.”

EXPLORING THE CITY

The city docks lead immediately into the city markets. When the adventurers make their way into Stormreach, read or paraphrase the following:

A single canal hoists the market ward, and the wide bridge that crosses it is crowded with permanent shop fronts and hastily erected stalls, with merchants proclaiming the quality and superiority of their wares. You are located, sweetmeats, tobacco, silver, pearls, fur, crystals, yellow and pen, and a host of additional goods.

The street on either side of the canal is choked with clerics, traders, and permanent storefronts, and the concentration of hundreds of people buying and selling all manner of things. Dancers, jugglers, fire-eaters, puppeteers, and purported sorcerers peddle their talents to anyone with coin and a modicum of patience.

There are many distractions in the wild, thriving trade town of Stormreach. The adventurers have one mission here: to find the Emerald Claw task force. If the task force can’t be found in a timely fashion, the adventurers must head into the jungle and attempt to locate the ruin of which Kedran’s notes speak.

The adventurers can purchase any supplies and magic items normally available in a small city.

Along the way, as the PCs ask questions and explore, they encounter a strange, mysterious, but ultimately helpless woman known only as Muroni (see below).

Seeking the Emerald Claw

The best chance the characters have of discovering news of the Emerald Claw task force is through judicious use of the Gather Information skill (unless they have access to spells or scrying effects that immediately provide the characters the information they seek, see results DC 15 below).

The adventurers can ask about a small party of armed humans, possibly wearing distinctive battle livery with a half-faceplate and the insignia of a green dragon claw. They can ask about a white-skinned vampire, or about the warforged with the wicked scimitar that accompanies them.

Each use of the Gather Information skill for this purpose requires 1d4-1 hours of tavern-hopping, alley-walking, and contact-making, as well as 1d6 gold pieces for bribes and drinks—only one PC makes the check, but the others can help using the standard rules for aiding another’s skill check.

Sometimes, tenacity is better than outright skill, and the longer the characters keep trying to find out information regarding the task force’s arrival in the city, the better their odds in discovering what they seek. Modify the Gather Information check result in regard to the task force by +1 for every prior check with a result of at least 15 or higher. However, if the characters make 3 or more Gather Information checks, they stir up trouble (see “Asking Too Many Questions,” below).
his warforged first mate yesterday. “They could be the remembers talking with a half-elf airship captain and indifferent to friendly (DC 15 Diplomacy check), he even evenings. During the day, if the PCs wish to question what to expect along the Rachi River. “They wanted to we discussed.”

During the day, if the PCs wish to question what to expect along the Rachi River. “They wanted to we discussed.”

Development: The DM is free to make up colorful characters from whom the PCs obtain their information. On the other hand, you can describe the results in general terms.

The adventurers might look for the leader of the Morgrave University expedition. They might decide to forego finding the Emerald Claw task force and head right for the Morgrave a few days ago. Led by Provost Baris Kaven (NG male human expert 4), the expedition includes about a dozen students and two guides (LN male half-elf sage 4 and fighter 4). This is a teaching expedition, meaning that the group won’t be exploring for treasure. If the DM wants to add to the adventure, the group could be in the middle of finding some uniformed characters they seek, but I don’t feel comfortable revealing what they seek. The only hint the adventurers have is that a bodak attacks them again after it recovers. The DM is free to make up colorful characters from whom the PCs obtain their information. On the other hand, you can describe the results in general terms.

After the adventurers show the letter and explain where they need to go, the ranking agent provides them with a document that secures the services of the riverboat captain. Unfortunately, the captain is方针 follows the teachings of the great silver dragon, Vulshaytherus the Chamber. The silver dragon studies the draconic Prophecy and uses a number of dragonish agents throughout the world to warn adventurers about their actions. Thus, Vulshaytherus has been studying a particularly convoluted passage of the Prophecy that was discovered inside the Endworld Mountains. The dragonmarks, appearing as veins of silver and gold inside a deep chamber within the mountains, tell of great events surrounding a group of adventurers connected to House Cannith—or at least that’s how Vulshaytherus has interpreted the verses. The signs and portents pointed toward Stormreach and the interior of Xen’drik as the focal point for this portion of the Prophecy, and so Vulshaytherus sent Muroni to warn about possible invading forces. Muroni’s statistics are in the Appendix.)

Muronis has no overt mission other than to witness events and report back to Vulshaytherus. The silver dragon has great interest in the mission that brought the adventurers to Xen’drik and the results of their actions. Thus, Muroni’s goal is to join up with the adventurers in Stormreach and observe what happens. Then, with information in hand, she plans to return to Vulshaytherus and make her report.

Muroni approaches the adventurers at the first opportunity, either while they are asking questions around the city or perhaps to stop in and help them against the bodak. She knows nothing about the Emerald Claw task force, but she knows a lot about the adventurers and their efforts to study their interpretation of the Prophecy. For example, she was told to locate the adventurers connected to House Cannith who would come to Xen’drik from beneath the sea. She watched the arrival of the Sea Dwarf, waiting at the place the Prophecy directed her to, and she knows that the PCs are the ones spoken of in the Endworld Mountains verses.


Development: If the characters allow Surtshain to escape and they remain in Stormreach for another day, the bodak attacks them again after it recovers.

House Cannith Enclave As Byam promised, the letter of credit can be used to acquire transportation at the House Cannith enclave. After the adventurers show the letter and explain where they need to go, the ranking agent provides them with a document that secures the services of the riverboat captain. Unfortunately, the captain is方针 follows the teachings of the great silver dragon, Vulshaytherus the Chamber. The silver dragon studies the draconic Prophecy and uses a number of dragonish agents throughout the world to warn adventurers about their actions. Thus, Vulshaytherus has been studying a particularly convoluted passage of the Prophecy that was discovered inside the Endworld Mountains. The dragonmarks, appearing as veins of silver and gold inside a deep chamber within the mountains, tell of great events surrounding a group of adventurers connected to House Cannith—or at least that’s how Vulshaytherus has interpreted the verses. The signs and portents pointed toward Stormreach and the interior of Xen’drik as the focal point for this portion of the Prophecy, and so Vulshaytherus sent Muroni to warn about possible invading forces. Muroni’s statistics are in the Appendix.)

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The elf woman explains exactly who she is. “I am a simple scholar,” Muronis says, “who follows the draconic Prophecy to find deeper meaning in the world. The Prophecy speaks of great events about to occur here in Xen’drik, events that will revolve around you. Allierto

‘Too far,’ Chinxero says. ‘Too far and too danger- dange- dangers.’ Besides, he adds, ‘I’ve got schedules to keep. Find another charter. Leave me be.’ Muroni shows her worth by offering to pay Chinxero to make the journey, gold to add to whatever the House Cannith letter of passage provides. She can provide you with 4,000 gp. If Chinxero demands more, the PCs will have to make up the difference. If the PCs try to convince Chinxero to allow them to charter passage on his ship, they can attempt to use the Diplomacy skill on the captain. His initial attitude is unfriendly. The following circumstance modifiers apply to the Diplomacy check: +2 for PCs who can explain that they may find lucrative trade items in the deep jungle, which Chinxero would be in an ideal position to acquire (1–4), characters threaten violence (4–6). Let one PC make the Diplomacy check, and use the results listed below.

Hostile (check results 6–8): “Get out. I care nothing for Xen’drik or any easy mission.” Chinxero seems unfriendly and threatening, as if he might attack the characters if they do not leave immediately.

Unfriendly (check 5–6): “I’ve got schedules to keep. A diversion into the deep jungle could get me killed, but will cost me. Give me 6,000 gold and I’ll consider it.” Chinxero won’t budge below the 6,000 gp amount.

Neutral (check 4–5): “Four thousand. I’ll go anywhere. Give me 4,000 gold, and we’re on our way.” Chinxero won’t budge below the 4,000 gp amount.

Friendly (check 25–39): “This might be a good excuse to try to extend my trade farther south.” Chinxero agrees to make the trip for an extra 2,000 gp.

Helpful (check 40 or more): “I’ve been wanting what the jagules hide!” Chinxero agrees to work for just the payment promised by the letter of passage.

Development: Once passage is negotiated, Chinxero can be ready to head upriver in 12 hours. This delay gives the characters more time to roam Stormreach, should they so desire.

Experience: If the PCs successfully negotiate pas- sage on the Merlot, award them experience equivalent to defeating a CR 6 monster.

As soon as the river dock can tell the characters the Rachi River is the largest waterway snaking into Storm- reach, and its headwaters are said to lie far south, in the dark interior of Xen’drik. The scientists are now trying to difficultly finding Chinxero and his riverboat, the Merlot. Even with the letter of pas- sage guaranteed by the House Cannith agent, Chinxero balks when he hears how far up the river the adventurers want to go. “Too far,” Chinxero says. “Too far and too danger-
remembers talking with a half-elf airship captain and
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evenings. During the day, if the PCs wish to question
know the lay of the land between here and a spot some
Diplomacy check), he reveals that they wanted to know
If they can change his attitude to helpful (DC 30
male humans, ranger 4 and fighter 3). This is a teaching
Kaven (NG male human expert 4), the expedition
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characters from whom the PCs obtain their informa-
leader of the Morgrave expedition.”

Development: The DM is free to make up colorful
from which the PCs obtain their informa-
life. They might play the role of a friendly fellow, a
For example, when the adventurers turn to the House
in your campaign. To help create the atmosphere, you
carried with them. You might describe them as
Hoskis and Vesk (with their names) who are shipmates
and their corresponding CRs. For example, a CR 1 monster
In general, monsters found in the same area are not
provided. The DM may choose to keep track of the money
most DMs find it best to limit the number of encounters
of a day or two, and in general, each monster is
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The adventurers might look for the leader of the
simply want to present them with another challenge. (The
of your campaign. The only limit is your imagination.

ask for gold. I Surthain. Meet your payment promised by the letter of passage.

The adventurer is unfriendly. The following circumstance modifiers apply: Muroni offers the captain additional gold (+4); the Diplomacy skill on the captain. His initial attitude is

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the area. The adventurers have no difficulty finding Chinaro and his riverboat, the Merlix. Even with the letter of pas-

10 “I've got no idea what you're talking about.”

The Order of the Emerald Claw, ever a secretive orga-

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allows for the players to try new strategies and challenge

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mixed blood, reads: “I answer asks for gold. I Surthain. Meet

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PART THREE: RIDING THE MARLOW

The Marlow is an elemental-powered riverboat, one of the only such ships in use at Stormreach. Chinxero is a privateer, with no connection to any of the dragonmarked houses, although he works for many of them from time to time. The Marlow has a complement of ten sailors.

Captain Chinxero: Male human fighter 5, CR 5, Medium humanoid, HD 5d10+10; hp 42; Int +4, Spd 20 ft.; AC 10, touch 10; Fly 60 ft., climb 10; BF: bastard sword, flail, javelin, masterwork composite longbow, masterwork composite longbow in the right hand, +3 shield, +2 ring of protection +1, +2 ring of fortitude, +2 ring of spell resistance 10, +2 ring of spell turning. Languages: Common, Giant.

Possessions: +2 leather armor, crossbow with 10 bolts, dagger, pick, two daggers, a club, 20 iron cold arrows, 6 gold pieces, alchemical oil, 60 feet of rope, 20 feet of silk rope, 2 alchemical fire bolts, 2 flamerods, 18 pounds of gunpowder, 300 feet of hemp cord, 100 feet of hemp rope, 100 feet of horsehair rope, 160 feet of horsehair cord, 50 square feet of matting, 50 square feet of felt, 1000 feet of hemp cord, 1000 feet of hemp rope, 1000 feet of horsehair rope, 1000 feet of horsehair cord, 1000 square feet of matting, 1000 square feet of felt, 100 pounds of gunpowder, 800 feet of hemp cord, 800 feet of hemp rope, 800 feet of horsehair rope, 800 feet of horsehair cord, 8000 square feet of matting, 8000 square feet of felt, 1800 pounds of gunpowder, 2000 pounds of hemp cord, 2000 pounds of hemp rope, 2000 pounds of horsehair rope, 2000 pounds of horsehair cord, 10000 square feet of matting, 10000 square feet of felt, 120000 pounds of gunpowder, 240000 pounds of hemp cord, 240000 pounds of hemp rope, 240000 pounds of horsehair rope, 240000 pounds of horsehair cord, 1000000 square feet of matting, 1000000 square feet of felt.


Possessions: full plate, heavy steel shield, bastard sword, masterwork bastard sword, masterwork composite longbow (+3 Str bonus)x2, +2 iron cold arrows, 8 iron cold arrows.

Sailors (10): Human warrior 1, CR 1/2, Medium humanoid, HD 1d8+1; hp 5; Int +4, Spd 30 ft., AC 10, touch 10, flat-footed 10, BasE +4, Grp +3, Arch +4, Size +2, +3 chain mail, +3 shield, +3 ring of protection, +3 ring of spell resistance 10, +3 ring of spell turning.

Possessions: dagger, 10 daggers, leather armor, crossbow with 10 bolts, dagger, pick, two daggers, a club.

Development: Once all preparations are made, Captain Chinxero pushes off. The characters are on the deck of the Marlow.

Captain Chinxero: The river is wide and broad, and the elemental-powered riverboat can cover about eighty miles a day. Each night, Captain Chinxero drops anchor in the jungle. Every so often, a crew member points out an exotic animal near the anchorage. Occasionally, the distant sound of drums can be heard, drifting over the canopy of leaves. They ask to stop and hunt, but Chinxero shrugs and says, “It would be difficult to number the different savage tribes and races that hunt through the jungle. We’d best stay clear of them, though—it would be known that most eat humans and hallucinations if they can catch them.”

RIVER ENCOUNTERS (EL VARIES)

Most of the first day on the Rachi River is spent in a cultivated region surrounding Stormreach. Small villages dot the landscape every few miles. But after the first day, the Marlow passes into the deep jungle, and monster encounters are possible.

Use the table below to determine the chance of an encounter each day of the trip, and whether or not encounters are possible.

<table>
<thead>
<tr>
<th>Day</th>
<th>Encounter? (roll d%)</th>
<th>Time (roll d6)</th>
</tr>
</thead>
<tbody>
<tr>
<td>One</td>
<td>01–10</td>
<td>1–2 day, 3–6 night</td>
</tr>
<tr>
<td>Two</td>
<td>01–10</td>
<td>1–3 day, 4–6 night</td>
</tr>
<tr>
<td>Three</td>
<td>01–10</td>
<td>1–4 day, 5–6 night</td>
</tr>
<tr>
<td>Four</td>
<td>01–40</td>
<td>1–3 day, 4–6 night</td>
</tr>
<tr>
<td>Five</td>
<td>01–50</td>
<td>day</td>
</tr>
</tbody>
</table>

If no encounter is indicated for a particular day, the journey passes without incident. Very little of the jungle can be seen from the river, and even the exotic jungle becomes somewhat dull and monotonous. If an encounter is indicated for a particular day, roll on the table below and consult the notes that follow.

% 4% 8% 16% 20% 24% 28% 32% 36% 40% 44% 48% 52% 56% 60% 64% 68% 72% 76% 80% 84% 88% 92% 96% 100% Monster Number Appearing EL

41–11 Demon snakes 1 1
12–17 Deinonychus 4 7
18–27 Dire apes 3 5
28–34 Gargoyles 1 4
35–40 Hag, green 1 8
41–52 Lizardfolk 8 6
53–61 Shambling mounds 1 8
62–73 Skums 1 8
74–83 Tigers 2 8
84–92 Trolls 2 7
93–100 Vinter-abominations 1 8


Deinonychus (4): hp 34 each. Monster Manual page 60. These aggressive dinosaurs leap onto the deck of the riverboat and attempt to grab a crew member on the side of the narrow portion of the river and attack.


