



DUNGEONS & DRAGONS[®] Campaigns[™]

XEN'DRIK EXPEDITIONS

Native Intelligence **Crimson Codex Faction Scenario #3** **An Adventure for 3rd Level Characters** **(Scaled for 2nd to 5th Levels of Play)**

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Sources: *Expanded Psionics Handbook*, *Explorer's Handbook*, *Lords of Madness*, *Secrets of Xen'drik*

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Adventure Background

A mere 50,000 years ago, the giants of Xen'drik built a civilization of unparalleled arcane mastery. Tutored by dragons, their sorcerer acumen enabled them to unlock the inscrutable mysteries of their world. One of these mysteries was the strange influence over magic held by the three types of dragonshards: Khyber, Eberron and Siberys. Khyber and Eberron shards were reasonably abundant for research purposes, but Siberys shards held a peculiar allure and were difficult to find. These shards fell erratically from the great Ring of Siberys, which circled the sky above Xen'drik. It was possible to retrieve these shards after they fell to Eberron, but the uncertain quantity and availability challenged the giants. The challenge, they felt, was not insurmountable.

An enclave of giant wizards constructed a fortress with a clear mission: develop a means to draw down Siberys shards wherever and whenever desired. The giants succeeded in developing an eldritch telescope to accomplish the task, but the device carried a terrible price. It plucked the shards from the Ring of Siberys by creating an attraction between the shards and concentrations of ambient mental energy. The first and only attempt at using this attraction to bring down Siberys shards resulted in the decimation of an entire giant settlement. Before they were able to fix the problem, dragons from Argonnessen swept down upon the fortress, cursing a virulent plague upon the giants and their elf slaves living there. The dragons destroyed the device's designs and ruined much of the eldritch telescope.

Recently, the eldritch telescope was rediscovered by a group of prospectors scouring the Xen'drik jungles for valuable Siberys shards. These fortune hunters are led by a half-giant named Sailoc ip'Ahar. Despite being born in Stormreach, Sailoc harbors nothing but spite for the humanoid races he sees as thieves of his giant heritage. Prospecting in the jungles of Xen'drik affords him the opportunity to rediscover the power of his descendents with the hope that he can one day use it to drive off the humanoid interlopers, perhaps even enslaving the elven races again. Sailoc and his crew recently found the fortress and its secret. They recognized the power of the eldritch telescope but were unable to fix it on their own. Sailoc contacted a patron (a follower of the daelkyr known as Virulence) and was able to obtain assistance in returning the device to operation. In return, the aberrations are to receive a portion of the dragonshards for their own schemes.

They have already tested the device on small humanoid villages near the fortress and are ready to implement their ultimate goal: they plan to use mental energy of the inhabitants of the city of Stormreach to summon a massive Siberys storm. Sailoc's crew plans to gather as much of the treasure as possible so that when the dragonmarked houses send new buyers for the Siberys shards, they find Sailoc commands a veritable monopoly. The ambitions of the daelkyr and his followers are unfathomable, but their approval of Sailoc's intentions means the destruction of Stormreach is not antithetical to their goals.

Adventure Synopsis

The PCs' handler gives them a portion of the *Caldyn Fragments* at the beginning of the adventure, as well as charts depicting recent Siberys shard storms. The Prophecy fragment predicts these Siberys storms, as well as implies that a final storm may destroy Stormreach. Sections of the Prophecy draw a connection between these storms and the Age of Giants. The Prophecy describes an area near one known giant ruin in particular. PCs have the opportunity to further research the situation using their own resources. This research can uncover puzzle fragments recovered by previous expeditions to the ruin, which offer clues that can later help the PCs bypass traps and locate the eldritch telescope more easily. In addition, the PCs can uncover rumors surrounding Sailoc and his crew, including their establishment of a prospector lodge within the ruins.

The PCs reach Sailoc's lodge without incident. They can choose to infiltrate the lodge using fake identities or using stealth. The former affords them an opportunity to interact with Sailoc and his men before further delving into the fortress. The latter tactic bypasses interaction for delving directly into the ruins. PCs can use this opportunity to learn more about Sailoc's involvement and goals.

The ruins lead into a passage at the base of a short plateau, upon which rests a crumbling monolith. PCs can use the clues and relic fragments discovered during their earlier research to find heretofore undiscovered rooms and passages. These rooms contain further secrets of the dragonshards, as divined by the giants. In addition, PCs come across the bodies of giant sages and elven slaves executed by the dragons for their involvement with the creation and use of the eldritch telescope. While these rooms allow PCs to bypass guards above ground, several traps provide them with challenges to overcome.

PCs unable to utilize the secret rooms can access the eldritch device via the main fortress tunnels. They encounter jungle cats and a shaft leading down into Khyber. Sailoc uses this shaft to deliver dragonshards to the daelkyr's forces. A pair of half-orc fighters guards a stone bridge that leads to the eldritch telescope. The guards use whips to trip PCs who attempt to cross, hoping to send them plummeting into an acid pit.

Both the secret tunnels and the main fortress paths lead into the main complex containing the eldritch telescope that rises within the crumbling monolith. An artificer and a wizard controlled by the daelkyr's forces work in this area. The artificer concentrates on studying the eldritch machine, while the wizard, inhabited by a tsochar, studies the strange abilities of the dragonshards. PCs encounter the wizard in the eldritch telescope room. The telescope is surrounded by levitating dragonshards, a minor affect of the device. The wizard is able to draw the shards into a terrible storm if given the opportunity. PCs using any shard-powered magical devices or abilities discover these items do not work properly in proximity to the eldritch telescope.

After defeating the wizard, the PCs can attempt to dispose of or sabotage the eldritch telescope. Failure causes the device to prematurely draw the storm.

PCs find sufficient clues throughout the adventure to point to a daelkyr conspiracy whose true depths are as yet unknown. In addition, they find a Psionic Shard whose contents may offer further secrets of the draconic Prophecy explored in the next Expedition adventure "Mere of Shattered Souls."

Troubleshooting

The PCs have two methods of gaining access to Sailoc's stronghold: stealth or trickery. Since the stronghold is not a static encounter, the DM must use discretion in how successful the PCs are. Sailoc's force is composed of 36 gnolls and 8 half-orcs. After the PCs successfully infiltrate the stronghold, Sailoc leads a force of 22 gnolls away on an excursion, leaving only a small crew behind to guard the stronghold. Once Sailoc is gone, the PCs find it much easier to move around without fear of getting captured or killed.

Once they gain access to the ruins, the PCs can either access the eldritch telescope via the normal passages, which are well guarded, or the secret passages beneath the telescope. PCs must decipher clues and solve puzzles to access the secret passages and avoid traps there. The module presents the puzzles as separate handouts so that PCs can visually concentrate on them. PCs unable to solve the puzzles can use the regular passages to enter the telescope complex, but they encounter the guards, which drains resources.

Adventure Start

At the beginning of the adventure, players receive **Handout 1**, a small snippet of the *Caldyn Fragments* that discuss a set of three dates, giants and a reference to Stormreach. They are told about the connection between the Prophecy and recent Siberys storms. The giant fortress is identified as the spot to continue investigations, with the hope of preventing the doom of Stormreach. PCs can gather information and conduct further research. Success in gathering information provides access to rumors regarding the prospectors who currently occupy the site, and doing research provides historical data previously gathered at the site by explorers (**Handout 2**). This handout contains clues and pictures that can aid PCs in solving puzzles and traps later in the complex.

You go about your daily routines as usual, posing as common laborers or adventurers while waiting for the call from your handler. As a "serpent" in the Crimson Codex, you have grown accustomed to this routine: day after day of posing as something you're not, only to be called upon at a moment's notice and asked to risk your lives for the cause of your organization.

One of those moments has just occurred. A tall human, bald but with a dark mustache, dressed in black but wearing a crimson-colored bracer on his left forearm, passed by you and gave you the hand signal identifying him as your new handler. All he whispered as he passed was, "One hour. Circle of Visions. East side of town."

Those PCs who played *Well of Woe* with their Crimson Codex PC recognize the human as Fritz-Roy, a Crimson Codex handler. The PCs can take the hour to do whatever they like. They know that the Circles of Vision are several strange circles in Stormreach, composed of mysterious statuary. Occasionally these circles spawn ghostly images that changes each time. No one has been able to figure why these visions appear.

When the PCs arrive at the meeting site, read or paraphrase the following:

*The tall, bald human is waiting for you near the circle. When he sees you, he makes a "C" with his right hand and touches the red bracer with it. He speaks as you approach with other serpents of your order, who have obviously been called as well. "Call me Fritz-Roy. A convergence of events and Prophecy has initiated this meeting." He holds out a piece of parchment rolled into a scroll, and then continues. [Give the PCs **Handout 1**.] "This is a translation in Common of a fragment from our patron's collection. On Sul in the third week of Barrakas this year, an unexpected shower of Siberys shards hit a small village of surface-*

dwelling drow to the south, killing or injuring most of the villagers. On Zul in the first week of Rhaan, a similar shower destroyed a large expedition returning from the wilds of Xen'drik. On Mol in the second week of Rhaan, another unexpected shower decimated a tribe of lizardfolk in that same area. Given those circumstances, and the contents of the Prophecy written here, we fear that Stormreach may fall victim to the same fate."

After the PCs read **Handout 1**, give them an opportunity to ask questions. It is currently late in the month of Rhaan, so these unexpected and deadly shard storms have been happening for just over a month. Below is further information that Fritz-Roy provides, regardless of whether the PCs ask the proper questions or not:

- The pattern of where the storms strike does not seem to be leading toward any particular location, but it leads back toward an area where there is a reputed ruin of a former giant fortress called Fsap ar'Goor. This ruin is mentioned in the Prophecy fragment.
- The Tomes of the Crimson Codex have not had time to do proper research into Fsap ar'Goor, what its past was, or what is happening there currently.
- PCs can rest for the evening, but they should leave for Fsap ar'Goor within 24 hours.
- The journey from Stormreach to Fsap ar'Goor should take 10 days, and traveling supplies are to be provided.

PCs should take the day to conduct research on the past of Fsap ar'Goor, and they can also gather information on the current inhabitants of the giant ruins. This information could be considered vital to the potential success or failure of the entire mission. With that in mind, give the PCs every possible opportunity to do the research and gather information without coming right out and suggesting they do so. Allow Knowledge (local) or Bardic Knowledge checks (DC 10) to reveal that the PCs have heard the name Fsap ar'Goor mentioned by merchants in Stormreach. This should prompt them to do further research.

Success at gathering information provides them with access to rumors regarding the prospectors who currently occupy the site, and successful research supplies information about previous exploration at the site (**Handout 2**). This handout contains clues and pictures that can aid PCs to solve puzzles and traps later in the complex.

Researching

PCs can conduct research regarding the previous expedition into the giant ruins in Happy Hubbard's library (if they have access to that Story Object from *Prophecy's Unwitting Servant*). They can also use the Crimson Glyphbook if they have that. Characters with the Research feat can take 10 or 20 when making their Knowledge check to examine the records (see *Eberron Campaign Sourcebook* 59 for details). PCs without the feat cannot take 10 or 20 when making their check. PCs receive any information with a DC equal to or less than their check.

Knowledge (history)

DC 10: The ruins of Fsap ar'Goor were first discovered by an expedition sponsored by Morgrave University in CY940. Led by the scholar Tesecdmr Hreith Sarenube, the expedition was a cover for finding any ancient weapon technology that could be sold in the war. This ruin was the third site explored by Tesecdmr during his yearlong expedition. He anticipated making a fantastic discovery, because giants and drow elves alike shunned the site. It should have been untouched. Instead, he found the site largely stripped of even the most common item of everyday giant life. Decorative friezes on the walls had been scoured as if someone was trying to remove them.

DC 15: Tesecdmr was able to recover some items from the ruins. Lost among the logs was a cloth satchel containing five stone plates (see **Handout 2**). Tesecdmr notes the plates were recovered from different locations within the ruins. Two of the plates (numbers 4 & 5) were still attached to a diagram on a wall. He suspects the diagram once held a complete set of plates in a ceremonial pattern, but he was unable to ascertain the purpose. The team never recovered any magic from the site, although they detected a faint necromantic aura throughout the site. [The research also uncovers a number of the actual plates—more than enough to complete the puzzle at Fsap ar'Goor.]

DC 20: PCs discover translations and notes regarding giant pictograms. The writing is evidently not from Tesecdmr's hand (a DC 20 Appraise or Forgery check determines the author used a scorpion tip quill favored by the drow). The notes indicate the pictograms are unique to the site. They seem to indicate an obsession with the number three or sets of three. Also, the writer identifies a pariah symbol: a picture of a giant praying or studying a jeweled ring in the sky.

DC 25: PCs find an interview with Tesecdmr from the year CY960. When asked about any regrets, Tesecdmr reveals his expedition caught a glimpse of a sealed obsidian doorway deep beneath a plateau located in the ruins. A blue-skinned quadruped with four eyes and two mouths drove off the team. The behemoth unleashed a frightening bellow that shook the tunnels within the plateau. The scholar regrets never uncovering any secrets kept by the ruins.

Gathering Information

PCs can also attempt to gather information on the ruins of Fsap ar'Goor or Sailoc from Stormreach merchants who have dealt with him. The Story Object called "Access to Stormrider's Network" from *Prophecy's Unwitting Servant* can assist the PCs in gathering this information. PCs receive any information with a DC equal to or less than their Gather Information check.

DC 5: A half-giant named Sailoc has created a place of residence on the site of a giant ruin. He's a decent prospector and guide, but he's arrogant and pompous. He claims he's the descendent of Xen'drik giants. If his attitude wasn't bad enough, he's hired some shifty gnolls and half-orcs on as crew. He always comes into to Glim's Gander and Tackle and reads the latest *Korranberg Chronicle* or those cheap pulp books that come over as ship ballast. He was spotted reading stories about thunder guides, like Thrush Xivdrad or Garret Halstrom. He threw the book when asked about them. He went into a fury about how they knew nothing about real discovery and kept raving about how the Chronicle would write about him someday. That people would remember his name!

