Dungeons & Dragons

EBERRON

SECRETS OF XEN'DRIK



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Based on the original Dungeons & Dragons® rules created by E. Gary Gygax and Dave Arneson, and the new Dungeons & Dragons game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

This product uses updated material from the v.3.5 revision.

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620-95372720-001-EN 9 8 7 6 5 4 3 2 1 First Printing: July 2006 ISBN-10: 0-7869-3916-8 ISBN-13: 978-0-7869-3916-9

CONTENTS

Introduction 7

Chapter 1:
Welcome to Xen'drik 11
Crossing the Thunder Sea 11
The Dangers of Travel 13
Stormreach 14
Dar Qat 20
The Lands of Xen'drik 22

Chapter 2: Adventure Sites 27
Ancient Harbor 27
Colossal Monument 29
Desert Canyons 31
Dreary Marsh 33
Fog Lake 34
Forsaken City 36
Honeycomb Caverns 38
Mountain Glacier 39
Old-Growth Ruins 41
Primitive Camp 43
Quori Outpost 44
Volcanic Fields 46
Ziggurat Ruins 48

Chapter 3: Encounters 51
Drow: Beyond the Scorpion 51
The Sulatar 51
The Umbragen 52
Forgotten Civilizations 52
The Qabalrin 52
The Sul'at League 53
The Gyrderi 53
A Legacy of Doom 53
The Curse of the Titans 53
The Du'rashka Tul 53
Xen'drik Encounters 54
New Monsters 74
Alchemy Beetle 74
Dream Serpent 76
Giant, Jungle 77
Giant, Primordial 79
Scorrow 81
Tentacle Spider 83
Warforged, Quorcraft 84
Warforged Scorpion 85
Yuan-Ti Wretchling 86
Encounter Traps 88

Chapter 4:
Adventures in Xen'drik 93
Using Adventure Frameworks 93
Academic Errand 93
City of Gold 94
The Creation Forge 96
Dream Prison 97
Glaive of the Darkest Depths 100
Hunting Party 102
Illicit Shipment 104
Lightning Revelations 105
Lost 107
Lost Soul 108
Maul of the Glacial Heights 110
Missing Missionaries 111
Reforging 114
Snake Hunt 115
Spear of the Desert Winds 118
Staff of the Magma Falls 120

Chapter 5:
Xen'drik Unveiled 123
Prestige Classes 123
Landforged Walker 123
Primal Scholar 127
Scorpion Wraith 130
Feats 133
Racial Feats 133
Tactical Feats 133
Equipment 135
Armor 135
Weapons 136
Gear 138
Magical and Psionic Locations 139
Cavern of Peerless Form 139
The Claw of Vulkoor 140
Memorial Marker of the Elven Dead 141
Pillar of the Titans 142
Shattered Dreamwar Gate 142
Timeless Fountain 143
Artifact Spells 143
New Magic Items 145
Arquis Tellora 145
Bracers of the Hunter 145
Siberys Compass 146
Sulatar Items 146
Vulkoor's Headdress 147
Warforged Components 148
Behemoth Belt 148
Belt of Fortification 148
Claw Gauntlet 148
Elemental Axe 148
Essence of the Jungle 149
Spinning Flail 149
New Artifacts 149
Blade of the Burning Promise 149
Destiny Arms 150
Dream Prison 152
Elixirs of Antiquity 152
Ingots Arcanum 152
Sanguineous Tome 153
Shard of Arcane Endowment 154
Shira (docent component) 154
Artifact Components 156
Defense of the Makers 156
Scorpion Belt 156

MAJOR SIDEBARS

Using This Book 7
Why Go to Xen'drik? 8
The Sahuagin of the Thunder Sea 12
Sahuagin Encounters 13
Stormreach Names 18
Buying and Selling in Stormreach 19
Other Settlements 22
Trade Goods of Xen'drik 23
The Traveler's Curse 25
Other Sites 28
Old-Growth Forests 42
Jungle Hazards 43
Thirty Ancient Ruins 48
A Sulatar Speaks 52
Strange Flora and Fauna of Xen'drik 54
High-Level Adventurers in Xen'drik 56
Adventuring Group ELs 58
Adapting Animals to Other Climates 59
Giant Factions of Xen'drik 60
Abeil Commanders 61
Mutated Monsters in Xen'drik 62
Lizardfolk in Xen'drik 63
Monstrous Trade Goods 64
Yuan-Ti in Xen'drik 67
Shulassakar: The Feathered Servants 68
Vulkoor 72
Drow Crests 73
New Monsters Outside Xen'drik 74
Alchemy Beetle Lore 75
Dream Serpent Lore 77
Jungle Giant Lore 78
Giants of Xen'drik 80
Scorrow Lore 82
Tentacle Spider Lore 83
Warforged Scorpion Lore 86
Yuan-Ti Wretchling Lore 87
Location, Location, Location 94
Curses of Xen'drik 96
The Shard of Arcane Endowment 100
Destiny Arms 101
The Marsh of Desolation 108
Prokres as a Patron 110
Missionaries Timeline 112
Lycanthropy in Eberron 113
100 Adventure Ideas 116
Giant Ruins 121
Sulatar Materials 147
Art of Xen'drik 153
The Docent Shira 154
Dealing with Docents 155
Destroying Artifacts 156
Magic Item Effects 157


The dark elf warlord whispered a word in an ancient tongue, and flames engulfed her blade.
Thousands of years ago, that blade killed his ancestor. Tonight he would take his vengeance and reclaim his honor.
PARRILLO 08

Introduction

In the ruins of Ker Marquan, a titan king sits atop his throne on the path to the timeless fountain, dreaming of the empire he once ruled. This last king of Xen'drik possesses dreadful secrets, but remains bound to the fountain of immortality. So he waits for someone to come, to ask the question he needs to answer. . . .

Fire and magic are bound together in the forges of lost Gundrak'ul. In ancient times, the dark elves served the mighty giants. Now the drow are the masters of their own destiny, and the days to come might see their blades turned against those who have come to desecrate their land. . . .

A massive monster slumbers beneath the Iceflow Sea. For over forty thousand years, it has lain in torpor, imprisoned by the giant wizards of the Sul'at League. One careless word is all it would take for an adventurer to shatter the wards and release the tarrasque upon an unsuspecting world. . . .

A tribe of barbaric giants thunders across Xen'drik's war-haunted plains. Driven by memories of the past, these savages are determined to shatter any signs of civilization they can find, and now their army bears down on the city of Stormreach. . . .

Riedran psions fight their way through the Crystal Labyrinth in search of the fabled *destiny arms*. If these weapons fall into their hands, the Dreaming Dark might once again open the gates to Dal Quor, drowning Khorvaire in a sea of living nightmares. . . .

An ancient stone gateway stands alone in the jungle. No physical force can shatter it, and the swirling colors within the gate and the twisted landscape surrounding it speak of mystery and power. Who built this strange artifact, and what terrors lie on the other side? There's only one way to find out. . . .

The mysterious continent of Xen'drik is home to a thousand deadly secrets. The mighty civilization that once covered this land was laid low even before the lesser races had climbed out of barbarism. Relics of these forgotten empires remain, however, and in the wrong hands could reshape the modern age. Legends speak of ruined

Using This Book

Secrets of Xen'drik presents a wealth of information about the mysterious continent that has long served as a beacon for adventurers. The shattered land offers a host of treasures: In addition to gold and powerful artifacts, Xen'drik holds new spells, feats, and other character options. A character who studies the secrets of the storm giants of the City of Indigo Shadows can learn to forge the *ingots arcanum,* while an adventurer who seeks out the *claw of Vulkoor* can learn the secrets of the scorpion wraiths. Tremendous power lies hidden in the ruins of the past—but all too often, that power carries a terrible price.

For Dungeon Masters, *Secrets of Xen'drik* provides a vast array of tools for crafting adventures and entire campaigns set in the lands of the giants and their successor races. Xen'drik is a flexible setting, designed to work with the Dungeon Master. *Secrets of Xen'drik* provides hundreds of options while still leaving room for individual DMs to make the continent their own.

Chapter One: Welcome to Xen'drik is an overview of the shattered land. This chapter examines the history and layout of both Xen'drik as a whole and the port city of Stormreach, which serves as a gateway to the land of adventure.

Chapter Two: Adventure Sites provides fourteen fully detailed sites (and suggestions for many more) that can provide a starting point for Xen'drik adventures. These universal locations can be placed anywhere in the continent, and can be easily adapted to fit any campaign.

Chapter Three: Encounters provides a range of interesting antagonists and NPCs for explorers to deal with, along with new monsters and templates for creatures native to Xen'drik.

Chapter Four: Adventures in Xen'drik uses the location and encounter information presented in Chapters 2 and 3 to create dynamic adventure scenarios. Each seed presents details on specific treasures or locations in the shattered land, as well as campaign hooks to draw PCs onto the path of adventure.

Chapter Five: Xen'drik Unveiled presents the treasures and lore of the mysterious continent. Whether prestige classes, feats, armor, weapons, magic items, magical locations, new spells, or artifacts, the secrets of Xen'drik can bring power and glory to any character.

cities of gold and of sentient constructs that predate the warforged by tens of thousands of years. The continent is home to terrible monsters and bizarre landmarks, relics of extraplanar incursions and the dreadful power of draconic magic. Xen'drik is a land of mystery, where adventure and treasure can be found in every shadow.

The Shattered Land

Some eighty thousand years ago, Xen'drik was home to Eberron's first civilized race—the giants, towering beings possessing tremendous strength and intellect. By studying the continent's ruins, sages have been able to develop a general sense of the lives and history of this lost age, but the precise nature of its people remains a mystery. Scholars believe that the first giants were of a type unknown in the modern age, both wiser and more powerful than the giants of the present day. Some who study them refer to these mighty founders as "titans."

Though Xen'drik has likely always been a dangerous land, over the course of twenty thousand years, the giants rose from savagery to create a stable and advanced civilization. The lesser races and creatures of Xen'drik were all brought under giant dominion in time. Among the giants' slaves were the elves, who became common throughout their masters' cities and settlements.

Sixty thousand years ago, something happened that would change the giants and the fate of Xen'drik forever. Giant explorers made contact with the dragons of Argonnessen, and a group of dragons took a great interest in the fledgling kingdoms. Flights of dragons migrated to Xen'drik to take up residence among the giants, sharing their knowledge of magic with the younger race. The giants quickly mastered these mystical arts, creating artifacts and wondrous locations still beyond the knowledge of modern civilization. The giant nations even taught their elf slaves to use magic, with the elves' talent for the arcane arts allowing them to overcome the limitations of

Why Go to Xen'drik?

Whether you're a player or a Dungeon Master, what does Xen'drik have to offer? Why make the trek across the Thunder Sea? Consider the following.

The Undiscovered Country: Khorvaire holds its share of dark places (including the Demon Wastes, the jungles of Q'barra, and the Shadow Marches), but Xen'drik is almost completely unexplored. Anything could be hidden in its interior: a lost city of gold, a dragonshard the size of a mountain, or a fountain of youth. Xen'drik is an unknown land that offers PCs the chance to be explorers as well as adventurers.

Pursuit of Legends: An ancient elf war prince, said to be the forebear of Vadallia of Valenar, once turned whole lakes red with the blood of giants—or so the stories say. It is rumored that the secretive elven sect of the Qabalrin gave birth to the first vampires, and that these undead lords still sleep in hidden vaults. Some say that the titans shattered the lost thirteenth moon on a vast altar of obsidian and brass. Xen'drik is a land of legends, allowing characters to take on challenges that are larger than life.

An Untamed Land: Travel within the Five Nations is relatively safe. Characters wandering the trade roads of Breland are unlikely to encounter hydras or manticores. Xen'drik, on the other hand, is completely wild. Anything could be lurking in the shadows: feral drow, ancient constructs, rogue dragons, or worse. Xen'drik is the place for any hero in search of a challenge, or for a Dungeon Master who wants to test a party with some new and fearsome beast.

Forgotten Lore: From the fallen empires of the giants to the nomadic drow, each of the cultures of Xen'drik has its own martial and magical traditions. Whether a party seeks to wrest long-lost secrets from the ruins of Bazek Mohl or to master the arcane Ritual of Binding, Xen'drik provides explorers with opportunities they could never find in Khorvaire.

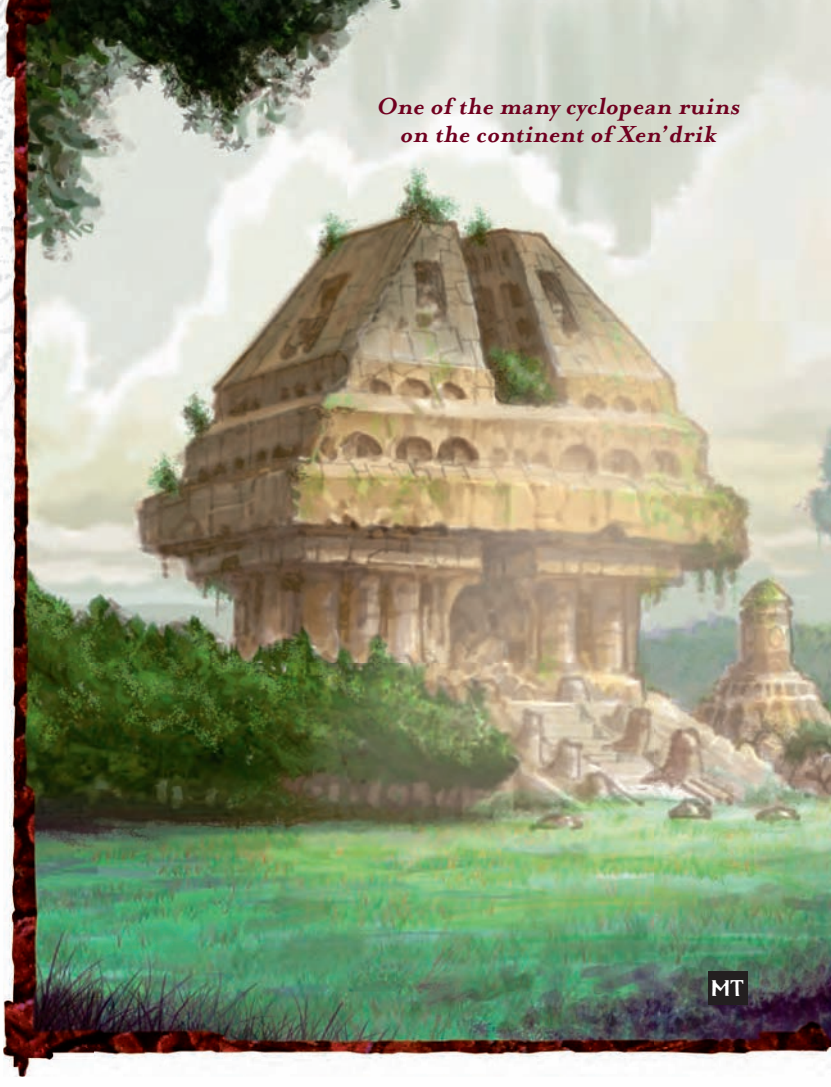
Untold Power: The lost magic of the Age of Giants exceeds even the wildest dreams of the Arcane Congress or the Twelve. The titans of Xen'drik could forge artifacts and even shift the orbits of the planes. Expeditions to Xen'drik provide a chance to seek treasures far beyond the capabilities of the wizards and artificers of Khorvaire—artifacts that could alter the course of history.

The Evil Mastermind: A journey to Xen'drik might not be a matter of choice. The lich-queen Vol, the Dreaming Dark, the Lords of Dust—all the forces of darkness on Khorvaire hunger for the power hidden within the mysterious continent. PCs bound for Xen'drik might not be doing so for themselves, but to keep some artifact or secret out of the hands of those who would turn its power to evil ends.

War and Peace: Danger can arise from mundane sources as easily as dark cults and conspiracies. The Treaty of Thronehold is an uneasy truce, and many believe that it is only a matter of time before war begins again. Every nation in Khorvaire is preparing for the possibility of violence—and what better way to prepare than by laying claim to the mighty artifacts of the ancient giants? Adventurers might be hired by kings and queens or dispatched by agents of the Chamber to stop others from claiming weapons too dangerous to be wielded by mortal hands.

Neutral Ground: Stormreach stands outside the authority of any of the Five Nations, and the wilds of Xen'drik are governed by no one. The free city can be an excellent place to wait for trouble with the law in Khorvaire to blow over, and it offers the opportunity to deal with traditional enemies more openly.

Anything Goes: Any element in the Dungeons & Dragons game can be found in the *Eberron* setting, and more than any other location, Xen'drik shows the truth of that statement. Between the strange magical forces that have warped the continent and the vast arcane power of its fallen civilizations, almost any spell, object, or creature could be hidden in the depths of the shattered land.



One of the many cyclopean ruins on the continent of Xen'drik

their size. For a time, dragon and giant lived in harmony, but conflict in Argonnessen eventually drew the dragons away from Xen'drik. In centuries to come, the dragons became insular and broke off contact with the giants; they would not return for thousands of years.