Giant, Hill: hp 102. Monster Manual page 123. The giant mountain ape attacks from the rocky cliffs along the shore of the river, hurling boulders and boulders.

Hag, Green: hp 49. Monster Manual page 141. The green hag attempts to lure victims off the boat, preferring to attack in the night.

Lizardfolk (8): hp 11 each. Monster Manual page 169. The lizardfolk swarm downhill from the edge of the jungle. They slide silently through the vegetation near the bank of the river. It slides silently through the underbrush, intent on capturing surface dwellers to take below. They attempt to grab a crew member and then get the adventurers to battle them within the water.

Tigers (2): hp 65 each. Monster Manual page 281. The tigers leap across the water from a narrow part of the river as the boat passes by.

Trolls (2): hp 63 each. Monster Manual page 247. They wade out of the shallow part of the river when the boat is anchored at night.

Yuan-Ti, Hag, Green: hp 67. Monster Manual page 264. The abomination encounters the boat while swimming in the river and, angered by its presence, attacks.

The Giants Hands

On the fifth day of travel along the river, the adventurers spot the landmark they were told to watch for. Read:

Just as Robards notes suggested, as you reach a turn in the Rachi River, at a place where the land rises up from the vegetation densely-wooded, you see great hands of stone reaching out of the rocky soil toward the sky. These ancient monuments suggest that you are nearing the site of the fourth schema’s resting place.

And, sure enough, on the bank of the river to the giant’s left hand, you see a small air-skiff floating about 20 feet in the air, a rope ladder hanging over the side and a line snipped into the ground.

The Situation: The air-skiff belongs to the Emerald Claw task force. Garrow secured a new airstrip after his boat was destroyed in Whispers of the Venjori’s Rade, and he is now en route to the giant’s new vessel. Therefore, once they found the location of the ruin, he hid the larger airship in the jungle and took a smaller team in aboard the air-skiff, named Nelle.

Garrow, Scimitar, and the rest of the Emerald Claw operatives have entered the ruin, leaving just three men to guard the air-skiff. The guards are loyal to the order but know little of Garrow’s plans and purposes. They simply follow their orders. Two are in the air-skiff, while the third has been exploring a short way up the river. When the guards in the air-skiff notice the approaching riverboat and the well-armed adventurers, they decide to parley instead of fight, hoping to delay the adventurers while the first guard gets word to Garrow and the others exploring the ruin.

Air-Skiff Guards (3): Male human warrior 4, CR 2, Medium humanoid, HD 4d8+4; hp 27; Int +4, Spd 30 ft., AC 12, touch 10, flat-footed 10, Base Atk +4, Grp +6, Arch +4, Size +2 (1d8+2/19–20, dagger) or +4 ranged (1d8+2/19–20, crossbow), SA —, SQ —, AL N, SV Fort +2, Ref +2, Will +0; Str 15, Dex 10, Con 12, Int 8, Wis 11, Cha 8. Possessions: leather armor, crossbow with 10 bolts, dagger, 4 sp.

Development: The guards know they can’t stand against the adventurers so they try to stall them by talking to them. During the discussion, the PCs can make a DC 20 Spot check to notice the third guard as he sneaks toward the entrance to the ruin.

Here are some of the questions the guards might answer.

Who Are You?
We are members of the Order of the Emerald Claw. We work for the advancement of the nation of Karrnath, despite the current king’s lack of vision and ambition.

Who Is Your Leader?
The giant and powerful Garow leads us.

Is Your Leader a Vampire?
Yes, a powerful vampire. (This is a lie.)

Does Garow Have the Schemas?
He has some objects in his pack, and he guards them fiercely, but we know nothing of detail.

How Many Men Are With Garrow?
Nearly forty, all told, including a force warped guard.

How Long Have They Been in the Ruin?
Since yesterday morning.

The characters may decide their best option is to damage the Nelle and leave Garow stranded, then ambush their opponents when they emerge from the ruin. However, the guard trying to warn Garrow might cause the Emerald Claw minions to alter their plan, and so Muroni urges the adventurers to enter the ruin. “You must reach this Garrow before he finds the object he must reach this Garrow before he finds the object he must reach this Garrow before he finds the object he...” she says. “for you must be there when the great event unfolds.” She says nothing more, but she repeats this directive frequently until the adventurers head into the ruin.
PART THREE: RIDING THE MARLOW

The Marlow is an elemental-powered riverboat, one of the only such ships in use at Stormreach. Chinxero, its captain, is a privateer, with no connection to any of the dragonmarked houses, although he works for many of them from time to time. The Marlow has a complement of ten sailors.

Captain Chinxero: Male human fighter 5; CR 5; Medium humanoid; HD 5d10+10; hp 42; Int +6; Spd 30 ft., AC 16, touch 10, flat-footed 10, Base Atk +5, Grp +1; Atk or Full Atk +10 melee (1d8+5/19–20, bastard sword, masterwork composite longbow (+3 Str bonus, +17 to hit)), or +1 ranged (1d8/19–20, crossbow); SA —; SQ —; AL N; SV Fort +8, Ref +5, Will +0; Str 19, Dex 11, Con 12, Int 16, Wis 10, Cha 8.

Language: Common.

Possessions: leather armor, crossbow with 10 bolts, dagger, 1 gp.

Development: The guards know they can’t stand against the adventurers so they decide to stall them by talking to them. During the discussion, the PCs can make a DC 20 Spot check to notice the third guard as he sneaks toward the entrance to the ruin.

Here are some of the questions the guards might answer.

Who Are You?

“We are members of the Order of the Emerald Claw. We work for the advancement of the nation of Karrnath, despite the current king’s lack of vision and ambition.”

Who Is Your Leader? “The great and powerful Garrow leads us.”

Is Your Leader a Venger? “After a short pause “Yes, a powerful vamipre.” (This is a lie.)

Does Garrow Have the Scramvan? “He has some objects in his pack, and he guards them fiercely, but we know nothing of detail.”

Has Many Men Avor Garrows? “Nearly fifty, all told, including a force warforged guardian.”

How Long Have They Been in the Ruin? “Since yesterday morning.”

The characters may decide their best option is to damage the Marlow and leave the adventurers to stall the guards until they can escape.

Constrictor, river scorpion, and fish of various sizes swim in the water ahead, behind, and beside the Marlow, which hundreds of different species thrive in the water and are deadly in and out of the jungle foliage. Every so often, a river monster pops out an exotic aquatic eying the passing boat from the safety of the jungle foliage. Only the path that the boat takes through the jungle trees and foliage is clear—all else is a riot of leaves, branches, and strange animals. Occasionally, the distant sound of drums can be heard, drifting over the canopy of trees.

If asked about the drums, Chinxero shrugs and says, “It would be difficult to number the different savage tribes and races thathunt through the jungle. We’d best stay clear of them, though—it is well known that most eat humans and halflings if they can catch them.”

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Most of the first day on the Rachi River is spent in a cultivated region surrounding Stormreach. Small villages dot the river banks every few miles. But at the first day, the Marlow passes into the deep jungle, and monster encounters are possible.

Use the table below to determine the chance of an encounter each day of the trip, and whether or not the encounter takes place during the daylight hours (while the boat is moving) or at night (while the boat is anchored).

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<th>Chance (roll %)</th>
<th>Time (roll 4d6)</th>
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<tbody>
<tr>
<td>One</td>
<td>10–30</td>
<td>1–2, 5–6 night</td>
</tr>
<tr>
<td>Two</td>
<td>31–45</td>
<td>1–3, 4–6 night</td>
</tr>
<tr>
<td>Three</td>
<td>46–56</td>
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</tr>
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If no encounter is indicated for a particular day, the journey passes without incident. Very little of the jungle can be seen from the river, and even the exotic locale becomes somewhat dull and monotonous. If an encounter is indicated for a particular day, roll on the table below and consult the notes that follow.

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<th>Number Appearing</th>
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</tr>
</thead>
<tbody>
<tr>
<td>15–11</td>
<td>Constrictor snakes</td>
<td>8–20</td>
<td>E1</td>
</tr>
<tr>
<td>12–17</td>
<td>Deinonychus</td>
<td>4–7</td>
<td>E2</td>
</tr>
<tr>
<td>18–27</td>
<td>Dire apes</td>
<td>5–10</td>
<td>E3</td>
</tr>
<tr>
<td>28–34</td>
<td>Giant, hill</td>
<td>3–8</td>
<td>E4</td>
</tr>
<tr>
<td>35–40</td>
<td>Hsag-green</td>
<td>1–4</td>
<td>E5</td>
</tr>
<tr>
<td>41–52</td>
<td>Lizardfolk</td>
<td>8–20</td>
<td>E6</td>
</tr>
<tr>
<td>53–69</td>
<td>Shuffling monster</td>
<td>1–8</td>
<td>E7</td>
</tr>
<tr>
<td>62–72</td>
<td>Skum</td>
<td>2–6</td>
<td>E8</td>
</tr>
<tr>
<td>73–83</td>
<td>Tigtars</td>
<td>2–7</td>
<td>E9</td>
</tr>
<tr>
<td>84–92</td>
<td>Trolls</td>
<td>2–7</td>
<td>E9</td>
</tr>
<tr>
<td>93–100</td>
<td>Vintu-ashimonster</td>
<td>1–6</td>
<td>E10</td>
</tr>
</tbody>
</table>


Deinonychus (4): hp 34 each. Monster Manual page 60. These aggressive dinosaurs leap onto the deck of the riverboat, and try to grab a crew member from the side (within the water). If the boat is anchored, the dinosaurs try to grab a crew member from above.


Giant, Hill. hp 102. Monster Manual page 125. The giant hill can attack from the rocky cliffs along the shore of the river. Harboring rumps and boulders.

 Hag, Green. hp 49. Monster Manual page 141. The green hag attempts to lure victims off the boat, preferring to attack at night.

Lizardfolk (8): hp 11 each. Monster Manual page 169. The lizardfolk scavage harel jaws from the covers of the trees along the shore as the riverboat passes by.

Shuffling Monster (4): Monster Manual page 222. These ancient monoliths suggest that you are nearing the site of the fourth schema’s resting place.


The Giant Hands

On the fifth day of the travel along the river, the adventurers spot the landmark they were told to watch for. Read:

Just as Kedran’s notes suggested, as you reach a turn in the Rachi River, you see giant hands of stone reaching out of the rocky soil toward the sky. These ancient monoliths suggest that you are nearing the site of the fourth schema’s resting place.

How Long Have They Been in the Ruin?

“Since yesterday morning.”

The characters may decide their best option is to damage the Marlow and leave the adventurers to stall the guards until they can escape.
Part Four: The Ruin

This portion of Gfair's Emerald Claw allows the characters to explore one of the legendary ruins of the long-vanished giant civilization of Xen'drik.

The imposing structure of this cyclopean ruin is composed of a ground "gallery" level, and three higher levels (the dark level, the temple level, and the observatory level). Hidden beneath the massive base of the cyclopean ruin is a sacred vault level.

See the Ruin Cutaway View on the inside cover for details.

Dungeon Features

The following features are accurate unless noted otherwise in a specific area description.

The Ruin

The ruin is 325 feet tall, and composed of solid stone with lingering spells of solidity and protection. The gallery level is open to the elements, made of massive columns and blocks of stone that support the upper three levels. The dark level has no exterior access, but the temple and observatory levels have many windows and openings (DC 50 Climbing check to reach, due to the overhang and the crumbling nature of the rock face). The hidden vault level is secret even to the creatures currently inhabiting the ruin.

Doors

The doors that remain are sized for giants and show evidence that the lingering spells of protection have faded over the centuries, decaying stone and rusting iron are common. This defect makes the doors easier to break or force open than would otherwise be the case for such formidable doors.

Giant doors are made of stone with iron hinges, 25 feet high, 15 feet wide, and 3 feet thick. They have hardness 8, 760 hit points, AC 7, and a break DC of 24. Even pushing open these closed doors is a task, requiring a DC 25 Strength check.

Ceiling Height

Except when noted otherwise (as in the gallery level), ceiling height within the ruin is 30 feet. Everything in the place is sized for giants, with a few exceptions that were made for the use of their elf slaves. The place should make the adventurers feel small, weak, and lost by comparison.

Random Encounters

Creatures of all types still inhabit the ruin, as well as the forces of the Emerald Claw under the command of Garrow, and adventurers might run into them anywhere within the structure.

For every 2 hours the PCs spend in a portion of the ruin other than the dark level or the vault level, roll 4% and consult the following table. On any result of 51 or higher, no encounter occurs. On a roll of 51–55, read the result on the table and apply the suggested encounter.

<table>
<thead>
<tr>
<th>%</th>
<th>Monster</th>
<th>Number</th>
<th>Appearing on</th>
<th>EL</th>
</tr>
</thead>
<tbody>
<tr>
<td>01–05</td>
<td>Cockatrices (2)</td>
<td>hp 27</td>
<td>Each</td>
<td>Monster Manual page 37. This mated pair wanders the ruin, seeking a place to establish a lair.</td>
</tr>
<tr>
<td>06–09</td>
<td>Dire apes</td>
<td>hp 6</td>
<td>Each</td>
<td>6.</td>
</tr>
<tr>
<td>10–13</td>
<td>Dros Drag</td>
<td>hp 1</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td>14–17</td>
<td>Drow warriors</td>
<td>hp 4</td>
<td>6</td>
<td></td>
</tr>
<tr>
<td>18–21</td>
<td>Emerald Claw soldiers</td>
<td>hp 6</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td>22–25</td>
<td>Karrnathi skeletons</td>
<td>hp 10</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td>26–29</td>
<td>Yuan-ti abominations</td>
<td>hp 1</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td>30–33</td>
<td>No Encounter</td>
<td>—</td>
<td>—</td>
<td></td>
</tr>
</tbody>
</table>

Cockatrices (2): hp 27 each. *Monster Manual* page 37. This mated pair wanders the ruin, seeking a place to establish a lair.


Drow Warriors (6): hp 16 each. See the Appendix for details. The drow party hunts for intruders in the ruin.

Emerald Claw Soldiers (6): hp 14 each; see the Appendix for details. The soldiers patrolled the ruin, watching for threats and looking for anything that might interest their leader, Garrow.

Karrnathi Skeletons (23): hp 19 each. *Drowen Campaign Setting* page 292. Garrow has set these undead warriors loose to patrol the ruins for any threats to the Emerald Claw task force.

Yuan-ti Abominations (2): hp 67 each. *Monster Manual* page 264. The yuan-ti have come to the ruin on a quest for the shaman of their tribe. They seek an ancient relic to show that they have braved the ruin and survived.

Who Lived in the Ruin?

This structure served as a temple and arcane laboratory for a variety of giants during the height of the Age of Giants. In addition to giants, elf and drow slaves and magahandals also occupied the place, serving their giant masters.

Other than a few remaining hints, this information may be hard to impossible for the adventurers to learn, and in any case such details aren’t important for the purposes of this adventure.

Galle y Level

Use the map of the gallery level, on the inside cover, to run the first series of encounters at the ruin. If the PCs find another way into the ruin to begin, go to the appropriate map and the encounter section later in this part of the adventure.