DC 10: Shard hunters and other adventurers are welcomed at Sailoc's stronghold, as long as they are respectful and pay for their lodging and board.

DC 15: Sailoc used to accept commissions to guide explorers into the interior to recover dragonshards. Set up a lodge and everything. Funny thing is that he stopped taking reservations about two months ago. No reason given. Who can figure out that guy?

DC 20: Sailoc has placed large orders for packhorses and wagons with two different suppliers. The orders are enough to equip several shard expeditions. He indicated that he would pick up the order outside the city two weeks from now.

DC 25: About two months ago, Sailoc came into Stormreach selling Siberys shards. He was asking around for a good artificer. He was even willing to pay for travel arrangements. He wouldn't say why.

Trouble in the Codex

After the PCs have done their research, gathered their information, and procured any supplies for the trip, they are met again by Fritz-Roy. He catches up with them as they are heading south out of Stormreach. He seems agitated and almost beside himself.

"Hold!" shouts a voice as you leave the safety of Stormreach on your trip. It is your handler, Fritz-Roy. Sweat pours off his bald head, and he mops it with a red handkerchief. "I just received word that Zeke has gone missing. His room was a shambles, and there was some blood found on the floor. Have any of you seen or heard from him recently?"

None of the PCs have, so Fritz-Roy continues.

"I fear that there are forces with the Codex that seek to undermine us. If you hear or see anything that might tell us what happened to him, let me know."

Zeke is the leader of the Crimson Codex in Xen'drik, and a close friend and advisor to Ohnal Caldyn. If asked about why he fears that the problem is an internal Codex matter, Fritz-Roy refuses to speak about it any further, because for all he knows the PCs themselves are part of the group that is undermining the Codex. He does not let the PCs stop their mission because of this, claiming that the point may be moot if the PCs fail in their duties.

Part 1: The Lodge

After the PCs speak to Fritz-Roy, the Crimson Codex gives them standard traveling and camping supplies. The ten-day journey into the wilds of Xen'drik is going to be rough, and the PCs are given standard rations

and gear for surviving in the wild. They are not given mounts, as the jungle travel is too dangerous for normal mounts. Allow the PCs to purchase mundane items as they see fit.

When the PCs arrive at the giant ruins of Fsap ar'Goor, they find only one trail up to the mountainside fortress. Camping at the base of the mountain, or trying to take an alternate route up the mountain to the fortress, leads to trouble.

Approaching the Lodge

It takes you ten days to trek through the jungle mountains to the ruined giant fortress. The fortress is located atop one of the mountains, which is tipped by a plateau. A tower can be seen rising from the plateau, offering an excellent vantage of the valleys and the sky. The top of the tower appears uneven when seen in contrast to white clouds behind it. It almost looks like a giant fist, grasping something in the sky. You could reach the fortress gate shortly before nightfall if you take the one and only path up the mountainside.

PCs who search for tracks (DC 10 Search or Survival) find a variety along the jungle path. Laden wagon tracks are evident in the mud. They are accompanied by paw prints and shod feet. A DC 20 Survival check with the Track feat reveals the tracks passed one week ago, and contained mostly gnolls and large dogs, in addition to horses.

A DC 10 Spot check notices an ancient explorer marker fashioned out of rocks. A DC 15 Survival check interprets the mark as the sign meaning "not safe to camp here - disease." A DC 20 Search check notices the markers are actually laid atop an even older stone road marker concealed by moss and debris. Judging by its size and hieroglyphs, it is a remnant of giant civilization. Anyone who reads Giant or makes a DC 20 Decipher Script check is able to discern the glyphs proclaim the fortress of Fsap ar'Goor.

Sailoc and his crew occupy what remains of former slave quarters in the fortress. They have converted it into a lodge, which offers them relative safety from the wilds of Xen'drik. If they climb the obvious path, the PCs are not spotted and arrive unmolested at the fortress, and they can either present themselves to the prospectors, attempt to sneak in, or foolishly attack.

PCs who camp outside the lodge, whether at the top or bottom of the mountain, encounter a mated pair of fleshraker dinosaurs. If the PCs make clear their intentions to camp, allow a DC 20 Survival check to reveal that this place is definitely not a safe place to camp.

Foes: The fleshraker dinosaurs hunt in the area surrounding the mountain holding the giant stronghold ruins. They hide in the bushes and wait for the PCs to camp. Due to the excessive foliage in the area, the fleshrakers can hide within 30 feet of the PCs no matter where they camp. PCs making a DC 22 Spot check see the creatures just before they attack.

Fleshraker Dinosaur (2): hp 28, 20; Combat Statistics.

Tactics: The dinosaurs attack only if the PCs attempt to set up camp outside the giant ruins. They first attack by charging and using their leaping pounce to attempt to kill a victim quickly. If they are unable to kill a PC in the first round, they run away and hide while anyone poisoned falls victim to the toxin. After a few minutes, they regroup and attack again.

Note that a fleshraker cannot make a tail attack against an opponent that it attacks with a bite attack in that attack action.

Dinosaur, Fleshraker

CR 2

N Medium Animal

Init +4; **Senses** low-light vision, scent

AC 20 (+4 Dex, +6 natural armor) touch 14, flat-footed 16

hp 26 (4 HD)

Fort +5, **Ref** +8, **Will** +3

Spd 50 ft. (10 squares)

Melee 2 claws +6 melee (1d6+3 and poison)

and bite +1 melee (1d6+1)

and tail (1d6+1 plus poison)

Base Atk +3; **Grp** +6

Atk Option: Improved Natural Attack (claw)

Special Atk: Leaping pounce, poison (Fortitude DC 14, 1d6 Dex/1d6 Dex), rake (melee +2, 1d6+2 damage)

Abilities Str 17, Dex 19, Con 15, Int 2, Wis 14, Cha 12

Feats Improved Natural Attack (claw), Track

Skills Hide +12, Jump +24

Leaping Pounce (Ex): When a fleshraker charges, it leaps high into the air above its prey, attempting to knock it to the ground. This ability functions much like the pounce special attack. However, a fleshraker's incredible jumping ability makes its leaping pounce particularly deadly.

When a fleshraker charges a foe, it can make a full attack, including one rake attack. If a fleshraker successfully hits and damages a target of its size or smaller that it pounces on during a charge, it can make a free trip attack without provoking attacks of opportunity. A fleshraker cannot be tripped in return if it fails the trip check. If the fleshraker wins the opposed trip check, it can make an immediate grapple check. If this succeeds, the opponent is considered grappled and pinned. On each subsequent round, the fleshraker can deal automatic claw and rake damage with a single successful grapple check.

Scaling the Encounter

2nd-Level Characters: Subtract one fleshraker dinosaur.

4th-Level Characters: Add one fleshraker dinosaur.

5th-Level Characters: Add two fleshraker dinosaurs.

The Other Side of the Mountain

PCs can attempt to climb the mountain off the main path to access the fortress. There are no other trails though, and movement is hampered by the thick jungle vegetation and steep incline. Movement is restricted and PCs feel like they are climbing rather than hiking up the mountain. Every 5-foot square counts as 20 ft. (4 squares). The difficulty of Tumble checks increase by +6.

Allow a DC 15 Survival or Knowledge (arcana) check to reveal that the area the PCs are entering is obviously the home of a family of girallons, a very dangerous creature that could likely kill all the PCs.

Foes: The mountain is the home to a male girallon and his two mates. Sailoc's group allows the girallons to inhabit the mountain because they provide excellent protection from unwanted creatures. The girallons climb through the trees and are therefore not hampered by the reduced movement. The girallons do not bother PCs who stay on the path.

Girallons (3): hp 58, 51, 49; *Monster Manual* 126.

Developments: A fight with the girallons may gain the attention of Sailoc's group if PCs are unable to keep the battle inconspicuous. Sailoc anticipates that whoever is climbing the mountain without using the main path is heading towards the fortress with evil intent. He takes a group of his men there to apprehend any intruders. If this happens, treat Sailoc as hostile but allow Diplomacy checks to alter his attitude. If he can be made indifferent, he releases the PCs and gives them access to the fortress as if they entered through the front gate.

The Heart of Sailoc

PCs most likely use the path to walk right up to the front gate. When they do, they can either use stealth to sneak into the fortress, or they can easily bluff their way in. The description of Areas 1 and 2 assume Sailoc and his expedition are still in the stronghold, but the descriptions of the other areas of the stronghold assume Sailoc and his expedition have departed.

Area 1: The Gate

The gate is 20 feet tall and made from stout timber. Sailoc always has four gnolls posted on the interior side of the gate as guards. The gnolls are surly to visitors, but they do not attack unless provoked. They remain here even after Sailoc's expedition leaves. The unlocked gate opens into a large courtyard. The walls of the fortress are hewn stone.

Stone Walls (3 ft. thick): hardness 8, hp 540; Break DC 50; Climb DC 15.

Wooden Gate: hardness 5, hp 120; Break DC 30; Climb DC 20.

Creatures: The groll guards are not particularly vigilant, nor are they very bright. They let in anyone who knocks or shouts for entrance and gives a good reason to want entrance. As long as the lies the PCs tell are not too outrageous, the PCs can enter unmolested. Two gnolls occasionally walk around the interior perimeter of the fortress in a lazy patrol, but they are not expecting to see anything (-4 on their Listen and Spot checks).

Gnolls (4): hp 11; *Monster Manual* 30.

Developments: If the PCs attack the groll guards before Sailoc's expedition has left, the gnolls call for reinforcements. Ten rounds after the alarm is raised, twelve groll guards arrive on the scene. Twelve more

gnoll guards show up twenty rounds later. If they defeat the PCs, they patch up any unconscious ones, who are then placed in a locked cell and have to speak to Sailoc to plead for their lives (see below). If the PCs sneak into the stronghold and are not seen, Sailoc and his expedition leave 20 minutes after the PCs enter.

Area 2: The Courtyard

When the PCs enter the courtyard—either by walking through the front gates or by stealth—they enter just as Sailoc and a large group of gnolls are preparing to leave on a shard-prospecting excursion.

The courtyard is an expansive place, surrounded by tall buildings—or what were once tall buildings that have mostly crumbled and collapsed. Smaller buildings, most likely built for the servants and slaves of the giants, still stand and seem to be fairly well maintained. Leaving one of the smaller buildings is a half-giant, followed closely by two-dozen gnolls.

Creature: The half-giant is Sailoc ip'Ahar. A vain creature, he claims to have become a prospector because the powerful families of Stormreach ostracized him. He craves recognition as a member of the glorious giant civilization who once ruled—and are destined to one day rule again—the continent of Xen'drik. PCs may be able to use his vanity to their advantage.

Sailoc ip'Ahar: Male half-giant ranger2/rogue5/thunder guide2; hp 59; Combat Statistics.
Gnolls (24): hp 11; *Monster Manual* 30.

Developments: If Sailoc sees the PCs, whether they bluffed or snuck their way in, he wants to know why they are visiting the lodge. The PCs can attempt to bluff him about being shard prospectors (or whatever other story they can come up with). Sailoc has a substantial Sense Motive check, especially against bluffing humans. If Sailoc catches them in a lie, he calls them on their bluff and asks why they are really there. If he catches them in a second lie, he orders his gnoll crew to subdue them and imprison them, where they are held for ransom.

One effective strategy that the PCs can use is to feign interest in Sailoc's renown. No Bluff check is needed for this, as Sailoc welcomes admirers. The PCs could even go as far as pretending to desire to write a profile on Sailoc for the *Korranberg Chronicle* or some other publication. Despite his disdain for the lesser races, he desires recognition by them of his superiority. Sailoc can be goaded into revealing minor secrets he has discovered in the complex, but he's not gullible enough to allow total access by the PCs. Sailoc is prejudiced toward elves, whom he considers betrayers of giant magnanimity. He may recognize their current independence but then point out the elves wouldn't have any society or magic without the giants.

The PCs can also admit to being interested in exploring the giant ruins. They must make a DC 20 Diplomacy check to get Sailoc to allow this, and even if he does, he instructs the PCs to stay far away from the plateau, as that holds the eldritch telescope he hopes to use against Stormreach.

It is very unlikely that the PCs can attack Sailoc and his crew and win. If they foolishly attack, or if they get caught in their bluff by Sailoc, he and the gnolls attack the PCs. The half-giant does take prisoners if the PCs survive the battle (or if they do the smart thing and surrender), and he plans to ransom the PCs back to their families (in this case, the *Crimson Codex*). The PCs have a single chance to escape after their capture, since Sailoc heads out with his group to prospect for shards. The PCs get an Escape Artist check against DC 15 to escape their bonds, and then they must be able to open their cell's lock (without thieves tools) against a DC 15. Failure to do this ends the adventure for the party. Success means they can access their equipment, kept in a closed chest in the Barracks (Area 5). Other plans of escape might work, but do not allow silly plans, or plans that have almost no chance of working, to succeed.

If the PCs do bluff or flatter Sailoc successfully and engage him in conversation, use the following questions and answers as a guide to the roleplaying:

--Did Sailoc find anything in the ruins?

Many so-called experts have looked through these ruins and found nothing. But it takes a giant to know a giant. We have found things that I'm sure will excite tomb raiders everywhere. However, I am not ready to divulge what we've found. It requires some time to fully discern the genius of giants.

--What is his most fantastic achievement?

When I first came here, my gnolls and I were attacked by a fearsome blue-skinned beast. Four legs, two mouths with hundreds of teeth, and muscles like steel. It crushed my gnolls like insects. I was not so easily dismissed though. The creature and I had an epic battle. Perhaps you would like to see its skin? I have it hanging in the general quarters.