The civilization of the giants prospered for another twenty thousand years, and its empires spread across the continent. Then, forty thousand years ago, the collapse of Xen'drik was set in motion by an extraplanar invasion from Dal Quor, the Region of Dreams. Living nightmares tore into the nations of the giants, and reality itself was scarred by their battles. In the end, an alliance of giant arcanists drew on cataclysmic powers to sever the connection between Dal Quor and Eberron—an action that unleashed destruction nearly as disastrous as the war it sought to end.

For almost a thousand years, magical curses and plagues swept through the land, civil war raging even as the giants' elf and drow slaves seized the opportunity to throw off their chains. Desperately weakened, the giants prepared to call again on the powerful magic that had banished the quori—magic that might have destroyed Eberron if not for the intervention of the dragons. No one knows the full extent of the power the lords of Argonnessen brought to bear, but in the aftermath, the Xen'drik of old was no more. Eldritch energy spread across the land, leaving a twisted environment and bizarre monsters in its wake. The giants were reduced to savagery and have never recovered, their cities falling to ruin.

For almost forty thousand years, Xen'drik has been a land of mystery, but in recent times the people of Khorvaire and Sarlona have begun to probe its depths. Many fantastic treasures have been recovered from its ruins, but its greatest secrets remain hidden still, waiting for bold adventurers to unearth them.

STORMREACH

Though a number of daring settlers have attempted to establish colonies in the interior of Xen'drik over the last two centuries, all such settlements have met with disaster. Only two coastal cities have managed to survive the passage of time: the Riedran colony of Dar Qat and the city of Stormreach. As with Riedra itself, foreigners are not welcome in Dar Qat. So, adventures in Xen'drik typically begin with a journey to Stormreach (described in detail in Chapter 1).

Stormreach itself offers plenty of opportunities for adventure. Though founded by Galifar, the settlement is a free city existing outside the authority of any nation. This allows many of the underground movements and conspiracies active in Khorvaire to operate in the open. Step into any Stormreach tavern, and you might run into a knight of the Emerald Claw, a trade lord of the Aurum, or a priest of the Mockery or the Blood of Vol. Stormreach is neutral ground—at least until someone throws the first punch.

MAKING YOUR MARK

One of the critical features of Xen'drik is that its lands remain largely unexplored. Literally anything might be found over the next hill or in the next jungle grove. Any of the creatures in the *Monster Manual* and other monster collections can make an appearance in Xen'drik, from araneas in some lost, cobwebbed city to the sleeping tarrasque. A nation of thri-kreen located in the midst of the Five Nations would have had an enormous impact on the history of the region around it. However, the thri-kreen might have been flourishing in Xen'drik for thousands of years, just waiting for the day when interlopers stumble into their hidden kingdom. Will this first contact provide adventurers with access to strange knowledge or fabulous treasures? Or will they enrage the thri-kreen, causing the mantisfolk to declare war on the outside world?

For players and Dungeon Masters alike, Xen'drik is a playground. This is your chance to make your mark on the world, and to place your favorite creatures or ideas of your own devising. This supplement has been designed with creative freedom in mind. While the map of Xen'drik has a few critical locations, much has been left uncharted and unknown.

The adventure sites in Chapter 2, the encounters in Chapter 3, and the adventure frameworks in Chapter 4 are not tied to any single point on the map. Instead, they are designed to help you as you shape your vision of Xen'drik. A campaign turns around the party finding the lost land of the thri-kreen? The Forsaken City (page 36) makes a fine thri-kreen fortress. This book is a toolbox—use it to make the lands of the mysterious continent your own.

Anything can happen in Xen'drik. So read on, and let your imagination run wild.


The wererat laughed. "I thought you would be more of a challenge. I didn't expect you to fall into my trap so easily."
"Strange," Dulan said with a grin. "I was just thinking the same thing."

CHAPTER ONE

WELCOME TO XEN'DRIK

Adventurers dream of the wonders of Xen'drik. Who doesn't yearn to find a lost city with walls of gold, to learn long-forgotten magical secrets, or to unearth artifacts with the power to shape the future? In Xen'drik, all these experiences are possible. First, though, explorers must make their way to the shattered land—a perilous task in its own right. This chapter examines the challenges involved in reaching Xen'drik, the dangers of traveling through the hostile continent, and the opportunities and perils to be found in the port city of Stormreach.

CROSSING THE THUNDER SEA

Whether by sea or air, a journey to Xen'drik is typically risky. Ships heading to Stormreach must brave the sahuagin-infested waters of the Shargon's Teeth island chain and the frequent storms (including the occasional hurricane) that batter the Skyfall Peninsula. The Getting to Xen'drik table provides information on the journey from Khorvaire to Stormreach, including duration, the cost per traveler, and how frequently vessels of any given type depart.

MEANS OF TRAVEL

A trip aboard a Lyrandar wind galleon is quite different from a journey in steerage on a Zil merchant vessel, and for those who can afford it, even faster and more reliable methods of travel can be found. Sea travel, flight, and teleportation are the three primary means of reaching Xen'drik. See the *Eberron Campaign Setting* and *Explorer's Handbook* for more information on any of the methods and vessels presented below.

Travel by Sea: The Windwrights Guild of House Lyrandar dominates the sea trade, and traveling under the Windwright flag provides an assurance of quality and competence. Every nation has its independent merchants, though, and Zilargo and Riedra in particular have sizable fleets in the Thunder Sea. Cargo ships travel to Stormreach from all the Khorvaire ports mentioned on the accompanying table.

Without the benefit of magic, it takes a ship just over a month to complete the journey from Sharn to Stormreach, assuming it survives the dangers of the Thunder Sea. The mundane vessels that make these journeys are mostly cargo ships, built to hold a maximum volume of trade goods. As a result, creature comforts are at a minimum, and passengers are lucky to find sufficient space to hang hammocks. Travelers on cargo runs are expected to help out with shipboard duties and chores, and if the ship comes under attack, they are expected to fight alongside the crew.

Aerenal, Zilargo, and House Lyrandar often make use of soarwood sailing ships. Light and swift, these vessels move at twice the speed of a mundane ship.

The top of the line in sea travel are those vessels crewed by heirs of House Lyrandar. A mundane ship outfitted with a *wheel of wind and water* can sail at three times the speed of a normal vessel, while an elemental wind galleon can cover up to 480 miles in a day. Such vessels are usually designed with paying passengers in mind, with a few small cabins for travelers.

Travel by Air: The Skyfall Peninsula is well named. The high degree of storm activity makes travel across the Thunder Sea dangerous even for heirs of House Lyrandar. Airship captains have encountered unbound elementals, yrthaks, insect swarms, and more dangerous threats in the Xen'drik skies. As a result, House Lyrandar typically deploys airships to Stormreach only on urgent business of the house or when a vessel is chartered by a favored client. Travel is fast, and airships are designed for comfort, but the cost can be prohibitive.

Teleportation: The safest way to cross the Thunder Sea is also the fastest way: teleportation. Characters who cannot teleport themselves can hire House Orien, but the distance from Khorvaire to Stormreach requires the rare *greater teleport* ability of an heir of Siberys. Below is the list of cities in which such an heir might commonly be found, along with the cost of the trip and the percentage chance that the heir is available on any given day.

City	Cost	Available?
Flamekeep	6,000 gp	10%
Korth	6,000 gp	10%
Passage	4,000 gp	40%
Sharn	5,000 gp	20%

A maximum of five Medium or smaller creatures can be transported in this manner, along with whatever equipment they can carry. Prices assume that the caster is making a return trip over the course of two consecutive days. The PCs can piggyback on the return trip at no additional cost, though any delay must be negotiated with the heir (at rates ranging from 10% to 50% of the above cost per day).

Chartered Ships: For characters with plenty of gold but no time to wait for the next departing vessel, chartering

a ship is a good (if expensive) option. Chartering a sailing ship costs 100 gp per day of travel (200 gp per day for a soarwood sailing ship, or 300 gp per day for a Lyrandar sailing ship). Wind galleons can occasionally be chartered for 750 gp per day, while chartering an airship costs 1,000 gp per day if a captain willing to risk the crossing can be found.

Consult the Getting to Xen'drik table for the number of days required for a charter journey. Characters chartering a ship pay the daily rate for travel to and from their destination, plus each day that the ship must wait for the party to complete its mission. Characters chartering a ship must pay for the return trip even if they are not on board. Charter rates include hazard pay for the ship's crew, but the chartering characters are responsible for hiring guides and making bribes as required (see the Sahuagin of the Thunder Sea sidebar, below).

Luxury Ships: Xen'drik is not the ideal destination for a pleasure cruise, but some people only travel in style. Luxury travel increases the cost of a journey by at least 50% and might be available only on a charter basis (at the DM's discretion). While on such a journey, characters have access to fine food and entertainment, along with a House Jorasco healer. Between the comfortable furnishings and the ministrations of the healer, characters can regain up to 4 hp per character level per day while traveling. In addition, the luxury vessels of House Lyrandar carry a complement of sentries from House Deneith—passengers don't pay justfor comfort, but also for peace of mind.

Passengers never have to work aboard a luxury ship, and in case of combat, are not expected to help—although a Lyrandar captain might reward PCs who leap to the defense of the crew. The adventure *Voyage of the Golden Dragon* presents a series of linked scenarios built around the Sharn-to-Xen'drik maiden voyage of Khorvaire's newest luxury airship—and the threats, intrigue, and murder that go with it.

PORTS OF CALL

Passage to Xen'drik can be booked only in the major southern ports of Khorvaire. Each city is slightly different, and the tone of the port can add to the flavor of the journey.

Sharn: The largest of the southern ports and the city physically closest to Stormreach, Sharn is known as the Gateway to Xen'drik for a reason. It is a major center of trade for the Windwrights Guild, but all manner of private ships also make their way to Sharn. This is the best place to find passage to Xen'drik on short notice. The prices given here supersede the general information provided in the *Sharn: City of Towers* supplement.

Pylas Talaear: For the long-lived elves, the slow journey to Xen'drik is a chance to reflect on the trials and exodus of their ancestors. The vast majority of the ships that sail from this port to Stormreach are elven vessels.

Trolanport: The gnomes were exploring the seas long before the first dragonmarks appeared, although a

The Sahuagin of the Thunder Sea

Look beneath the waves, and you'll find a vast and ancient world, filled with secrets unknown to those who can breathe only air. Thousands of years of history are buried beneath the Thunder Sea. Kingdoms have risen and fallen there. Great wars have been fought between the sahuagin and aboleth slavers, between merfolk nomads and the Lords of Dust. Pirates and merchants battle sahuagin at the frontier between air and water, never dreaming of the mysteries that lie below.

The sahuagin are a powerful and sophisticated race. They are stronger, faster, and smarter than humans, with armored skin and a deadly bite. The sahuagin have a clan-based society, and they fight one another with the same zeal they devote to raiding surface vessels and fishing villages. So far, these internal struggles have kept the sahuagin from mounting a unified assault on the surface world.

Sahuagin can be found in all ten seas of Eberron, but they are most common in the Thunder Sea and the Barren Sea. For centuries, they were implacably hostile, but over time the scholars and sages of Galifar and Zilargo were able to establish diplomatic contact with a number of sahuagin nobles. For the last two centuries, captains planning to travel across the Thunder Sea have made arrangements with the sahuagin, paying for peaceful passage and for aquatic guides to help ships navigate the dangers of Shargon's Teeth. Today, sahuagin guides can be found in all the great port cities of southern Khorvaire. In the Cliffside district of Sharn, sahuagin curses have even found their way into everyday speech.

Due to the conflicts between clans, having a sahuagin guide is not a foolproof shield against attack. A vessel must adhere to the territory of its guide's clan, and even then it might run afoul of a raiding party from a neighboring clan. Defeating such raiders won't invite retaliation, but fighting a clan in its own waters usually results in redoubled attacks as the sea devils seek to bring down their prey. Old sailors tell tales of legions of sharks led by sahuagin priestesses riding dragon eels. If caught up in such an action, a ship's only hope is to cross into the territory of an opposing clan.

Adventurers in an appropriate port city can locate a sahuagin guide with a successful DC 15 Profession (sailor) check, DC 20 Knowledge (local) check, or DC 20 Gather Information check. It is also possible to negotiate with the sea devils on the open water. The Windwrights Guild has a few established points where a captain can drop anchor and drop a carved signal stone overboard to call a guide from the depths. In either case, the standard price for hiring a guide is 1% of the value of the ship itself (100 gp for a standard sailing ship). Many captains offer greater rewards in the hope of buying greater loyalty. On occasion, sahuagin have helped sailors battle threats from the deep.

The prices for individual transport noted on the facing page already include the cost for a vessel's captain to deal with the sahuagin.

GETTING TO XEN'DRIK

Sharn to Stormreach

Transport	Travel Time	Cost	Next Ship
Airship	3 days	1,440 gp	4d4 days
Sailing ship	31 days	45 gp	1d3 days
Sailing ship, Lyrandar	11 days	792 gp	1d6 days
Sailing ship, soarwood	16 days	77 gp	1d4 days
Wind galleon	3 days	432 gp	2d4 days

Pylas Talaear to Stormreach

Transport	Travel Time	Cost	Next Ship
Airship	6 days	2,880 gp	4d12 days
Sailing ship	59 days	85 gp	3d4 days
Sailing ship, Lyrandar	20 days	1,440 gp	4d4 days
Sailing ship, soarwood	29 days	144 gp	2d4 days
Wind galleon	6 days	864 gp	4d4 days

Trolanport to Stormreach

Transport	Travel Time	Cost	Next Ship
Airship	3 days	1,440 gp	4d8 days
Sailing ship	32 days	45 gp	1d6 days
Sailing ship, Lyrandar	11 days	792 gp	2d6 days
Sailing ship, soarwood	16 days	77 gp	2d4 days
Wind galleon	3 days	432 gp	2d6 days

Zarash'ak to Stormreach

Transport	Travel Time	Cost	Next Ship
Airship	4.5 days	2,160 gp	4d8 days
Sailing ship	57 days	82 gp	1d8 days
Sailing ship, Lyrandar	19 days	1,368 gp	2d6 days
Sailing ship, soarwood	28 days	124 gp	2d6 days
Wind galleon	6 days	648 gp	4d4 days

number of Zil merchants have joined the Windwrights Guild. The gnomes have a proud seafaring tradition: Nearly half of the mundane and soarwood vessels leaving this port have gnome crews. Medium creatures find the accommodations aboard such ships to be quite snug.

Zarash'ak: Prospectors of the Finders Guild can always find work in Xen'drik, and House Tharashk has forged ties with House Lyrandar to facilitate travel to Stormreach. While technically part of the Windwrights Guild, many of the sailors who run the Zarash'ak route are actually half-orcs who have come to love the sea.

THE DANGERS OF TRAVEL

The Thunder Sea draws its name from the violent storms that surge across its waters. The path between Stormreach and Sharn is blocked by Shargon's Teeth, a series of islands choked with sharp reefs and hidden shoals, and inhabited by militant sahuagin clans. Pirates roam the calmer waters beyond the Teeth, searching for prey. The *Stormwrack* supplement provides detailed rules for naval combat and the hazards of sea travel. Any of the options presented in that book can be used to liven up an adventuring party's Thunder Sea journey.

While a vessel is traveling through Shargon's Teeth, the DM should make an encounter check once per day. If the crew includes a sahuagin guide, add 2d20 to the d% roll. Encounters are not always hostile. For example, a school of sharks poses little threat to a wind galleon, and if a sailing ship has a sahuagin guide, a sahuagin patrol might leave it alone. On the other hand, the guide might be intent on betraying his patrons, or a group of sahuagin raiders might be members of a rival clan.

SAHUAGIN ENCOUNTERS

The sea devils are fearsome predators, able to bring martial prowess and magical might to bear on their enemies. However, not every encounter with the sahuagin has to be a battle.

Unsavory Appetites: One of the rituals of the sahuagin religion involves consuming a fallen foe to gain his strength and power. Some sages claim that this process is more than just ceremony, however, and that creatures such as the four-armed mutant sahuagin and the malenti are the result of this rite.

Either while at sea or in Stormreach, the party is approached by a sahuagin priestess. She wants the PCs to go inland and capture an exotic monster that can be found only in Xen'drik—a creature that lives too far inland for her warriors to hunt. She pays handsomely for a live specimen and might hire the party to hunt additional beasts. But what horrors might these creatures produce when consumed by sahuagin warriors?

The Festival: The party is approaching a small port village by boat when someone catches a flash of motion in the water. A dozen sahuagin rangers rise from the sea, along with a priestess and a four-armed wizard. This clan has a long-standing pact with the villagers concerning fishing rights and the worship of the Devourer, and this delegation has arrived for the annual rituals. Will the PCs seek to defend the village before learning the truth? How will clerics react to humans who follow the Devourer?