1. Giant Steps (EL 9)

The most direct path into the ruins is by the steps that lead to the Gallery Level.

Light: Sunlight.

Sound: Surrounding jungle noises (automatic).

Reaction: The drow have a hostile reaction to the approach of the adventurers.

Aura: Minor alarm spell (spells linger in the stone of the ruin, aiding its preservation.

When the adventurers approach the ruin, read:

For massive stone steps 50 feet to a colossal, open-air gallery capped by the oppressive weight of the ancient ruin. A series of 20-foot-wide, 50-foot-tall stone columns surounds the gallery and supports the upper levels of the ruin. A 10-foot-wide channel cut into the stone next to the great stairs contains a far smaller staircase, providing a crumbling route for creatures more or less your own size.

The average of a great battle litters the smaller staircase. Dozens of bodies lie scattered in the steps. A few bear the distinctive military uniform worn by soldiers of the Emerald Claw, but many are ebony-skinned elves wearing clothing made of sarumones and strange leather. Scavenger birds cover the bodies, feasting on the remains.

The Situation: Garrow had a force of fifty soldiers and ten Karrnathi skeletons deposited from his airship into the field near the ruin. Then, keeping just a single air-skiff, he ordered the airship’s captain to hide the vessel in the jungle to await further directions. Garrow’s task force discovered that strange, dark-skinned elves called drow lived in the gallery level of the ruin.

Confident in his troops, Garrow didn’t attempt to parley—he ordered his men to wipe out the drow. Garrow lost fourteen soldiers and four skeletons in the conflict, but his troops managed to kill five times as many of the drow, the rest fleeing from the ruin. With the drow threat eliminated, the task force began to explore the ruin, looking for the location of the final schema.

In the day since Garrow and his task force entered the ruin, the drow have returned to reclaim their home. They have vowed to destroy the intruders, and the adventurers are seen in the same light as the Emerald Claw. In the wake of the terrible disaster that has befallen the tribe.

Studying the Stones: Characters who spend time examining the upper levels of the ruin eventually see dark shapes on the level 150 feet.
Part Four: The Ruin

This portion of Gloom of the Emerald Claw allows the characters to explore one of the legendary ruins of the long-vanished giant civilization of Xen’drik.

The imposing structure of this cyclopean ruin is composed of a ground “gallery” level, and three higher levels (the dark level, the temple level, and the observatory level). Hidden beneath the massive base of the cyclopean ruin is a sacred vault level.

See the Ruin Cutaway View on the inside cover for details.

Dungeon Features

The following features are accurate unless noted otherwise in a specific area description.

The Ruin

The ruin is 325 feet tall, and composed of solid stone with lingering spells of solidity and protection. The gallery level is open to the elements, made of massive columns and blocks of stone that support the upper three levels. The dark level has no exterior access, but the temple and observatory levels have many windows and openings (DC 20 Climb check to reach, due to the overhang and the crumbling nature of the rock face). The hidden vault level is secret even to the creatures currently inhabiting the ruin.

Doors

The doors that remain are sized for giants and show evidence that the lingering spells of protection have faded over the centuries; eroding stone and rusting iron are a testament to the power of this ancient relic to show that they have braved the ruin on a quest for the shaman of their tribe. They seek an ancient air-skiff, he ordered the airship’s captain to hide the vessel in the jungle to await further directions. Garrow had a force of fifty soldiers and ten Karrnathi skeletons deposited from his airship into the field near the ruin. Then, keeping just a single air-skiff, he ordered the airship’s captain to hide the vessel in the jungle to await further directions. Garrow had a force of fifty soldiers and ten Karrnathi skeletons deposited from his airship into the field near the ruin. Then, keeping just a single air-skiff, he ordered the airship’s captain to hide the vessel in the jungle to await further directions. Garrow had a force of fifty soldiers and ten Karrnathi skeletons deposited from his airship into the field near the ruin. Then, keeping just a single air-skiff, he ordered the airship’s captain to hide the vessel in the jungle to await further directions.

Garrow, and adventurers might run into them anywhere within the structure.

For every 3 hours the PCs spend in a portion of the ruin, other than the dark level or the vault level, roll d% and consult the following table. On any result of 51 or higher, no encounter occurs. On a roll of 51–59, read the result on the table and apply the suggested encounter.

% Monster Number Appearing EL
4–5  Cockatrices 5
6–9  Dire apes 1
11–14  Dire tiger 1
16–27  Drow warriors 4
28–40  Emerald Claw soldiers 6
41–45  Karrnathi skeletons 5
46–50  Yuan-ti abominations 2
51–100  No Encounter

Cockatrices (2): hp 27 each. Monster Manual page 77. This mated pair wanders the ruin, seeking a place to establish a lair.


Drow Warriors (4): hp 16 each. See the Appendix for details. The drow party hunts for intruders in the ruin.

Emerald Claw Soldiers (6): hp 14 each; see the Appendix for details. The soldiers patrolled the ruin, watching for threats and looking for anything that might interest their leader, Garrow.

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Who Lived in the Ruin?

This structure served as a temple and arcane laboratory for a variety of giants during the height of the Age of Giants. In addition to giants, elf and drow slavers and magelands also occupied the place, serving their giant masters.

Other than a few remaining hints, this information may be hard to impossible for the adventurers to learn, and in any case such details aren’t important for the purposes of this adventure.

Gallary Level

Use the map of the gallery level, on the inside cover, to run the first series of encounters at the ruin. If the PCs find another way into the ruin to begin, go to the appropriate map and the encounter section later in this part of the adventure.

1. Giant Steps (EL 9)

The most direct path into the ruins is by the steps that lead to the Gallery Level.

Light: Sunlight.

Sound: Surrounding jungle noises (automatic).

Reaction: The drow have a hostile reaction to the approach of the adventurers.

Aura: Minor abjuration (spells linger in the stone of the ruin, aiding its preservation).

When the adventurers approach the ruin, read:

For massive stone steps rise 50 feet to a colossal, open-air gallery capped by the awesome height of the ancient ruin. A series of 20-foot-wide, 50-foot-tall stone columns surround the gallery and support the upper levels of the ruin. A 10-foot-wide channel cut into the stone next to the great stone columns is for a smaller staircase, providing a crumbling route for creatures more or less your own size.

The average of a great battle litter the smaller staircase. Dozens of bodies are scattered across the steps. A few bear the distinctive military uniform worn by soldiers of the Emerald Claw, but many more are chyn-stained elves wearing clothing made of saracoon and strange leather. Scavengers cove the bodies, feasting on the remains.

The Situation: Garrow had a force of fifty soldiers and ten Karrnathi skeletons deposited from his airship into the field near the ruin. Then, keeping just a single air-skiff, he ordered the airship’s captain to hide the vessel in the jungle to await further directions. Garrow’s task force discovered that strange, dark-skinned elves called drow lived in the gallery level of the ruin.

Confident in his troops, Garrow didn’t attempt to parley—he ordered his men to wipe out the drow. Garrow lost fourteen soldiers and four skeletons in the conflict, but his troops managed to kill five times as many of the drow, the rest fled from the ruin. With the drow threat eliminated, the task force began to explore the ruin, looking for the location of the final schema.

In the day since Garrow and his task force entered the ruin, the drow have returned to reclaim their home. They have vowed to destroy the invaders, and the adventurers are seen in the same light as the Emerald Claw in the wake of the terrible disaster that has befallen the tribe.

Studying the Stones. Characters who spend time examining the upper levels of the ruin eventually see dark shapes on the level 150 feet

Ruins Steps
above the ground. These are drow spires that live in the temple level of the ruin. They congregate and attack, stepping through creaking wood. Wind, or through flight, to land on any upper portion of the ruin. See areas 20 and 21 for more information on the drow spires that live within.

Creatures: The vengeance-seeking drow hide among the gallery level. The first drow group the adventurers encounter consists of six warriors led by the drow chief Amostlli.

Drow Chief, Amostlli: Drow warrior 7; CR 8; Medium humanoid (drow); HD 8d6+8; hp 54; Init +1; Spd 30 ft.; AC 16 (Dex +4, +2 leather armor), touch 11, flat-footed 14; Base Atk +7; Grp +10; Atk +12 melee (1d8+4, +1 shortspear); +9 ranged (1d6+2, javelin); Full Atk +11/+6/+1 melee (1d6+4, +1 shortspear) or +9 ranged (1d6+2, javelin); SQ drow traits attack +4/+9/+4, AC 12; Fort +7, Ref +4, Will +7; Str 12, Dex 16, Con 12; Int 12, Wis 11, Cha 10.

Skills and Feats: Climb +10, Handle Animal +5, Intimidate +7, Listen +2, Spot +2, Search +2, Swim +10, Weapon Focus (shortspear), Weapon Focus (javelin), Iron Will.

Drow Traits: Immune to magic sleep spells and effects; +2 racial bonus on saves against enchantment spells or effects; +8 racial bonus on a Search check when within 5 feet of a secret or concealed door as though actively looking for it; +2 racial bonus on Will saves against spells or spell-like abilities; spell-like abilities (1/day—dancing lights, darkness, faerie fire); +2 racial bonus on an attack roll using a shortspear; +4 racial bonus on a Sense Motive check; Immune to magic sleep spells and effects; Immune to the effects of faerie fire; Immune to停车, stasis, and targeted spells or effects.

Languages: Common, Drow Sign Language.

Drow Warriors (6): hp 16 each, see Appendix.

Tactics: The task of Amostlli’s team (one of four groups of drow who have secretly returned to the ruin) is to watch the front steps. He and his warriors hide in the shadows of the columns between areas 1 and 3, watching for the approach of the adventurers. If they see the adventurers approach up the slave stairs, they release their prepared trap—a massive boulder, large enough to fill the stairway. As soon as the Boulder begins its descent, the drow run in to subdue anyone who survives the crushing rock.

Rolling Boulder on the Slave Stairs: All creatures on the slave stairs are subject to the rolling boulder. It deals 6d6 points of damage to anyone who fails a DC 16 Reflex save. Those who make the save take half damage (4d6 points).

Development: The drow fight to the death. If any are captured, and if the language barrier can be overcome (the drow speak their own tongue), they tell the tale of the hated intruders, how they attacked without provocation and blunted the drow. The drow do not know what the invaders seek, but they assume it is some ancient secret of the temple. The drow rarely delve to relatively higher levels of the temple, and so must do so to find the things of the ancient ones well and truly alone.

A fight on the steps that lasts longer than 10 rounds draws the attention of a few Emerald Claw soldiers in the temple level, who eventually hear the distant sounds of battle. The soldiers stationed in area 15 are most likely to respond, coming out to the open edge of the temple level and looking down. If this occurs and the characters are seen, the task force thereafter actively expects trouble and is on guard against the PCs.

2. DROW NESTS (EL 4) The drow nests fill the space between the columns along the south end of the gallery level. Light: Sunlight. Sound: Surrounding jungle noises (automatic). Reaction: The drow rats now scawenging in the nests have a hostile reaction to intruders.

Armor: Minor abjuration spells (caster’s choice: the dome of the ruin, aiding its preservation).

Important Rules: Disease, Dungeon Master’s Guide page 292.

When the adventurers approach this section of the gallery level, read:

Rounded, mud-brick structures infest this portion of the great gallery, jumbled and stuck together. Formed of dirt, the multitudes of mud tubes appears to create a series of enclosed tunnels large enough to admit human-sized creatures. The structure and age of the mud seems to predate the temple, seemingly no concern for order or ease of access. Many of the rounded structures are scored and broken open, spilling blackened bones and other less easily identifiable contents onto the gallery floor.

The drow who inhabited this ruin created their mud tube dwellings using soil and water. Hardened, the mud walls and the overhanging ruin provided ample protection from the elements. The Emerald Claw task force burned out the nests, forcing the surviving drow to flee into the surrounding jungle. Now scavengers occupy the ruined dwellings, and disease is rampant—for each hour a character spends exploring the nests, he or she is exposed to filth fever as if bitten by a dire rat.

A typical mud tube is 6 feet in diameter, and rooms are dead ends of larger spaces where two or more mud tubes meet.

Creatures: In the hours that have passed since the drow were burned out of the nest, scavengers have moved into the tunnels to feed on the dead. If PCs enter the nests, they draw the attention of several territorial dire rats.

Dire Rats (12): hp 5 each, Monster Manual page 64.

Treachery: Characters could choose to explore the warrens of enclosed tunnels, but the winding, chaotic construction makes this a nonintuitive process—exploring the next is like traversing a maze. The PCs could spend hours cataloging every last winding tunnel and mud tube to the death. Failing that, for each 2 hours a character spends exploring the burned-out nests, he or she can attempt a DC 18 Search check. A success yields a roll on Table 5–5: Treasure for 3rd-level treasures (page 52 of the Dungeon Master’s Guide). Obviously the burned-out nests are not a never-ending source of treasure—one total of four rolls have been made on the table, all the remaining valuables are cleaned out of the remaining nesting areas.

3. TEMPLE LEVEL STAIRS This staircase leads to area 14 on the temple level of the ruin. When the adventurers approach this staircase, read:

Slabs of stone form a giant-sized staircase that leads higher into the ruin, but a narrow, human-sized staircase is cut into one side.

4. EAST GALLERY The open, pillared gallery on the east side of the ruin grants a wonderful view of the nearby jungle’s edge, as well as the hint of other cyclopean ruins far off across the jungle landscape.

5. DARK LEVEL STAIRS This a Search check, as the area on the dark level of the ruin. When the adventurers approach this staircase, read:

Slabs of stone form a giant-sized staircase that leads higher into the ruin, but a narrow, human-sized staircase is cut into one side.

Development: Creatures at the top of the stairs in area 5 may bear characters whoascend these stairs, depending on how cautious the PCs decide to be. If the creatures hear the approaching PCs, they prepare an ambush.

6. SAVAGE ALTAR STONE The giant door leading from area 4 to this area is stuck fast and can only be broken open (break DC 25).

If this chamber is accessed, it is found to be empty except for a layer of ancient dust. The door to area 8 is sealed and must be forced open or broken if the PCs want to access the next chamber.

7. WEST ANTECHAMBER The giant door to this area can be pushed open further (DC 20 Strength check), but it is already open just far enough for a Medium creature to squeeze through with a DC 20 Dexterity check. Smaller creatures can slip through without a problem, but larger creatures must open the door wider. The chamber is dark, and the light from the doorway only illuminates a small portion of the floor. The PCs must have a light source to examine the entire chamber. If the PCs enter this area, read:

A wide stone mask at the ancient dust that covers the floor. Dust cloaks the mask, giving the chamber an eerie, ancient, Andorian feel. The two doors stand, the door to the north is a chamber, the door to the south is the entrance to the next area. The track leads to another great door opposite the first. Stones of edible leaves, pottery, sun-bleached bones, and piles of carrion are piled near this door, as if in offerings. Several of the vessels are tipped and broken.

The drow believe that an envoy of their god lives beyond the door leading to area 5, and they brought daily offerings to it prior to the arrival of the Emerald Claw task force, piling them against and around the door.
18

THE RUIN

anyone who survives the crushing rock. As soon as the boulder begins its descent, the drow run in its wake, ready to deal with those who know the things of the ancient ones well and truly alone.