--What did the giants do here? Why was it abandoned?

I believe they were shard prospectors like myself. But they learned far more about how to use the crystals than you poor humanoid have. The fortress wasn't abandoned; it was attacked. Possibly by that that treasonous and inferior race: the elves.

--Can PCs have a tour?

Since you have come so far, I will arrange rooms for and a tour of the courtyard. For 2 gold pieces per night, you can use the shelter and partake of our rations.

--Where are you going?

We are going on an expedition to gather some dragonshards. We should be gone for approximately 3 days.

--Do you have goals?

The giants created an empire that dwarfed, both physically and intellectually, all of the other races. What you see here is the seed that is going to grow into a new giant empire.

Area 3: Stables

The stables are located along the southern wall of the lodge. This section of the fortress originally held animal pens. Now it mainly holds mules, chickens and pigs. The mules are used as pack animals during shard expeditions, while the latter animals are kept as food sources. All of the tack is kept here as well. Two attendants are encountered here any time during the day.

Gnolls (2): hp 11; *Monster Manual* 30.

If the PCs have a chance to talk to or question either of these gnolls, they can tell them that they once saw a terrible eye tyrant (beholder) talking with Sailoc. He knows that in return for something, Sailoc gave the floating eye and its twisted servants a large number of shards.

Area 4: Workshop

Sailoc has outfitted a respectable workroom so that equipment can be adequately repaired. Many pots and pans have been scavenged for their metal. All of the tools and materials are of average quality. A primitive forge is located in the southeast corner. On the workbenches are the following items: a gauntlet, bracers, and a staff. Each of the items contains an empty recess within it. A DC 20 Knowledge (arcana), Craft, or Appraise check determines the recesses are shaped to receive a crystal. A separate workbench has fletching materials. A barrel by the side of the bench contains 100 newly crafted masterwork arrows.

A trio of gnolls is tanning hides outside the workshop during the day. They have two large troughs of water and wood chips. The hides include dinosaur and other jungle animals. PCs can purchase a cloak, tunic or vest from these gnolls at slightly inflated prices.

Gnolls (3): hp 11; *Monster Manual* 30.

There is a store of 4 *potions of cure moderate wounds* hidden in the workshop, taking a DC 15 Search check to find.

Area 5: Barracks

The barracks were the slave quarters for elves that served the giants. It was constructed within a shell of hewn stone. A set of mammoth stone stairs leads up from the fortress grounds into the vestibule of the barracks. A series of pictograms are carved along the walls and arch of the entrance. The lowest images have been scrapped into indistinct nubs (DC 10 Appraise check determines the marks are more than erosion). The uppermost ones along the arch are relatively distinct. Individuals who study the pictures (DC 15 Decipher Script) determine the pictograms are extolling how fortunate elves are to serve the magnificent giant race, or that servitude is a glorious function in the giant culture. Diligence, silence and obedience are said to be the epitome of the elven cultivation.

The main corridors within the barracks are 30 feet wide. The halls are unkempt. Broken weapons, furniture and stone plates litter the way. A DC 15 Appraise check can determine that the broken plates bear carved images. If PCs have the other plates recovered by Tesecdmr, they can also confirm the plates are the same types.

The interior ceiling of the barracks rises to a height of 30 ft., but the walls of the slave rooms only reach a height of 15 ft. The height difference allowed the giants to lift the wooden ceilings to confront slaves if necessary. Sailoc had his men rebuild the wooden doors and ceilings of these rooms. Each typical room quarters two individuals. They contain simple cots, stools and a chest that doubles as a bench. Sailoc's crew is cavalier with the furniture and much of it is in a state of disrepair. The exception is the furniture

located in the guest quarters that have been left untouched. Another room has been made to act as a jail, where the PCs are put if they are captured.

The back wall of the barracks is adorned with the azure hide of a large quadruped jungle beast. The beast's blue hue is dazzling rich against the gray contrast of the walls. Even more astonishing are the two mouths and four eyes adorning the creature's head. A DC 15 Knowledge (dungeoneering) check determines the creature is a quaraphon. If asked about it, Sailoc responds as follows:

"A beautiful creature, isn't it? We find whole herds of them on the jungle plains, but this one made a lair for itself here. Was it an outcast or did it recognize and desire the legacy of the giants? Now it is only a tapestry. Destiny is fickle, no?"

A DC 10 Spot check notices a pattern on the wall behind the quaraphon hide. PCs can move the hide to see the pattern clearly. It consists of a checkered board of three columns and four rows. The board is 10 feet by 10 feet and situated halfway up the wall. Each of the twelve blocks contains a spot to place a stone plate. Four spots are currently fitted with plates representing Eberron shards (see diagram on **Handout 2 and Handout 3**). By arranging shard plates into the proper order, players can open a door leading to secret rooms within the plateau. PCs may need to climb (DC 10) or use alternate means like *mage hand* to reach the top three rows since they are likely to be out of reach. Sailoc is unaware of these secret doors and passages. The secret door leads to **Part 2: Hidden Shame**.

The puzzle is fairly simple. Starting in the lower right and weaving in a snake-like pattern, the PCs must place first a Siberys plate, then an Eberron plate, and finally a Khyber plate. When they do so, the secret door opens.

Area 6: Main Lodge

The main lodge is built in a former larder and kitchen used by the elven slaves. Sailoc has turned the larder area into a common area for his men to eat, drink and relax. The common area has several tables and benches. A stuffed troll stands in the middle of the room, currently adorned with a glameweave dress. Sailoc's crew has affectionately named the troll *Acashia*, which means *jungle fever* in Gnoll. *Acashia* holds a club made out of an animal jawbone. PCs encounter 1d4 gnolls anytime they enter the common area (3d4 if Sailoc and his expedition are still at the stronghold). When not working, the gnolls enjoy carousing and drinking in the common area. They have fermented alcohol from jungle fruit to create a weak, intoxicating punch. The gnolls relish a good blade tossing contest or even grappling.

The kitchen is run by two gnolls. Most of the pots, pans and utensils have been scavenged to repair equipment or hold stuff. The cooks use a cooking spit and a cauldron to make most of the meals around here. A gorilla is currently cooking on the spit, and gnolls casually come in to cut off strips to eat. The meat is juicy and remarkably flavorful, probably the only thing made with care around here.

Gnolls (variable): hp 11; *Monster Manual* 30.

Area 7: Sanctuary

Dominating the inner courtyard area is an edifice of high, imposing stone. A single archway provides an opening, and its vacuous expanse offers a glimpse of another courtyard laid out upon the next level of the mountain. Two windows are etched on either side of the arch, and both contain a wooden shutter. Two wooden doors are barely visible among the shadows of the building's inner arch. A rough wooden ramp traverses the steep stone steps leading up to the archway.

Sailoc and Tais Tous reside within this former giant guardhouse. Sailoc's room is entered via the western door and Tais Tous' via the eastern door. Neither NPC is ever found here by the PCs. The artificer spends most of his time in the plateau's workshop, while Sailoc is leading the shard expedition.

A DC 20 Survival or Search check on the ramp find signs of wheeled traffic. Sailoc had the ramp installed so his gnolls could move dragonshard hauls into fortress.

Sailoc's room is neatly organized and furnished. A well-crafted desk is set in front of the window. Several charts are spread across the desk, accompanied by unusual tools. A DC 15 Knowledge (nature) check identifies the charts as maps of the Xen'drik sky, specifically of the Siberys ring which circles above. The charts note distinct features of the ring and log the time and duration of shard falls. A map of the Xen'drik jungle hangs on the wall and it notes the location and time of shard falls over the past year. A DC 15 Knowledge (arcana) check identifies the tools as esoteric tools used to observe and chart sky objects. They are more elaborate versions of sextets.

The desk has two drawers, both locked (DC 20 Open Locks). Inside the drawers are two maps showing Stormreach and the jungle area to the south of the city. The maps have strange tabulations upon them. A DC 20 Decipher Script check identifies them as modern triangulation converted into ancient Giant positioning. The drawers also contain a few semi-precious gems, some copies of the Korranberg Chronicle

that talk about heroes exploring the continent of Xen'drik, and a book of theories on the giant civilizations of Xen'drik.

A sturdy wooden ladder leads up to a hatch providing access to the roof, although there is nothing on the roof of interest to the PCs.

Area 8: Giant Courtyard

This area was built upon a ridge slightly higher than the slave compound. The buildings surrounding the courtyard originally housed some of the giant wizards who conducted their research here. Sailoc had one building converted into storeroom for shards and other loot recovered by his men. The building doesn't contain anything currently. A DC 20 Search check finds another secret door located behind a pictograph game there. PCs who complete the game can use the door as second means of accessing the secret rooms.

A large mound of dry earth sits within the courtyard area. Patches of grass and weeds have begun to grow up its sides. The dirt was excavated by Sailoc's aberrant allies to create a tunnel into Khyber. A closer examination of the mound notices (DC 15 Spot check) remnants of pavement stones amongst the dirt. A 15 Knowledge (nature) DC also notices that much of the dirt does not contain roots suggesting it was dug from deep underground. The hole where this dirt originated is located in Area 2 of Part 3.

Part 2: Hidden Shame

The Bones of Giants

Handout 2 provides clues for PCs using the plates to find and access a secret passage starting in the barracks of the ruins and leading beneath the ruins.

A door of hewn stone slips unnaturally from the wall to reveal a dark passage leading deep into the mountain. The tunnel is 15 feet wide and 30 feet tall. A thick layer of dirt covers the floor.

The passage extends 60 feet west and then turns north. Sconces to hold torches are set into crevices on the wall but do not contain any combustibles. A DC 5 Search or Survival (Track) check finds a pair of footprints in the soft dirt. The footprints are from a medium-sized humanoid. A subsequent Survival check with Track (DC 15) determines the footprints are over 100 years old. In fact, they were left almost 200 years ago by an emissary of The Chamber who came to check on the current situation here.

The left wall is marked by draconic symbols. Any PC literate in Draconic or who makes a DC 20 Decipher Script check is able to determine the symbols are a plague warning.

Just past the turn, PCs find the crumbling corpse of a giant. The skull, a few ribs and leg bones are all that remain of the creature. The giant hid in the secret chambers to escape a plague cursed upon them by the dragons. It was a futile effort. A DC 20 Heal check or Knowledge (nature) check reveals the bones belonged to a giant who died tens of thousands of years ago.

Service Room

The hallway leads to a room that once served as a hidden larder for the giant's Pleasure Room. Elven slaves prepared plates of food and jugs of wine, which were then presented to the giants. Wooden shelves and tables have long ago crumbled, but PCs find many utensils and serving trays in excellent shape. A doorway leads into the Pleasure Room.

Pleasure Room

The giants viewed each type of dragonshard as embodying a different aesthetic. Siberys shards personified the qualities of intellect and awareness. Eberon shards embodied holism and balance in body, mind and soul. Khyber shards reflected the chthonic appetites and desires. In their attempts to understand the magic of the shards, the giants crafted rituals they believed would re-align their perspectives. This room was built to cater to these rituals.

A fresco depicting the Siberys ring is painted on the ceiling. Bucolic scenes of waterfalls, flowery fields and a sunset adorn the walls. Images of beasts and monsters cavort salacious along the floor. What were once luxuriant beds and extravagant drapes lie in superannuated lumps of trash.

Stretched across a raised area in the room is the mummified corpse of a male giant. The body is unadorned. One hand reaches limply for its throat while the other stretches desperately towards a disintegrated couch. A DC 20 Heal check determines the giant's throat had been slit. The giant was the lover to the lady of the fortress. She killed him to end his suffering from the plague.

A DC 15 Search check among the remains of the couch finds a large, locked case (DC 25 Open Lock). PCs find scrolls and scribed tiles inside that indicate this sage was studying the Ring of Siberys and its shards. All of the information is scribed in the ancient language of the Xen'drik giants (DC 30 Decipher

Script). The information contains remarkable observations about the Ring and causes for the shard storms, as if the individual has closely examined them.

The aura of necromancy gains strength in this room as the PCs move north. The humanoid footprints go north as well.

Punishment Room

A dank, enervating aura hovers in this room. The floor is covered with the corpses of hundreds of dead rats. Rusty chains from a torture rack lie twisted like slit tendons. To the south, three metal grates are set in the floor.

A DC 15 Search of the room finds the remnants of torture implements used by the giants to punish transgressors. Whips, blades, glass pins and other devious objects are found among the refuse in various stages of disrepair.

The three metal grates are held in place by iron rods. The grates cover three cells in which elves were confined. Two of the cells contain the skeletons of former occupants.

The western portion of the room is dominated by a pool of black, vicious liquid. A pair of chains descend into the pool from pulleys set into the ceiling. One end of the chains led to a large wheel and crank. A DC 5 Survival check notices the humanoid tracks lead toward the chains. A moderate aura of necromancy and strong aura of evil radiates from the pool.

Within the pool is the body of Roca Steldomin, the lady of Fsap ar'Goor. She was cursed by the Chamber for daring to perfect the cataclysmic magic through which she drew down dragonshards. Instead of killing her, the dragons placed her into a state of undeath because of the draconic Prophecy. Even as early as 40,000 years ago, the dragons also saw information in the prophecies indicating fantastic events would occur in Xen'drik and that the dread magic of Roca was involved. As a Plague Spewer, they could guarantee that any who dared free would succumb to her diseases. She was visited by Chamber emissary as recently as 200 years ago.

Creature: Roca speaks Giant and Draconic, albeit dialects 40,000 years old. PCs who speak these languages do not readily comprehend the content of her speech, but a DC 10 Intelligence check allows them to get the gist. Plague Spewers are usually compelled to attack any living creatures by their hate for the living. The restraints prevent Roca from attacking, so she demands that any elven or half-elven characters free her. She considers these characters slaves as per the ancient laws of giants. Other humanoids are treated as feral brutes. She feels that all humanoids owe her race servility for its battle (triumph) against the Quori.