The Words of the Devourer: The deep water of the Thunder Sea holds uncounted secrets. As the party's ship approaches Shargon's Teeth, a sahuagin ranger clambers up the hull and onto the deck. He holds a sphere of stone engraved with intricate writing, which he hands to the party. A successful DC 25 Decipher Script check reveals that it is a prophecy—an ancient inscription that clearly indicates the date, the ship, and one of the PCs. The ranger insists that the chosen PC accompany him to a temple deep beneath the waves. A struggle lies ahead, and the character must receive the blessing of the elders if any of the party are to survive.

Is it a hoax, or is danger truly coming? Has a rakshasa rajah been released from bondage, or does the prophecy foretell an alliance of aboleths or some dark plan of the daelkyr? And what wonders will the characters see in the city beneath the waves?

d%	Encounter	Average EL
01–02	1 siege crab[1]	14
03–04	1d3 greater storm elementals[1]	12
05–06	1 kraken	12
07–11	Sahuagin patrol[2]	12
12–14	1d3 greater water elementals	11
15–17	1 dragon eel[1]	11
18–21	1 dragon turtle	9
22–25	1 giant octopus	8
26–30	1d4+1 Huge sharks	7
31–40	1d4+4 sahuagin	7
41–45	Large storm elemental[1]	6
46–55	Sahuagin raiders[3]	6
56–65	1d4+1 Large sharks	5
66–80	Ship[4]	varies
81+	No encounter	—

1 See *Monster Manual III*.

2 Includes 1d10+10 sahuagin, one 3rd-level sahuagin ranger, and 1d2 Large sharks.

3 See page 64.

4 The precise nature of the encounter is up to the DM. It could be a ghost ship whose crew was killed or vanished mysteriously, a pirate vessel in search of prey, or a merchant trader returning home with a full hold.

The presence of free-roaming elementals is one of the mysteries of the Thunder Sea. Some sages claim that the Xen'drik cataclysm spread manifest zones far beyond the continent, drawing water, air, and storm elementals (*MM III* 48) from Lammania and Kythri. Whatever the reason, elementals are angry and aggressive when encountered in the region, and they are especially hostile toward any bound-elemental vessels.

Stormreach

Small City, Population 11,650

It's a ruin.

This is your first thought as Stormreach comes into view: The city has been destroyed by some terrible disaster. You see crumbling walls and squat, shattered towers. Then a moment later, you realize how far you still are from the city, and you notice the smaller structures clustered around those broken foundations. These ruins must be the work of the giants, buildings that fell long before humans came to this land.

It might not be a ruin, but Stormreach is a ramshackle city. As you draw closer, you see that the buildings are an astonishing assortment of architectural styles and materials. Some of the inhabitants have constructed their homes using stone quarried from the ruins themselves; others are partially built from driftwood or the hulls of broken ships. The Flamic architecture of Thrane stands next to a thatched hut that would seem more at home in the Shadow Marches. The city is a tapestry, hinting at the diverse range of people that have settled here.

From what you can see, Stormreach is spread over a wide area, flowing down along a river valley. Barges and passenger skiffs drift between the harbor and the depths of the city. Vegetation-covered cliffs surround the valley with a curtain of lush green.

As a boomtown devoted to extracting Xen'drik's riches, Stormreach will never be mistaken for a capital city or a paragon of architectural splendor. The climate seems agreeable, though (at least between storms), and the place holds an air of ancient mystery. You can see why so many choose to stay in Stormreach long after their expeditions have staggered out of Xen'drik's interior and returned to civilization.

Stormreach sits on the eastern coast of the Skyfall Peninsula, Xen'drik's northernmost extension into the Thunder Sea. Along a coastline of towering cliffs, the city is one of the few points where ships can easily dock. Stormreach also marks the delta of the River Koronoo, a broad, slow ribbon of water that flows from deep in the heart of Xen'drik.

On the ruined site of a giant metropolis, the city was established centuries ago by pirates and smugglers as a place to rest and resupply while preying on Riedran shipping or expeditions from Khorvaire. Over time, those expeditions became more frequent. Scholars sought to delve deeper into the history of the shattered land, while the dragonmarked houses realized the tremendous profits that could be recovered there. In 800 YK, the houses petitioned the King of Galifar to end pirate activity in the region, and by 802 YK, naval action had shut the smugglers' operations down. Ironically, however, it was the pirate chieftains who wound up retaining power as the area's new rulers. The chief smugglers became the first Coin Lords, and the city of Stormreach was born.

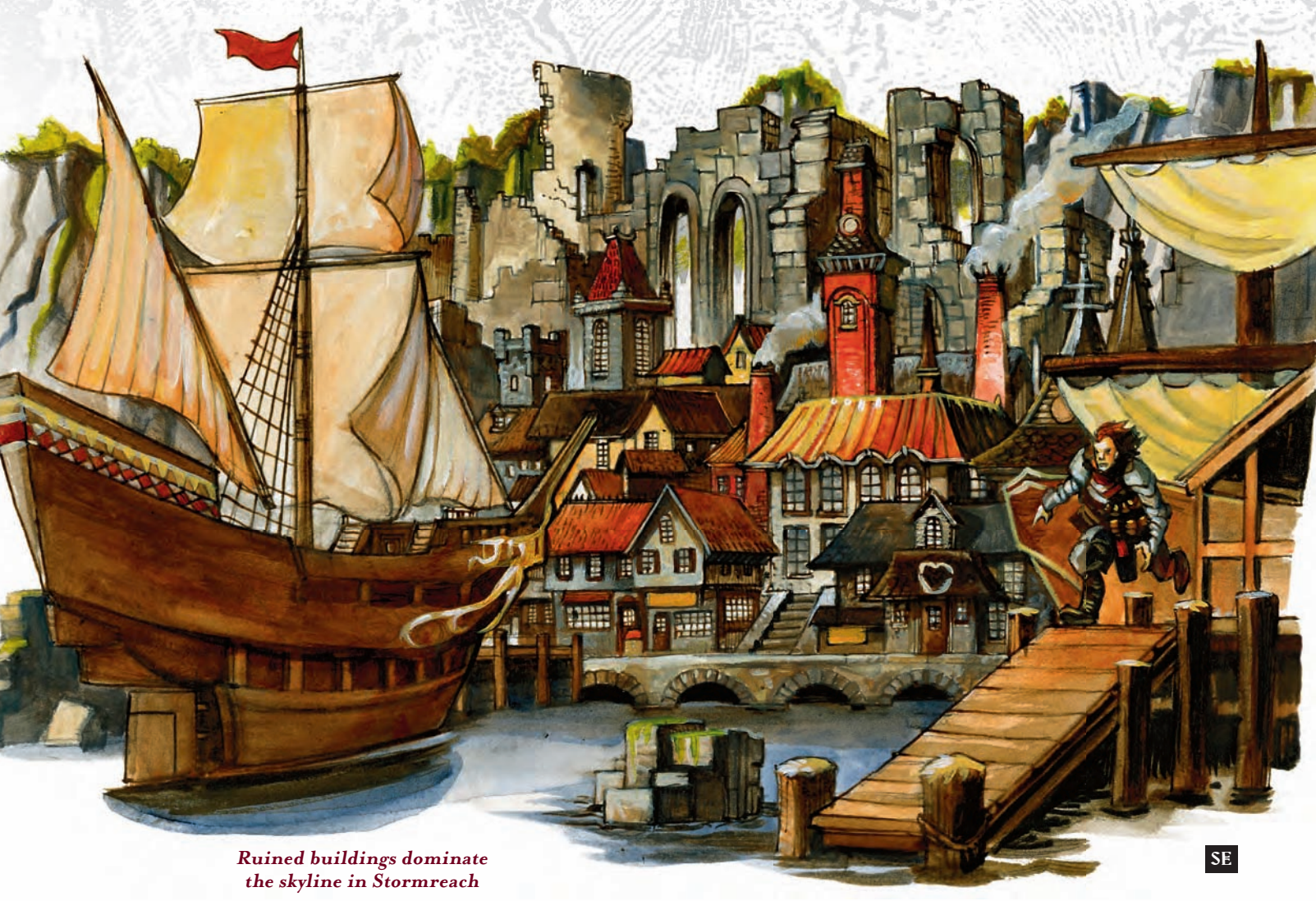
While the city's core is clustered around the harbor, its outlying districts spread far throughout the ruins. The remains of the ancient city mark off these neighborhoods, and numerous wonders (and dangers) can be found within. Functioning constructs still protect broken doors, obelisks radiate magic whose function has never been determined, and drow and other predators stalk the shadows. Some call Stormreach the City of Dungeons, and those who live here know that the city's foundation of ruins holds uncounted secrets.

Leadership: Stormreach is governed by five hereditary nobles: the Harbor Lord and four Coin Lords, collectively known as the Storm Lords. The Harbor Lord maintains the docks and oversees the flow of traffic, while the Coin Lords are responsible for the general maintenance of the city, including the Stormreach Guard.

Stormreach is a chaotic place at best—a frontier enclave, acknowledged by the Five Nations but beholden to no king. The lords of the city hold their positions through wealth, power, and tradition, but law is a secondary concern to trade. Should anyone become a serious threat to business (including adventurers whose goals interfere with the smooth flow of commerce in the city), the Stormreach Guard responds with mercenaries or assassins as necessary. Brawls, duels, arguments between individuals, and petty theft rarely concern the Guard, however. Stormreach is a dangerous town for people handicapped by morality and an excellent place for criminals to hide from the justice of the Five Nations.

Although the Storm Lords are the nominal governors of the city, the dragonmarked barons wield considerable power. All the dragonmarked houses have agents and enclaves in Stormreach, but House Lyrandar, House Kundarak, House Deneith, and House Tharashk have deep roots in the city, and the Storm Lords go to great lengths to accommodate them. An outpost of the Twelve stands at the edge of the city, and the emissaries of the houses often meet in this neutral citadel to discuss business and settle disputes.

Riedra, Aundair, Breland, Karrnath, Thrane, and Aerenal all maintain consulates in Stormreach, but their relationship with the Storm Lords is based purely on profit. Stormreach remained neutral throughout the Last War,



Ruined buildings dominate the skyline in Stormreach

SE

and the city extends only the most basic courtesies to representatives of the Five Nations.

Demographics: Humans 43%, gnomes 9%, half-elves 9%, dwarves 8%, orcs and half-orcs 8%, halflings 7%, elves 6%, warforged 2%, shifters 2%, changelings 1%, other (drow, goblinoids, giants, kalashtar, monstrous races) 5%.

Economics: 20,000 gp purchase limit (in one of the more prosperous neighborhoods); 8,737,500 gp asset limit.

NOTABLE FEATURES

Stormreach is filled with businesses catering to the needs of explorers and adventurers. An overview of shops and services is provided later in this chapter, but a few locations are especially noteworthy. The map of Stormreach on page 17 notes the locations of most of the following features.

Black Iron (Area 11): Primarily a smithy, Black Iron also deals in a variety of goods designed for Large and Huge creatures. It is a center for trade with the giants living in the outlying tent city of Rushemé, and it provides adventurers with a place to unload treasures of unusual size found in the ruins of Xen'drik.

A family of half-giants runs Black Iron. The venerable patriarch Hular (N male half-giant magewright 6/commoner 6) is a master smith, but age is taking its toll on him. His youngest daughter Solarca (CG female half-giant fighter 4/psychic warrior 2) has the spirit of an adventurer. She might seek to join parties investigating the ruins of the giants or strike out on her own in a quest to steal a husband from the half-giants of Dar Qat (see page 20).

The Chapterhouse (Area 10): A joint venture of House Phiarlan and House Ghallanda, this squat structure serves as tavern, hostel, and performance space. It provides inexpensive accommodations and some of the best entertainment the city has to offer. Of course, information can also be bought and sold at the Chapterhouse. With a successful DC 15 Knowledge (local) check, a character can find someone willing to talk about the latest expeditions into the interior, which ships are carrying the most mysterious cargo, or who among the locals has suddenly struck it rich (and how). The hostel almost always has rooms available at a decent price, the only drawback being that if you're staying at the Chapterhouse, you can be certain someone knows exactly what you're up to.

Circle of Visions (Area 9): Shattered statues and monoliths are spread throughout Stormreach, their symbolic meaning lost on contemporary viewers. One statue might show a humanoid figure holding a knife in one hand and a snake in the other. Another monolith is simply a massive arm reaching toward the skies.

Among the strangest of the giant ruins are the twelve rings of standing stones scattered about the fringes of Stormreach. Their function and operation is unknown, although each radiates an aura of faint illusion magic. About once a month, a *programmed image* appears at night in the center of one of the circles. Sometimes the image is a simple one (a fluttering dove, a crashing wave, a flowering fruit tree, and so on). Other times, the images are more disturbing—a menacing quori or a sinister ziggurat deep

within the jungle. So far, no one has been able to determine the pattern or purpose of the mysterious images. Are they simply works of public art left over from the Age of Giants, or are they relaying some ongoing communication or prophecy?

Citadel of the Twelve (Area 8): All the dragonmarked houses have an interest in the magical secrets hidden in Xen'drik. This outpost of the Twelve is located on the edge of the city. In addition to serving as a resource for explorers, the citadel is the best place to seek magic items and spellcasting services. Visitors can purchase arcane spells of 5th level or lower, as well as magic items with a 20,000 gp purchase limit. Services and goods are always top quality, but this comes at a cost: prices for spellcasting and magic items are priced 5% above normal. This premium is waived for high-ranking members of a dragonmarked house (including dragonmark heirs) or for PCs in the active service of a house.

Delera's Watch (Area 7): Crypts and catacombs are hidden throughout Stormreach, but most of the ruined city's notables are buried in the district of Delera's Watch, named for one of the first Storm Lords. Aside from the tomb of Delera Omaren, this neighborhood includes the crypts of a number of famous smugglers of old Stormreach. Naturally, tales abound of how these legendary pirates were buried with treasure maps, powerful magic items, or journals detailing the location of sunken merchant ships. Even on their deathbeds, the pirate captains were suspicious and paranoid, and their crypts remain guarded by traps, magical wards, and (it is whispered) undead guardians.

Stories abound of a subterranean necropolis of the giants beneath Stormreach, where mummified corpses have lain undisturbed for more than forty thousand years. Whether these tales hold any truth remains to be seen, for any entrance to these catacombs is well hidden.

House Jorasco Enclave (Area 14): House Jorasco's Healers Guild maintains what is essentially an urban hospital a short distance from the harbor. Jorasco adepts provide healing at the standard rates (*ECS* 121).

Alhaura d'Jorasco (LN female halfling cleric 9) is the highest-level spellcaster in the enclave. In addition to Alhaura's ability to cast *raise dead*, the house possesses an *altar of resurrection* (*ECS* 261) for use on behalf of favored clients. However, strange events sometimes accompany the use of powerful necromancy in Stormreach. In a handful of cases, foreign spirits have seized the bodies of those being raised. When Jorasco sought to resurrect the Storm Lord Delera Omaren, the risen warrior cried out in the tongue of the giants and killed dozens with lightning before she was returned to the grave. Another time, a pack of marut inevitables appeared after a Wayfinder was raised. The outsiders slew the adventurer and devastated the enclave before vanishing. Today, Jorasco healers use *augury* before performing major necromancy. Divinations can fail, though, and at the DM's discretion, resurrection in Stormreach might bring surprises.

The local baron is Iriakan d'Jorasco (NG male halfling barbarian 1/expert 6), who is trying to improve the house's standing in Stormreach by making the enclave more and more indispensable.

Molou's Distillery (Area 6): A smelly distillery with cracked cisterns and patchwork metal tanks, Molou's makes kuryeva, a potent gin made from the berries of Xen'drik's kuryeva bush. Kuryeva is popular both in the coastal cities of southern Khorvaire and with sailors at sea, making the distillery one of the city's largest employers. Less reputable captains promise their otherwise surly crews a tot of kuryeva every day, because kuryeva drinkers are a docile lot.

Molou'shas a taproom where drinkers can have their kuryeva straight from the tanks. Only those with debilitating cravings for the drink spend much time here, though; the sickly-sweet odor of the fermenting liquor drives most patrons away. Molou's regulars include a number of failed

Half-Giants as Characters

For more information about half-giants, see *Expanded Psionics Handbook*. Half-giant characters possess the following racial traits.

— +2 Constitution, +2 Strength, –2 Dexterity.

—Giant type.

—Medium size.

—Half-giant base land speed is 30 feet.

—Low-light vision.

—Fire Acclimated: Half-giants have a +2 racial bonus on saving throws against all fire spells and effects.

—Powerful build (see below).

—Natura lly Psionic: Half-giants gain 2 bonus power points at 1st level, regardless of whether they choose a psionic class.

—Psi-like ability (see below).

—Automatic Language: Common. Bonus Languages: Draconic, Giant, Gnoll, Ignan.

—Favored Class: Psychic warrior (*EPH* 24).

—Level adjustment: +1.

Powerful Build (Ex): The physical stature of half-giants lets them function in many ways as if they were one size category larger. Whenever a half-giant is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the half-giant is treated as one size larger if doing so is advantageous to him. A half-giant is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him. A half-giant can use weapons designed for a creature one size larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

Psi-LikeAbility: 1/day—*stomp* (DC 10). Manifester level equal to 1/2 HD (minimum 1st). The save DC is Charisma-based.