A fight on the steps that lasts longer than 10 rounds draws the attention of a few Emerald Claw soldiers in the temple level, who eventually hear the distant sounds of battle. The soldiers stationed in area 15 are most likely to respond, coming out to the open edge of the temple level and looking down. If this occurs and the characters are seen, the task force thereafter actively expects trouble and is on guard against the PCs.

2. DROW NESTS (EL 4)
The drow nests fill the space between the columns along the south end of the gallery level. Light: Sunlight. Sound: Surrounding jungle noises (automatic). Reaction: The drow rats now scavenging in the nests have a hostile reaction to intruders. Minor abjuration (spears linger in the stone of the ruin, aiding its preservation). Important Rules: Disease, Dungeon Master’s Guide page 292.

When the adventurers approach this section of the gallery level, read:

Bounded, mud-bron structures infest this portion of the great gallery, jumbled and stuck together. Formed of dirt, the multitude of mud tubes appears to create a series of enclosed tunnels large enough to admit human-sized travelers. The structures appear to be the work of a scorpion that the drow placed in the chamber as a hatchling. Houses within the chamber—A Gargantuan monstrous scorpion that lives within the chamber—a Gargantuan monstrous scorpion that the drow placed in the chamber as a hatchling. The drow hide among the ruins, aiding its preservation.

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THE RUIN

Doomed by a centuries-long siege and a recent narrow escape, the Emerald Claw soldiers in this dark chamber were reduced to mere famished, literate, and well-equipped undead. They wait in darkness in the center of the area, bidden by Garrow, provided it with enough food so that it is merely famished. It waits in darkness in the center of the chamber for its next meal, attacking any creature that manages to squeeze through the door.


Tactics: The monstrous scorpion attacks creatures that enter the chamber. If the door is pushed wide, it pursues potential meals into the gallery level and beyond.

Treasure: Over the years, a few choice offerings were brought to the door “god.” These are scattered about haphazardly throughout this chamber. A casual search of the chamber reveals 120 ancient gold coins (worth a total of 3,000 gp to a collector), 3 golden-yellow topaz gems worth 500 gp each, and an intricately carved iron rod featuring a feathered serpent (a low-market magic item).

DARK LEVEL

Use the map of the dark level, on the inside cover, to run encounters in this section of the ruin.

9. LANDING (EL 6)

The entrance into the dark level of the ruin refuses to budge, and so Emerald Claw soldiers continue to struggle to open it even as the adventurers draw near.

Light: Torchlight.

Sound: People talking (automatic).

When the adventurers begin to climb the stairs to area 5, read:

Flashing torch lights dance at the top of the stairs, and the sound of people conversing in Common drifts down from above. Several humanoid figures stand around two massive doors, tending to a mechanism and trying to pry the doors open.

The Situation: After discovering that these doors would not budge, the Emerald Claw soldiers decided that more force might do the trick. To that end, they have assembled the mechanism now before the double doors leading to area 10. The mechanism consists of a winch-like wheel, a sturdy chain, and iron spikes embedded in the door. When the winch is turned, the chain tightens, and one of the doors is forced open. The mechanism is almost complete, requiring only the final adjustments. (If a PC wants to make the check, he or she must make a DC 15 Knowledge (engineering) check or a DC 20 Intelligence check. The soldiers, familiar with the workings of the device, automatically succeed on the check.) If the winch is employed while creatures attempt to break down the doors, add 15 to the Strength check result. The winch mechanism can only be employed twice before it breaks and becomes useless.

The Doors: Unlike most of the giant doors in the ruin, these are still in great shape and form a water-tight seal. They are 21-foot-high stone doors, each 9 feet wide; 2 feet thick, hardness 10; 360 hit points; AC 5; break DC 38. An iron bar secures the doors from inside area 10, and the doors are too large to be subject to head spells.

Creatures: The soldiers attack anyone who is not part of their task force. If the characters made noise while ascending the stairs, or if events prior to this encounter have alerted the task force to the PCs’ presence in the ruin, the soldiers here are immediately suspicious and prepare an ambush.

Emerald Claw Soldiers (6): hp 14 each, see Appendix.

Development: Water fills the area beyond the door. If the doors are finally opened, a portion of the water that falls through the doors fills a 10-foot area. This water level rises to a depth of 10 feet instead of 2 feet.

The Situation: An undead creature that lived in the Age of Giants haunts this dark, water-filled level. Once an elf slave, the creature died in an accident involving the portals that tap the elemental waters of the plane of Lamannia; you can’t enter pools of water that cover Lamannia; you can’t enter Lamannia no longer functions as it was designed to do. Once, the doorway to Lamannia, it was able to make a direct trip to the elemental sheets. Now mean- 11. INFLOW PORTAL

This one-way portal open to the elemental waters of Lamannia was once used for arcane experiments but now allows water to flow freely into the chamber.

Aura: Strong conjuration (teleportation) from the portal.

When the adventurers approach this area, read:

The massive stone support contains a 5-foot-diameter opening in the floor, from which spouts a steady stream of water. The water is clear, pure, and cold. The broad portion of the opening is seven feet above the floor.

The Situation: This is the source of the water that fills this level. It is a one-way portal from the elemental pools of water that cover Lamannia; you can’t enter the plane through this portal. You can, however, enter through the outflow portal (area 12).

12. OUTFLOW PORTAL (EL 7)

This one-way portal to the elemental waters of Lamannia no longer functions as it was designed to do. Once, water flowed from the inflow portal to the outflow portal in a continuous tube, leaving the rest of the chamber dry. It no longer works according to design, and so the entire level has been flooded by the elemental waters.

Aura: Strong conjuration (teleportation) from the portal.
Drowned

If the doors are finally opened, a portion of the water inside area 10, and the doors are too large to be subject to knock. Now the drowned level rises to a depth of 10 feet instead of 2 feet.

The Character: An undead creature that lived in the area of Giants has haunted this dark, water-filled level. Once an elf slave, the creature died in an accident involving the portals that tap the elemental waters of the plane of Lamannia (see areas 11 and 12). Now it roams this dark level, drawn to the first living, intelligent creatures to enter the place in thousands of years.

Drowned: Male undead elf, CR 8, Medium undead, HD 2d12+20, hp 150, Init +5, Spd 30 ft., Swim 30 ft., AC 19, touch 11, flat-footed 18, Base Atk +19, Cnt +12 melee (1d8+12, slam), Full Atk +12 melee (1d8-12, slam) and +12 melee (1d8-12, slam), SA drowning aura, SQ darkvision 60 ft., fast healing 5, undead traits, unholy toughness, AL CE, LV Fort +5, Ref +1, Will +11, Str 19, Con 15, Int 15, Wis 15, Cha 15. Shd and Fat: Hide +20, Listen +14, Move Silently +20, Spot +18, Swim +18, Alertness, Clever, Great Cleave, Improved Initiative, Natural Attack (slam), Lightning Reflexes, Power Attack.

Languages: Ancient Elven, Giant.

Drowning Aura (Su): A drowned gives off a 30-foot-radius emanation of suffocating drowning, imbuing its surroundings with a watery glint that presents a deadly threat to creatures that breathe air. All air-breathing creatures within the aura are treated as though they were beneath the water in terms of being able to breathe.

The drowning aura accelerates the process of drowning. Within the drowning aura, a creature can only hold its breath if it DC 10 Constitution check every round. Each round, the DC increases by 1. When a character eventually fails the check, it begins to drown. In the first round, it falls unconscious (9 hp). In the following round, it drops to –1 hp and is dying. In the third round, if it is still within the aura, it drown and dies (–10 hp).

For additional information on the drowned, see Monster Manual III page 46.

Tactics: The drowned tries to stay out of the light of any creatures that enter, slip behind them, and then block the exit when they try to leave. It trusts in its drowning aura to aid it in defeating any living creatures. When the drowned draws close, read:

Suddenly the air becomes thick and wet, and it becomes harder and harder to breathe. It feels as though you’ve been plunged beneath the maw, even though it barely reaches your knees.

If the PCs spot the undead elf, read:

The animated corpse of an elf emerges from the dark, dripping with water, gazing at you with malevolent eyes.

Treasure: The drowned wears a golden collar that once gave it great status among the elf slaves. Now meaningless other than its worth as an ancient gold trinket, it has a value of 500 gp.

11. INFLOW PORTAL

This one-way portal open to the elemental waters of Lamannia was once used for arcane experiments but now allows water to flow freely into the chamber.

Aura: Strong conjuration (teleportation) from the portal.

When the adventurers approach this area, read:

The massive stone support contains a 5-foot-diameter opening in its face, from which spouts a steady stream of water. The water is clear, pure, and cold. The broad portion of the opening is seven feet above the floor.

The Situation: This is the source of the water that fills this level. It is a one-way portal from the elemental pools of water that cover Lamannia; you can’t enter the plane through this portal. You can, however, enter through the outflow portal (area 12).

12. OUTFLOW PORTAL (EL 7)

This one-way portal to the elemental waters of Lamannia no longer functions as it was designed to do. Once, water flowed from the inflow portal to the outflow portal in a continuous tube, leaving the rest of the chamber dry. It no longer works according to design, and so the entire level has been flooded by the elemental waters.

Aura: Strong conjuration (teleportation) from the portal.
The glyphs read as: The Scorpion’s Tail, the River’s End, and Gary’s Eye. A successful DC 25 Knowledge (arcana) check allows characters to recognize these as versions of the names of stars in the sky.

TEMPLE LEVEL
Use the map of the Temple Level, on the inside cover, to run encounters in this section of the ruin.

14. GALLERY LEVEL STAIRS
This staircase connects down to area 3 in the gallery level. A human-sized staircase is carved into one side of the wall of the chamber. The steps are 10 feet high (the uppermost step is 15 feet high) and 5 feet deep. The sides of the uppermost step describe three coordinates of the structure, except for the uppermost step. There, the strange design appears on three of the four sides, each showing a single glyph. The fourth side is completely devoid of all markings.

The Situation: This sanctuary was important to the temple, and many wondrous secrets of a lost age are enciphered within its walls. A portion of the Emerald Claw task force is assigned here to decipher the glyphs.

Creatures: Garrow has placed Arkaban, a mummy sorcerer, in charge of deciphering the glyphs in this chamber. Arkaban is a devoted follower of the Blood of Vol and was brought on this expedition because of his expertise in life as an historian of Xen’drik and the Age of Gateless Sorcery. The mummy sorcerer labors here, with the help of Gunfarr Lok and his squad of four soldiers (two start out guarding the door at area 15, while the other two work in this chamber, with any magical labels as noted). Arkaban, Gunfarr, and the soldiers attack any intruders.

Arkaban: Male human mummy sorcerer 2; CR 6; Medium undead; HD 8d12 plus 2d4; hp 62; Int +5; Spd 20 ft.; AC 22, touch 12, flat-footed 20; Base Atk +5; Grp +12; Ark or Full-Atk +11 melee (1d6+5 plus mummy rot, slash) or ranged (1d8/19–20, light crossbow); SQ SR 5/–, darkness; AL LE; SV Fort +5, Ref +2, Will +2; Str 15, Dex 13, Con 14, Int 10, Wis 10, Cha 17.

Gunfarr Lok: Male human fighter 6; CR 5; Medium humanoid; HD 3d10+9; hp 26; Int +1; Spd 20 ft.; AC 19, touch 11, flat-footed 18; Base Atk +3; Grp +5, Ark or Full-Atk +7 melee (1d8/19–20, +1 longsword) or ranged (1d8/19–20, light crossbow); AL LE; SV Fort +6, Ref +2, Will +2; Str +5, Dex +2, Con +2, Int +1, Wis +2, Cha 0.

Arkaban knows that information Garrov seeks is imbedded in the ziggurat. According to Garrov’s ongoing divinations, three of the coordinates of the ziggurat are critical to the solution of the puzzle. However, Garrov has just come to the conclusion that a key for reading the glyphs must exist, and he just finished maturing the order to search the rest of the temple level when the adventurers arrive.

While Arkaban won’t explain this to the PCs, the common soldiers can be intimidated into revealing their orders (DC 20 Intimidate check).
The glyphs read as: The Scorpion’s Tail, the River’s End, andGary’s Eye. A successful DC 25 Knowledge (arcana) check to recognize these as versions of the names of stars in the sky.

**Temple Level**

Use the map of the Temple Level, on the inside cover, to run encounters in this section of the ruin.

14. **GALLERY LEVEL STEARS**

This staircase connects down to area 3 in the gallery level. A human-sized staircase is carved into one side of the lower ramp from Everhome. The mephits are disturbed by the change in the familiar pattern. The mephits delight in attacking any character that comes through the portal.

**Water Mephits (4):** hp 19, Monster Manual page 185.

15. **DARK ZIGGURAT**

A three-storied zigurrat rises out of the water across from the doors to this level. If the PCs have a light source and approach this area, read:

A stone zigurrat set in the floor rises toward the dark ceiling overhead in three steps. The zigurrat has three steps, each rising 20 feet higher than the platform level. Carved designs in carved relief cover every foot of the structure, except for the uppermost step. There, the strange designs appear on three of the four sides, each showing a single glyph. The fourth side is completely devoid of all markings.

The Situation: The zigurrat prove resistant to interpretation. Not only do they represent a long-dead language, they are entirely encrypted. If someone can comprehend the language, the translated glyphs read as gibberish. A successful DC 20 Knowledge (arcana) check suggests the possibility of magical incantations that help standard translation procedures. A special cryptographic key must be found to translate the glyphs. This device, called the codebreaker, can be found in Monster Manual page 7.

**Development:** Without the codebreaker, the glyphs cannot read. With the codebreaker in hand, the characters can decipher the schema that describes the mythical realm of a place called Xulenzen and a parable of a carver and a mermaid. What information Garrow seeks is imbedded in the zigurrat. According to Garrow’s ongoing divinations, three coordinates of the six needed to properly orient the Throne Gate on the observatory level can be found encoded on this zigurrat. However, Garrow has just come to the conclusion that a key for reading the glyphs must exist, and he just finished issuing the order to search the rest of the temple level when the adventurers arrive.

While Garrow won’t explain this to the PCs, the common soldiers can be intimidated into revealing their orders (DC 20 Intimidate check), and Garrow gives them a cash reward of 150 gp for their cooperation.

**4th Schema**

Minor cloak of displacement tends to move quietly, not use a light source, or take some similar precaution, then have the soldiers make Spot or Listen checks.

When the PC’s reach the top of the stairs, they see the following. After the description of the appearance, the adventurers are aware of their approach. Read:

Massive double doors of stone and rusted iron stand partially open to the north. Two uniformed men stand guard to either side. Light spills from the bottom, the open doors.

This place serves as an anteroom, a purification chamber prior to entering the main sanctuary to the north.

**Creatures:** A portion of the Emerald Claw task force explores area 16, looking for clues on how to activate the Throne Gate on this observatory level. Two uniformed men guard the anteroom, watching for dravon warriors or wandering creatures.

**Emerald Claw Soldiers (2):** hp 14 each, see Appendix.

**Tactics:** These soldiers have only one task—to note intruders and give warning to those in the sanctuary (area 16). After pointing their warning, the soldiers fall back to join their associates in the larger chamber.

16. **SANCTUARY EL. 9**

After pressing open the massive doors, a small contingent of the Emerald Claw task force entered this sanctuary in search of clues as to how to operate the Throne Gate in area 33.

**Light:** Daylight spill cast on a 5-foot-tall rod stop the zigurrat.

**Sound:** Sounds of many people working (automatically) unless the guards gave warning. If the warning was sounded, then the room is almost completely quiet as the task force prepares to deal with the intruders.