Roca Steldomin: Female plague spewer; hp 104; Combat Statistics.

To elven or half-elven characters:

Elven thralls, it is shameful for you to see me in such a state. Unhinge these chains and help me to kill these foul primates. You are bound by the seven edicts of Ker'athbier. The lives of elves find fulfillment in servitude. [A DC 25 Knowledge (history) check reveals that these edicts were part of the laws of the giants and their relationship with the elves they enslaved.]

To any characters with draconic heritage (dragon feats, spellscales, reptilian, spontaneous arcane casters, etc.):

I sense the seed of dragons among you. What do you little lizards want that your fellow didn't learn the last time? Tell them Roca is still here and their prophecy has not come to pass.

To warforged:

I thought we crushed all the metal toys. Death to dream-spawn! I recommend you kill them all before they return to their servants.

Regarding the fortress:

Your puny minds cannot hope to fathom the accomplishments of this place. We answered questions the dragons were afraid to ask. That is enough for you to know.

Regarding the Ring of Siberys and Siberys shards:

We share that much, eh? We all want to drink from the tears of Siberys. It takes a bold hand and a hard heart to pluck a tear from another. I have made many weep and this place held my tools. You dare the dragons if you attempt to follow my path.

She knows nothing of Sailoc or his daelkyr-led allies. If PCs share any of the prophecy with her, she recognizes it as the same thing the Chamber emissaries have shown her from time to time. She doesn't understand any of it. However, she does know what happened here those thousands of years ago, and can explain to the PCs how the giants had found a way to pull down Siberys shards from the sky, but the dragons destroyed them and their work.

Roca Steldomin CR 10

Female (giant) plague spewer

CE Huge Undead

Init -1; **Senses** darkvision 60 ft.

Languages Common, Giant

AC 23 (+16 natural armor, -2 size, -1 Dex) touch 7, flat-footed 23

hp 104 (16d12 HD); DR 10/slashing

Immune undead traits

Fort +5, **Ref** +4, **Will** +11

Spd 40 ft. (8 squares)

Atk slam +16 melee (1d8+10 plus plague)

Atk 2 slams +16 melee (1d8+10 plus plague)

Space 15 ft.; Reach 15 ft.

Base Atk +8; **Grp** +26

Special Atk plague, vomit rat swarm

Abilities Str 31, Dex 9, Con -, Int 8*, Wis 12, Cha 16

Skills* Knowledge (arcana) 20; Knowledge (local) 20, Spellcraft 20

Plague (Su): Fortitude DC 21, incubation period 1 minute; damage 2d4 Dex and 2d4 Con. The save DC is Charisma-based. The disease is spread by contact and does not require injury.

Unlike normal diseases, plague continues until the victim reaches Constitution 0 and dies or until a *remove disease* spell or similar magic is applied.

Vomit Rat Swarm (Su): As a full-round action, a plague spewer can spew forth a rat swarm (see Monster Manual page 239). It can do this up to four times per day. Roca can only do this once.

* Unlike other Plague Spewers, the dragons have allowed Roca to retain a modicum of her intellect so that retains some of her knowledge regarding the arcane and her past life.

Tactics: Roca is unable to use her slam attacks while restrained. She can only use her vomit rat swarm ability to attack PCs if she becomes displeased with them, and she can only do it once. She can attack if the PCs release her, but once they hear her name and remember the fragments that sent them here, they should think twice.

The Weight of Giants

All of the passages on this level converge at a staircase that spirals down into the plateau's depths. Three pictographs are evident on the floor, at the top of the staircase.

The pictographs are the same images as those found on the plates.

PCs must descend down the staircase to find and access a hidden staircase that leads up into the main complex. Built to accommodate huge giants, each step is 4 feet tall, making normal movement difficult. Going down the stairs costs double movement. It is a move action to climb up one stair unless the PC can make a 4-foot standing high jump (DC 32 Jump check).

Trap: The landing is trapped to prevent access by non-giants, such as their elven slaves. The landing is weight-sensitive and lowers under the weight of a giant (minimum 2,000 lbs) to reveal the true staircase. Spies who do not have the necessary weight find a fake staircase that spirals up opposite the original staircase. This fake staircase is trapped so that anyone who walks up it releases poison gas that fills the landing and fake staircase. The trap trigger is located on the second set of steps 10 ft. up. **Handout 1** provides clues to overcoming this trap for observant PCs.

Ungol Dust Vapor Trap: CR 5; mechanical; location trigger; manual reset; gas; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (2 rounds); poison (ungol dust, DC 15 Fortitude save resists, 1 Cha/1d6 Cha plus 1 Cha drain); Search DC 20; Disable Device DC 16.

A DC 20 Search check notices vertical grooves worn into the interior and exterior walls on the landing. PCs who search the edges where the floor or ceiling meet the walls find a tiny gap.

The simplest tactic is for PCs to laden the landing with enough weight to depress it. Alternately, they could try to lever the landing down with brute strength (DC 25 Strength check). This tactic requires some

means of keeping the landing at its new level while PCs reposition themselves to continue depressing the landing. They could try hammering spikes into the walls or jamming strong material, like a sword or shield, into the gap between wall and floor. The tremendous force holding the landing may break the materials though (Strength 25).

PCs able to depress the landing find a staircase that leads up into the plateau.

The Desire of Giants

It is a steep climb up the hidden staircase, which ends at a hallway heading farther into the mountain. The hallway ends at a massive door festooned with images of crystals falling from the sky.

Strong wooden door: hardness 5; hp 35; Break DC 30; Open Locks DC 20

The door opens into a tunnel that has not felt living feet in over 40,000 years. The floor of the room is littered with shards of crystal material. Many appear to have been pulverized as if by a great weight. The mysterious arcane script of the giants covers the walls in ink that faintly glitters even in darkness.

A DC 30 Decipher Script is able to discern that the writing discusses the modulation of frequencies cast by the three types of dragonshards. The script discusses concepts of dissonance and harmony in relation to the shards. A DC 25 Knowledge (arcana) or Use Magic Device check determines that the script is actually part of a massive arcane device.

The tunnel ends at wide shaft that extends far into the depths of the mountain. A circular dais hovers in the middle of the shaft. Two blossom of curved blades fan out from it: one below and one atop. Within it sits a crystal of smoky color and midnight blue veins about the size of a human head. You can see another tunnel entrance across on the opposite side of the shaft. Opaque bubbles of varying size float in the shaft. The bubbles seem to follow a circulating pattern: blobs smaller than a dinner plate rise gently towards the ceiling 100 feet above your heads while larger blobs drop slowly into the unfathomable deepness. The larger blobs slowly absorb any small ones they encounter in their drop.

The bubbles are a byproduct of the experiments conducted by the giants. They help to circulate heat and electricity when the shards in this room are activated. A DC 20 Spot check determines another difference: the surface of the large bubbles are dotted with black spores. The bubbles vary in color but are all pale shades. Surface tension is strong enough to retain cohesion if the bubbles are jostled or punched. The bubbles can be pierced or sliced. The substance is non-poisonous. If ingested, the substance sticks within the throat and PCs need to make a DC 10 Constitution check or begin to choke. A character must then make a DC 15 Constitution check each round or fall unconscious (-1 hit points), losing 1 hp per round unless someone assists in dislodging the substance with a Heal check (DC 10), any curing magic, or thumping the PC on the back to remove the obstruction (DC 10 Strength check).

This room is an experiment in generating power using dragonshards; it was only somewhat successful. The giants were able to produce a number of interesting effects by modulating the frequency of dragonshards, but it never resulted in the creation of a reliable eldritch dynamo. Still, Roca and her adherents maintained the facility as a parallel project until the dragon curse eliminated them. One of Roca's consorts, Dra'tiano uf'Tiel, was responsible for this project. He smashed the equipment in frustrated rage after he learned that he had contracted the fatal dragon disease from his lover.

A DC 15 Appraise check identifies the fragments as broken dragonshards. A quick survey easily determines that Siberys, Eberron and Khyber shards are all present among the broken refuse. The room once housed a king's ransom in shards. Unfortunately all of the shards have been destroyed or lost their powers.

A series of 81 mesh nodes are arranged in a spiral circuit along the walls of the shaft. Nine dragonshards are set in a star pattern at the end of a rotating arm within the mesh node. Wires connect the nodes. They also allow PCs to climb the walls of the shaft (DC 15 Climb).

The floating dais is the main control for the room. The Khyber shard at the center of the dais contains a bound air elemental, which allows the dais to move vertically up and down the shaft. The Khyber shard cannot be removed without causing the dais to immediately fall. PCs who use *feather fall* or *fly* or attempt to jump back to the tunnel may avoid ending up at the bottom of the shaft but they must make a DC 15 Reflex save to avoid 2d6 points of damage from the blades of the dais. PCs can use the Use Magic Device skill to operate the dais.

Use Magic Device DC

Result

DC 15 The room throbs with unearthly energies. The wall script alights in the tunnel area and provides ample light for 30 ft. in either direction in the shaft. None of the mesh nodes alight.

DC 20 PCs can control the dais' vertical movement.

A DC 20 Spot check notices a mass of the opaque, floating liquid has congealed at the top of the shaft. A single, dull yellow light glows within the liquid. The light is situated where the liquid meets the shaft wall and not the ceiling. PCs who climb up or use the dais find that the liquid mass has congealed around nine deep crystal cognizance crystals attached to the wall via magical apparatus. Only one of these shards is aglow. Removing the crystal requires a DC 20 Disable Device check or it unleashes an electrical discharge. A DC 15 Spellcraft check identifies the item as a *cognizance crystal*. It can hold 1 power point.

Energy ray trap: CR 2; psionic device; manual trigger; psionic effect (+6 ranged touch, *energy ray*, 1st-level manifester, 1d6 points of electrical damage); Search DC 15; Disable Device 20. Discharging the trap also discharges the stored power point in the crystal.

In addition, moisture has collected around the congealed mass allowing fungus to grow. A strange symbiosis has occurred between the shards and fungus causing the subterranean fungus to become psychoactive poison. Three dosages can be plucked from the mound.

Aceldine: This unusual psychoactive toxin is formed by a rare symbiosis between fungi and psionic crystals. The fungi absorb power from the crystals and become imbued with latent psionic power.

Initial Effect: The next use of a psionic power of 3rd level or lower increases in effect by one manifester level. The toxin opens the mind of the user to incredible insights regarding how mental energy empowers the universe. The effect lasts for 10 minutes.

Secondary Effect: The user's coordination is diminished. The user must make a DC 15 Fort save or take 1d6 points of Dexterity damage.

Side Effects: None

Overdose: None.

Addiction Rating: Low

Upon initial exposure, the character must succeed on a DC 6 Fortitude save or become addicted. The addicted character takes 1d3 Dex ability score damage each day unless he or she succeeds at a DC 6 Fortitude save. The user is satiated whenever he takes the toxin and staves off withdrawal symptoms for 10 days. After the satiation period wears off, the DC of the Fortitude save increases by +5. Two successful savings throws in row indicates the character has fought off addiction and recovers, taking no more damage. A *remove disease* spell immediately causes the user to recover but does not restore lost ability score points. Its properties can be learned with a DC 20 Craft (alchemy) check.

A hallway leads from this chamber to a secret door in the control room.

Part 3: Skulking About

If the PCs cannot find the secret entrance into the hidden giant chambers detailed, they can still make their way toward the eldritch telescope via the plateau, the most obvious (and dangerous) path.

Inside the Plateau

Area 1 - Entrance

Even the shadows tower above you among the colossal ruins of the giant fortress. A thin wind peels through the entrance to the plateau, giving a soft voice to the ancient secrets seen by these walls.

An entry into the plateau's base is clearly seen by anyone who enters the grounds of the lodge.

Creatures: Less evident are the leopards who guard the interior passage. A DC 18 Listen or Spot check notices movement or sounds along ledges 10 ft. above the floor. Sailoc keeps a family of leopards within the inner sanctum of the plateau. PCs who sneak in must deal with these creatures if they hope to sneak in. The jungle cats recognize Sailoc and the gnolls. Intruders are immediately attacked if they enter without Sailoc or a gnoll.

Leopards (2): hp 19; *Monster Manual* 274

Developments: A DC 20 Survival or Search check finds wheel tracks on the floors. A DC 20 Survival (Track) check determines the tracks passed 7 days ago. Sailoc's crew used the carts to deliver dragonshards to their aberration allies.

Scaling the Encounter

2nd-Level Characters: Subtract one leopard.

4th-Level Characters: Add one leopard.

5th-Level Characters: Add two leopards.

Area 2 – Vestibule

The interior ruins appear largely the same as documented by Tesecdmr. Friezes, statues, and pictographs have been purposely censored by fire or claw. The desecrations continue as you venture deeper into the plateau. The first-level hallway ends at a junction. You can either head up a massive stairway or enter a dark chamber. The dank, earthy smell of a freshly dug grave wafts out from the chamber's entrance.

The purpose of this room has been abraded by the wrath of the dragons, like other sections in the fortress. Where this expurgation is ancient, an abuse of more recent vintage has been committed. A great cavity has broken through the floor of the chamber. Dirt and rock is spread everywhere lending the impression that the ground popped like a pustule. A raw, monstrous stench leaks up from within the hole.

A DC 10 Survival or Search check finds wheel tracks in the dirt, which is much softer here. They lead down into the hole. A DC 25 Listen check can hear the faint sound of alien limbs toiling in the furnaces of Khyber. PCs who descend into the shaft can find evidence frequent activity but no observable end to the shaft. The sounds of aberrant labor remain faintly steady no matter how far they descend. It should become apparent after a few minutes that this hole goes deep enough into Khyber that it could be a journey of weeks, far beyond the scope of the original mission the PCs were sent on.