STORMREACH
1. VON RUTHVEK'S
2. TENTS OF RUSHEME
3. KEEP OF THE SILVER FLAME
4. THE SHIP'S CAT
5. THE RED RING
6. MOLOU'S DISTILLERY
7. DELERA'S WATCH
8. CITADEL OF THE TWELVE
9. CIRCLE OF VISIONS
10. THE CHAPTERHOUSE
11. BLACK IRON
12. STORMREACH RECRUITERS
13. HOUSE KUNDARAK ENCLAVE
14. HOUSE JORASCO ENCLAVE
15. HOUSE PHIARLAN ENCLAVE
16. TOWER OF KOL KORRAN
17. LOCKSMITH SQUARE
18. GARDEN OF RESPITE
19. GOLDWAKE POND
20. FALCONER'S SPIRE
21. MARKETPLACE BAZAAR
22. LORSMARCH PALACE
23. LIVEWOOD THEATER
24. THE FOUNDRY
25. HOUSE DENEITH ENCLAVE
26. HARBORMASTER'S HOUSE
27. STORMREACH LIGHTHOUSE
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prospectors and adventurers, many of whom saw things in the jungle that only kuryeva can help them forget.

The Red Ring (Area 5): The civilized nations of Khorvaire might frown on blood sport, but the Storm Lords have no such scruples. An astonishing array of events occurs in this arena of crimson stone, as gladiators do battle with savage giants, fantastic beasts, and each other. Not every battle is fought to the death, but in combat with the creatures of Xen'drik, anything can happen.

Adventurers can try to make their fortunes in the Red Ring or by gambling on the outcome of matches. Alternatively, they could be hired to capture beasts to fight in the ring, or they might be drawn into corruption that threatens the life of a friend.

The Ship's Cat (Area 4): Densewood twigs have been thatched together to create a building that looks like a pile of sticks but has all the strength of stone. The Ship's Cat is an inn run by a shifter named Harysh (NG female shifter ranger 1/expert 5), and while the neighborhood is questionable, Harysh has a reputation for fair dealing and discretion. The inn takes its name from Harysh's dozen cats, which share the place with guests. Familiars and animal companions receive excellent care at the Ship's Cat, and as long as they leave the resident cats alone, they are always welcome in the inn.

Stormreach Recruiters (Area 12): Characters handy with a sword and willing to follow the Storm Lords' orders without question can easily find a place in the Stormreach Guard. The pay is 3 sp per day (6 sp for officers), but many guards supplement their income through graft and bribery. Anyone who joins the Guard and completes the three-month training camp has all past crimes wiped away; most change their names to reflect this new beginning. The Storm Lords have extradited criminals before, but they stand by the Stormreach Guard. As long as members of the Guard serve the lords faithfully, they can leave their pasts behind.

Surrinek Riverboats: A shifter named Surrinek runs a passenger riverboat service, with skiffs crisscrossing Stormreach's numerous canals and branches of the River Koronoo. A typical riverboat holds eight Medium passengers (or equivalent cargo). Hiring a riverboat costs 5 cp regardless of the number of passengers. Surrinek runs a skiff herself, so she is at the office only in the early morning.

The riverboat captains are taciturn toward longtime Stormreach residents (a starting attitude of indifferent) but sarcastically contemptuous of newcomers (a starting attitude of unfriendly). However, if PCs can improve a captain's attitude to friendly, that captain serves as a guide to Stormreach, answering questions and offering advice (such as where to shop for weapons, which city guard sergeant can be trusted, what time of day the elemental galleons unload passengers, and so on). If the PCs improve a captain's attitude to helpful, the captain acts as a full-fledged informant, providing rumors about events in the city. A friendly riverboat captain is also willing to spend at least part of each day on standby, waiting to serve the PCs.

Temples: The largest houses of worship in Stormreach can be found in the Church Ward, a plateau to the southwest of the main city. This is dominated by the keep of the Silver Flame, established a little over a century ago as an outpost for the missionaries the church sends into the depths of Xen'drik (a program that, to date, has met with little success). A host of smaller temples, churches, and shrines are scattered across the ward and the city. An explorer who looks hard enough can find shrines dedicated to numerous deities—some using the familiar names of the Sovereign Host or the Dark Six, others cloaked behind strange shapes or titles.

The draconist sect reveres the Sovereign Host but worships them as ascended dragons. In addition, a small but thriving local cult follows the traditions of the sahuagin. Just beyond the city walls are stone altars where the giants come to venerate Rowa of the Jungle Leaves, Banor the Bloody Spear, Ouralon Lawbringer, and Karrak the Final Guardian. Human priests of the Sovereign Host claim that these deities are variations of Arawai, Balinor, Aureon, and the Keeper. The giants of Rushemé retort that they have worshiped their pantheon since before human history began and that the humans have misnamed the gods and wrongfully fear Karrak.

Most of the numerous shrines and sects in Stormreach are managed by experts and adepts—characters skilled in diplomacy, oratory, and theology, but not necessarily powerful spellcasters. Characters seeking to purchase healing are best served by the House Jorasco enclave.

The Tents of Rushemé (Area 2): Named for one of the first giants to peacefully deal with the Stormreach pirates, the Tents of Rushemé are home to a shifting assortment of nomadic giants who come to trade with the settlers of the modern city. The giants are generally peaceful, and their tents are outside the city grounds, so the Stormreach Guard does not interfere in anything that transpires there. While it is imperative to keep a civil tongue while in Rushemé, those willing to deal with the giants can acquire inexpensive trade goods, strange relics, and useful information.

Von Ruthvek's Splendors of the South (Area 1): Valexa Von Ruthvek (N female gnome magewright 8/loremaster 5) is one of Stormreach's best-known antiquities dealers,

Stormreach Names

The settlers of Stormreach came in search of new opportunities and the chance to leave the past behind. The city is thus a melting pot of cultures and races from across Eberron, and Stormreach characters can draw their names from any culture on Khorvaire (dwarves with kalashtar names, elves with goblin names, and more). Many residents choose not to share their surnames with strangers, instead relying on titles or descriptive nicknames: Gurlav the Smith, Three-Fingered Ro, Patchcloak, and so on. Under most circumstances, prying for more information about someone's name is considered to be extremely rude.

able to identify even the most puzzling items uncovered among the giant ruins. She keeps a wide array of magic items and other curiosities in her store, all under lock, bar, and magical ward to deter thieves. Von Ruthvek offers magic item identification services for the usual rates, but she often pays PCs for a full expedition report if she is interested in finding out more about a particular relic the party has found.

NOTABLE NPCS

The Bilge Rats: Stormreach has more than its share of criminal guilds and gangs, the most dangerous of which is the Bilge Rats. This group has loose connections to the Boromar Clan, one of the more notorious criminal guilds in Sharn. The Bilge Rats enrich themselves by mugging passersby, running protection rackets on local businesses, and stealing goods out of ships and warehouses.

Five years ago, one of the Bilge Rats was infected with lycanthropy. Since then, the disease has spread through the upper ranks of the organization, and nearly all the accomplished burglars and thieves in the guild are now wererats. The Bilge Rats are reluctant to spread the disease too rapidly, and they infect only those they are willing to let into the guild's inner circle. They are also very careful about using their hybrid forms anywhere they might be seen. The Bilge Rats have an understanding with the Stormreach Guard, but the thieves know better than to draw down the wrath of the Silver Flame.

The Bilge Rats are led by Cartha (NE male human wererat rogue 5/assassin 3). Other critical members include Hes (NE male changeling wererat adept 7), a priest of the Traveler, and Little Del (NE female halfling wererat illusionist 7), who uses her spells to hide the gang's activities. The other members of the gang are low-level rogues or experts, with a few warriors and barbarians mixed in.

Ereg (NE male human expert 5/ranger 3): A retired hunter, Ereg has tracked many of the strange creatures of Xen'drik—the wilder the better. On one of his forays into the jungle, the hunter uncovered a book describing the foundations of the necromantic tradition that has since evolved into the Blood of Vol. Ereg is fascinated by the book and spends his days studying its tattered pages. See the Hunting Party adventure framework (page 102) for more information.

Gaulronak (N male hill giant druid 6): The oldest inhabitant of the Tents of Rushemé, Gaulronak is a wizened, elderly giant who scours the nearby jungle for rare herbs and fruit. He sells his gleanings to herbalists and cooks from a tent near the city gates, and he also serves as the primary liaison between the Storm Lords and the giants of Rushemé.

Buying and Selling in Stormreach

The people of Stormreach love to barter. A merchant with an indifferent attitude usually charges 5–10% over market rates for his goods. This price can be lowered by modifying his attitude to friendly or better (or, at the DM's discretion, by good roleplaying). The following are a selection of some of the city's better-known vendors.

Alchemical Supplies
The Pestle: run by a family of expatriate Zil gnomes.
Antiquities
Black Iron: specializes in giant-sized goods.
Von Ruthvek's Splendors of the South: oddities from across Xen'drik.
Arcane Spellcasting and Magic Items
The Citadel of the Twelve: up to 5th-level spells, 16,000 gp limit on items; prices adjusted 5% in favor of the citadel, dropped only for high-ranking members of a dragonmarked house or PCs in house service.
Von Ruthvek's Splendors of the South: limited selection of magic goods, 12,000 gp limit.
Clothing
Far Davandi: owned by a famous gnome designer from Sharn, sells traveling clothes "with flair."
Divine Spellcasting and Healing
House Jorasco Enclave: up to 5th-level cleric spells, primarily healing.
Exotic Beasts
Tooth and Nail: a House Vadalis-owned business specializing in the wild beasts of the land.
Entertainment
Big Bronau's Boat: a riverboat casino at permanent anchor.
The Chapterhouse: a wide range of entertainment provided by House Phiarlan.
The Red Ring: arena combat.
Shadows: a brothel backed by House Thuranni.
Expedition Gear
Forgotten Places: maps and cartography; due to the Traveler's Curse (see page 25), maps are of limited value in Xen'drik.
Havulak Prospecting: reputable source for basic goods.
The Thrifty Traveler: offers a 5% discount on goods, but doesn't provide as broad a selection as Havulak (25% chance of being out of stock of any desired item).
Food and Shelter
The Black Wrack: a rowdy tavern catering to a dangerous crowd.
The Chapterhouse: standard services of House Ghallanda.
The Ship's Cat: small inn providing excellent services for travelers with familiars or animal companions.
Inquisitives
House Tharashk Enclave: this large outpost provides a host of marked and unmarked services.
Weapons and Armor
Black Iron: buys and sells weapons and armor of all sizes; goods with up to a +2 enhancement bonus are usually available.
Stormreach Forge: large smithy tied to House Cannith, produces goods for the Stormreach guard; focuses on quantity as opposed to quality, but +1 goods are generally available; higher-value weapons could be crafted by making necessary arrangements with the Citadel of the Twelve.

Gaulronak has come to understand the people of Stormreach, and the giants respect his age and wisdom.

Hassalac Chaar: This self-styled "Prince of Dragons" might well be the most powerful spellcaster in Stormreach, but his reclusive nature makes it impossible to know for certain. Hassalac Chaar is a kobold who lives in a hidden complex deep beneath the city. The precise location of his lair is a mystery, since the only known entrance is an extradimensional portal that the kobold controls. Hassalac is fascinated with dragons and has amassed a vast assortment of maps, magic items, and even artifacts dating back beyond the dragon–giant conflict to the dragons' war against the fiends. Hassalac's vaults might contain wealth beyond measure, but they are also filled with deadly traps and lizardfolk guards.

A kobold of neutral alignment, Hassalac is a sorcerer or warlock of at least 12th level. He claims to have the blood of dragons in his veins, and he might actually be a half-dragon or even a dragon who has chosen the form of a kobold to conceal his identity.

Hassa lac jealously guards his hoard and rarely leaves his lair, but he sometimes employs adventurers to retrieve relics from the interior of Xen'drik. Alternatively, Hassalac might already possess an artifact the party desperately needs, forcing them to bargain with the kobold—or to risk their lives trying to rob him.

The Iron Watch: These warforged form an elite squad of enforcers within the Stormreach Guard. Highly skilled veterans from across the Five Nations, members of the Iron Watch reject the teachings of the Lord of Blades but have turned their backs on the people of Khorvaire just the same. The warforged have served the Storm Lords faithfully for years, but many in Stormreach still fear them. Some even say that the Storm Lords stockpile *wands of inflict damage* in case the Iron Watch ever turns against them.

The Iron Watch is led by Steeljack (N male personality warforged bard 1/fighter 8), a charismatic speaker with a special gift for inspiring his warforged followers.

The typical Iron Watch guard (N warforged fighter 4) has the Adamantine Body feat, a heavy crossbow, a masterwork greatsword, a sap, two *potions of repair moderate damage,* and one *potion of haste.* If dispatched against a known threat (such as a PC wizard with a reputation for specific spells), guards are equipped with appropriate defensive potions and similar tools.

The Iron Watch could oppose PCs who threaten the city, but they can also make an interesting encounter for warforged characters. The members of the watch want to start a new life for warforged on a continent where their people have never been slaves. Of course, this could simply be a front, with the watch secretly acting as agents for the Lord of Blades . . .

The Storm Lords: The current Harbor Lord is Jonas Wylkes (CN male half-elf aristocrat 3/sorcerer 3), a young noble more interested in enjoying his wealth than maintaining a tight leash on the affairs of the harbor wards. The Coin Lords are Varen Lassite (male human), Yorrick Amanatu (male dwarf), Kirris Sel Shadra (female gnome), and Paulo Omaren (female human).

Of the four Coin Lords, one is a brilliant administrator wanted for murder in Sharn (LN expert 8), one is an outcast member of House Cannith seeking redemption in the eyes of the house (NG artificer 6), one is a rakshasa agent of the Lords of Dust (LE sorcerer 5), one has sympathies with the Blood of Vol (LE expert 5/adept 2), and one is a *mind seeded* agent of the Dreaming Dark (LE expert 2/psion 8). It's up to the DM to decide which is which (and which of the five options isn't used).

The Storm Lords can call as needed on the Stormreach Guard, the Iron Watch, or the dragonmarked houses (for a price). Each also has his or her own agenda and maintains a secret network of operatives to accomplish tasks related to these goals. A new party of adventurers settling in Stormreach could easily find patronage with one of the Storm Lords. Good-hearted PCs could be employed to interfere with the more sinister plans of the other lords.

Stormreach Guard: A typical member of the city militia (N human warrior 2) has chainmail armor, a heavy crossbow, a halberd, and a sap. Two to six members of the Guard comprise a typical patrol, depending on the neighborhood. If faced with overwhelming odds, guards retreat and report the incident. The Storm Lords might choose to leave well enough alone, to dispatch the Iron Watch, or to contract with agents of House Deneith or the Twelve to handle the situation.

Dar Qat

Small City, Population 6,430

The city is beautiful—more a work of art than a place of habitation. The wall surrounding the city is four times the height of a human, formed of blue crysteel that glitters in the light of the sun. It seems to have been carved from a single slab of crystal, though surely that can't be possible. Safely behind the wall, a dozen towers of glass and stone rise up, studded with crystal spheres that pulse with all the colors of the rainbow. The buildings are smooth and rounded, with curved walls that create an aesthetic quite unlike the towers of Sharn or the ruins of Stormreach.

As impressive as the city is, it is dwarfed by the massive monolith that stands to the south. The ovoid monument is at least 800 feet tall and covered with a tracery of glowing lines.

Stormreach might be the largest human city in Xen'drik, but few people know that it was not the first settlement. That honor goes to Dar Qat, the outpost of the distant empire of Riedra. The Inspired lords who dominate Riedra have long been interested in the resources and secrets hidden in Xen'drik, and they established their city a full century before the pirates of Khorvaire set the first stones of Stormreach. In fact, Riedran merchant vessels have long been the favored prey of the northern pirates; were it not for the steady stream of Riedran shipping, Stormreach might never have been established to begin with.

Though many Sarlonan expeditions set out from Stormreach, Dar Qat is where all Xen'drik trade goods bound for Sarlona are refined and processed. The city also provides a base for more clandestine Riedran exploration of the continent. Though the city exports dragonshards, the resonant stone of the crystal wastes, long corn, gurk'ash, and dream serpents, the quori's primary interest in Xen'drik is the discovery of artifacts related to the planar invasion of ages past.

Few people know that Dal Quor, the Region of Dreams, undergoes a cyclical process of implosion and rebirth, and that the present age of the Dreaming Dark is thought to be

the third age of the Quor Tarai—the heart of Dal Quor, or "the Dream of the Age." However, fewer still understand the full implications of this cycle of destruction.

The quori who presently occupy Dal Quor are not the same quori who invaded Xen'drik forty thousand years ago. Those ancient quori (along with their knowledge and history) were destroyed during the last turn of the age, and it is the next turn of the age over which the Inspired and the kalashtar now wage war. The Inspired seek to prevent Dal Quor's destruction, hoping to maintain the present age of the Dreaming Dark for all time. The kalashtar seek to advance the schedule of the plane's rebirth, believing that a coming age of light will replace the present darkness.