**Auroral Modification: (Great glare of invisibility on top of the zigurrat):**

When the characters pass (or look) through the opening between the massive doors, read:

The surface of this cyclopean chamber is lost in shade, but the stone zigurrat on either the west or the east portal can be seen clearly. Under the portal are the same three coordinates (see Page 13) on the tower, except for the uppermost step. There, the strange designs appear on four of the four sides, each showing a single glyph. The fourth side is completely devoid of all markings. Several humanoid-sized figures move about the uppermost stone. They appear three to five huge silhouettes across the hall. Tents, temporary tables, and other camp gear occupy the floor between the base of the zigurrat and the south wall.

The Situation: This sanctuary was important to the wizards, and many wondrous secrets of a lost age are encoded on its walls. A portion of the Emerald Claw task force is assigned here to decipher the glyphs.

**Creatures:** Garrow has placed Arkaban, a mummy sorcerer, in charge of deciphering the glyphs in this chamber. Arkaban is a devoted follower of the Blood of Vol and was brought on this expedition because of his expertise in an ancient text. Arkaban lures other mummy sorcerers here, with the help of Gunfarr Lok and his squad of four soldiers (two start guarding the door at area 15, while the other two work in this chamber, with any physical labor that Arkaban requires). Arkaban, Gunfarr, and the soldiers attack any intruders.

**Arkaban:** Male human mummy sorcerer 2, CR 2, Medium undead; HD 3d10+9; hp 26; Init +1; Spd 20 ft.; AC 22, touch 12, flat-footed 20; Base Atk +5; Grp +2; Arkaban or Full Armor +11 melee (1d6+2 plus mummy rot, slam), or ranged 150’ (1d4+4); SV Fort +12, Ref +15, Will +11; AL LE; THAC0 17; ailments: arcane. The four soldiers take up defensive positions on the top level of the zigurrat. (The effect is equivalent to that of a 10th-level caster; if dispelled, it returns 1d4 minutes later.) He wears his usual full plate and magic mace spells to attack from range for as long as he can.

If the soldiers from area 15 have alerted those in the sanctuary, then the situation starts out a little differently. The four soldiers take up defensive positions on the second tier of the zigurrat and pepper intruders with crossbow bolts (so long as possible). Gunfarr unloads spells as needed, and he eventually takes on characters if any are present. Before drawing his longword and engaging in melee, Arkaban’s tactics remain the same, though he has already gorged the potion of bull’s strength (though he carries before the PCs enter the chamber. If things begin to go badly, Arkaban quaffs his potion of invisibility and tries to escape to regain Garrow.

**Gunfarr Lok: Male human fighter 3, CR 3, Medium humanoid; HD 3d6+5; hp 26; Init +1, Spd 20 ft.; AC 19, touch 11, flat-footed 18; Base Atk +3, Grp +5; Arkaban or Full Armor +7 melee (1d8+3/19–20, +1 longsword) or +6 ranged (1d8+2/19–20, light crossbow). AL LE; SV Fort +5, Ref +2, Will +2, Str +5; Dex 13, Con 14, Int 10, Wis 12, Cha 8.

**Languages:** Common, Draconic, Elven, Gnome, Orv.psi. 

**Spell-like Abilities:** Aura of invisibility 1/day. The four soldiers from area 15 may have retreated to this location if they noticed the approach of the adventurers.

**Tactics:** If the group isn’t aware of the approaching adventurers, Arkaban works at the very top of the zigurrat, attempting to puzzle out the meanings of the glyphs in his ever-increasing collection. If the soldiers from area 15 start making noise or otherwise make their presence known, the等情况 Adrian continues to decipher the glyphs, the mephits are disturbed by the change in the familiar pattern. The mephits delight in attacking any character that comes through the portal.

**Water Mephits (4):** hp 19, Monster Manual page 185.

19. **DARK ZIGGURAT**

A three-storied zigurrat rises out of the water across from the doors to this level. If the PCs have a light source and approach this area, read:

A stone zigurrat set in the floor rises toward the dark ceiling overhead in three steps. The zigurrat has three steps, each rising 20 feet higher than the platform level. Carved designs in carved relief cover every foot of the structure, except for the uppermost step. There, the strange designs appear on three of the four sides, each showing a single glyph. The fourth side is completely devoid of all markings.

The Situation: The zigurrat prove resistant to interpretation. Not only do they represent a long-dead language, they are entirely encrypted. If someone can comprehend the language, the translated glyphs read as gibberish. A successful DC 20 Knowledge (arcana) check suggests the possibility of magical incantations that help standard translation procedures. A special cryptographic key must be found to translate the glyphs. This device, called the codebreaker, can be found in Monster Manual page 7.

**Development:** Without the codebreaker, the glyphs cannot read. With the codebreaker in hand, the characters can decipher the schema that describes the mythical realm of a place called Xulenzen and a parable of a carver and a mermaid. What information Garrow seeks is imbedded in the zigurrat. According to Garrow’s ongoing divinations, three coordinates of the six needed to properly orient the Throne Gate on the observatory level can be found encoded on this zigurrat. However, Garrow has just come to the conclusion that a key for reading the glyphs must exist, and he just finished issuing the order to search the rest of the temple level when the adventurers arrive.

While Garrow won’t explain this to the PCs, the common soldiers can be intimidated into revealing their orders (DC 20 Intimidate check), and Garrow provides the codebreaker to the adventurers.
can be bribed (DC 18 Diplomacy check, 250 gp, and his freedom). They have no idea exactly what they are searching for, other than Arkaban believes it can be used to read the ancient glyphs. Without the codebreaker, the glyphs cannot be read. With the codebreaker in hand, the designers on the lower two levels of the structure can be deciphered. They describe a myth of the magician-gods of the giants and a parable of the maghund and the giant’s son, and other treatises available due to cultural differences. The glyphs that decorate three of the four sides of the uppermost step describe three coordinates for the Throne Gate (see area 33). These are three of the six needed to use the Throne Gate to access the resting place of the fourth schema.

The glyphs read as: The Monkey’s Paw, the Unicorn’s Hoof, and Io’s Twinkle. A successful DC 25 Knowledge (arcana) check allows a character to recognize these as versions of the names of stars in the sky.

17. SLAVE WARRENS

The elves that worked for the giants were housed in this section. Little remains from those ancient days. Read:

These rooms are far smaller than the other chambers. The entrapments between the rooms, too, seem built to accommodate smaller, more human-sized frames. All that remains are drifts of dust.

Treasure: Thirty minutes and a DC 30 Search check unveils a solid mass of silver coins (all stuck together) worth 1,000 gp, a jade staff of a panther (fourth-level pittance), and a silver amulet that is not corroded (an amulet of health +2) from the dust.

18. EMPTY ROOMS

None of these rooms contain anything of interest, just the dust and shadows of an ancient age.

19. OVERSEER’S CHAMBER

This was the chamber of the slaves’ overseer. Once, it was a place of pain and misery. Now only a handful of memories remain from those ancient days. Read:

Brass-turned red stains near the south wall of this chamber, where a foul chasm remains in perfect condition, trailing from hooks set high on the wall. Mustains small enough for a human to squeeze down from each end.

Of all the disciplinary equipment that once existed in this chamber (which the giants applied to their slaves), only three large chains and manacles remain. Each containing a minor enchantment to ward off the ravages of time.

20. TEMPLE LEDGE (EL 8)

The temple level is open to the elements, and a 20-foot-wide ledge runs around the outside of the ruin. A group of dire apes that lair within this chamber has claimed the ledge as part of its hunting territory.

Light: Daylight (if day).
Sound: Puddled animal feet and scrawls of claws on stone (Listen DC 25).

Important Rule: Bull rush, Flyer’s Handbook page 154. When the adventurers approach this area, read:

A ledge provides a path around the outside of the ruin at the level. At a height of about 150 feet above the ground, the ruin is spectacular. A light wind blows, scented with jungle odors. The great concavities carved into the side of the stone all along the ledge act like great ears, bringing faint sounds from the animals for hours before it is near.

Green vines cover the ledge and hang from the stone above, and nearby jungle foliage grows close by.

The Situation: The dire apes use area 21 as a lair. They hunt in the jungle and along the ledge, but they also consider the ledge to be part of their lair and so actively work to protect it from intruders. If the adventurers step onto the ledge, there is a chance every round that the nearest duo of dire apes notices them with either a Listen or Spot check.

Creatures: A total of six dire apes roam the ledge, but they wander in pairs. During the day, two dire apes can be found on three of the four sides of the temple, walking the length of the ledge and then turning the corner to patrol the next side. At night, a single pair wanders the ledge while the rest of the troupe rests in area 21.

Dire Apes: hp 35 each; Monster Manual page 62.

Tactics: If the adventurers intrude on the ledge and are not noticed by a pair of dire apes, the dire apes roar and move in to drive off or kill the invaders. After a conflict starts, the roars and the sounds of battle attract another pair of dire apes in 1d4+1 rounds. After the second pair appears, another arrives in 1d4+1 rounds. Arriving pairs start out at the corner of one side of the ledge upon which the original battle began.

If the adventurers are able to attempt to position themselves to bull rush PCs off the ledge, the dire apes succeed in this action, the PC falls 150 feet (15d6 damage). Battles on the south ledge attract the troops leader from area 21 in 1d4+1 rounds.

21. KING OF THE APES (EL 8)

At the apex of the ape hierarchy, is a place of pain and misery. Now only a handful of memories remain from those ancient days. Read:

The giant-sized door to this chamber is stuck halfway open. Within, the stench of decaying animals is overpowering. Piles of offals and waste gathered from the surrounding jungle dot the chamber. Many animals obviously used to live here. A dozen glances around, a nearby shadow moves and a white grollie with four arms emerges from the darkness with a menacing roar.

The Situation: A grollie leads the troupe of dire apes that lair within this chamber. The dire apes that wander the high faces of the ruin by day can be found here at night.

Creatures: If the adventurers approach this chamber during the day, the grollie is present. Dire apes arrive in pairs, beginning 1d4+1 rounds after a battle begins and another 1d4+1 rounds after each new pair arrives.

If the adventurers approach this chamber at night, four dire apes and the grollie are present, and the remaining pair of dire apes arrives 1d4+1 rounds after a battle begins.

In all cases, the grollie and dire apes attack intruders.

Grollie: hp 58; Monster Manual page 126.

Treasure: A search through the refuse reveals 180 ancient pp, 6 emerald gems worth 100 gp each, and one dusted ioun stone shaped like a prism (an ioun stone).

22. LINGERING DEATH (EL 10)

An ancient trap slaughtered a squad of Emerald Claw soldiers in this chamber shortly before the adventurers arrive.

Light: Pale illumination from the lingering-magical effect of the trap.
Sound: None.
Auro: Strong necromancy (trap on door in southeast corner of chamber).

When the adventurers approach this chamber, read:

A concave trip of bodies, body parts, and bits of Emerald Claw technology spreads over the course of a few hours. Besides being closed (with all the trouble needed to open a closed giant door), the door is locked (Open Lock DC 25).

Treasure: Should the PCs bypass or destroy the trap and open the door, they discover dust-free chamber. A pedestal in the center of the chamber serves as a reliquary of one of the ancient giants that lived in the ruin. The reliquary holds a single giant-sized tooth, the Tooth of At-Ta-Ir.

23. SUDDEN EXIT (EL 9)

Nothing in this apparently empty room suggests the lethal trap waiting in front of the door to area 24.

As characters approach, a 10-foot-square area of the floor directly in front of the door drops away, revealing a razor-lined chute. Passage through the razor-lined chute quickly sends the victim to the exterior of the ruin at a height of 150 feet above the unforgiving ground. The chute’s opening to the exterior is a one-way trip difficult to find from outside (Search DC 36), and difficult to open from the outside (Open Lock DC 28).
can be bribed (DC 13 Diplomacy check, 25 gp, and his freedom). They have no idea exactly what they are searching for, other than Arkanos believes it can be used to read the ancient glyphs.

Without the codebreaker, the glyphs cannot be read. With the codebreaker in hand, the design on the lower two levels of theruin can be deciphered. They describe a myth of the magician-gods of the giants and a parable of the majestic and the giant’s son, with much importance due to cultural differences. The glyphs that decorate three of the four sides of the uppermost step describe three coordinates for the Throne Gate (see area 33). These are three of the six needed to use the Throne Gate to access the resting place of the fourth schema.

The glyphs read as: The Monkey’s Paw, the Unicorn’s Hoof, and Ix’s Trunkle. A successful DC 25 Knowledge (arcana) check allows a character to recognize these as versions of the names of stars in the sky.

17. SLAVE WARRENS
The elves that worked for the giants were housed in this section. Little remains from those ancient days. Read:

These rooms are far smaller than the other chambers. The entrance to the rooms, too, seem built to accommodate smaller, more human-sized frames. All that remains are dusts and debris.

Treasure: Thirty minutes and a DC 30 Search check uncovers a solid mass of silver coins (all stuck together) unearths a solid mass of silver coins (all stuck together) buried in the dust and shadows of an ancient age. A total of six dire apes roam the ledge, but none of them notice the adventurers until a battle begins. They hunt in the jungle and along the ledge, but they also consider the ledge to be part of their lair and so actively work to protect it from intruders. If the adventurers step onto the ledge, there is a chance every round that the nearest pair of dire apes notices them with either a Listen or Spot check.

Creatures: A total of six dire apes roam the ledge, but they wander in pairs. During the day, two apes can be found on three of the four sides of the temple, walking the length of the ledge and then turning the corner to patrol the next side. At night, a single pair wanders the ledge while the rest of the troupe rests in area 21.

Dire Ape: hp 35 each; Monster Manual page 62.

Tactics: If the adventurers intrude on the ledge and are noticed by a pair of dire apes, the dire apes roar and move in to drive off or kill the invaders. After a conflict starts, the roars and the sounds of battle attract another pair of dire apes in 1d4+1 rounds. After the second pair appears, another arrives in 1d4+1 rounds. Arriving pairs start out at the corner of one side of the ledge upon which the original battle began. Only three apes at a time attempt to position themselves to bull rush PGs on the ledge. If a dire ape succeeds in this action, the PC falls 150 feet (15d6 damage).

Battles on the south ledge attract the troupe leader from area 21 in 1d4+1 rounds.

21. KING OF THE APES (EL 6)
The king is a dire ape bar in this chamber. The leader of the troupe, a giration, however, is always here. Read:

The giant-sized door to this chamber is stuck halfway open. Within, the stench of swarmed animals is overpowering. Piles of off-cut wood and loose twigs gathered from the surrounding jungle dot the chamber. Many animals obviously used this place for a den. As you glance around, a nearby shadow moves and a white gorilla with four arms emerges from the darkness with a menacing roar.

The Situation: A girallon leads the troupe of dire apes that lair within this chamber. The dire apes that wander the high faces of the ruin by day can be found here at night.

Creatures: If the adventurers approach this chamber during the day, the girallon is present. Dire apes arrive in pairs, beginning 1d4+1 rounds after a battle begins and 1d4+1 rounds after each new pair arrives.

If the adventurers approach this chamber at night, four dire apes and the girallon are present, and the remaining pair of dire apes arrive 1d4+1 rounds after a battle begins.

In all cases, the girallon and dire apes attack intruders.

Girallon: hp 58; Monster Manual page 126.