Area 3 – The Stink Pit

The staircase ascends steeply up the plateau's interior until you reach landing. At one time, it opened into a tunnel but internal activities within the mountain have cut a chasm across the path. A wooden bridge about 12 inches wide reaches across the 60-foot-wide gap. Foul liquids have pooled within the basin created by the chasm.

Sailoc's crew found stone troughs filled with alchemical substances after they gained access to the sealed room containing the eldritch telescope. Unable to discern their purpose, they dumped the chemicals into a crevice that cut between the upper and lower portions of the complex. Mixing the chemicals has caused them to become an acidic steam. The reaction is weak—1d4 acid damage per round for anyone coming into contact with it—but it provides an additional obstruction for anyone who tries to sneak in. The chasm has exposed many rocks and ledges that offer a means of climbing up out of the slop (DC 10 Climb check).

Creatures: A pair of half-orc barbarians guards the bridge. A DC 10 Spot or Listen check notices the presence of the guards across the chasm. One of the half-orcs attempts to trip interlopers off the bridge with a whip, while the other uses javelins to attack. PCs are tripped must succeed against a DC 10 Balance check or fall off the bridge and into the alchemical soup.

Half-Orc Fighters (2): hp 24, 22; Combat Statistics.

Tactics: The fighters stand on the far side of the chasm and do everything in their power to keep the PCs from crossing. PCs that are balancing are denied their Dexterity bonus, so the guards target them with ranged attacks. PCs within range of the whips are attacked with those, although whips cannot be used to take attacks of opportunity.

Developments: If the PCs fall off the bridge, they plummet 10 feet into 4 feet of water. The fall does no damage, but the PC is prone in the acid, which does 1d4 points of damage each round. PCs smaller than 4 feet tall must swim; other PCs can move at half speed and cannot run.

Past the guards, the PCs find another staircase that leads further upward. It ends at a massive obsidian door. Three pictographs are evident on the wall: one with the image of crystals falling from the sky, another showing a crystal entwined by a snake, and the last displaying a worm burrowing up from the ground to devour a shard.

The door had an amazing lock, but it was dismantled by Sailoc's artificer for study. The artificer isn't a locksmith and isn't able to reassemble it, hence the guards. A DC 25 Craft (locksmith) check can successfully reinstall the lock.

Half-Orc Fighter 3 CR 3

NE Medium Humanoid (Orc)

Init +0; **Senses** darkvision 60 ft., Listen -1, Spot +2

Languages Common, Orc, Gnoll

AC 17 (+5 armor, +2 shield), touch 10, flat-footed 17

hp 24 (3d10+3)

Fort +4, **Ref** +1, **Will** +0

Spd 20 ft. (4 squares)

Atk Whip +7 melee (1d3+4)

Atk Flail +7 melee (1d3+4)

Atk Javelin +3 range (1d6+4)

Base Atk +3; **Grapple** +7

Atk Option Improved Trip

Abilities Str 18, Dex 11, Con 12, Int 13, Wis 8, Cha 6

Feats: Combat Expertise, Exotic Weapon Proficiency (whip), Improved Trip

Skills: Climb +6, Intimidate +4, Jump +6, Spot +2

Equipment: Breastplate, whip, 5 javelins, flail, *potion of enlarge person*, *potion of bull's strength*

Scaling the Encounter

2nd-Level Characters: The half-orcs wear no armor and have an AC of 12.

4th-Level Characters: Add one half-orc fighter, and the acid does 2d4 points of damage per round.

5th-Level Characters: Add two half-orc fighters, and the acid does 3d4 points of damage per round.

Part 4: The Eldritch Telescope

Revive the Giant Within

This octagonal antechamber has been unmolested by the ravages of age or defacement. The carvings on the wall are dappled with reflected light like freshly hewn stone. An ornate platform floats a few inches above the floor towards the north end of the room. One hundred feet above it can be seen an aperture.

To the east is another obsidian door. A note is written upon it in chalk: "Fresh food and fresh wine make fresh mind." Four empty carafes and a serving tray of woven fiber sit beside the door.

The platform has six Khyber dragonshards set into it. An air elemental is bound within the shards, allowing the platform to gently lift giants to the telescope control room. A PC must make a Charisma check (DC 15) while touching one of the dragonshards to command the elemental to lift the platform. A failed check means that PC must wait 1 hour before trying again. PCs can also climb the walls (DC 20).

The carafes contain only a vinegar odor. The fiber serving tray has slices of gorilla meat. The artificer Tais Tous left the note to admonish the tainted cooking of the gnolls. The door is closed but not locked.

A DC 20 Spot check notices a small stone attached to the door. It is a *stone of alarm*. Anyone who comes within 10 feet and doesn't give the password ("Dinner's ready") activates the stone. It audibly screams for 1 hour and heard for 1/2 mile. The wizard Shubgregego in the chamber above casts defensive spells and investigates, as do the half-orcs guarding the stink pit, if the alarm is set off.

Native Intelligence

Judging by the mammoth machinery and equipment, this room was evidently a facility where the giant magewrights constructed their arcane technology. Tools – human-sized tools – litter the floor. Beside them lay broken shards, busted metal, and exhausted alchemical components. The objects seem to be in a state of disrepair.

This is the Engineering Room on the map. A female half-elven artificer Tais Tous currently occupies the Engineering Room. Sailoc employs her to identify giant relics he finds while exploring the jungles of Xen'drik. The artificer has been trying to re-engineer the telescope and draft new blueprints. With the help of Sailoc's aberration allies, she has been able to restart the device and even fix missing parts. But this work has required that they cannibalize the leftover technology for parts and materials. The designs she has developed would be of great interest to the Crimson Codex, but the artificer won't give them up without a fight.

Tais Tous is an indentured servant to Sailoc. She came from Sharn to find fortune in the ruins of Xen'drik. Sailoc paid her way and now considers her his handmaiden, just as his giant ancestors kept elven slaves. While she chafes at his yoke, he has certainly enabled her to access undreamt secrets, for which she is appreciative if not thankful. She is afraid of the aberrant-controlled wizard despite their help in repairing and utilizing the eldritch device.

Tais Tous

CR 3

Female Half-elf Artificer 3

LE Medium Humanoid (Elf)

Init +1; **Senses** low-light vision, Search +9

Languages Common, Draconic, Elven, Giant

AC 16 (+4 armor, +1 Dex, +1 natural), touch 11, flat-footed 15

Immune sleep effects

Fort +3, **Ref** +2, **Will** +3; +2 racial bonus on saving throws against Enchantment spells or effects

Spd 30 ft/x4

hp 14 (3d6HD)

Melee club +1 (1d6-1)

Ranged +1 *sling* +4 (1d4-1)

Base Atk +2; **Grapple** +1

Combat Gear +1 *sling*, +1 *studded leather*, minor schema

Artificer Infusions Known (CL 3; 1d20+3 to overcome SR)

2nd—2 *infusions/day*

1st—4 *infusions/day*

Abilities Str 8, Dex 13, Con 10, Int 14, Wis 10, Cha 16 (*eagle's splendor* 20)

Feats Great Fortitude, Magical Aptitude

Skills Appraise +8, Knowledge (arcana) +8, Open Lock +7, Search +9, Spellcraft +12, Use Magic Device +11 (+16 for this encounter); +1 racial bonus on Listen, Search, and Spot checks; +2 racial bonus on Diplomacy and Gather Information checks; +2 bonus on Use Magic Device checks to activate a scroll, potion or wondrous item.

Elven Blood: can use items keyed towards elves

Artificer Knowledge +5 to detect whether a specific item has a magical aura. DC 15 to determine magical qualities. It does not reveal the specific powers of the item.

Possessions: Minor schema: *inflict moderate damage* (ECS 113); minor schema: *heat metal*; *stone of alarm*; *amulet of natural armor* (+1); smokestick.

Tactics: Tais Tou has already used a scroll of *eagle's splendor* and infused a metal nut with *skill enhancement* (+2 on Use Magic Device) to help her test the magic devices contained in this room. She's found minor schemas containing spells for use against constructs, leftover from the Dal Quor war. If alerted by the stone, she casts *shield of faith* upon armor. She uses *armor enhancement* to add the *shadow* special ability to her armor so she can more easily hide in the shadows cast by the machines. She is not comfortable in hand-to-hand combat and prefers to attack from a distance using *magic stone*, *heat metal*, or *inflict moderate damage* (on warforged).

Tais Tou also holds a psionic *shard*, which can be found as a Story Object at the end of the adventure.

Treasure: Psionic shard, stone of alarm, amulet of natural armor (+1), minor schema (inflict moderate damage), minor schema (heat metal).

Scaling the Encounter

2nd-Level Characters: No change.

4th-Level Characters: Sailoc has left two gnolls (Monster Manual 130) to assist Tais Tou.

5th-Level Characters: Sailoc has left four gnolls (Monster Manual 130) to assist Tais Tou.

The Tears of Siberys

If the PCs can activate the lift in the octagonal chamber below, they rise into this room.

Your journey through the plateau's tunnels has reached fruition. A massive device dominates the room. Its base is a circular wall adorned with giant levers, arcane script, and crystal stones. This control section stands 20 feet high in some sections, putting many of the controls out of reach. It tapers into an obelisk inscribed with pictographs and mystical schemas. You can't determine the obelisk's material because its surface ebbs in color and texture. The obelisk rises impossibly high into the monolith that sits atop the plateau. Dragonshards sparkle and float gently in the air around the device. They occasionally bump into you as they make a lazy circuit around the room. As if this wasn't peculiar enough, you see a bizarre creature, something like a snake with spider legs, stretched across the control section. Whatever it is, someone is using it to operate the device.

The wizard Shubgregeo shared with the ancient giants a desire to understand the relationship between dragonshards and magic. He came to Xen'drik hoping to make exciting new discoveries regarding the dynamics of Siberys shards. His interest caught the attention of Sailoc, who abducted the wizard so that his body could be implanted with the tsochar Zhww Kynn. And now, thanks to the fiendish intelligence of the daelkyr, the wizard has achieved his dreams. The daelkyr consider this arrangement uncharacteristically charitable on their part. Shubgregeo's knowledge and spells are controlled by the tsochar, Zhww Kynn who doesn't hesitate to use them to repel intruders.

Creatures: The controls to the eldritch telescope were designed for use by giants; much of the instrumentality is out of reach of medium-sized creatures. A huge spider, mutated by the experiments of the daelkyr known as Virulence to be able to better manipulate controls and accept telepathic commands, answers to the telepathic commands of the tsochar Zhww Kynn.

Shubgregeo, human wizard 3: hp 12; Combat Statistics.

Huge monstrous spider: hp 52; *Monster Manual* 289.

Tactics: If Zhww Kynn becomes aware of the PCs' presence via its telepathy, it uses Shubgregeo to activate a minor function of the eldritch telescope as a standard action. This ability telekinetically grabs any nearby dragonshards and lifts them into the air. The control can then cause them to spin in a deadly vortex around the room, much like the *blade barrier* spell. Creatures caught in the storm take 4d4 points of damage each round, with a DC 15 Reflex save for half damage. This shard magnetism affects even magic items or creatures empowered by shards, which must make a DC 15 Fortitude save or the shard separates from item. PCs with quori embedded shards must also have the item make a Fortitude save or the item is ripped from their body. Quori shards can be re-embedded later but the PC lost additional hit points as per the embedding process. A 20-foot-diameter eye exists at the center of the storm, focused on the eldritch telescope, where the tsochar-infested wizard stands.

The huge spider is linked to the tsochar, and it only attacks if the tsochar orders it to as a move action. If the tsochar becomes unable to act for any reason, the spider stops attacking.

Developments: If the PCs defeat the wizard, the tsochar attempts to remain hidden in the dead body. It stays there until the PCs leave, at which time the creature looks for a different host. On the body of the wizard are instructions from a creature named Abrinxenphyrinc. The instructions command the reader of the letter to continue to work with the half-giant to gather as many viable Siberys shards as possible. Virulence needs them to carry out some further experiments that are not explained.

Scaling the Encounter

2nd-Level Characters: The huge spider does not attack.

4th-Level Characters: The shard storm does 4d6 points of damage.

5th-Level Characters: The tsochar attacks after the wizard is killed instead of hiding.

Shubgregeo

Male Human Wizard 3

CR 3

NG Medium Humanoid

Init +5

AC 11 (+1 Dex), touch 11, flat-footed 10

hp 11 (HD 3d4+3)

Fort +2, **Ref** +2, **Will** +5

Spd 30 ft. (6 squares)

Melee masterwork dagger +1 (1d4-1, 19-20/x2)

Ranged masterwork hand crossbow -1 (1d4, 19-20/x2)

Base Atk +1; **Grapple** +0

Wizard Spells Prepared (CL 3; 1d20+3 to overcome SR)

2nd—*Melf's Acid Arrow*, *Scorching Ray*

1st—*Magic Missile*, *Obscuring Mist*, *Shield*

0—*Acid Splash*x2, *Mage Hand*, *Touch of Fatigue* (DC 12)

Abilities Str 8, Dex 12, Con 12, Int 15, Wis 14, Cha 11

Feats: Combat Casting, Improved Counterspell, Improved Initiative

Skills: Concentration +7, Decipher Script +8, Knowledge (arcana) +8, Knowledge (arch & eng) +8, Spellcraft +10

ZHWW KYNN (TSOCHAR)

CR 4

CE Small Aberration (shapechanger)

Int +4; **Senses** darkvision 60ft, telepathy 100 ft., Spot +6

AC 19 (+4 natural armor, +1 size, +4 Dex) touch 15, flat-footed 15

hp 30 (4d8+12 HD); **DR** 5/adamantine

Resist cold 5

SR 14

Fort +4, **Ref** +5, **Will** +8

Spd 20 ft. (4 square); climb 20 ft. (4 squares)

Melee tentacle +8 (1d4+1)

Melee 4 tentacles +8 (1d4+1)

Space 5 ft.; **Reach** 10 ft.