The turn of the age means that the quori of the present day have no firsthand knowledge of the society that preceded them. The relics and lore of the war that destroyed Xen'drik are literally priceless to the quori and their Inspired servants—especially any power that promises to bring Dal Quor and Eberron coterminous once again.

The Inspired of Dar Qat have recently completed the construction of one of the *hanbalani altas*—the towering monoliths that rise across Riedra. Where it towers over the city, the monolith acts as a psychic battery, drawing on the mental energy of the city's inhabitants to aid the Inspired's control. The Inspired will undoubtedly start constructing new monoliths in the future, to further spread their power across the shattered land.

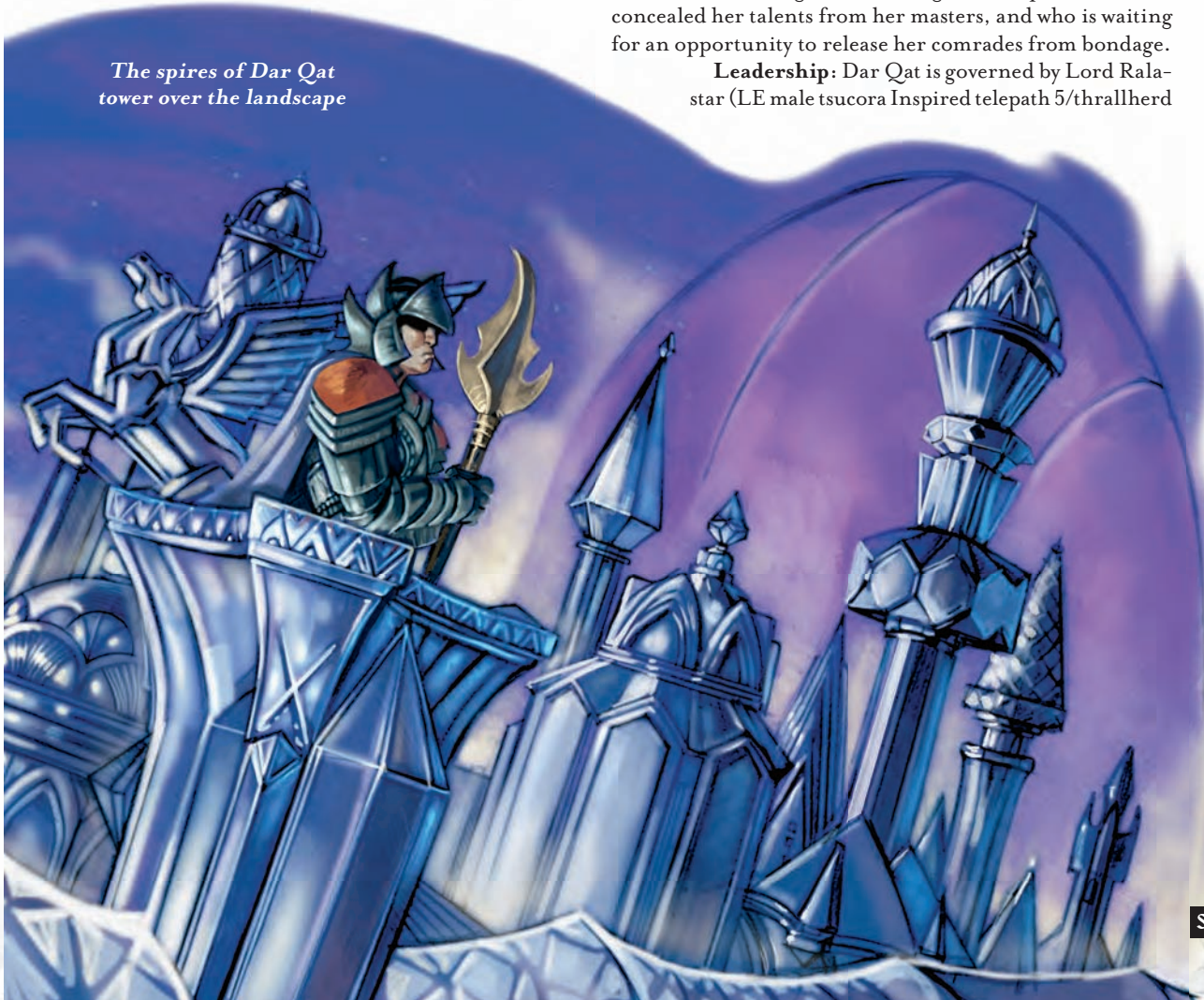
Strangers are not welcome in Dar Qat, and the Riedrans are noted for their xenophobia. Foreigners are barbarians and criminals whose very presence disrupts the spiritual evolution of the Riedran people. The pirates of the Thunder Sea have long helped to reinforce these stereotypes, and as a result, all Xen'drik business involving the empire must be conducted in the Riedran embassy in Stormreach.

Although a majority of Dar Qat's inhabitants are human, the city has a significant population of dromite and half-giant slaves. These psionic half-giants share a connection to both the land of their masters and the continent on which they now toil—native to Sarlona but descended from giant explorers who fled to that land after Xen'drik's fall. For the most part, these slaves are kept passive by constant indoctrination and the effects of the *hanbalani* monolith. However, some develop the strength of will to rebel against their overlords, and escaped slaves might assist PCs against the plans of the Dreaming Dark.

Infiltrating Dar Qat is no small task, since the city's human guards are supplemented by empty vessel psychic warriors, soulknives, and psions. Seers use *remote viewing* to watch the gates, and kineticists can bring considerable firepower to bear against foes who think to take the city by force. Though the Inspired seem to have little interest in conflict with Stormreach, they maintain a considerable garrison in Dar Qat—both in expectation of hostilities from Khorvaire and against the dangers their expeditions face exploring the wilds.

Where there's a will, there's typically a way, however—especially if a party intent on entering the city has a sympathetic ally behind the walls. Perhaps a dromite elocater is hidden among the slaves—a gifted teleporter who has concealed her talents from her masters, and who is waiting for an opportunity to release her comrades from bondage.

Leadership: Dar Qat is governed by Lord Ralastar (LE male tsucora Inspired telepath 5/thrallherd



The spires of Dar Qat tower over the landscape

7 [*EPH* 153]). He is supported by eleven Inspired aides and over seven hundred empty vessels, who perform the important and administrative tasks in the city. Although only twelve Inspired currently reside in Dar Qat, the presence of the empty vessels allows other quori to easily manifest within the city. Thus, agents of the Dreaming Dark can appear at any time, posing a threat to characters of any level. The commander of the guards is Harulkek (LE male tsucora Inspired psychic warrior 9), but if the Dreaming Dark or the Thousand Eyes suspects great danger, far more capable agents can be dispatched to protect the city.

Demographics: Humans 95%, dromites 2%, other (empty vessels, giants, half-giants, Inspired) 3%.

Economics: 2,000 gp purchase limit; no asset limit. Dar Qat is focused on processing trade goods and shipping to Sarlona, not trade within the city.

The Lands of Xen'drik

Xen'drik is a vast land of harshly contrasting environments, from the burning wastes of the Menechtarun Desert to the deep jungles of the west. However, nature is not the only force that has shaped the continent. The arcane forces used to sever the ties between Eberron and Dal Quor created mystical shockwaves that rippled out from manifest zones and quori beachheads, causing reality itself to buckle in their wake. In many ways, Xen'drik is a land drawn from dreams, and the laws of nature bend and break across the continent. Adventurers might crest a desert dune to find a vast expanse of arctic tundra stretching out before them. For the most part these regions are fixed, but in areas where the magical effects of the forty-thousand-year-old war between giant and quori still linger, reality is never entirely stable. A tropical river passing through such an area might freeze solid one day, then transform into molten lava or a sheet of glass the next. Travelers in such areas are generally unaffected, but flora and fauna native to a shifting zone often become transformed with the environment. When a jungle becomes an ice plain, a tiger might transform into a smilodon without even noticing the change.

The existence of these shifting zones is one of the main reasons explorers hire native Xen'drik guides. Identifying a shifting zone requires a successful DC 30 Survival check, with characters who have served at least five years as a Xen'drik guide receiving a +5 bonus. Of course, simply knowing the location of a shifting zone might not allow a party to avoid it; some zones are dozens or even hundreds of miles across. Ultimately, Xen'drik's shifting zones are a tool for DMs seeking to challenge players with unusual and deadly environments.

The Hostile Land

Different wilderness environments can prove as great a challenge as any dungeon, and this is especially true in a land where adventurers are typically far from the safety of civilization. Individual DMs can decide how much of a role they want the environment to play in a Xen'drik adventure. Calculating the effects of hypothermia adds a level of complexity to a game, but also creates a sense of realism in the challenge of venturing deep into uncharted territory. By the same token, characters who insist on wearing *+2 full plate of heavy fortification* in the desert should run the risk of heatstroke. If the DM and the players prefer to keep things moving, though, these rules can be easily ignored.

The wild and uncivilized nature of Xen'drik also makes food and water a significant concern. With so few villages or

Other Settlements

Stormreach and Dar Qat are the only cities in Xen'drik, but a number of smaller outposts of civilization can be found: mining towns, farming communities whose inhabitants raise gurk'ash and long corn, and trading posts that cater to explorer and giant alike. These are most often thorps and hamlets, and few have a long history. Between deadly monsters, drow warbands, giant raiders, and the other dangers of Xen'drik, such sites have a tendency to vanish without warning. Optimism and opportunism are powerful forces, however, and sooner or later new settlements arise in place of the old.

Here are a few of the communities that can be found in Xen'drik.

Last Chance (Thorp, Population 45): This is a self-sustaining farming community built around a large inn. It is a joint venture of House Ghallanda and House Jorasco, providing a last night of comfort and a final chance for healing to explorers heading into the southern wilds. Magical services are provided by Alask d'Jorasco (NG male halfling adept 8/dragonmark heir 1), and the outpost also possesses a small supply of potions. Alask could likely make more gold in Stormreach, but he is determined to spread the reach of the house to those in need. Quite a few dying explorers have stumbled into Last Chance in their moment of greatest need; Alask believes that the Traveler's Curse guides the needy to his door. On the other hand, some adventurers never manage to locate the inn. The curse works both ways.

Tal Esk (Hamlet, Population 120): This is a large Riedran settlement on the edge of one of the crystal wastes. The people of Tal Esk quarry and prepare blocks of crystal for travel, gathering dragonshards uncovered in the process. They are unfriendly to strangers and actively hostile to kalashtar. However, a skilled diplomat who speaks the Riedran tongue might be able to find shelter at Tal Esk.

Zantashk (Thorp, Population 60): This is a far outpost of House Tharashk, placed to provide shelter and supplies for house prospectors traveling out in search of dragonshards and other riches. Though a farming community, Zantashk isn't far from a rich dragonshard field. The local reeve is Duuth Velderan (NE human expert 4/fighter 2), a cunning opportunist who won't help anyone unless he sees gold in it. Adventurers not belonging to House Tharashk would be wise to sleep with one eye open if they take shelter in Zantashk.

outposts in the south, a party that loses its supplies to raiders, monsters, or ration rot moss (page 43) has to rely on the Survival skill or divine magic to ensure their safe return to Stormreach. The hliska (page 54) pose no physical threat to adventurers, but they have doomed many an expedition by stealing into a party's saddlebags at night.

In a realistic game, the outfitters of Stormreach can be an adventurer's best friends. Dalun Havulak can recommend cold-weather or warm-weather clothing, educate parties on the threats posed by the environment, and provide substances such as vermin ointment (page 139). If your game makes use of the *Frostburn* or *Sandstorm* supplements, Havulak Prospecting is an excellent source for the new equipment presented in those books.

The primary resource for environmental hazards is the *Dungeon Master's Guide*. Pages 302–304 discuss general environmental dangers, including the effects of starvation and thirst. Pages 86–98 provide extensive information about adventuring in different wilderness environments, and any DM running adventures in Xen'drik should review this material when preparing for a game. Chapter 2 of this book provides detailed information on a number of specific environments and sites, which can be used as guidelines when conducting adventures in similar areas.

One key factor to bear in mind while creating adventures in Xen'drik is the wondrous and often primeval nature of the land itself. Terrible magic and extraplanar forces were once unleashed here, and the shattered continent has passed through tens of thousands of years of savagery. The King's Forest in Breland is wilderness, but it remains part of Breland: Wroat and Sharn are not so far away, and the worst horrors of the woods were defeated long ago by the ancient knights of Galifar. However, no one truly knows what lurks in Xen'drik, and even the trees themselves are twisted and angry. The ruins of the giants are scattered everywhere, and explorers never know when they might stumble over a massive stone face staring up out of the dirt—a fallen monument of an empire long forgotten.

Any or all of the following environments might challenge a party seeking the secrets of Xen'drik.

Jungle: While Xen'drik is home to glaciers and deserts, the majority of those who return from it speak of its vast jungles and rain forests. Dark elves lurk in the boughs of enormous trees, and ancient ruins are hidden beneath shrouds of choking vines. Forests can encompass a vast range of environments, from chill woodlands where every tree seems to have a twisted human shape, to dense rain forests where the heat can be a threat as deadly as the creatures that hide in the shadows.

Forest environments are described on page 87 of the *Dungeon Master's Guide*. Sidebars discussing jungle environments can be found on pages 43 and 54 of this book.

Desert: The eastern desert of Menechtarun is over a thousand miles in length, and its deadly heat has long hindered adventurers seeking to claim its secrets. Smaller deserts and burning wastes can be found across the continent. The Desert Canyons site (page 31) can be used to represent any of Xen'drik's desert regions.

The *Sandstorm* supplement can be used to add additional levels of detail to adventures in Menechtarun.

Trade Goods of Xen'drik

Khorvairian adventurers come to Xen'drik in search of ancient treasures and fantastic wealth, but a much wider range of commodities drives a healthy merchant trade between the continents. Precious mineral wealth flows north from its mines and dragonshard fields, and a variety of animals and plants are hunted and harvested in Xen'drik. Here are a few of the more notable trade goods of the mysterious continent.

Eternal Rations: Xen'drik is home to many exotic forms of flora and fauna, two of which share the same unnatural trait. Both the long corn plant and the gurk'ash beast possess a supernatural quality that slows their initial decomposition after death or harvest, allowing them to be processed into rations that never spoil. Farming and herding in Xen'drik can be a dangerous way to make a living, but such crops can earn a healthy price abroad.

Dragonshards: Xen'drik possesses the richest fields of Siberys dragonshards anywhere on Eberron, along with deep deposits of Khyber shards.

Crysteel: The key material in crysteel—a psionically resonant substance that the Riedrans use both as a building material and to create tools—is found in the crystal wastes of Xen'drik. To date, the people of Khorvaire have found little use for this crystal, but the Riedrans devote much effort to quarrying it.

Kuryeva: The berries of the kuryeva bush can be used to produce a wide variety of alcoholic beverages, most notably the gin typically called kuryeva. This drink is popular with sailors across Eberron, and it is in great demand in the taverns of Sharn and Zarash'ak.

Dream Serpents: These rare magical beasts (see page 76) have many fantastic properties. Nonnative hunters typically take only the skin and teeth of the serpent. The drow, who have hunted dream serpents for thousands of years, have also learned to extract the venom glands from the creature and to detoxify its meat. They remove the eyes and grind the serpent's bones to powder, using both components in tribal rituals.

Tilxin Blood: The tilxin bird feeds on the nectar of magical plants, and its blood has potent properties. It is a useful component for the creation of any magic item, but it is particularly useful for *haste* spells. The blood of an adult tilxin can allow a character to create a *potion of haste* without expending experience points, or it can take the place of the *haste* spell (allowing a creator to make the potion without casting or emulating the spell). If it is used as an additional material component for *haste*, tilxin blood grants a +3 bonus to the user's effective caster level. House Cannith pays 100 gp for live tilxin birds; as a result, the creatures have been hunted ruthlessly and are hard to find around Stormreach.

XEN'DRIK



1. Stormreach
2. Throne Gate Ruins
3. Obsidian City
4. Titan's Teeth
5. Kapaerian Island
6. Sun Pillars
7. Fangs of Argarak
8. The Wasting Plain
9. Mel-Aqat
10. Tharkgun Dhak
11. Pra'Xirek
12. Ring of Storms
13. The Hydra (River)
14. Marsh of Desolation
15. Skyraker Claws
16. Valley of Shadows
17. The Ash Cauldrons
18. The Bluespine Peaks
19. Tempest's Spine
20. Dread Lake
21. The Scimitar Spires
22. Three Barrel Cove
23. Sorrowdusk Island
24. Dowron's Shield
25. Thunderwall
26. Dar Qat
27. Tal Esk
28. Zantashk
29. Last Chance
30. Bazek Mohl

This vast desert is home to the bhuka and asherati races from that book, in addition to the thri-kreen of the *Expanded Psionics Handbook*.