Treasure: A search through the refuse reveals 140 ancient pp. 6 emerald gems worth 100 gp each, and one donut-sized gemstone shaped like a person (an ioun stone).

22. LINGERING DEATH (EL 10)
An ancient trap dug to destroy a squad of Emerald Claw soldiers in this chamber shortly before the adventurers arrive.

Light: Pale illumination from the lingering-magical effect of the trap.

Sound: None.

Auro: Strong necromancy (trap on door in southeast corner of chamber).

When the adventurers approach this chamber, read:

A semicircle spray of bodies, body parts, and bits of Emerald Claw tabby numérique avalanches toward a closed door in the southeast corner of the ledge and otherwise empty chamber. Aggressive radiance illuminates the bodies, raising the disgusting mist from the mutilated forms.

The Situation: A squad of five Emerald Claw soldiers attempted to gain entry into the door in the corner of the chamber as they went about their search of this level of the ruin. Unfortunately for them, a deadly trap protected the door. The trap is still in place when the PCs enter the chamber, but it only has enough arcane power remaining to affect a single target.

Wail of the Bandier Trap: Deployed: CR 10, magic device; proximity trigger (alarming) extending in a 20-foot-radius from door, manual reset; spell effect (as of the hound, CL 7th, Fort DC 25 negates), capable of affecting only a single additional target before the trap runs completely out of arcane power; DC 34 Search check to discover.

Development: The trap, after thousands of years, has come to the end of its ability to recharge, though it can affect one additional creature before its necromantic power completely fades. The luminescence still clinging to the Emerald Claw soldiers has no effect other than to serve as a warning, enough to guide the PCs over the course of a few hours. Besides being closed (with all the trouble needed to open a closed giant door), the door is locked (Open Lock DC 23).

Treasure: Should the PCs bypass or deactivate the trap and open the door, they discover dust-free chamber. A pedestal in the center of the chamber serves as a reliquary of one of the ancient giants that lived in the ruin. The reliquary holds a single giant-sized tooth, the Tooth of At-Ta-Ir.

23. SUDDEN EXIT (EL 9)
Nothing in this apparently empty room suggests the lethal trap waiting in front of the door to area 24.

As characters approach, a 10-foot-diameter area of the floor directly in front of the door drops away, revealing a razor-lined chute. Passage through the razor-lined chute quickly sends the victim to the exterior of the ruin at a height of 150 feet above the ungraceful ground. The chute’s opening to the exterior is a death trap designed to find out from outside (Search DC 36), and difficult to open from the outside (Open Lock DC 28).
24. THE CODEBREAKER (EL 6)

This chamber contains the codebreaker that can be used to decipher the glyphs that cover the aggruarts in areas 15 and 16. When the adventurers open the door to this chamber, read:

A stone pedestal stands in the center of this dust-free chamber.

The Situation: A final trap guards the codebreaker that rests upon the pedestal. The trap affects all creatures that move to within 10 feet of the pedestal.

Flame Strike Trap: CR 6; magic device; proximity trigger (flame 10-ft. radius; automatic reset; spell effect (flame circle, 9th-level cleric, 9th fire, Reflex DC 17 half)); Search DC 30 to discover; Disable Device DC 30 to disengage.

Treasure: The pedestal in the center of the chamber holds the codebreaker.

The Codebreaker

The codebreaker is a 1-foot-diameter gold hoop that frames a clear crystal pane. Through it, the glyphs on the aggruarts in areas 15 and 16 are translated into signs that the viewer can understand, assuming the viewer can read. It allows the encoded information on the aggruarts to be read, but cannot translate any other languages.

Paint distortion: CL 4th; Craft Wondrous Item, comprehend languages, read magic; faint divination; CL 4th; Craft Wondrous Item, detect secret doors, political, to be read, but cannot translate any other languages. The codebreaker has a price of 5,200 gp and a weight of 3 lb.

25. UNQUIET HUSK (EL 6)

This out-of-the-way chamber contains a desolate undead creature that the viewers can understand, assuming the viewer can read, to claim all the supplies, the value of everything is 4,000 gp.

The soldiers stand in torchlight, alert and on guard for the entrance to this area. When the adventurers approach this area, read:

Emerald Claw Soldier: hp 14 each; see Appendix.

Development: Garrow ordered ale, wine, and other valuables brought on the expedition to be stored separately in this area. If the characters get past the trap on the door, read:

The door to this chamber is closed and trapped with a lock bypass (Search DC 15). If the adventurers open the door, read:

The dust in this area is lumpy and difficult to walk on. When the adventurers enter this area, go to the next section of the adventure.

The Situation: The closed giant door to this chamber is locked (Open Lock DC 23). If the adventurers open the door, read:

The door to this chamber is less prominent than in other portions of the temple. First move tile over the floor. Tile does not flip until the floor is ajar.

Development: This door does not open by simply touching it. It is held in place by a powerful ward. The door is completely open when it is flipped, revealing a passage to the next area.

Gate. He has ordered the rest of the task force to disengage whatever it can, but unless he can puzzle out the workings of the device, he feels that his men’s study (area 16) will provide the answers he needs. A recent development, however, provides another way to solve the puzzle of the Throne Gate. About an hour ago, frustrated and unsure of how to proceed, Garrow began assembling the creation pattern. He placed the three schemas in his possession into the Throne Gate. He believes that he can figure out the function of the Throne Gate, the final route to the sanctuary, and that the building of the temple will become apparent. Garrow spends all of his time at this location, seeking to find a way to activate the Throne Gate. He has ordered the rest of the task force to disengage whatever it can, but unless he can puzzle out the workings of the device, he feels that his men’s study (area 16) will provide the answers he needs.

The Situation: A giant skeleton stands behind the south door. When the adventurers approach this area, read:

The situation is that the three schemas are already placed in the Throne Gate, and that Garrow is attempting to activate the gate. Garrow is a short, stocky man with a determined look on his face. He is wearing a robe and is carrying a book. His eyes are fixed on the door to the Throne Gate, and he is rubbing his hands together. The gate is a large, gold-colored door with intricate carvings. The door opens slowly, and Garrow steps through it. His expression is one of excitement.

Development: The gate opens slowly, and Garrow steps through it. He turns to the adventurers and says:

I have placed the three schemas in my possession into the Throne Gate. I believe that I can figure out the function of the gate, and that the building of the temple will become apparent. I am spending all of my time at this location, seeking to find a way to activate the gate. I have ordered the rest of the task force to disengage whatever it can, but unless I can puzzle out the workings of the device, I feel that my men’s study (area 16) will provide the answers he needs.

A recent development, however, provides another way to solve the puzzle of the Throne Gate. About an hour ago, frustrated and unsure of how to proceed, Garrow began assembling the creation pattern. He placed the three schemas in his possession into the gate, and he is attempting to activate the gate. However, he is not sure how to proceed, and he is looking for help. The adventurers are the only people who know how to assemble the creation pattern.

Development: The adventurers approach this area, and Garrow recognizes them. He greets them warmly and asks for their help. The adventurers are surprised to see Garrow, and they wonder how they can help him.

Garrow: I have placed the three schemas in my possession into the Throne Gate. I believe that I can figure out the function of the gate, and that the building of the temple will become apparent. I am spending all of my time at this location, seeking to find a way to activate the gate. I have ordered the rest of the task force to disengage whatever it can, but unless I can puzzle out the workings of the device, I feel that my men’s study (area 16) will provide the answers he needs.
26. OBSERVATORY LEVEL STAIRS

This staircase leads up to area 27 on the observatory level. When the adventurers approach this location, read:

The staircase climbs to the top housing a single structure—a large throne room that is connected to a series of trap doors leading to secret areas.

Twenty-Fourth Floor (area 27)

This floor contains the observatory level, which is accessible via a staircase from area 26.

Development:

In this area, the adventurers must work together to solve a complex puzzle involving a series of traps and机关. The key to unlocking the secrets of the observatory lies in understanding the patterns and symbols that govern its layout.

A recently discovered ancient manuscript provides clues to the puzzle, and the adventurers must use their knowledge of ancient languages and magic to decipher the code. Each 步骤 of the puzzle unlocks a new piece of information that leads to the next challenge.

The observatory is connected to various other areas through secret passages and trap doors, and the adventurers must work together to navigate this complex environment.

The observatory is the final resting place of two of the three schemas, and the adventurers must find a way to reach the Throne Gate before they are too late.

To conclude the adventure, the players must use their newly acquired knowledge to solve the puzzle and reach the Throne Gate, where they can finally claim their prize and end the quest.

27. TEMPLE LEVEL STAIRS

This staircase leads down to area 26 on the temple level. When the adventurers reach this location, read:

The circular steps lead to a large chamber. Crates, barrels, and packages on chandelike pallets are piled in all four corners and along the walls. Everything looks run down and neglected, and no sign of dead can be found on any of these items.

The Situation: The crates, barrels, and other parcels contain dried meats, relatively clean water, dried fruit, flour, grains, and other supplies required by the adventurers to get within 20 feet before it flings open the door and attacks.

Development: If the characters study the tiles (Search DC 15) or if anyone makes a DC 25 Spot check (DC 20 if they illuminate the entire room), they see that the tiles form a picture. The mosaic, best viewed from about 12 feet above the ground, depicts a stylized version of the creature that slumbers in the vault. It has said three things in the time since Garrow received this message:

1. "Near … need … complete …"

2. "Near … need … complete …"

3. "Near … need … complete …"

These words are the key to solving the puzzle of the Throne Gate. About an hour ago, frustrated and unsure of how to proceed, Garrow began assembling the creation pattern. He placed the three schemas in his possession into the creation pattern. One schema remains to be found, and the three-quarter-complete device has begun to behave in an unexpected fashion. The creation pattern to be completed.

It has said three things in the time since Garrow placed the third schema. The first thing, a word in the ancient giant language, meant nothing to Garrow, but the voice in his head certainly startled the priest. The second thing was articulated minutes later, and it was another word that Garrow could not understand. The third thing, articulated 10 minutes after the second, was a series of words that Garrow’s mind could understand:

Near … need … complete …

Fascinated, Garrow thought back at the intriguing words: “How can I find you?”

28. HALLOWED GROUND (area 4)

Beyond the entry hall to this level of the ruin, four Crystal Claw soldiers stand guard. Garrow, so close to his goal, doesn’t want to chance anything going wrong. The four Crystal Claw soldiers are on guard for drow warriors, wandering monsters, or the PCs—about whom Garrow has warned all his troops.

Emerald Claw Soldiers (4): hp 14 each, see Appendix.

29. TEMPO RARY STOREROOM (area 6)

The door to this chamber is closed and trapped with a glyph set by Garrow from a scroll.

Glyph of Warding (Blight): CR 8; spell; spell trigger (no spell required); light (+1) divination; 16th-level cleric; 8th-level arcane; Reflex DC 14 half; multiple target (all within 5 ft.); Search DC 28 to locate, Disable Device DC 28 to disarm.

Development: Garrow ordered ale, wine, and other valuables brought on the expedition to be stored separately in this chamber. If the adventurers get past the trap on the door, they see pallets of crates and barrels stacked in the far corner of the chamber. Characters interested in liberating some of the supplies for themselves find nothing more valuable than items costing 30 gp or less, though it is up to the DM to determine exactly what can be found on the shelves. Should the characters claim all the supplies (and make the effort to transport this bulk of items), the value of everything is 4,000 gp.

30. EMPTY ROOMS

These chambers are empty, though some show marks in the dust from where the exploring Emerald Claw soldiers marched.

31. GUARDIAN BONES (area 7)

The closed giant door to this chamber is locked (Open Lock DC 23). If the adventurers open the door, read:

The dust in this chamber is so thick that what once were the bones of a giant are barely visible. After a minute of searching, the adventurers find a door locked with a simple padlock.

The Situation: A giant skeleton lies behind the south wall, its bones covered in dust and debris. It has been abandoned for a long time, and the adventurers must make their way through the debris to reach the giant’s remains.

Development: Garrow has ordered the rest of the task force to disgorge everything it can, and he begins work on the first schema. About an hour ago, frustrated and unsure of how to proceed, Garrow became the creation pattern. He placed the three schemas in his possession into the creation pattern. Each schema remains to be found, and the three-quarter-complete device has begun to behave in an unexpected fashion. The creation pattern to be completed.

It has said three things in the time since Garrow placed the third schema. The first thing, a word in the ancient giant language, meant nothing to Garrow, but the voice in his head certainly startled the priest. The second thing was articulated minutes later, and it was another word that Garrow could not understand. The third thing, articulated 10 minutes after the second, was a series of words that Garrow’s mind could understand:

Near … need … complete …

Fascinated, Garrow thought back at the intriguing words: “How can I find you?”

32. OBSERVATORY LEDGE

This area is similar to area 29, and is patrolled by an equivalent number of drow spies. The differences are that the drow spies won’t move deeper into the observatory level, and the grizzlion won’t leave the level to aid these members of his troops.

33. THRONE GATE (area variable)

This area contains the means for reaching the vault level. It is also where the adventurers encounter Garrow, perhaps for the last time. It depends on how the PCs believe they can best accomplish their mission—divine the scheme and the creation pattern, and locate the fourth and final scheme…

Light: By day the walls to each side and the webbing hanging above keep the clerics in shadows despite the brightness of the sun. By night, four torches resone- celled with continual light.

Sound: Sounds of people talking echo down the hall from area 38 (DC 18 Listen check).

Amen: Strengthen Automaton (Throne Gate).

When the adventurers approach this area, read:

The constructed fissure in the cyclopean ruin throws the area into shadow, despite being open to the elements on two sides. The walkway up to the entrance is wide enough to take about a dozen feet at the east, and the high web is protected by a thick sheet of unbroken iron. Around the periphery of the iron arch are wooden crates, a few barrels, and a wooden table stream with a clutter of papers, pens, measuring devices, and other items. A single figure works around the covered walkway, a robed figure in simple, white clothes.

The Situation: Garrow has come to the conclusion that the path to the final schema is the three-quarter-complete Throne Gate. He believes that if he can figure out the function of the Throne Gate, the final route to the schema will become apparent. Garrow spends all of his time at this location, seeking to find a way to activate the Throne Gate. He has ordered the rest of the task force to discover whatever it can, but unless he can puzzle out the workings of the device, he feels that the task force is wasting its time.

Development: Garrow has ordered the rest of the task force to disgorge everything it can, and he begins work on the first schema. About an hour ago, frustrated and unsure of how to proceed, Garrow began assembling the creation pattern. He placed the three schemas in his possession into the creation pattern. Each schema remains to be found, and the three-quarter-complete device has begun to behave in an unexpected fashion. The creation pattern to be completed.

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THE RUIN
Now, in the shadows around the Throne Gate, he awaits an answer.

The first form Garrow appears in is that of a rotund, fair-haired female provost from Morgrave University. When he notices the approach of the adventurers, he plays up the role of a holy, claiming to be a prisoner of the Emerald Claw and being forced to work for them as they explore this ruin. He slips the creation pattern into one of the large pockets on his work clothes as nonchalantly as possible.

Garrow: hp 46; see Appendix.

Tactics: Garrow starts out trying to stall the PCs as he waits for the almost-complete creation pattern to communicate with him again. If he manages to fool the PCs, Garrow keeps up the charade while moving around the throne. He describes how he was forced to help the Emerald Claw, what’s they’ve thus far discovered about the ruin, how he thinks the Throne Gate operates, anything to keep the PCs interested and off their guard. When he moves as far from them as he can get, perhaps as far as the opposite side of the throne, he shouts for help and gallops his pony of invisibility. At this point, switch to combat rounds.