Base Atk +3; **Grp** +4

Atk Option Constrict 2d4+2, improved grab, poison, take spells, wear flesh

Abilities Str 13, Dex 18, Con 16, Int 15, Wis 14, Cha 13

Feats Combat Reflexes, Iron Will, Weapon Finesse

Skills Bluff +5, Climb +12, Hide +12, Knowledge (arcana) +6, Move Silently +8, Sense Motive +6, Swim +6, Use Magic Device +9

Constrict (Ex): A tsochar deals 2d4+2 points of damage with a successful grapple check. When a tsochar deals damage by means of its constrict attack, it injects its victim with poison.

Improved Grab (Ex): To use this ability, the tsochar must hit with two tentacle attacks. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict. Tsochari receive a +4 racial bonus on grapple checks.

Poison (Ex): Injury, Fortitude DC 15, initial and secondary damage 1d3 Dex. The save DC is Constitution-based. A tsochar's poison is delivered by dealing damage with its constrict attack.

Take Spells (Su): A tsochar that replaces a spellcaster retains any arcane spells prepared by the dead character, and can cast them as if it had prepared the spells itself. The tsochar must meet the minimum ability score needed to cast the spell based on the type of caster replaced, or else the spell is unavailable to it. If the tsochar replaces a spontaneous caster such as a sorcerer, it retains the available spell slots of the dead spellcaster, and can use any spells the dead host knew. In either case, the tsochar cannot regain spells or spell slots it expends from the dead character's spellcasting ability.

Wear Flesh (Su): A tsochar can bore its way into a helpless living creature's body, slipping its ropy tendrils into the spaces between organs and muscles. The victim must be the same size as the tsochar or larger, and the process requires 1 minute. The tsochar can choose to replace or inhabit the victim. Incorporeal creatures, constructs, elementals, oozes, plants and undead are immune to this ability.

A tsochar can abandon a body with a full round action that deals 3d6 points of damage to the host. A tsochar can be forced to abandon the body by a *remove disease* or *dispel evil* spell (the caster must succeed on a DC 20 caster level check to expel the monster, which deals damage as described above) or a *heal* or *limited wish* spell (which automatically succeeds and causes no damage to the host).

Inhabit. The tsochar leaves its victim alive and aware. It can inflict indescribable agony on its host as a standard action, dealing 1d6 to 6d6 points of damage and requiring the host to succeed on a DC 15 Fortitude save or be nauseated by the pain for 2d4 rounds.

The tsochar can take no physical actions while inhabiting a host, but it can use purely mental actions (such as communicating with its host by means of its telepathy power and threatening to injure or kill the host unless the host does as the monster wishes).

The tsochar takes half of whatever damage is inflicted on the host.

A tsochar inhabiting a humanoid's body feeds on the creature's blood and tissues, dealing 1d3 points of Constitution damage per day. A successful DC 15 Fortitude save reduces this damage by half.

Replace: The tsochar bores out the victim's nervous system, killing the victim. It then animates the body, effectively acting as the nervous system of the dead host. The body remains alive, hosting the tsochar. This functions like a *polymorph* spell into the victim's exact form, except that the tsochar can remain in the victim's form for up to a year, and it leaves the corpse behind when it chooses to end the effect. It cannot reanimate the form after it abandons the form.

A tsochar devours its shell host from the inside out, dealing 1d4 points of Constitution damage per month, which does not heal naturally and can be restored only by magical means. A successful DC 15 Fortitude save reduces this damage by half.

Telepathy (Su): A tsochar can communicate telepathically with any creature within 100 feet that has a language.

Skills: Tsochari have a +8 racial bonus on Climb checks. They use their Dexterity modifier instead of Strength for Climb checks and can always choose to take 10 on Climb even if rushed or threatened. Tsochari have a +4 racial bonus on Use Magic Device checks.

The Eldritch Telescope

The eldritch telescope is far too large to carry across the jungle to Stormreach, so PCs must leave it behind. The PCs can easily find notes written by **Shubgregeo** that discuss the eldritch telescope, how it can be used to pull down Siberys shards at places where strong mental energy is located. Notes also show that the telescope has been set to pull down a shard storm in only three days. It should be noted to the PCs that the telescope can only draw the shards down upon areas where living sentient creatures reside, and thus using the telescope for this purpose is an evil act.

PCs can attempt to disable it or sabotage it. Sabotage is simple: a DC 10 Disable Device check makes it unusable, as does bashing it in. If the PCs attempt to control the telescope in some way, they need to make successive Knowledge checks: Architecture and Engineering (DC 10), The Planes (DC 15), and Arcana (DC 20). If any two of these checks out of the three fail by more than 5, the telescope activates prematurely and pulls the shard storm down upon the telescope itself. PCs have 20 minutes to escape from the fortress before it is decimated.

All creatures in the fall zone have a 10% chance each round of taking 2d6 points of damage from a falling shard (Reflex DC 15 negates). The Siberys shower lasts for 4d4 rounds.

PCs return to the Crimson Codex bearing valuable information regarding the giants of Xen'drik, the power of Siberys shards, and clues to a daelkyr conspiracy.

Event Treasure

PCs who succeed in stopping the Siberys shard from hitting Stormreach and killing countless innocent people receive the following as event treasure:

- 2 potions of cure moderate or repair moderate wounds; and,
- 1 scroll of a first-level arcane or divine scroll from the DMG, and,
- use of a masterwork weapon or armor, or 4 tanglefoot bags

Adventure Questions

1. Did the PCs find gather information and research to find **Handout 2**?
 - A. Yes. (100 xp, 0 gp)
 - B. No. (0 xp, 0 gp)
2. How did the PCs enter the giant ruins?
 - A. They entered and left using stealth or tricks and never fought the gnoll guards. (200 xp, 0 gp)
 - B. They defeated the guards and avoided capture. (200 xp, 0 gp)
 - C. They defeated the guards but were captured by Sailoc. (100 xp, 0 gp)
 - D. They were defeated by the guards. (0 xp, 0 gp)
3. Did the PCs recover the Psionic Shard?
 - A. They disabled the trap and recovered the shard with no problem. (100 xp, 200 gp)
 - B. They couldn't disable the trap but recovered the shard anyway. (100 xp, 200 gp)
 - C. They couldn't recover the shard. (0 xp)
4. Did the PCs find their way to the eldritch telescope via the secret giant chambers or past the half-orc guards?
 - A. Secret giant chambers. (600 xp, 500 gp)
 - B. Past the guards. (600 xp, 500 gp)
 - C. They got partially past either branch but didn't get to the final encounters. (400 xp, 250 gp)
 - D. They didn't even get to either branch. (0 xp, 0 gp)
5. How did the PCs fare against the tsochar and eldritch telescope?
 - A. No problem. (300 xp, 200 gp)
 - B. Defeated them but took heavy damage. (200 xp, 200 gp)
 - C. They were defeated in this encounter. (0 xp, 0 gp)
6. Did the PCs sabotage or disable the eldritch telescope?
 - A. They learned how the machine worked. (100 xp, 100 gp)
 - B. They simply disabled or smashed the telescope. (50 xp, 0 gp)
 - C. The PCs left the machine alone. (0 xp, 0 gp)
7. How was the role-playing?
 - A. Wonderful! The players really got into it. (100 xp)
 - B. Mostly good. The players roleplayed a bit. (50 xp)
 - C. Almost no roleplaying. (0 xp)

Story Objects

Psionic Shard

Cert ID: EXCC10

This shard gives a one-time +10 competence bonus to a Knowledge (local – Xen'drik) check and then disintegrates. It also constantly hums, and if placed next to your ear, says the following:

"In a place where mists kiss shadows, the lady of twilight laments. Her tears are pearls of envy; her sigh is a breath of hate. Mend the soul shattered, bring pure water to the mere, and herald the divided regent when the moons are bright, blue, and light."

Psionic Attunement

Cert ID: EXCC11

Having been in proximity of the eldritch telescope has altered your mental state slightly. The next four saving throws you make versus psionic powers or psi-like abilities get a +4, +3, +2, and +1 respectively.

Handout 1: Caldyn Fragment

What hand dares pluck the tears from Siberys?

Native intelligence once buried renewed

The skies less bejeweled

The tears, they fall

On Sul in the third week

On Zol in the first week

On Mol in the second week

The city of storm will have no time to weep for itself

In Fsap ar'Goor, where the shards were all

And Roca - rightly bound - remembers her fall

The jeweled sky is first above.

The second is the wall between siblings.

Darkness sits in the heart of the third.

This arrangement discerns the path to the game

The winner finds secrets best left to ignorance

As above, you must journey below,

Where only the weight of giants can lead to the doorway.