Volcanic Fields: Ties to Fernia, tectonic instability, and the work of ancient magic create regions where lava flows like water and scalding heat can kill the unwary. Xen'drik also includes a number of active volcanoes, one of which might tempt a party of adventurers with rumors of ancient treasure hidden in its depths. The Volcanic Fields map (page 47) details one example of such an adventure site; see page 303 of the *Dungeon Master's Guide* for the dangers of extreme heat.

Marsh: From humid coastal regions to murky inland fens, marshland is common in Xen'drik. Much of the ancient continent was flooded in the fall of the giants, leaving fantastic ruins and countless bodies half-buried in silt and soil. Other swamps have existed since the dawn of time, home to all manner of monstrous vermin and terrible creatures.

The Dreary Marsh site (page 33) is one example of a Xen'drik swamp. Additional information on marsh terrain can be found on page 88 of the *Dungeon Master's Guide.*

Crystal Waste: At first glance, a crystal waste appears to be a plain of smooth, glittering ice except for its coloration, often a deep red or pale purple. Closer examination reveals such plains to be massive sheets of solid crystal. Crystal wastes are inhospitable environments, even more unforgiving than deserts. They hold no oases, no place for vegetation to flourish, and no shelter for animal life. However, the Riedrans prize the crystal of the plains for its psionic resonance, and the slabs they mine there form the base of Riedran crysteel (*ECS* 127). Riedran mining camps dot the edges of crystal wastes, where workers quarry blocks out of the plains and prepare the material for transport to Dar Qat.

The smoothness of a crystal waste makes it treacherous terrain. Each square counts as 2 squares of movement, and the DC of Balance and Tumble checks in the area increases by 5. A successful DC 10 Balance check is required to run or charge through a crystal waste.

A crystal waste shares many of the features of a desert. If you are using the *Sandstorm* supplement, the information on glass seas provides additional details. The most dangerous places in a crystal waste are the fields where Siberys shards have struck the glass, shattering the crystal and creating fields of razor shards that can be whipped up to create a deadly flaywind. Such a storm deals 1d4 points of damage each round to those caught within it (*Sandstorm* 22).

Arctic Environs: Xen'drik stretches to the southern pole of Eberron, and these far reaches are lands of endless ice and snow. At the same time, glaciers can be found in high mountains throughout the continent, and a shifting zone could bring an ice flat into existence in the center of Menechtarun itself. Perhaps a city of ancient giants remains perfectly preserved within the heart of a glacier, the result of a desperate attempt at mystical self-preservation in the last days of the empire.

Arctic environments are harsh and deadly. The Mountain Glacier site (page 39) offers a general setting for arctic encounters in Xen'drik, while page 302 of the *Dungeon Master's Guide* provides information on the dangers of extreme cold. The *Frostburn* supplement contains a host of resources for arctic adventures, and the numerous hazards and creatures presented in that book make excellent additions to Xen'drik's frozen wastes.

The Traveler's Curse

The shifting zones make Xen'drik a wildly unpredictable realm, but they are not the only challenge facing travelers and cartographers. A force is at work in Xen'drik that defies even magical explanation—an effect that seems to encompass the entire continent and yet does not behave in any predictable fashion. The consensus of the Morgrave scholars is that this is a lingering effect of the ancient cataclysm that ended the quori invasion, but the first human explorers of this land had a different explanation. They called it the Traveler's Curse, blaming the capricious deity of the Dark Six for the unpredictable nature of exploration in Xen'drik.

The Traveler's Curse twists time and distance, both in perception and reality. Two parties of explorers set out from Stormreach in search of a specific ruin, but though both follow the same path, it might take the first group one week and the second group three weeks to make the journey. No logical explanation exists. The first group might find that it has covered the distance in an impossibly short time. The second might perceive a reasonable length for the journey, only to find on their return to Stormreach that far more time has passed. Under some circumstances, this effect can be a blessing, speeding a party through dangerous terrain. However, the Traveler's Curse can just as easily lead explorers into unexpected danger or cause them to arrive at a different destination than the one they sought. This phenomenon is one reason why no reliable maps of Xen'drik exist, and why it is always possible to stumble into new ruins within striking distance of a settlement or in areas the party has explored before.

The Traveler's Curse ebbs and flows, but it seems to have the strongest effect on those not native to the land. Parties led by a drow or giant guide are more likely to reach their intended destinations. Scholars have also noticed that the effects are weaker on the few established roads in Xen'drik—the paths connecting Stormreach to the closest trading outposts. Some believe that aspects of intent are at work: Knowledge of a destination holds back the effect, and a strong-willed individual might resist or even control it.

The curse has no specific game mechanics associated with it. It is an optional effect left entirely to the DM's discretion and could change from adventure to adventure. If the PCs know their exact destination, perhaps they'll make it there without difficulty. Simply remember that Xen'drik is a land of mystery—and that when explorers stumble onto a hidden city that has remained undiscovered only miles from Stormreach itself, the Traveler's Curse is what makes it possible.


"I told you we could find it, Oryan."
"And it does not even appear to be guarded."
"Do not be so certain. Those who linger long in these forgotten places have a way of turning up."

CHAPTER TWO

Adventure Sites

Few places in Eberron hold more secrets than the unknown reaches of Xen'drik. Its vast jungles, unforgiving mountain ranges, and blistering deserts might seem like familiar environs to many explorers, but lost history and strange magics flow through every part of the mysterious continent.

The dawn of the Age of Giants laid the foundations for a mighty civilization. As centuries passed, the giant culture reached its zenith, and it constructed wonders as yet unsurpassed by any modern race. Built from the labor of elf slaves, the cunning of the eldest giant architects, and arcane secrets taught by the dragons themselves, these sites and monuments defined the environment and forever marked the continent.

Then came the quori. The denizens of Dal Quor, the Region of Dreams, flooded into Eberron through planar gateways in Xen'drik, bent on utilizing Dal Quor's connection to Eberron to prevent the cyclical destruction and rebirth of their plane. What first began as a clash of cultures soon became outright warfare. The giants were forced to fight on the defensive against the quori's superior numbers, yielding ground across Xen'drik even as they began to fall to the quori's mind control. In the end, mighty magic was unleashed against the invaders. The quori were pressed back, and Dal Quor's link to Eberron was severed.

Victory did not come without a price, however. The giant civilization was devastated, with whole cities disappearing beneath the waves or swallowed up by the earth gone mad. In the aftermath of the invasion and a subsequent rebellion by the elves, the dragons laid waste to the scattered remnants of the giant empire before it could use its terrible magic again. Under wave after wave of dragons, Xen'drik finally fell.

Much of the glory that was Xen'drik was wiped from existence nearly forty thousand years ago, but its sites and cities survive as fallen monuments to a civilization long forgotten. The giants devolved, forgetting their glorious past as they fell into a legacy of ruin.

The adventure sites in this chapter represent only a small sample of the diverse environments open to the explorers of Xen'drik—ruins of the continent's distant past, untamed wilderness areas, and new sites created by those who have since claimed this land. When paired with encounters and adventures from Chapters 3 and 4 of this book, these sites might form the basis of a campaign.

Using the Sites

Each of the following adventure sites includes a number of components to help a DM run encounters or design entire adventures.

Map: Each site includes an overview map of the site detailing a number of keyed areas, as well as any smaller linked maps.

Approach: This component describes the site from a distance, providing descriptive text (in italics) that can be read aloud to the players as their characters approach. It might also describe the most common ways of arriving at the site, including any challenges.

Terrain Features: Any features common to the site are described here. This might include information on prevailing weather patterns, hazardous circumstances, common plants, magical auras, and so on.

Keyed Areas: Areas keyed on the map are generally not specific encounters, but rather points of interest for those exploring the site. These descriptions might include magical effects, terrain hazards, ancient relics, or countless other secrets waiting to be discovered.

Ancient Harbor

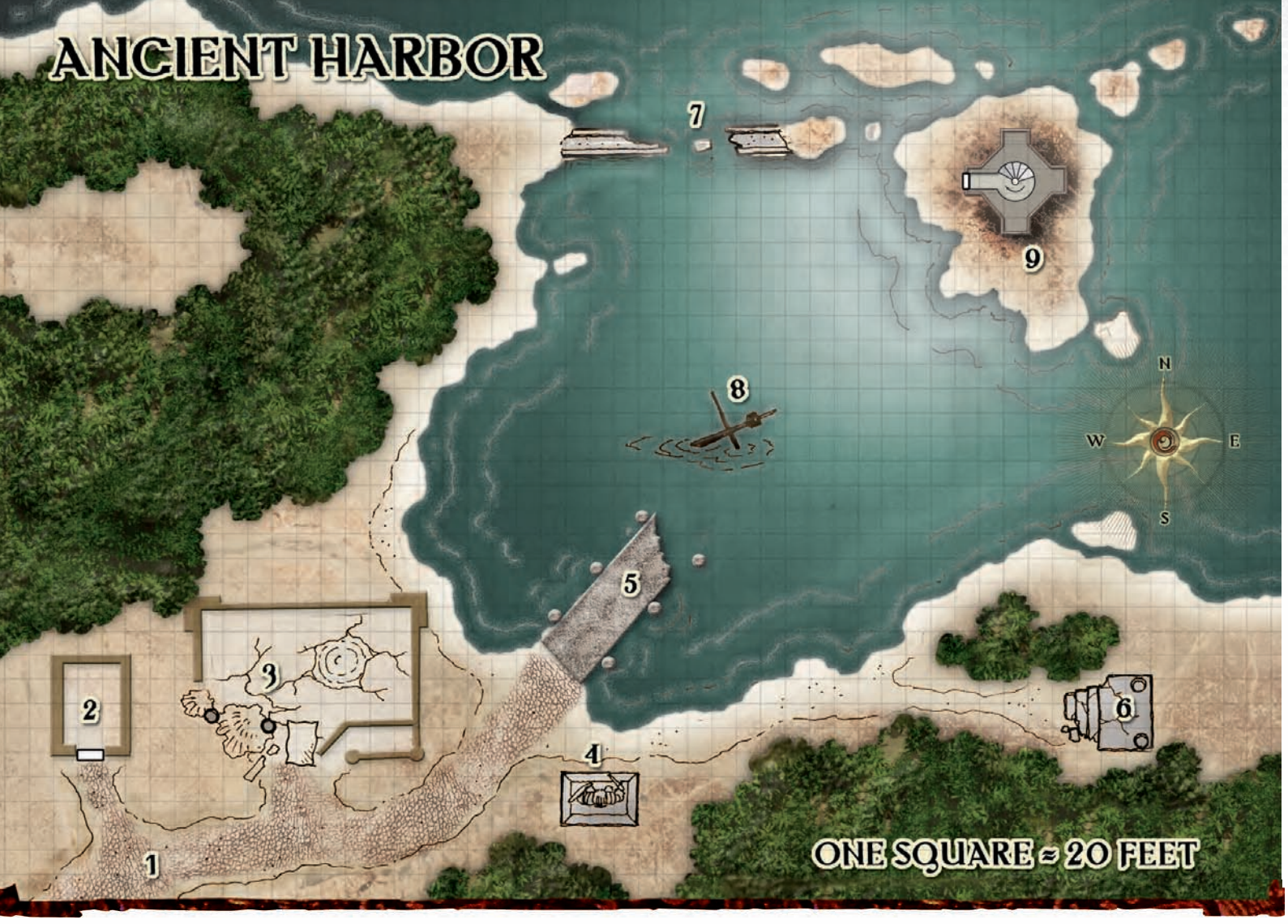
The giants of Xen'drik were not known for their skill with ships, but their explorers traveled to Khorvaire, Sarlona, and Argonnessen. This ancient harbor is one of the few that remain on the continent, after the cataclysmic events that ended the giant empire sent most larger seaports into the depths.

Approach

Located along the coast, this site is most easily reached by air or ocean. The route overland is significantly more treacherous, passing through a perilous tract of jungle teeming with drow, yuan-ti, giants, and more dangerous creatures. Closer to the port, the ground in the lowlands becomes swampy, with large pools of standing water and thick mud.

A party close by the ruined harbor might see the faint purple glow of its lighthouse (see area 9).

Nestled in the crook of a natural bay stands a mass of huge crumbling buildings and a shattered dock. A wooden mast stands above choppy water, betraying the location of a sunken vessel. A rocky island at the edge of the bay supports a slender stone lighthouse, weathered and cracked.



TERRAIN FEATURES

The lowland ground near the ruins is a swampy morass of mud and stagnant pools (terrain that slows movement), and severe thunderstorms are frequent in the area (*DMG* 94–95). These storms last 2d4 hours and strike every 1d6 days.

KEYED AREAS

1. Swampy Ground: This area was once the main thoroughfare for the small harbor community. Large paving stones are visible here and there through the muck, covered in slime and moss where they stick up at odd angles.

2. Storage Building: Still mostly intact, this 30-foot-tall building is covered in thick vines and other plants that thrive on its walls and across its broad, flat roof. The stone door to the building is not locked, but it cannot be opened until the foliage covering it is cut away (10 minutes work for four people). Once clear, the door can be opened with a successful DC 20 Strength check.

OTHER SITES

Although this chapter lays out a number of Xen'drik sites full of adventure possibilities, countless others exist. Below are a sampling of further ideas that might become your campaign's next adventure site.

- A giant necropolis is full of stone cairns, mausoleums, and monuments to those long dead.
- An island fortress lies just off the coast, half submerged in the roiling waves.
- An abandoned yuan-ti fortress has been overrun by carnivorous plants and angry snake spirits.
- A chunk of molten rock floats through the skies with a ruined tower on top.
- A fast-running river flowing in a circle is dotted by laughing idols.
- A valley is so full of spiders and their webs that it appears shrouded in fog at a distance.
- A gigantic crater has winding caves at its bottom and alien creatures roaming its upper edges.
- A series of hills is topped with monoliths that together point the way to a barren mountain.
- A maze of natural rock walls leads to a smooth stone tower with no entrance.
- A village of crude wooden dwellings high atop the trees is inhabited by a large drow clan.

Inside are a number of stone containers holding thick hempen rope coils, musty leather sails, and petrified wood planks. All have survived the long centuries as a result of lingering magic in the area. What other items of interest might remain here is left for the DM to determine.

3. Ruined Structure: This enormous structure was a lodge hall for giant sailors. A large pile of rubble takes up the southwest corner, where the walls and a portion of the roof have collapsed. Inside, shattered stone benches are strewn about the room. A large hole in the center of the floor is full of water and connects to the harbor outside. Numerous gouges and cracks leading to the hole suggest some sort of struggle here—almost as if creatures in the room fought being dragged into the water.

4. Giant Statue: Not far from the water's edge is the statue of a giant sailor, completely covered in vines and mossy growth. Though pocked and cracked beneath the vegetation, the statue is relatively intact. The giant sailor bears a shield and cutlass (both either decayed or magically intact, at the DM's discretion).

5. Shattered Dock: A shattered stone dock lies partially tipped into the water, still attached to one piling. Corroded mooring points can still be seen on some of the other pilings, but they are of crude design.

6. Lookout: A path leads away from the muck and the beach, climbing 30 feet to a simple stone platform. The giants used this area as a lookout because of its clear view of the open waters beyond the harbor. Two stone pillars appear to have once held a covering to protect lookouts from the sun and rain. One of these pillars has a rune on it that radiates faint divination magic (Spellcraft DC 18), although its precise effect is not obvious. Anyone tracing a finger along the rune gains the ability to closely view any location in sight (an effect otherwise similar to the *clairaudience/clairvoyance* spell). The rune's magic has decayed over centuries, and it can now be activated only once. The effect lasts for 1 minute and must be used within 1 hour of tracing the rune.

7. Tidal Wall: To prevent serious damage during heavy storms, the giants constructed a wall to seal off the northern end of the harbor and block most tides. Since its construction, the tidal wall has decayed and fallen in places. This wall also served as a walkway to the lighthouse, but it is no longer passable.

8. Bay: Only 15 feet from shore, this bay's depth plunges to almost 80 feet. The waters are choppy, requiring a DC 15 Swim check to move at one-quarter speed as a move action. Just off the end of the ruined dock is the mast of a sunken ship, the recent wreck of an explorer's vessel. While not a danger to swimmers, the wreck makes the area dangerous for other boats that might enter the harbor. Craft that get too close risk damaging their hulls. DMs can use the wreck as a site for further exploration as they see fit.

9. Lighthouse: This tall stone tower rises almost 80 feet above the water, and like many of the other structures in the harbor, it is covered in vines and moss. The door is stuck fast, requiring a successful DC 25 Strength check to open. Inside, crumbling stairs lead up to a small deck high above, where a weathered piece of quartz sits on a rusting iron stand. Climbing the stairs is dangerous, requiring a DC 15 Climb check to ascend at one-quarter speed. A character who fails this check by 5 or more tumbles down, taking 1d6 points of nonlethal damage for each previous check made. Anyone climbing the stairs beneath a falling character must succeed on a DC 15 Reflex save or tumble to the bottom, with the same effects. At night, the lighthouse beacon activates 50% of the time, bathing the entire harbor in a faint purple light. If removed, the quartz can be sold (value determined by the DM), but its magic no longer functions.