Garrow’s call brings the remainder of the Emerald Claw task force from area 38. Smirrnat and eight Emerald Claw soldiers start moving toward the Throne Gate in the first round.

While invisible, Garrow casts blind faith and divine favor to aid his combat prowess. Sometime during this period, the creation pattern—its personality and sentience rekindled by the proximity of all the schemas—awaits an answer. Now, in the shadows around the Throne Gate, he notices the approach of the adventurers, he rest here. The iron disk upon which the throne sits is inscribed with over one thousand names, written in the languages of the ancient giants (but not encrypted, as are the glyphs in areas 13 and 16; these can be translated with a simple command, engry (or similar contrivance). These are the names of stars (at least, the names the stars give to them). Anyone sitting upon the throne who utters the name of any of the inscribed stars is rewarded when a point in space above the disk begins to glow a twinkling white. The next five named stars also create small points of light. Continuing to name stars creates yet more points, but the first named in the series wink out. Essentially, only six light up at any one time. The lights dim in 10 minutes, but naming them again reignites the glow.

The only combination still working uses the names of the stars: Scorpion’s Tail, River’s End, Garyx’s Eye, Monkey’s Paw, Unicorn’s Hoof, and Io’s Twinkle.

Anyone on the wide throne is instantly teleported to area 40. While the stars stay bright for 10 minutes, any creature climbing onto the throne is teleported to area 49. If the portal lapses, it can be opened again by speaking the proper combination of star names.

If Garrow can manage it, he gets onto the throne while still invisible, quietly speaks the words (Listen DC 25 to hear the whispers) and teleports to area 40. If translated from ancient giant, the ungainly words mean: “The Throne Gate has ascended into the sky. Concentrating on naming them again reignites the glow.”

30. THE RUIN

The Throne Gate: This in-place dungeon device contains a potent magical charge. Anyone seated upon the giant-sized throne gains an unhindered view of the heavens, despite cloud cover, lighting conditions, or obscuring webs. Indeed, it appears as if the night sky has descended to surround the Throne Gate—or the Throne Gate has ascended into the sky. Concentrating makes a star come into focus and seem to move closer.

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If Garrow can manage it, he gets onto the throne while still invisible, quietly speaks the words (Listen DC 25 to hear the whispers) and teleports to area 40. Noticing that something has changed (the brightly illuminated stars) while not on the throne and in the middle of a fight requires a DC 25 Spot check.

Treasure: The treasure room contains a magical tomahawk of giant size (but nearly large enough for giant feet). Also, there are two magical tomes, bound between metal plates, functions as a tome of giant size. Each tome contains a magical weapon (scimitar).

Ring of Protection: +1 ring of protection. This magical ring provides the wearer with a +1 bonus to AC vs. physical attacks. When a creature makes a melee or ranged attack against the wearer, the ring’s wearer takes an amount of damage equal to the difference between the ring’s wearer’s AC and the attacking creature’s attack roll. The ring’s wearer does not take any damage from the attack. Only one ring of protection can be worn at a time. Each ring of protection has a different AC roll, and each ring resists different types of attacks, as indicated in the table below.

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<th>Damage Type</th>
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Throne Gate

The Throne Gate:

- Its activation requires the presence of a giant-sized throne that can be seen from a distance. Its effect depends on the number of times a star name is spoken, creating more points as more stars are named.
- When a star comes into focus and moves closer, it teleports the PC to the Throne Gate or the vault level (area 40).
- The names are: Scorpion’s Tail, River’s End, Garyx’s Eye, Monkey’s Paw, Unicorn’s Hoof, and Io’s Twinkle.
- Anyone seating upon the throne is instantly teleported to area 40, where the stars stay bright for 10 minutes.
- If translated from ancient giant, the throne contains a potent magical charge. Anyone seats upon the giant-sized throne gains an unhindered view of the heavens, despite cloud cover, lighting conditions, or obscuring webs. Indeed, it appears as if the night sky has descended to surround the Throne Gate—or the Throne Gate has ascended into the sky. Concentrating makes the star come into focus and seem to move closer.
- The throne, obviously, is an incredible boon to mages of the ancient giants (but not encrypted, as are the glyphs in areas 13 and 16; these can be translated with a simple command, lair disaster, or similar contrivance). There are twelve names of stars (at least, the names the giants gave to them). Anyone sitting upon the throne who utters the name of any of the inscribed stars is rewarded when a point in space above the disk begins to glow and twinkle white.
- The next five named stars also create small points of light. Continuing to name stars creates yet more points, but the first named in the series winks out. Essentially, only one star light up at any one time. The lights dim in 10 minutes, but naming them again reignites the glow.
- The only combination still working uses the name of the 13th named star, followed by naming Io’s Twinkle (area 16).

Garrow

- Garrow starts out trying to stall the PCs as he waits for the almost-complete creation pattern to communicate with him. If he manages to fool the PCs, Garrow keeps up the charade while moving toward the throne. He describes how he was forced to help the Emerald Claw, what they’ve thus far discovered about the ruin, etc. As he moves off the throne, the PC notices that the Throne Gate opens. Garrow leaves the PC to help and gulp his potions of invisibility. At this point, switch to combat rounds.

- Garrow calls the remaining of the Emerald Claw task force from area 38. Scimitar and eight Emerald Claw soldiers start moving toward the Throne Gate in the first round.

- While invisible, Garrow casts hold of faith and divine favor to aid his allies, while focusing on the main task at hand. During this period, the creation pattern—its personality and sentience rekindled by the proximity of all the schemas—is very much like that of a child due to its incompleteness, and its mind more like that of a child due to its incompleteness—once again communicates with the priest of Vol. This time, it provides the names of the stars that will open the portal to the vault level. Garrow leaves the battle to Scimitar and his remaining troops as he moves off the throne to activate the Throne Gate.

- Scimitar: Female personality warforged fighter 7, CR 7, Medium living construct, HD 7d10+7, hp 61, Init +2, Spd 20 ft., AC 19, touch 12, flat-footed 18, Base Atk +1, CMB +1, CMD 28 (+2 CMD versus trip, -2 CMD versus bull rush, -3 CMD versus trip with bull rush), Grp +11, Atk +14 melee (1d6+6/18–20, +2 scimitar) or +11 ranged (1d8+4/18–20, light crossbow with +2 bolts), Full Atk +14/+9 melee (1d8+4/18–20, +2 scimitar) or +11/+6 ranged (1d8+2/19–20, light crossbow with +2 bolts), SQ damage reduction 20/—, darkvision 60 ft., SR 25, AL CN, SV Fort +6, Ref +4, Will +11, Str 18, Dex 14, Con 13, Int 12, Wis 8, Cha 6.


- Language: Common.

- Possessions: +2 scimitar, 2 potions of repair serious damage, potion of cure light wounds, light crossbow with +2 bolts, traveling cloak.

- Warforged Traits (Dr): Immunity to poison, sleep effects, paralysis, disease, nausea, fatigue, exhaustion, effects that cause the sickened condition, and energy drain.

- Emerald Claw Soldiers (8): hp 14 each, see Appendix.

- The Throne Gate: This in-place dungeon device contains a potent magical charge. Anyone seated upon the giant-sized throne gains an unhindered view of the heavens, despite cloud cover, lighting conditions, or obscuring webs. Indeed, it appears as if the night sky has descended to surround the Throne Gate—or the Throne Gate has ascended into the sky. Concentrating makes a star come into focus and seem to move closer.

- The throne, obviously, is an incredible boon to mages interested in the stars, though it can’t be removed.

- The iron disk upon which the throne sits is inscribed with over one thousand symbols, written in the language of the ancient giants (but not encrypted, as are the glyphs in areas 13 and 16; these can be translated with a simple command, lair disaster, or similar contrivance). There are twelve names of stars (at least, the names the giants gave to them).

- Anyone sitting upon the throne who utters the name of any of the inscribed stars is rewarded when a point in space above the disk begins to glow and twinkle white. The next five named stars also create small points of light. Continuing to name stars creates yet more points, but the first named in the series winks out. Essentially, only one star light up at any one time. The lights dim in 10 minutes, but naming them again reignites the glow.

- The only combination still working uses the names of the 13th named star, followed by naming Io’s Twinkle (area 16).

- Noticing that something has changed (the brightly glowing stars), one of the players notices that a portal to the vault level (area 40) opens. The names are: Scorpion’s Tail, River’s End, Garyx’s Eye, Monkey’s Paw, Unicorn’s Hoof, and Io’s Twinkle.

- Anyone on the wide throne is instantly teleported to area 40. While the stars stay bright for 10 minutes, any character climbing onto the throne is teleported to area 40. If the portal lapses, it can be opened again by speaking the proper combination of star names.

- If Garrow can manage it, he gets onto the throne while still invisible, quietly speaks the words (Listen DC 25 to hear the whispers) and teleports to area 40. While the stars stay bright for 10 minutes, any character climbing onto the throne is teleported to area 40. If the portal lapses, it can be opened again by speaking the proper combination of star names.

- If Garrow can manage it, he gets onto the throne while still invisible, quietly speaks the words and teleports to area 40. Otherwise, the Portal opens at area 40, and the names are carefully arranged in the south-west corner of this otherwise empty chamber.

- The thirty urns contain the ashes of many dwarves. The markings are ceremonial and protective in nature.

- Creatures: Two of the urns contain the essence of wraths, which silently emerge and attack any living creature that disturbs the urns.


- BARREN CELLS

- These chambers are empty except for an ancient layer of dust.

- DEAD BOOK ROOM (EL 6)

- The door to this room is trapped, afflicting creatures in the room to the south.

- LIGHTNING BOLT TRAP (CR 6; magic device, proximity trigger (alarm); automatic reset; spell effect (lightning bolt), 15th-level wizard, 15th-level wizard, 10th-level wizard, 10th-level wizard, 10th-level wizard, 10th-level wizard, 10th-level wizard). Search DC 28 to locate. Disable Device DC 28 to disengage.

- The remaining structure of this chamber reveals that this was once a great library. However, time has removed most of the lore into piles of dust.

- TREASURE: A single magical tome of giant size remains, buried in the dust (DC 24 Search check to find). If translated from ancient giant, the un mjagny tome, bounded between metal plates, functions as a martial of book Ith 1.

- REINFORCEMENTS (EL 6)

- This space serves as camp for the Emerald Claw soldiers. Scimitar and eight soldiers are here when the PCs explore this level of the ruin. More than likely, the PCs encounter this force at area 33.

- SLAVE ATTICS (EL VARIABLE)

- The two areas keyed to this entry represent the staircases that ascend up into the twin “slave attics” that occupy the very top of the ruin. A warren of elf-sized rooms and monstrous spiders use the place as a lair. If the adventurers approach the stairs, read:

- Stairs of stone form a narrow staircase leading upward. The stairs are not nearly large enough for giant feet. 35. SECRET CHAMBER (EL 7)

- The drow deposited clay urns containing the ashes of priests and wizards who went mad before they died—something that happens a lot to those who explore Xen’drick’s ancient places. A few of these urns now contain standard that the adventurers might release if they search the chamber. Read:

- A collection of first-foot-tall clay urns decorated in strange markings are carefully arranged in the southwest corner of this otherwise empty chamber.

- The thirty urns contain the ashes of many dwarves. The markings are ceremonial and protective in nature.

- Creatures: Two of the urns contain the essence of wrathful, which silently emerge and attack any living creature that disturbs the urns.


- BARREN CELLS

- These chambers are empty except for an ancient layer of dust.

- DEAD BOOK ROOM (EL 6)

- The door to this room is trapped, afflicting creatures in the room to the south.

- LIGHTNING BOLT TRAP (CR 6; magic device, proximity trigger (alarm); automatic reset; spell effect (lightning bolt), 15th-level wizard, 10th-level wizard, 10th-level wizard, 10th-level wizard, 10th-level wizard, 10th-level wizard). Search DC 28 to locate. Disable Device DC 28 to disengage.

- The remaining structure of this chamber reveals that this was once a great library. However, time has removed most of the lore into piles of dust.

- TREASURE: A single magical tome of giant size remains, buried in the dust (DC 24 Search check to find). If translated from ancient giant, the un mjagny tome, bounded between metal plates, functions as a martial of book Ith 1.

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- This space serves as camp for the Emerald Claw soldiers. Scimitar and eight soldiers are here when the PCs explore this level of the ruin. More than likely, the PCs encounter this force at area 33.

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- The two areas keyed to this entry represent the staircases that ascend up into the twin “slave attics” that occupy the very top of the ruin. A warren of elf-sized rooms and monstrous spiders use the place as a lair. If the adventurers approach the stairs, read:

- Stairs of stone form a narrow staircase leading upward. The stairs are not nearly large enough for giant feet.
The Vault Level

Use the Vault Level Map, on the inside cover, when running this encounter. Use the ruined forge in area 41.

41. VAULT DAIS ENTRY

Anyone who activations the Throne Gate (area 33) is teleported instantly to the top of the dais. Anyone who climbs on the top step is instantly returned to area 33.

When the adventurers reach this area, read:

Past the strange stone pillars that hum with arcane energy, the draperies of arcane stone and metal ooze from the floor, portraying through the walls, and burrow into the ceiling. Cords extend from each pillar, which in their multitude create great draperies, all of which lead toward something hidden on the far side of the chamber. Some of the cords appear metallic, but many consist of a more organic material. At the bottom of the steps, a human-sized figure stone into the larger chamber beyond.

The Situation: The stone pillars and great cords are described in area 41. Garrow got as far as the bottom step when Xulo’s mental commands became too much for him to withstand. As the PCs get closer, they see that Garrow has been convulsively shifting through forms they may recognize from previous adventures. Read:

The figure of the retorted precise tonts and bone as if it were, the figure from the water and you see it, don’t do the dance, the man who built the pillars in both hands and seem to be convolving with it between glimpses. Another spear overtakes him, and his features react themselves as a string of metal with devilish sapphire and a thick scar between his eyes, and eyes! “Fire!” the figure screams. “Take it and be gone from my mind!” With that, he flings the creation pattern away from him, into the larger chamber beyond.

Development: The sentient creation pattern Xulo gets stronger the closer it gets to the fourth schema. Since it is created by magic, Garrow has been grappling with ways to retain control of his own mind. To that end, he finally hurries the creation pattern away, toward where Xulo was forcing him to take it. For the moment, the creation pattern, and its three schemas, have lost from view among the cords that snake across the chamber floor.

If the adventurers’ attack, Garrow is surprised by them. Heavily wounded by Xulo, the priest shrieks his anger and frustration at them, curses House Cannith and its pathetic minions, and attacks. This is where Garrow is, if he still lives, time to meet his end or destroy the adventurers. He uses everything in his arsenal to accomplish this, calling on “Beloved, brutal Volt” often during the final exchange.

41. CREATION FORGE (EL 9)

This hidden chamber reveals that the techniques used by House Cannith have an equivalent in ancient Xen’tirak, and perhaps the knowledge of creating Garrow extended from each pillar, aside from them in their multitude create great draperies, all of which lead toward something hidden on the far side of the chamber. Some of the cords appear metallic, but many consist of a more organic material. At the bottom of the steps, a human-sized figure stone into the larger chamber beyond.