Handout 2

DM's Guide to Plates

Plate 1: Siberys shard



Plate 2: Eberron shard



Plate 3: Khyber shard



Plate 4: Telescope

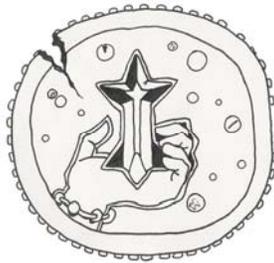


Plate 5: Sigil of the Ruins



Players Handout Images

Plate 1



Plate 2



Plate 3



Plate 4

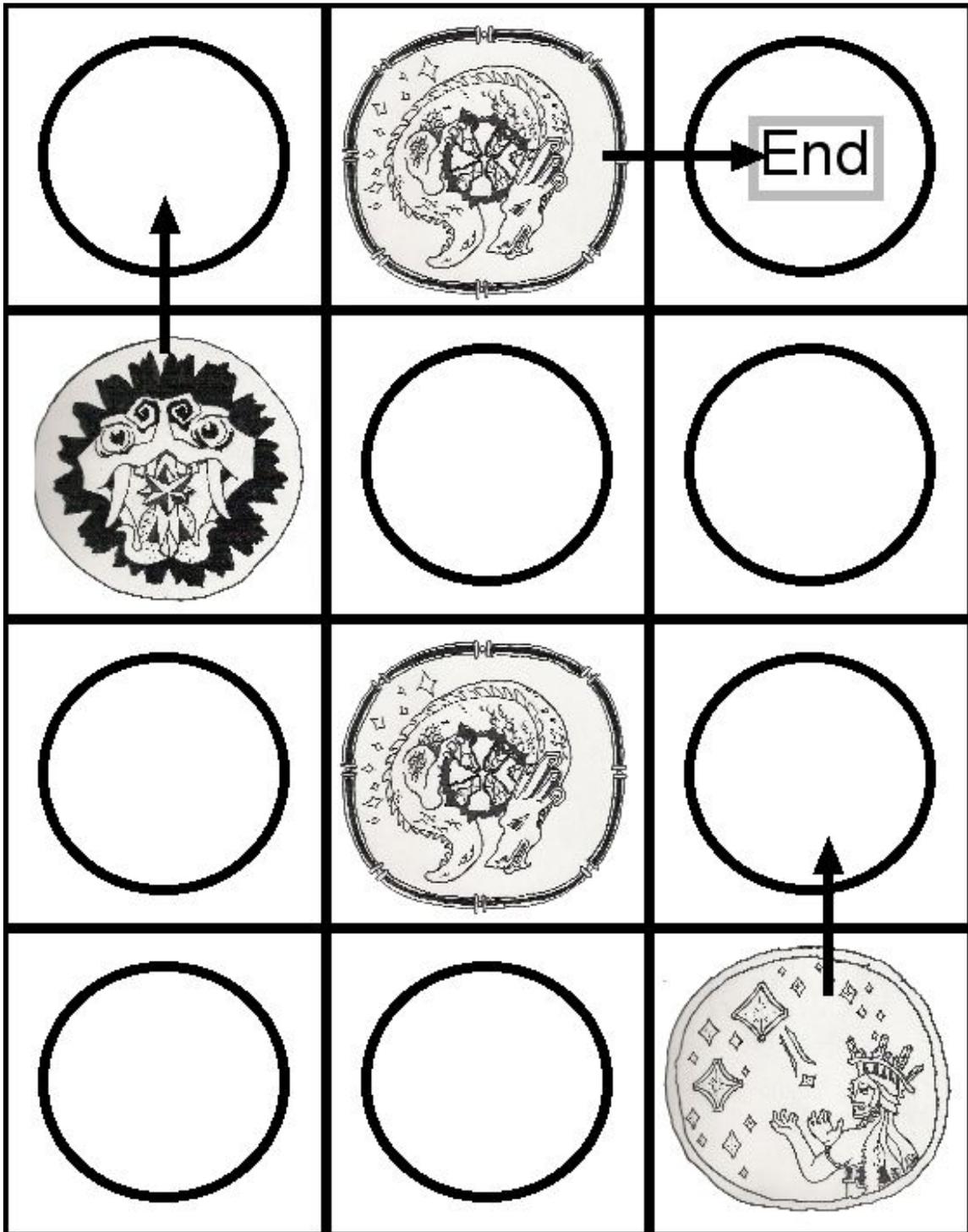


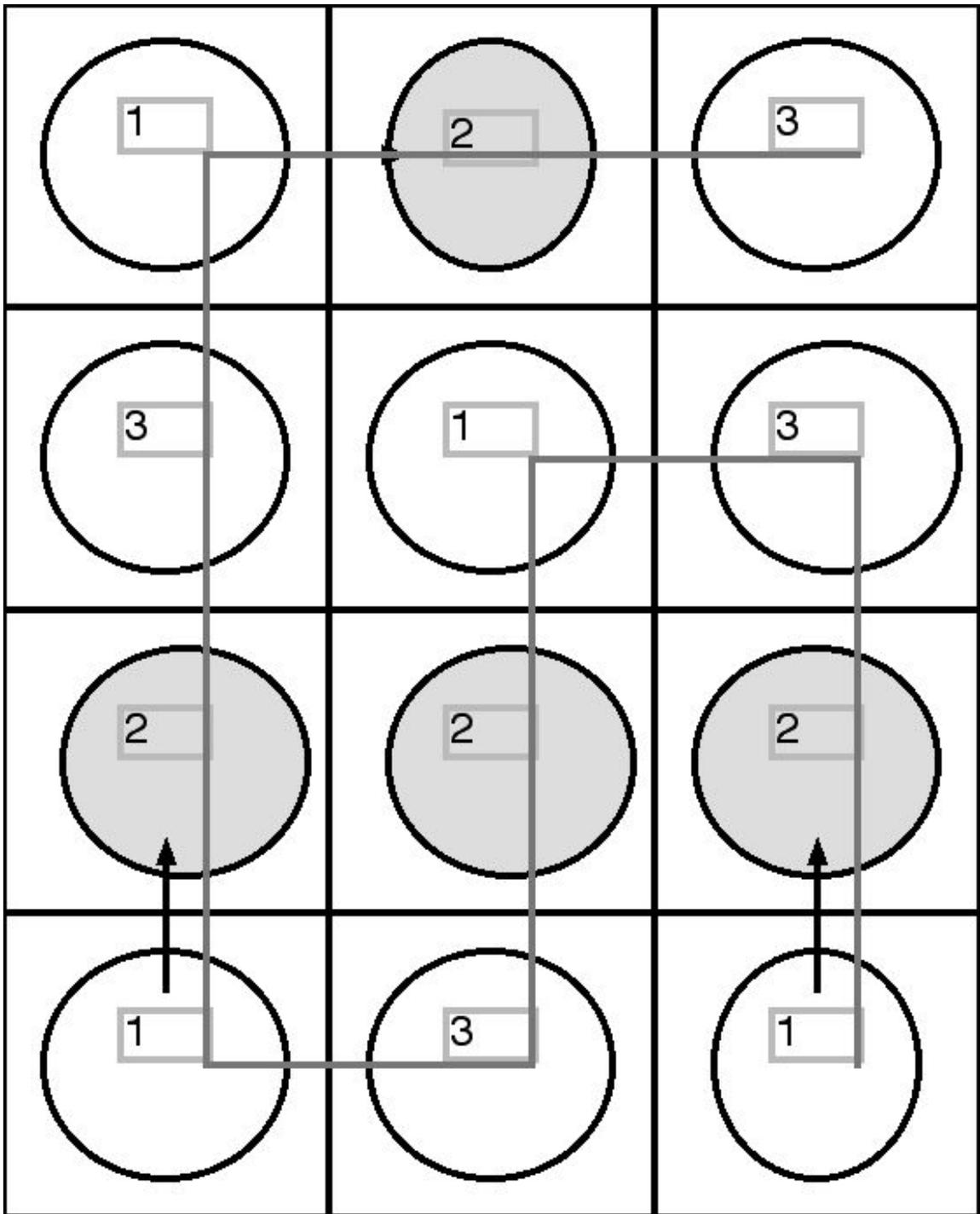
Plate 5



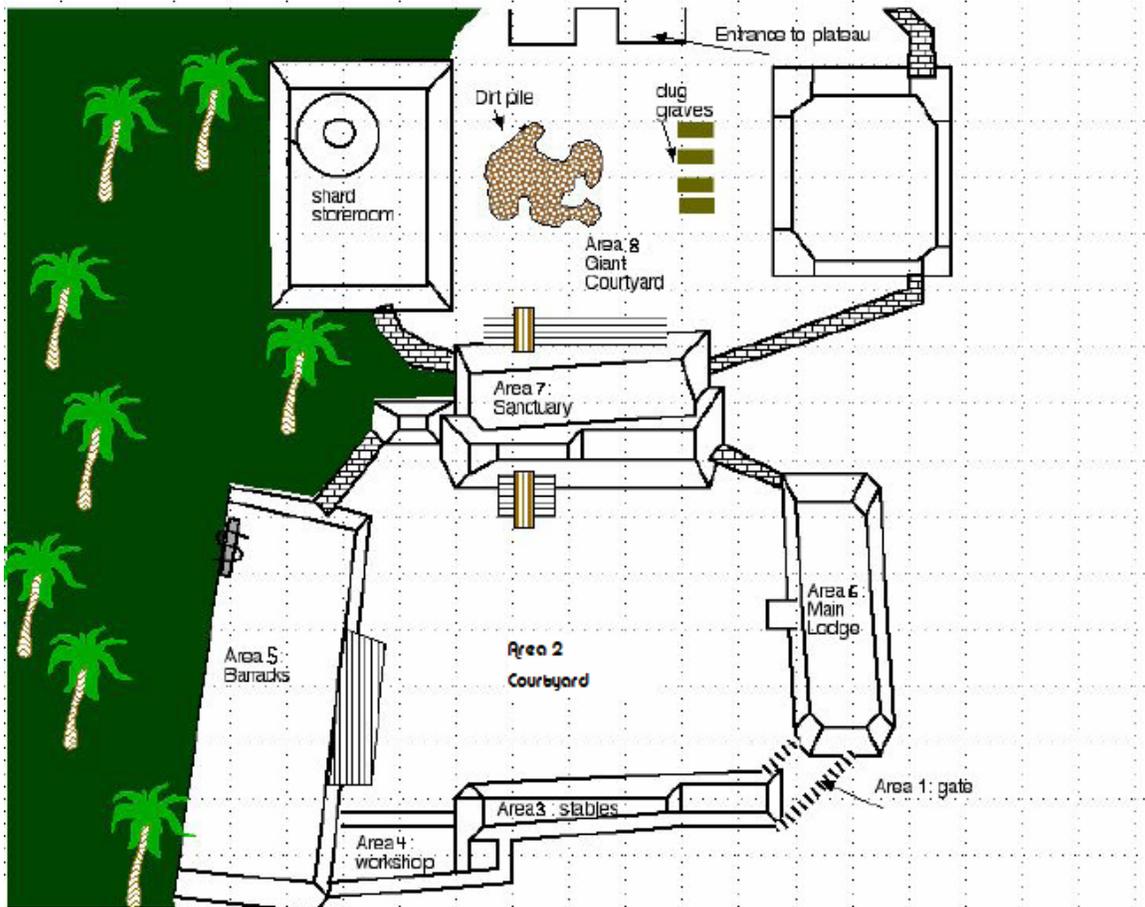
Khyber leads, while Eberron follows. Siberys, ever watching, trails the two.

Player's Handout 3: Puzzle Wall

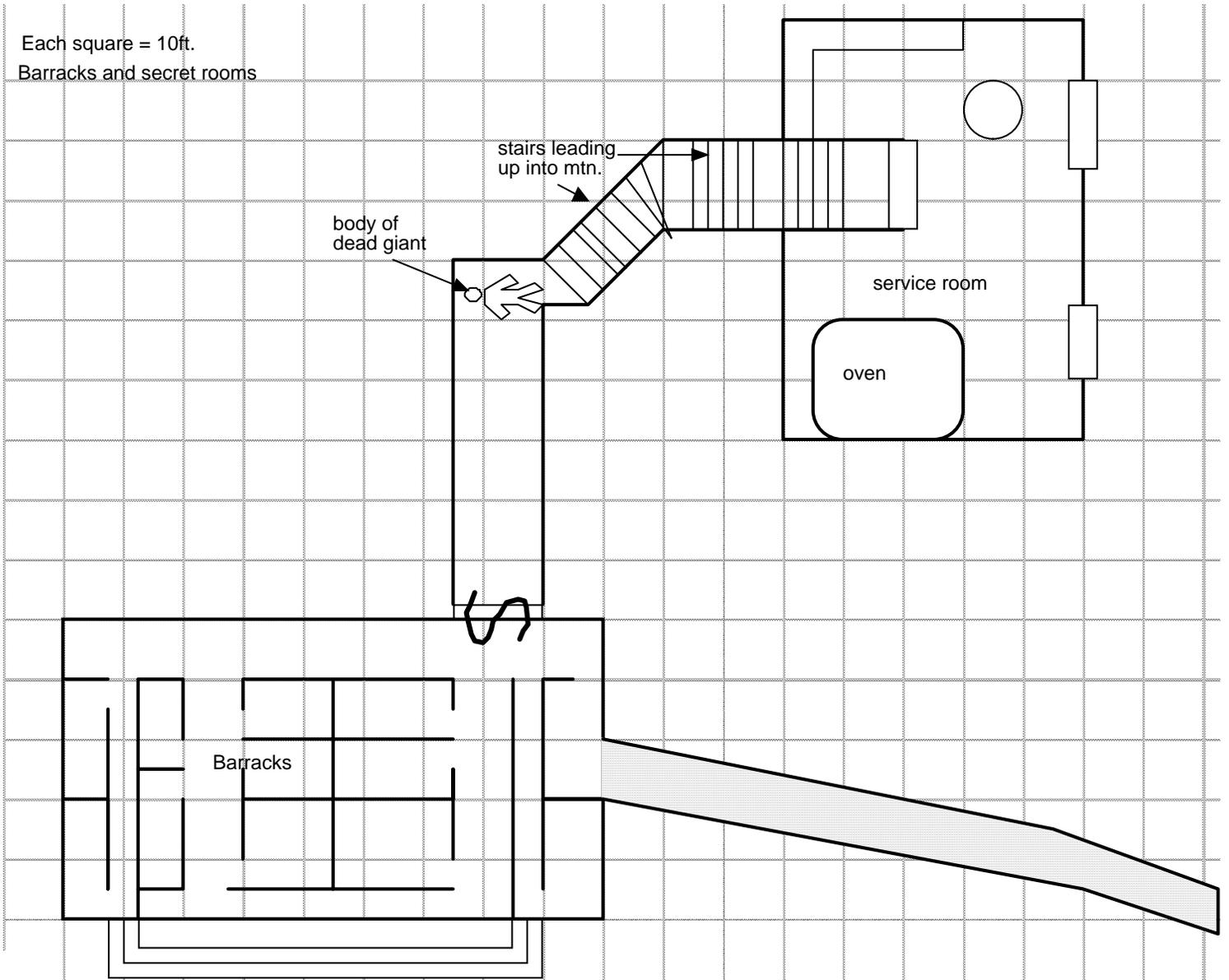




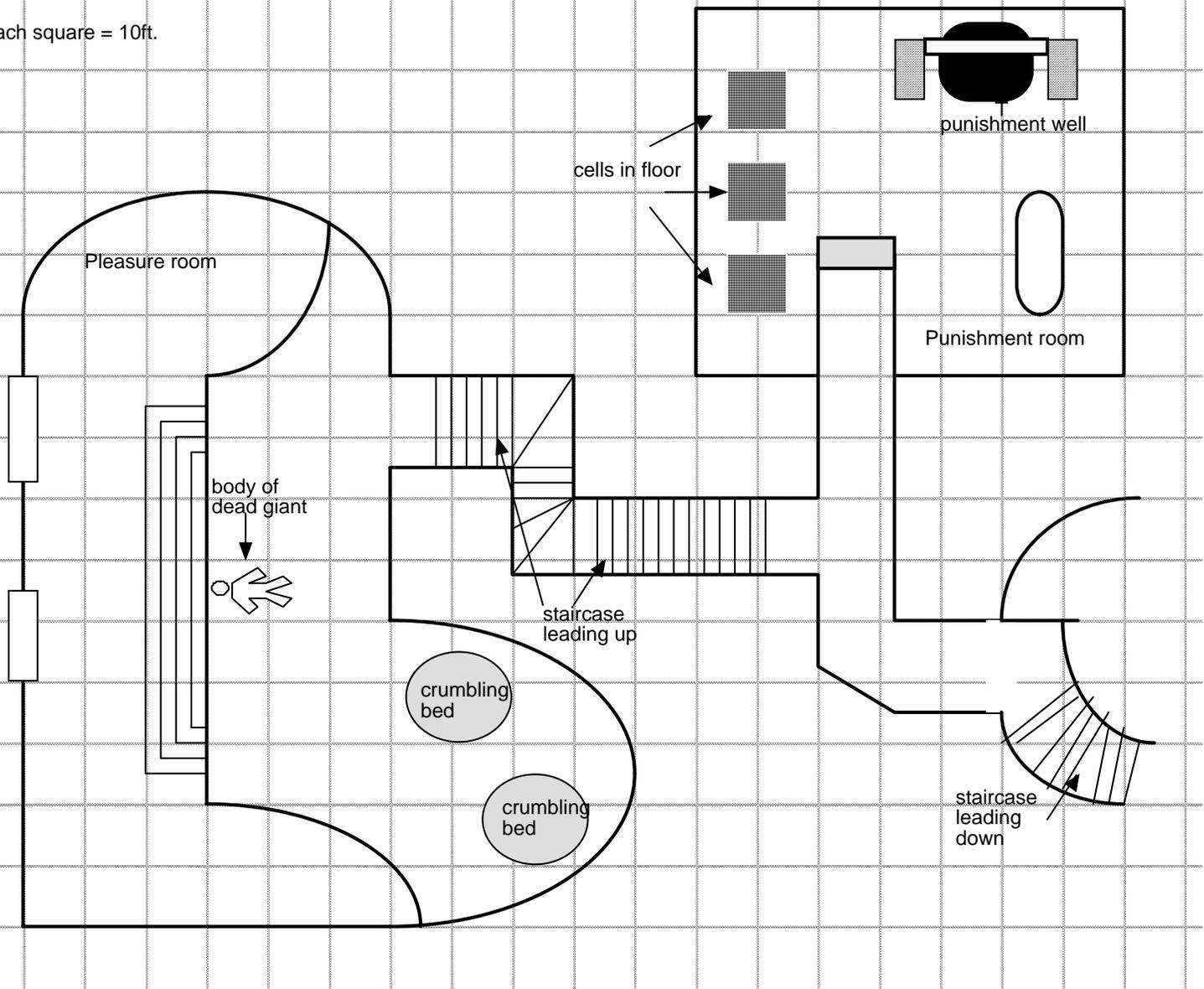
Maps



Each square = 10ft.
Barracks and secret rooms

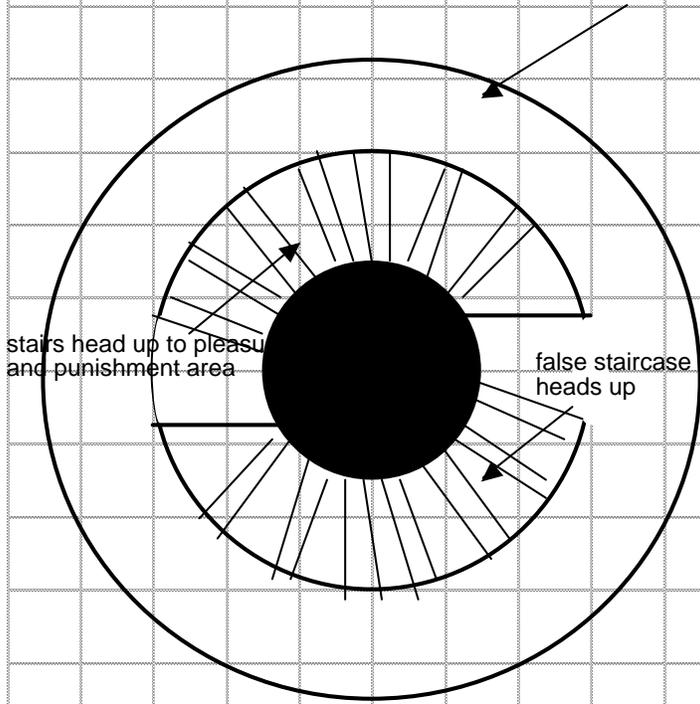


Each square = 10ft.