Colossal Monument

A gigantic statue towering over the surrounding jungle stands partially in ruin. Whether a monument to some giant king, or one of a series of statues marking a great domain, its original purpose is now lost to time. Locals visit the monument, some even worshiping it as a sort of god—praying for its favor, offering it sacrifices, and fearing its wrath.

Approach

A slow-moving river runs close by the great statue, allowing access by shallow-bottomed boat. From the river, a path winds its way to the statue, connecting to any number of communities or other locations within the larger area. Clearly visible above the trees, the monument can also be easily spotted by airship.

As the jungle canopy clears to reveal a cloudy sky, the first sign of it comes into view—a towering colossus rising hundreds of feet above the trees. Made of smoothly joined stone blocks, the statue is covered in moss and marred by the ravages of time. Fashioned in the image of a mighty giant, the figure is carved to appear armored in stone plates. Its head and one upraised arm are missing, lost to the jungle below.

Terrain Features

The jungle in this area is fantastically thick and unnaturally verdant. Dense vines and underbrush fill the area, slowing any movement to one-quarter normal speed. Any path cut through this brush disappears under new growth in one day, though any natural clearings are carpeted in plush grass that seems to hold the jungle back.

Light rain is falling at this site 50% of the time, and heavy clouds seem drawn to this area. This rain does not hamper vision but imposes a –2 penalty on Search and Spot checks.

Keyed Areas

1. Observatory: Built as a place of reflection, this area consists of a stone disk raised 5 feet above the ground. A ring of tall stone columns, some shattered and broken, surround a pool of fresh water fed by an underground spring. The water burbles softly and is cool and refreshing. Arcane symbols around the pool have a faint aura of divination magic, which can be identified by *detect magic* (Spellcraft DC 20). Any *augury* spell cast while standing next to the pool has an effective caster level of 20th (90% chance of success).

2. Broken Bridge: A broken bridge standing here once crossed the slow-moving river. The river is 15 feet deep at its center and easy to cross (Swim DC 10). Tumbled stone blocks that once made up the bridge now prevent any boat from passing. Small turtles call this area home but pose no threat to those swimming across. (These turtles are actually drow locals who had the misfortune of sitting on the throne in area 11.)



3. Shattered Sword: Long ago, the sword arm of the gigantic statue crumbled and fell to the ground below. Although much of the arm tumbled down the hill on which the statue stands, the sword and hand fell close to the base. The long stone blade was once held up to the sky, lit with pale blue fire each night. The pieces of the blade still do this, but with a flickering, failing magic. Each piece radiates faint illusion magic (Spellcraft DC 16) if *detect magic* is used. Ancient runes run along the length of the blade, but these are worn and difficult to make out (those on the underside are much clearer). Where a gloved hand grips it, the pommel of the blade is made of tarnished and corroded silver, and it rings hollow if struck.

4. Colonnade: The path leading to the statue runs uphill between two rows of tall stone columns, many of which have crumbled and fallen. Those few that are still intact end in a stone cap carved to look like a burning flame. As with the shattered sword, these glow with a flickering blue fire each night. One of the fallen columns has been adopted as a sacrificial altar, with crude bindings and a large bloodstain hinting at recent use. Three wooden stakes are driven into the ground around the makeshift altar, each with a crude torch at its top.

5. Giant Head: Resting on its side is the missing head of the colossal statue, its eyes closed as if in a pleasant dream. Although time has taken its toll on the moss-covered head and its spiked helm, a good deal of detail is still visible. The eyes open at night and glow with the same strange blue fire as the sword. Each night, the head can answer a single question pertaining to the giant civilization of forty thousand years ago (as the *commune* spell). Such a find would be an invaluable resource to any researcher attempting to uncover the lost history of Xen'drik.

6. Stairs: These giant-sized stairs rise up to a long porch at the base of the statue, which stands atop a stone dais above. From the top of the stairs, another staircase descends into the earth beneath the colossus. The stairs are completely crumbled and choked with vegetation (Climb DC 5).

7. Colossus: The statue towers some 350 feet above the ground and is covered with vines and moss (Climb DC 15).

8. Entry Hall: This long hall is dominated by a pair of tall statues of giants to either side. Although they were once guardians, they no longer function and fall apart when anyone approaches. The end of the hall has a large relief carving of the colossus marching through the jungle, lording over the giants beneath it.

9. Hall of Records: The iron door to this chamber is rusted shut, requiring a DC 25 Strength check to open. The chamber beyond is full of thick cobwebs, and its walls contain faded frescos of the colossus under construction. Using massive wooden towers and pulleys, elf slaves are shown lifting huge stone blocks while giants oversee their efforts. Some of the panels contain arcane formulas related to making the colossus move. A successful DC 25 Knowledge (arcana) check reveals the basics of this process, but

not enough information to complete the task. The hallway leading out of this chamber is partially collapsed.

10. Collapsed Hall: The iron door to this chamber is closed but not stuck (Strength DC 10 to open). This vast hall contains a large fountain that once held exotic fish. In countless ages past, half the chamber collapsed, burying part of the fountain and covering the room with dirt and tumbled stones. Bones of the huge fish that once lived here rest at the fountain's bottom. A corridor once led from this chamber to parts unknown, but it is now completely sealed off.

11. Giant Throne: At one end of this ruined chamber is a tall stone throne encrusted with jewels and coated in flaking gold leaf. If *detect magic* is used on the throne, it radiates moderate transmutation and faint divination magic (Spellcraft DCs 20 and 18 respectively). Any creature not of the giant type that sits in the throne must succeed on a DC 17 Fortitude save or be transformed into a turtle by a *baleful polymorph* effect. Giants and those who succeed on the save can instead see through the statue's eyes (see area 5) as if under the effect of *clairaudience/clairvoyance,* but only as long as they sit on the throne. The throne might have once had other uses, but these no longer appear to function.

Desert Canyons

Where a vast waste pushes up against rising mountains, a series of canyons is etched into the desert floor. Littered with ruins scoured smooth by the desert winds, the canyons contain the ancient remnants of giant tombs, as well as unusual crystal formations protruding from the rock walls. Today, the nomadic desert drow, cruel sun giants, and other natives of the area use the canyons as an oasis, resting and restocking their supplies of water here.

Approach

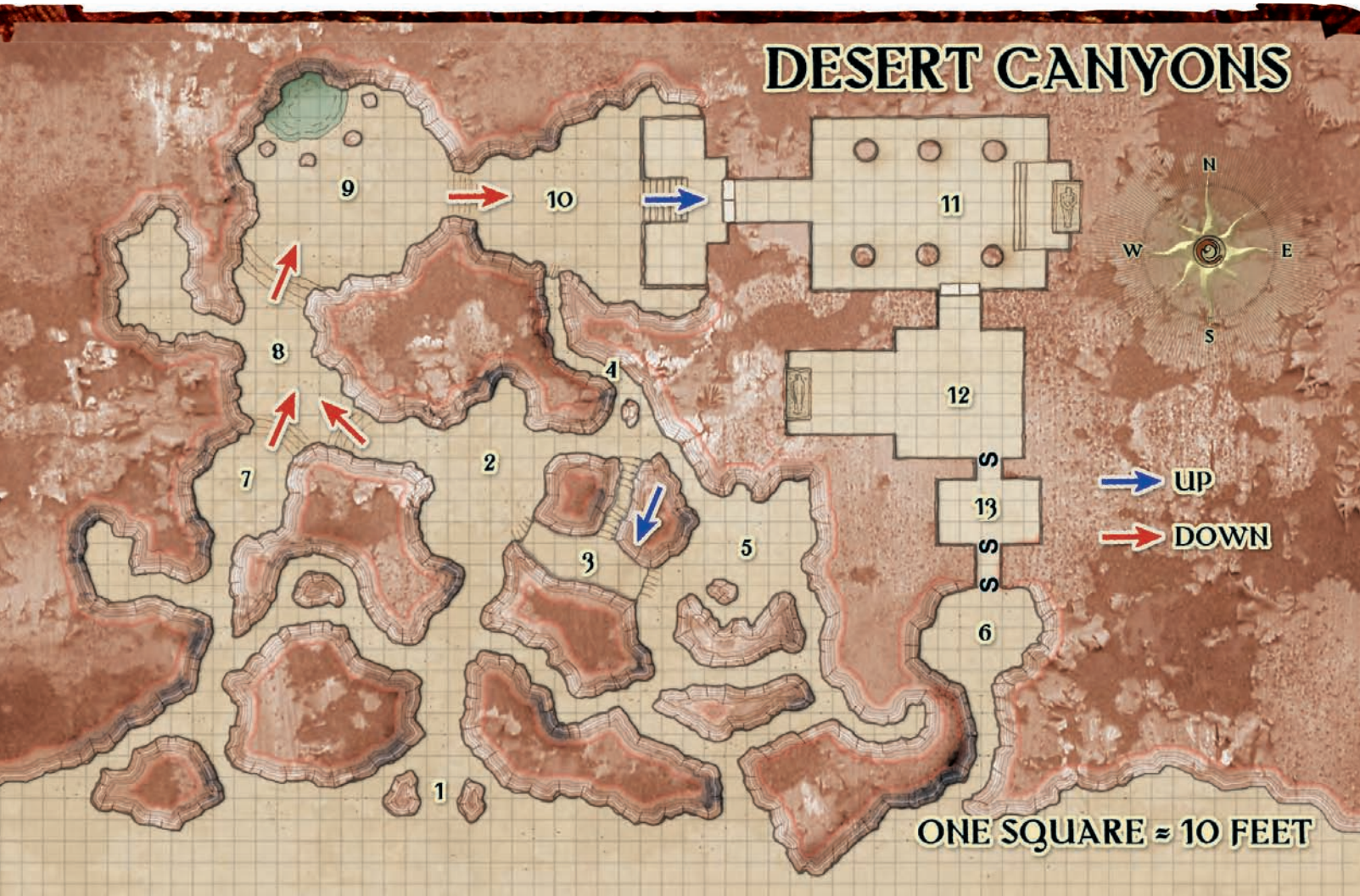
Getting here could be as dangerous as the site itself. Located in a great desert, reaching the canyons is hazardous by land, impossible by water, and difficult by the air. A series of weathered stone markers leads through the desert to this site, but many have been swallowed by the sands or worn away to nothing.

A labyrinth of canyons opens up in the desert as the ground rises to a jagged plateau. A wind-blown haze of dusty sand covers the canyon floors, while razor-sharp black crystals protrude from its walls, forming a maze of knives.

Terrain Features

Once inside the twisting canyons, explorers are less at risk from the blasting desert heat and oppressive sun. However, the walls of the canyon are razor sharp, making climbing dangerous (if not outright deadly). Climbing the walls requires a successful DC 15 Climb check, but unless this DC is exceeded by 5 or more, a climber takes 1d6 points of damage. The canyon walls are 50 feet high in most places, and the plateau they cut through is rough, uneven ground.

There is a 25% chance each hour that a windstorm (*DMG* 95) blows through the canyons for 1d4 rounds. Aside from



possibly blowing Small or smaller creatures into the walls, the wind also kicks up clouds of fine sand. This sand acts like an inhaled poison (DC 14, 1 Con/1 Con). A single round of echoing howls always precedes the winds. A creature accustomed to this phenomenon can take precautions (such as holding its breath or covering its mouth with a damp cloth) to avoid the effects of the poisonous sand cloud.

KEYED AREAS

1. Twin Pillars: Two pillars of faceted black glass rise some 70 feet above the desert floor. At the base of these pillars are a series of Drow glyphs, informing travelers what they can expect to find beyond. A successful DC 20 Decipher Script check reveals that the symbols represent "water," "forbidden place," and "poison wind."

Approximately 20 feet above the ground is another symbol, nearly scoured from the glass by fierce desert storms. This is an ancient Giant glyph meaning "sacred burial." It can be noticed from the ground with a successful DC 20 Spot check and understood with a successful DC 25 Decipher Script check.

2. Boneyard: A field of bleached hill giant bones spreads across this broad chamber, open to the scorching sun above. Months ago, a host of giants camping here was slain in a drow ambush. The drow were careful to remove all traces of their presence, collecting their dead and gathering any expended arrows or boomerangs. The wind has scoured away any sign of what killed the giants.

3. Ambush Chamber: This area can be reached only through a dangerously narrow stairway that rises to a height of 30 feet above the canyon floor. Anyone moving up this stairway faster than half speed must succeed on a DC 15 Reflex save or take 1d6 points of damage from the sharp crystals. This area overlooks area 2 and was the staging ground for the drow attack. The other side of the chamber gives a view of the passageway leading into area 5. Creatures that know of this place often use it to camp in relative safety.

4. Narrow Passage: Hidden behind a jagged pillar of rock, this narrow passageway leads to area 10. The passage slopes down slightly, but it still ends 20 feet above the floor of that chamber.

5. Sand Trap: This large area is just like the others in the canyon complex except for its floor. A large, hidden sinkhole makes it treacherous to traverse, causing those who go too far to begin sinking as if in quicksand (*DMG* 88). The only sign of this danger is a severed rope, tied around a massive stone column but not long enough to allow trapped creatures to pull themselves out.

Ankhegs, bulettes, and other burrowing creatures take up residence here from time to time, unaffected by the treacherous sand.

6. Canyon of Voices: Strange echoing voices can constantly be heard in this chamber. They are unintelligible, but are reminiscent of the Giant language to those who understand it. During a windstorm, these voices rise to a scream that threatens to deafen anyone in the area for 1d6 hours (Fortitude DC 20 negates). The secret door in the back of the canyon wall is well hidden (Search DC 35). Even if discovered, it is very difficult to open, as noted in area 13.

7. Crystal Cathedral: The walls of this chamber are covered in massive, black faceted crystals. Although the scouring wind shatters a number of these crystals whenever it blasts through, they are replenished as fast as they are destroyed. Anyone present in this chamber when a windstorm passes through takes 4d6 points of slashing damage from the shattered crystals each round the storm persists (Reflex DC 15 half).

8. Campsite: This area is not affected by the windstorm, and shows heavy signs of use as a camp. Numerous fire pits have been dug into the floor, and a successful DC 20 Survival check reveals that both Medium and Large creatures have camped here (not necessarily at the same time).

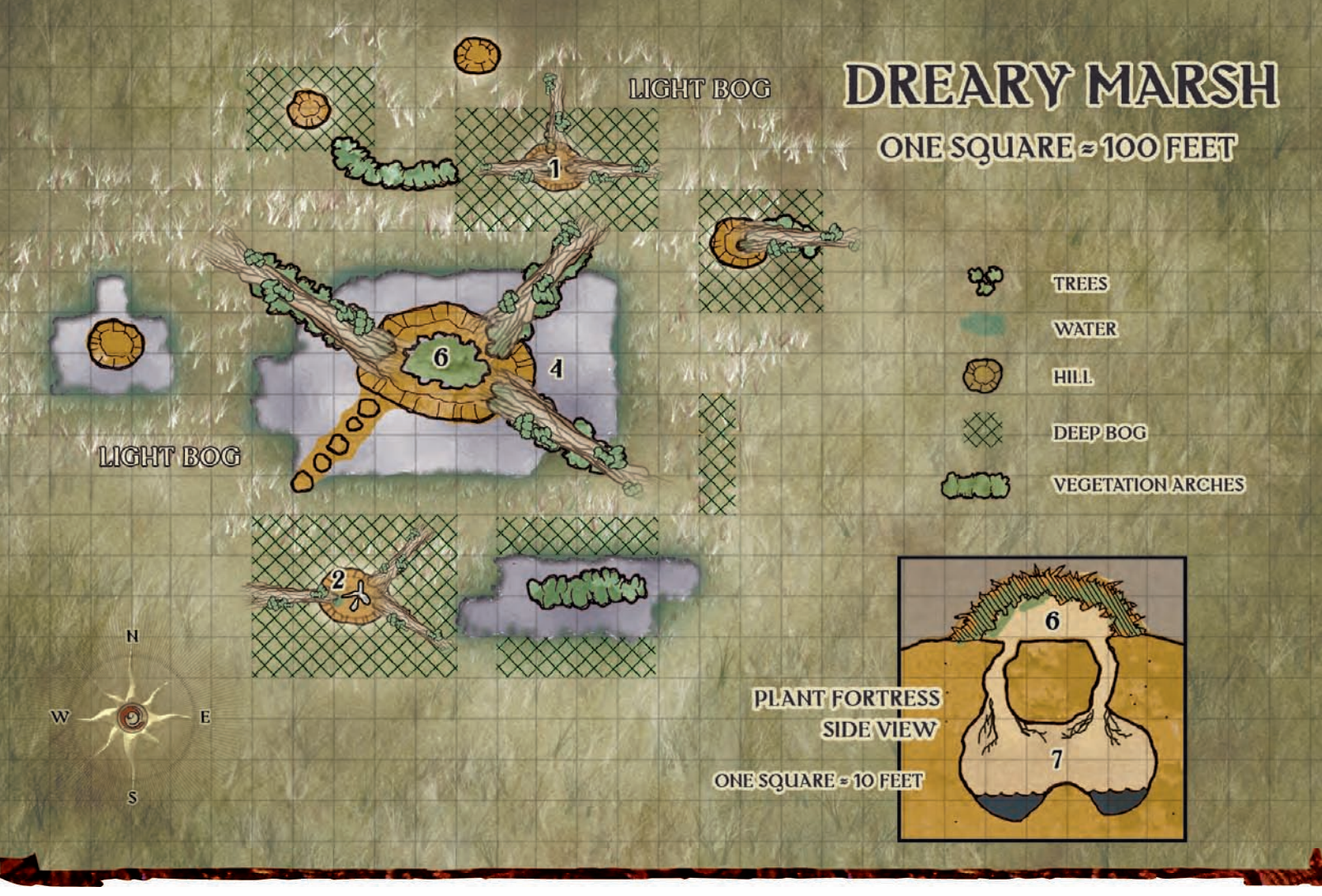
9. Oasis: A large pool of cool, clean water dominates one side of this chamber. Four stone pillars with faded glyphs stand just beside the pool. A successful DC 28 Spellcraft check (DC 19 if *read magic* is used) reveals these to be *symbols* that once guarded the pool with potent death magic, but they have since faded and hold no power.