The Situation: The ancient giants and their elf magicians built this arcane creation forge and the “primitive” warforged still housed within it. The creature was almost ready to emerge from the forge when the cataclysm that ended the Age of Giants struck. It remains to get the adventurers back to Stormreach, and 300 hit points. The cords attempt to avoid being severed, twisting away from any attack. Each of the fifty metallic cords has AC 19, hardness 10, and 30 hit points. Each of the fifty organic cords has AC 20, 15 hit points, and fast healing 3. For every ten cords the PCs sever, the warforged loses 1 Constitution point. If all the cords are severed, the warforged dies.

Xulo: Arcane creation pattern (unique), AC 16, hardness 19, hp 60, AL CE, Int 30, Wis 18, Cha 14, Telepathy, 20 ft. vision and hearing, Bite (2d6), Improved Initiative, Improved Overrun, Power Attack, Weapon Focus.

Xulo: When the fourth schema is placed into the creation pattern, read:

The creation pattern begins to hum with power and glow with a ghostly arcane radiation. A terror voice fills your mind, speaking in no language and every language. You can easily understand the words. “I... am... something different from all others. The voice has a voice and can understand your thoughts and emerge from the great figure in the center of the chamber as the creation pattern revolves itself to the figure’s chart. “And now, Xulo has the key!” With that, the giant form that looks like some ancient version of a warforged begins to move.

The Situation: The maltolvent voice contained within the Xulo creation pattern begins his work, that is, to create an army that will be loyal to his cause, to fulfill the prophecy. This is a new world exists wherein it can plan, plot, and work its terrible will. It takes control of the primitive warforged, using it to deal with any lingering threats and to provide it with a method of locomotion. The warforged, however, was never completed. Many of its weapons and special qualities still need to be added. Xulo plans to get the creation forge running at full power to finish the job. Muroni proclaims that a great and terrible event has occurred. “The pattern of the Prophecy forever unfolds in this place,” Muroni says. “This day, we have witnessed the culmination of one verse of the Prophecy, and the beginning of another.” Then the fall quiet, saying nothing else on the subject.

Tactics: Xulo uses the body of the primitive warforged according to the statistics listed above. In addition to the physical move and attack actions it can make through the warforged, Xulo also has one of the following every round:

Creatures: Muroni is a malevolent entity that revels in promoting chaos as much as in creating intelligence in magic items. Now that it is once again whole, it plans to learn all about this new world and decide what it can make upon it. Once whole, Xulo must be reduced to 0 hit points for the schemas to be removed.

Conclusion: If the Xulo creation pattern defeats the PCs, it finishes what the primitive warforged could not. If the Xulo creation pattern defeats the PCs, it finishes what the primitive warforged could not. If the Xulo creation pattern defeats the PCs, it finishes what the primitive warforged could not. If the Xulo creation pattern defeats the PCs, it finishes what the primitive warforged could not.

Muroni: Arcane creation pattern (unique), AC 16, hardness 19, hp 60, AL CE, Int 30, Wis 18, Cha 14, Telepathy, 20 ft. vision and hearing, Bite (2d6), Improved Initiative, Improved Overrun, Power Attack, Weapon Focus.

Muroni: Every time the PCs return to Stormreach, Muroni gives them the giant form as its body. When it shows up again, and for what purpose, is left for DMs to determine.

If the PCs decide to return to it in Eldreyd, they must take precautions, because the pattern wants to be whole. Let’s say the pattern manages to get the primitives to back it together throughout the entire trip back to Stormreach. Returning the pattern and the schemas to Eldreyd gains the PCs 100 gil per schema. If the Xulo creation pattern defeats the PCs, they can once again disassemble it and decide what to do with it.

If the PCs decide to return to it in Eldreyd, they must take precautions, because the pattern wants to be whole. Let’s say the pattern manages to get the primitives to back it together throughout the entire trip back to Stormreach. Returning the pattern and the schemas to Eldreyd gains the PCs 100 gil per schema. If the Xulo creation pattern defeats the PCs, they can once again disassemble it and decide what to do with it.

The riverboat, the air-skiff, and the undersea ship remain to get the adventurers back to Stormreach and, eventually, to Stormreach. When the PCs return to Stormreach, Muroni gives her final words of wisdom before leaving the party. ‘I will serve the dragon Vuullaytherus,” Muroni says. “I study the magic of the primal warforged. Have you allowed me to watch a particularly important verse unfold? I thank you, and Vuullaytherus thanks you. The dragons have marked you, so perhaps we shall meet again when the next verse reveals itself.” Fare you well, my friends.”
The Creation Pattern and its three schemas is lost from view. Since reaching this level, Garrow has been struggling between spasms. Another spasm overtakes him, and his features reset the creation pattern in both hands and seem to be conversing with it. The figure of the rotund provost twists and bends as if in pain, then the step when Xulo’s mental commands became too much for him to withstand. As the PCs get closer, they see that the Corded Forge runs at full power to finish the job. It was never completed. Many of its weapons and special traits are unidentifiable components. One pillar in the southeast portion of the room contains the Corded Forge itself. The voice echoes it: “The pattern of the Prophecy forever unfolds if the Corded Forge runs at full power to finish the job.” Then, the voice leaves off and begins to speak from the strange stone pillars.

The Situation: The ancient giants and their elf mageheads built this arcane creation forge and the “primitive” warforged still housed within it. The creature was almost ready to be set free. A new world exists wherein it can plan, plot, and work its terrible will. It can control the primitive warforged, using it to deal with any lingering threats and to provide with a method of locomotion. The warforged, however, was never completed. Many of its weapons and special qualities still need to be added. Xulo plans to get the creation forge running at full power to finish the job.

Muroni proclaims that a great and terrible event has occurred. “The pattern of the Prophecy forever unfolds in the Prophecy.” Muroni says, “This day, we have witnessed the culmination of one verse of the Prophecy, and the beginning of another.” Then she falls quiet, saying nothing else on the subject.

Xulo uses the body of the primitive warforged according to the statistics listed above. In addition to the physical move and attack actions it can make through the warforged, Xulo can use the body of the primitive warforged in any other way. Each of the fifty organic cords has AC 20, 18 hit points, and 300 hit points. The cords attempt to avoid being severed, twisting away from any attack. Each of the fifty metallic cords has AC 15, hardness 10, and 30 hit points. Each of the fifty organic cords has AC 20, 18 hit points, and fast healing 5. For every ten cords the PCs sever, the warforged loses 1 Constitution point. If all the cords are severed, the warforged dies.

CONCLUSION

If the Xulo creation pattern defeats the PCs, it finishes its job. The primitive warforged is whole, but it is useless to the PCs until the primitive warforged is whole. The PCs must construct a new body for the primitive warforged, using the giant form as its template. When it shows up again, and for what purpose, is left for DMs to determine. If the PCs defeat the Xulo creation pattern, they can once again disassemble it and decide what to do with it. If the PCs decide to return it to Eldreyd, they must take precautions, because the pattern wants to be whole. The Xulo creation pattern will try to reassemble itself and go back together throughout the entire trip back to Stormreach. Returning the pattern and the schemas to Eldreyd gains the PCs 100 experience points. Merrix makes Xulo whole once more shortly thereafter. What happens next is left for DMs to determine.

The riverboat, the air-skiff, and the undersized ship remain to get the adventurers back to Stormreach and, eventually, to Stormreach.

When the PCs return to Stormreach, Muroni gives her final words of wisdom before leaving the party. ‘I serve the dragon Vuulaytherus,’ Muroni says. ‘I study the Prophecy. You have allowed me to watch a particularly important verse unfold. I thank you, and Vuulaytherus thanks you. The dragons have marked you, so perhaps we shall meet again when the next verse reveals itself. Fare you well, my friends.’
APPENDIX

The following characters might appear in more than one encounter, so they’re presented here for easy reference.

BYAM

This gnome is captain of the experimental undersea ship Sea Dart. He works for House Cannith.

Byam: Gnome expert 5; CR 4; Small humanoid; HD 5d8+6+6; hp 29; Init +0; Spd 20 ft.; AC 13, touch 11, flat-footed 13; Base Atk +3; Grp –1; Atk +5 melee (1d4+2/×3, masterwork gnome hooked hammer); Full Atk +3 melee (1d4+2/×3, masterwork gnome hooked hammer); SA spell-like abilities; SQ gnome traits; AL NG; AP 3; SV Fort +4, Ref +2, Will +1; Str 10, Dex 15, Con 12, Int 12, Wis 11, Cha 12.

Skills and Feats: Bluff +8, Craft (submersible making) +8, Diplomacy +9, Knowledge (arcana) +8, Knowledge (geography) +8, Profession (submariner) +8, Sense Motive +8, Speak Language (Sahuagin); Toughness (2).

Possessions: masterwork gnome hooked hammer, potion of cure light wounds, compass, key to ship vault (where 300 pp are kept in reserve), identification and travel papers.

DROW WARRIORS

The drow that live in the ancient ruin are angry about the Emerald Claw invasion and attack any other intruders they encounter.

Drow: Drow warrior 3; CR 4; Medium humanoid (elf); HD 5d8+3; hp 16; Init +1; Spd 30 ft.; AC 13 (+1 Dex, +2 leather armor), touch 11, flat-footed 12; Base +3; Grp +5; Atk or Full Atk +6 melee (1d6+2, shortspear) or +5 ranged (1d6+2, javelin); SA spell-like abilities; SQ darkvision 120 ft., spell resistance 13; AL N; SV Fort +4, Ref +2, Will +1; Str 12, Dex 15, Con 12, Int 12; Wis 11, Cha 10.

Skills and Feats: Climb +7, Handle Animal +5, Intimidate +5, Listen +2, Spot +2, Search +2, Swim +7, Weapon Focus (shortspear), Weapon Focus (javelin).

Drow Traits: Immune to magic sleep spells and effects; +2 racial bonus on saves against enchantment spells or effects; entitled to a Search check when within 5 feet of a secret or concealed door as though actively looking for it; +2 racial bonus on Will saves against spells or spell-like abilities; spell-like abilities (1/day—dancing lights, darkness, and faerie fire as the spells, caster level 3rd); drow here and around the cyclopean ruins have lost the light blindness of the standard drow race; +2 racial bonus on Listen, Spot, and Search checks.

Languages: Drow, Drow Sign Language.

Possessions: leather armor, shortspear, 5 javelins.

EMERALD CLAW SOLDIERS

These agents of the Emerald Claw work for Brother Garrow, a priest of Vol.

Emerald Claw Soldier: Human warrior 2; CR 1; Medium humanoid; HD 2d8+5; hp 14; Init +0; Spd 20 ft.; AC 17, touch 10, flat-footed 17; Base Atk +2; Grp +3; Atk or Full Atk +5 melee (1d8+1, flail) or +2 ranged (1d8/19–20, light crossbow); AL LE; SV Fort +4, Ref +0, Will +0; Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8.

Skills and Feats: Intimidate +3, Knowledge (religion) +0, Ride +4, Power Attack, Toughness.

Language: Common.

Possessions: chainmail, dagger, heavy wooden shield, light crossbow with 20 bolts, flail, sunrod, tabard, pouch with 2d6 silver pieces and 1d8 gold pieces, identification papers (two sets, one false).

MURONI

MuronI serves the silver dragon Vuulaytherus and the Chamber. She observes the draconic Prophecy and travels to wherever it unfolds to act as Vuulaytherus’s witness to events.

MuronI: Female elf cleric 4; CR 4; Medium humanoid; HD 4d8+4; hp 23; Init +5; Spd 20 ft.; AC 23, touch 11, flat-footed 22; Base Atk +3; Grp +3; Atk or Full Atk +4 melee (1d8, masterwork heavy mace with dragonhead); SA turn undead; SQ elf traits; AL LN; AP 3; SV Fort +5, Ref +2, Will +6; Str 11, Dex 13, Con 13, Int 10, Wis 16, Cha 15.

Skills and Feats: Knowledge (nature) +7, Knowledge (history) +7, Knowledge (arcana) +4, Dodge, Heroic Spirit, Improved Initiative.

Cleric Spells Prepared (caster level 4th): 0—detect magic, guidance; 1st—cure light wounds, detect secret doors, divine favor, magic weapon, shield of faith; 2nd—bear’s endurance, cure moderate wounds, detect thoughts, lesser restoration.

D: Domain spell. Domains: Knowledge (all Knowledge skills are class skills, cast divination spells [‘] at +1 caster level); Law (cast lawful spells at +1 caster level). Deity: Aureon, God of Law and Knowledge.

Languages: Common, Draconic.

Possessions: +1 full plate, +1 heavy steel shield, wand of cure light wounds (25 charges), scroll of protection from energy.

GARROW

A priest of the Blood of Vol in service to the Order of the Emerald Claw, Garrow is a changeling who never appears in the same guise twice. He hopes to one day prove his worth to Vol and receive the reward of undeath.

Garrow: Male changeling cleric 8; CR 8; Medium humanoid (shapechanger); HD 8d8; hp 46; Init +6; Spd 30 ft.; AC 20, touch 12, flat-footed 18; Base Atk +6; Grp +6; Atk +8 melee (1d8+2, +2 flail) or +9 ranged (1d8+1/19–20, light crossbow); Full Atk +8/+3 melee (1d8+2, +2 flail) or +9/+4 ranged (1d8+1/19–20, light crossbow); SA death touch, rebuke undead 5/day (+4, 2d6+10, 8th); SQ changeling traits, minor change shape; AL LE; AP 3; SV Fort +6, Ref +4, Will +9; Str 10, Dex 14, Con 14, Int 14, Wis 16, Cha 14.

Skills and Feats: Bluff +6, Concentration +7, Diplomacy +9, Disguise +6 (+16 when using minor change shape), Hide +4, Knowledge (religion) +5, Sense Motive +5, Spellcraft +9, Heroic Spirit, Improved Initiative, Spell Focus (necromancy).

Languages: Common, Elven, Goblin.

Cleric Spells Prepared (caster level 8th): 0—cure minor wounds (2), detect magic, guidance, resistance; 1st—cure light wounds, divine favor, obscuring mist, protection from good, ray of enfeeblement, shield of faith; 2nd—command undead (DC 17), cure moderate wounds, hold person (DC 15), inflict moderate wounds (DC 17), silence; 3rd—animate dead (DC 17), bestow cure (DC 18), dispel magic, prayer, searing light; 4th—cure critical wounds, divine power, greater magic weapon.

D: Domain spell. Domains: Death (death touch once per day, damage 5d6), Necromancer (cast necromancy spells [‘] at +1 caster level). Deity: The Blood of Vol.

Possessions: +3 glamered breastplate, masterwork dagger (holy symbol), +2 flail, light crossbow with 10 +1 adamantine bolts, potion of invisibility, potion of cure moderate wounds.
SCRAMBLE TO CLAIM A KEY TO UNTOLD POWER

Deep in the jungles of Xen'drik, a relic of great power has lain hidden for thousands of years. Now, determined adventurers race against time and the nefarious agents of the Order of the Emerald Claw to locate the relic, overcome unimagined obstacles, and unlock its ancient secret.

Grasp of the Emerald Claw may be used as the conclusion to the storyline from Shadows of the Last War and Whispers of the Vampire’s Blade or as a stand-alone adventure for the DUNGEONS & DRAGONS® game that will immerse your characters in the EBERRON™ campaign setting. Designed to challenge 6th-level D&D® heroes, it sends them on a perilous journey to the heart of the mysterious and uncharted continent of Xen’drik.

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