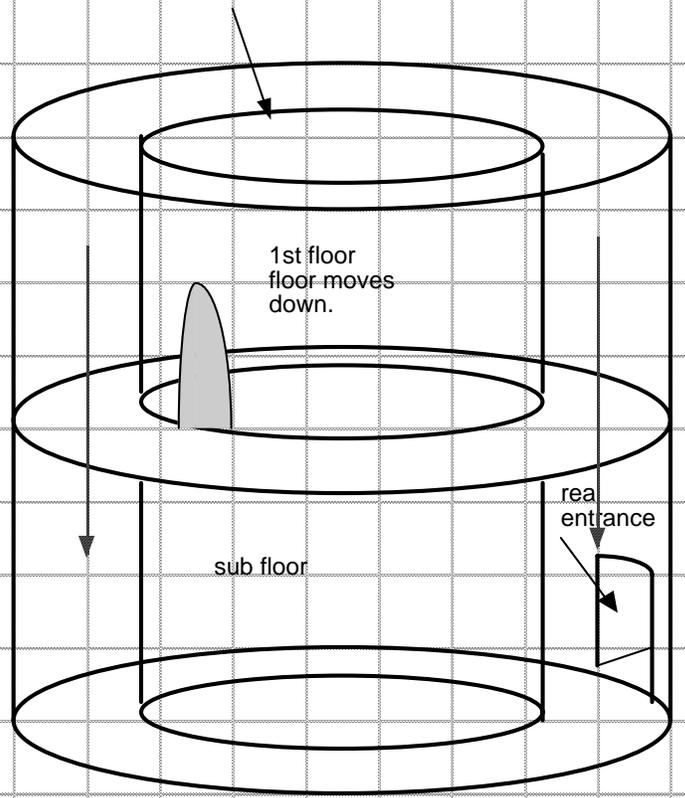


Each square = 10ft.

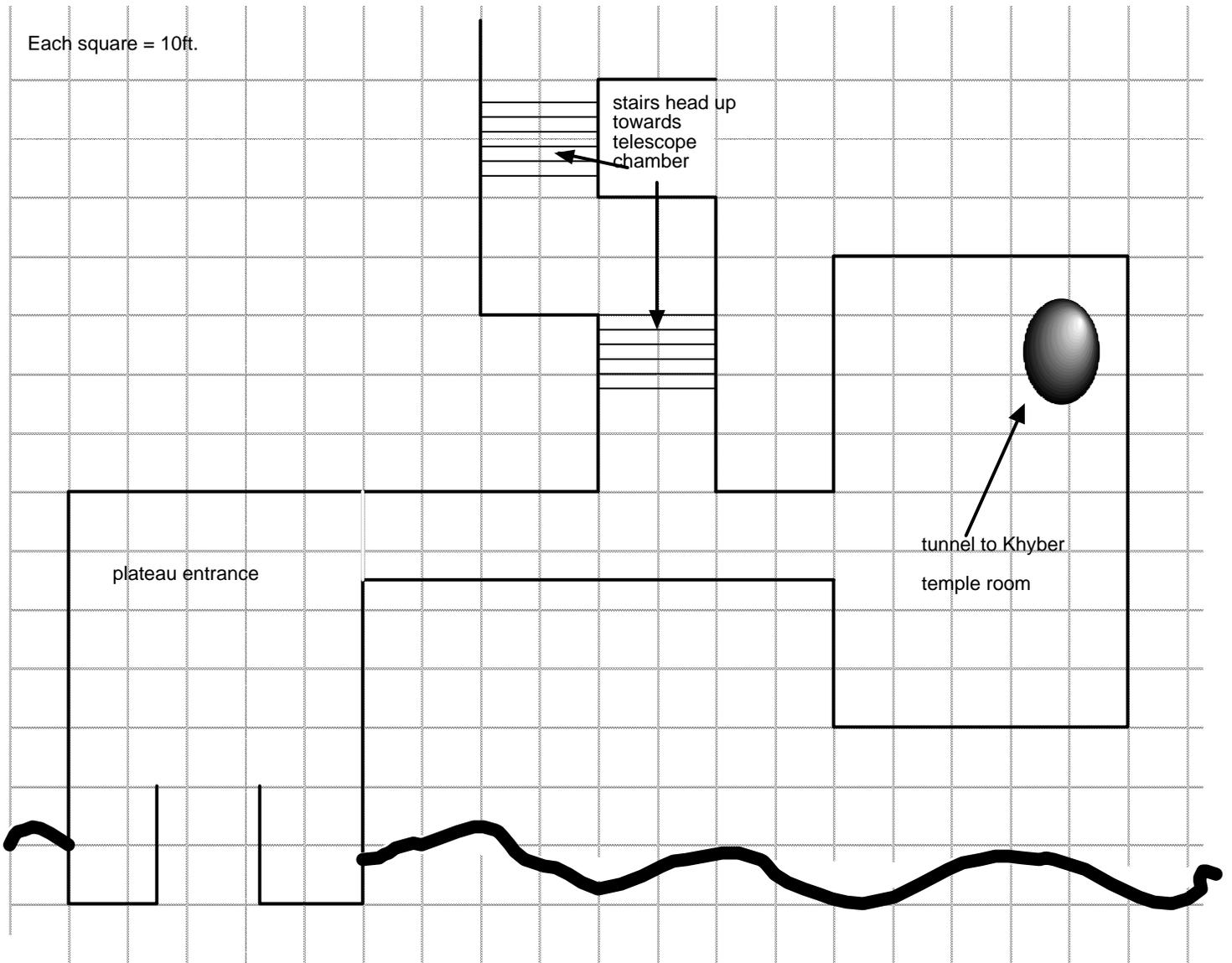
Stair trap
Overview of 1st floor



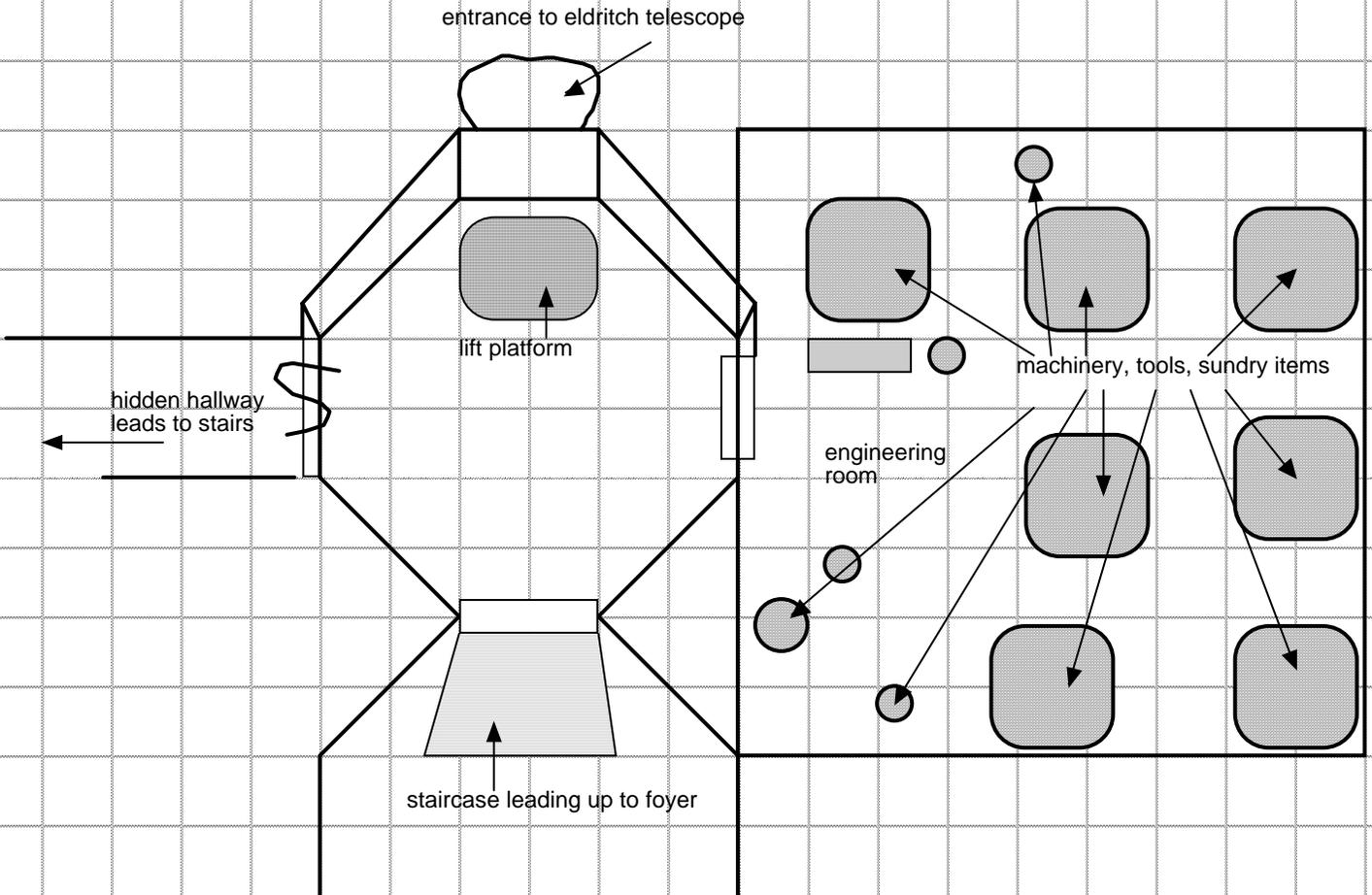
side view of 1st and sub floor



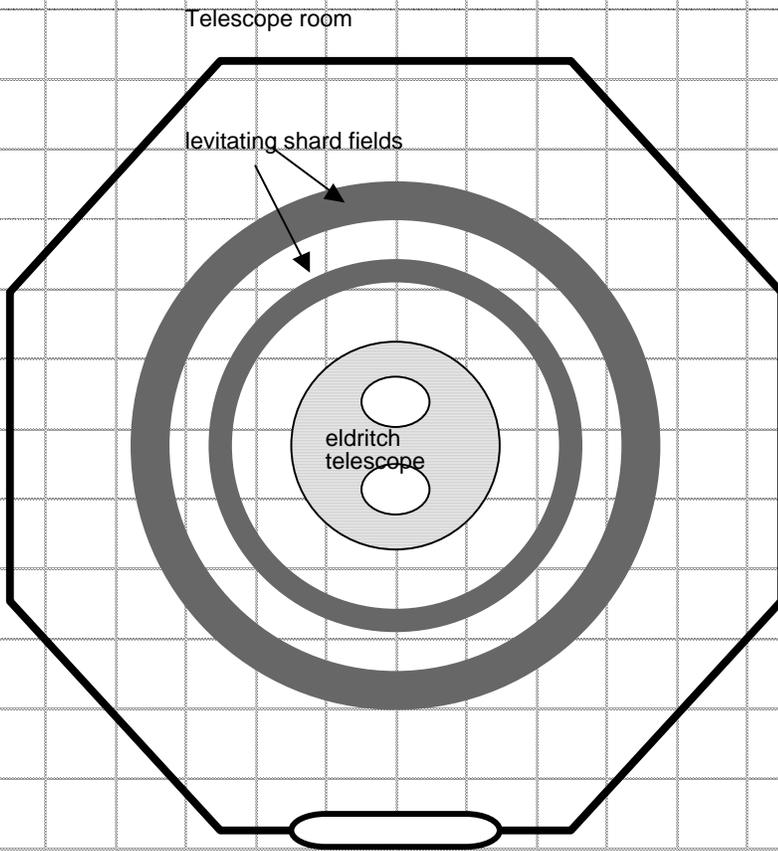
Each square = 10ft.



Each square = 10ft.



Each square = 10ft.



side view of telescope rising within monolith (not to scale)