10. Tomb Entrance: A grand staircase rises up to sandstone double doors (hardness 8, 60 hp each) that lead into the sacred tomb of a giant chief. A stone bar holds the doors closed from the inside (Strength DC 28 to break). The doors are also trapped with a falling block trap (*DMG* 72) that targets anyone standing in front of them, then resets itself automatically. A pair of enormous heads, like those of giants, flank the doorway, their mouths open. These stylized heads are the source of the windstorms that plague this place, and they radiate moderate transmutation magic if *detect magic* is used on them.

11. Grand Tomb: Huge stone pillars run the length of this room, leading up to a stone dais on which rests a large sarcophagus. Light filters into this chamber from thin slits high on the walls. Inside the sarcophagus are the remains of a giant chieftain who was buried here in honor. Giant glyphs on the walls speak of a terrible curse that will befall any who disturb this grave. Those who violate the tomb are affected by a *bestow curse* spell (DC 20). The curse is automatically lifted if the tomb is put right and sanctified. Disturbing this tomb causes the stone blocks outside the doors to permanently close, sealing off the main exit forever. Only minor treasure was buried with the chieftain's body.

12. Servants' Tomb: The main chamber of this area contains dozen of niches in the walls. Intended as the resting place of the dozens of drow thralls who built the tomb and were interred with their master, the niches are all empty. The side chamber in this room contains the smaller, less grand sarcophagus of the chieftain's wife. Opening her coffin carries the same curse as detailed in room 11. Locating the secret door in this chamber requires a successful DC 20 Search check.

13. Treasure Vault: The chieftain's wealth (including numerous magic items as determined by the DM) has been sealed into this hidden chamber. Without the giants' knowledge, the drow slaves built a secret passageway out of the tomb, not wanting to die with their master. A successful DC 25 Search check locates the passageway, but a heavy stone block seals it. A hidden trigger raises the block for 3 rounds and opens the secret door leading to area 6. Finding this trigger requires a successful DC 25 Search check, while activating it requires a successful DC 20 Disable Device check.



Dreary Marsh

An enormous swamp stretches for miles, its murky waters ready to swallow unwary travelers. In the center of the marsh, a massive fortress of vines rises up.

Approach

The marshy landscape makes an approach by air risky. It is impossible to tell whether a party descending by ladder will touch down on solid ground or not. Waterways quickly silt up, making travel by boat impractical. On foot is the safest way to travel the swamp, preferably with a guide rope to snatch fallen comrades out of pits and quicksand.

Vast expanses of muck stretch for miles. Hillocks covered with vegetation dot the marshy landscape, no doubt hiding snakes and other swamp-dwelling predators. In the distance, arching vine bridges seem to lead to a massive fortress squatting in the marsh.

Terrain Features

Shallow bogs make up most of the Dreary Marsh site, becoming deep bogs (*DMG* 88) in some areas. Hillocks and vegetation bridges offer PCs a drier way to travel, but inevitably give way to more bogs before long.

This marsh possesses an unusual and perilous property. Refined materials decay at an accelerated pace while in the bog. Metal items grow brittle within an hour of entering the marsh, permanently reducing their hardness by 2. Every 24 hours, each such item must succeed on a DC 17 Fortitude save or crumble into dust. Magic items last an additional 24 hours before requiring a save. A *mending* spell or similar effect cast on an item adds 8 hours to the length of time before it requires a save.

At the same time, living things gain 1d6 temporary hit points upon entering the marsh. These hit points refresh every 24 hours but are lost when creatures leave the area.

As partially metallic living creatures, warforged react unusually to the marsh's environment. They gain temporary hit points as other living creatures do but also lose 1 point from their armor bonus for every 24 hours spent in the marsh. (This loss can be negated by a successful DC 17 Fortitude save.) This penalty accumulates until it cancels the armor bonus from the warforged character's composite plating. Since warforged don't heal naturally, 8 hours and a successful DC 15 Craft (armorsmithing) check are required to restore 1 point of lost armor bonus. For every multiple of 5 by which the result exceeds 15, the warforged regains an additional point of armor bonus from that check. Warforged that have the Ironwood Body or Unarmored Body feat from *Races of Eberron* are not subject to this penalty.

Keyed Areas

1. North Copse: A large cluster of cypress trees stands draped in moss curtains. The copse grows atop a hillock surrounded by deep bogs and vegetation arches (area 3). Clusters of green berries grow around the base of the trees. A successful DC 20 Knowledge (nature) check identifies them as scumberries, so named for their moist surface. Scumberries are not particularly tasty but

neither are they poisonous. A successful DC 25 Survival check reveals that crushed scumberries applied to the skin (a full-round action) negates the phosphorescent effect of the lagoon in area 4 for 1 hour. The copse contains enough scumberries to prepare five applications, and new berries grow back in two weeks.

2. Swamp Ruins: Cracked gray pillars rise up from the swamp like giant bones. The vine-covered columns provide shelter for indigenous creatures, and yuan-ti and lizardfolk regularly fight over this area.

3. Vegetation Arches: Woven vine and moss arches seem to rise naturally out of the swamp, crisscrossing to form a network of bridges. These arches never grow wider than 5 feet, so PCs must walk single file along them.

The vegetation arches leading to the plant fortress (area 6) are not exactly sentient but have developed a rudimentary awareness. The fortress is the heart of the swamp, and the arches around it wish to protect it from intruders. Arches leading to area 6 support travelers halfway to the fortress and then collapse, dumping characters into the lagoon (area 4). Flying PCs can attempt DC 20 Reflex saves to take to the air before landing in the water.

A character with a slashing weapon can try to chop through a vegetation arch, provided the weapon is sized for Medium or larger creatures and can be wielded two-handed. Each arch (AC 20, hardness 0, 30 hit points) takes double damage from fire-based attacks. A vegetation arch rebuilds itself over a period of 24 hours after its collapse or destruction.

4. Phosphorescent Lagoon: A 15-foot-deep lagoon surrounds the plant fortress (area 6). It can be crossed only by swimming, using magical means, or traversing the vegetation arches (area 3) or stepping stones (area 5).

An unusual type of algae in the water sheds radiance equal to a candle flame. The phosphorescent algae cause all creatures living in the water to glow with a bright luminescence, as if affected by a *faerie fire* spell. This is a natural, extraordinary effect, and as such it cannot be dispelled. Characters who enter the water take on the same luminescent quality. When they leave the water, they can spend a full minute cleaning themselves to end the luminescent effect, or apply scumberries to their exposed skin (see area 1). Otherwise, it takes 1 hour for the effect to wear off.

If a jar of water is taken from the lagoon, it continues to glow for two days before the algae die.

5. Stepping Stones: A string of six large boulders set 10 feet apart leads up to the plant fortress. Moving from one slippery stone to the next requires a successful DC 15 Jump check. Upon landing on a stone, a character must succeed on a DC 15 Balance check or lose her footing and tumble off.

6. Plant Fortress: A wooden framework supports a strange, fortresslike structure. Vines as thick as tree trunks intertwine with marsh grasses, giant flowers, and moss to form the fortress walls.

No windows or doors offer entry into this structure. The fortress, though not a plant creature, possesses a vague intelligence. Anyone casting a *speak with plants* spell can coax it into opening, but this requires assurances that the travelers will not harm any of the plants within. The fortress begins with an indifferent attitude but refuses to speak to anyone carrying an open flame.

Characters possessing the woodland stride ability find that the walls of the plant fortress open automatically when they try to step through. PCs can burn or force their way through the walls, but doing so earns the enmity of the plant fortress. The fortress walls are 1 foot thick and have 24 + 1d6 hit points per 5-foot square. The walls take double damage from fire.

Once per day, the plant fortress can create an *entangle* effect as the spell (DC 11) that targets any or all creatures inside the fortress. The effect lasts for 5 minutes.

The plant fortress shapes its interior to suit it by forming and removing walls at will. Unless directed by inhabitants, the plant fortress usually leaves its central chamber open. Two hollow vines filled with a gooey substance lead down into a subterranean grotto (area 7). The vines are large enough to admit only Medium or smaller creatures.

7. Grotto: The hollow vine tubes act as slippery slides. Characters sliding down the tubes can attempt DC 15 Reflex saves to catch themselves, followed by DC 10 Strength checks to halt their fall. Climbing up the 30 feet of twisted tubing requires a successful DC 25 Climb check.

With walls formed of compressed plant matter, the grotto sheds green light. The magical qualities of the marsh originate in this area, so the decay effect operates quicker here. Metal items must save every 6 hours, and *mending* has no effect. Living creatures (including plants) gain 2d6 temporary hit points while in this area. Warforged gain the temporary hit points, but they must save against the decay effect every 6 hours if they are vulnerable to it. Spells of the Plant domain are cast at +1 caster level in the grotto.

Fog Lake

Numerous streams and rivers crisscross Xen'drik, making much of the interior accessible by boat. Deep in the jungle, these small waterways sometimes form large lakes full of strange fish and other aquatic life. A perpetual fog, caused in part by a nearby waterfall, shrouds one such lake, which is dominated by a slender silver tower that rises from the water's surface. Even the local tribes avoid this unexplored place. Strange whispers can be heard across the lake's surface, and odd forms seem to dance through the ever-present mist.

Approach

This site can easily be reached by riverboat or on foot. The heavy fog cloaks the lake and the surrounding jungle, making it difficult to approach by airship. Those traveling by boat might face numerous obstacles, including waterfalls and river predators.

As the dense jungle begins to thin, a silver mist snakes through the trees. The mist quickly obscures your sight, limiting vision to no more than 50 feet. Brief gaps in the fog and trees reveal a large lake ahead with a calm gray surface. Strange echoes reach your ears—voices heard only faintly over a watery roar far in the distance.

Terrain Features

Aside from traditional jungle terrain, the dense mist is this site's primary feature, extending 200 feet in every direction from the shore. The fog grants concealment (20% miss chance) to targets more than 20 feet away, while targets beyond 50 feet gain total concealment (50% miss chance)

and do not have line of sight. The roar of the waterfall and the strange echoing voices make it difficult to pick out closer sounds, imposing a –2 penalty on Listen checks.

Strange spirits lurk in this place, although they do not act directly upon creatures in the area. However, any creatures sleeping within a mile of the lake are plagued by terrible dreams in which ghostly giants sacrifice elf slaves to the lake in grisly rituals. These disturbing visions act like a *nightmare* spell (caster level 9th, Will DC 17 negates). These whispers seem to only affect humanoids, leaving other creatures and the local wildlife undisturbed.

KEYED AREAS

1. Standing Stone: This carved stone marking the fork in the path is over 10 feet tall and roughly 2 feet wide. It was once graven with Giant runes, but most of these have worn away with the passage of time. A successful DC 20 Decipher Script check or a *comprehend languages* effect determines that the runes read "spirit falls," "lake," and "tower of making." These are not clustered together, although a rune near "spirit falls" seems to indicate the direction of the waterfall, while the others are near a rune that points in the opposite direction.

2. Slippery Ford: The path that leads through the jungle crosses a shallow river at this location. The murky water is only 4 feet deep, but it flows quickly across slick stones, making for a treacherous crossing. Wading through the river requires a DC 15 Balance check; failure by 5 or more causes a character to fall into the water and be swept over the short falls nearby, then deposited in the lake (area 4). This bumpy ride deals 2d6 points of nonlethal damage.

Any creature touching the water of the lake contracts a terrible curse. See area 4 for details.

3. Spectral Pier: The path meets up with a sandy beach, in the center of which stands a 10-foot-tall silver monolith. A successful DC 20 Decipher Script check or *comprehend languages* spell makes out weathered runes on the monolith, though only the phrase "blood sacrifice calls the maker" is still legible. In the water adjacent to the monolith stand four stone pilings whose worn markings can be identified as arcane runes of conjuration (Knowledge [arcana] DC 20). These sigils are no longer magical.

Should the blood of any living creature touch the monolith, the PCs hear a strange horn call in the distance. As the echo of the single note fades away, a spectral raft sails out of the mist from the direction of the Tower of Making (area 5) and docks between the four pilings. The raft is 20 feet wide and 30 feet long, and it can hold six Large creatures or twenty-four Medium or smaller creatures. After roughly 5 minutes, the raft sails back through the mist, crossing to the tower in the middle of the lake. There, it stops for 1 minute before fading away.

4. Lake of Sacrifices: The builders of the silver tower used the energy of thousands of souls to power their arcane forges, instilling them into the lake through a series of elaborate sacrifices. The magically preserved bodies of thousands of creatures still lie at the bottom of the lake, and anyone unfortunate enough to come into contact with its waters contracts a vengeful curse unless he succeeds on a DC 20 Will save. Those who fail this save are subject to the effects of a *nightmare* spell each night (caster level 9th). A successful DC 15 Will save each night temporarily negates this effect, but lifting the curse requires that the affected creature remove one of the dead from the lake and give the body a proper burial or cremation. At the end of the ceremony, a *remove curse* or similar effect ends the malady.

The lake is always unnaturally calm (Swim DC 10), and reaches a depth of 30 feet some 20 feet from shore.

5. Tower of Making: This tall silver tower rises from the lake to a height of nearly 100 feet, growing slimmer before flaring out to four points at the top. The tower has no windows and only one apparent entrance. The raft from area 3 docks at a small shelf resting on the surface of the water.

The door to the tower is sealed. How to open it (and what lies within) is left to the DM to determine, but it should be relatively challenging for the characters.

6. Crude Suspension Bridge: Where the land rises to the east, the water of the lake has carved a deep channel. Crossing over the chasm is a crude suspension bridge made of vines and thin wood planks, anchored on both sides by wooden pilings. The pilings bear numerous carvings of scorpions and are obviously of drow make (as is the bridge). Crossing the wobbly bridge (which lacks handrails of any sort) requires a DC 5 Balance check. Those who fail this check by 5 or more fall 40 feet into the frothing waters below, taking 2d3 points of nonlethal damage before being swept into the accursed lake. The bridge can support no more than 500 pounds of weight at one time. Severing one of the ropes (hardness 0, 4 hp) causes the bridge to tilt wildly to one side, increasing the Balance DC to 20.



Severing two ropes causes the bridge to collapse, depositing everyone on it into the water below.

7. Waterfall: The rushing river cascades 60 feet over dangerous rocks. Anyone unfortunate enough to go over the falls takes 6d6 points of damage before being swept out into the cursed lake.

8. Whispering Idols: Along the beach on the north side of the lake are a number of wooden idols standing in the water. These idols have been carved in the forms of jungle animals, including monkeys, alligators, scorpions, and snakes. As the water passes through these idols, small channels and holes in the base create the strange whispering sound that can be heard throughout the area. These idols run along the lakeshore and riverbank for miles.

Forsaken City

The remains of a giant city cover several miles of wild terrain, hiding lost secrets and dangerous creatures.

Approach

Guard posts scattered around the perimeter of the forsaken city might conceal the sentries of the ruins' modern inhabitants. The ruins rise high enough in several places to allow an airship to dock, making the Azure Tower an eye-catching landmark for navigation.

A rectangular tower of blue glass rises hundreds of feet in the air, the ruined shells of buildings sprawling around its base. A series of stone canals divides the area into square sections. Rotating green orbs shed an eerie light over the desolation.

Terrain Features

Debris covers most of the ancient streets. Treat all outside areas as light rubble, and interiors or ruined buildings as dense rubble (*DMG* 91). The canals remain clear and easy to traverse. Permanent magical effects of the forsaken city (such as the water globes in area 3) have a caster level of 20th.

Keyed Areas

1. Abandoned Buildings: Slave dwellings once circled the forsaken city. Most of these buildings were hybrids of stone and wood, living trees shaped to support stone walls. The forest has grown, died, and grown again a hundred times over what is now a field of shattered stone. Giant dwellings surround the Azure Tower, shaped of obsidian, opaque crystal, steel, and basalt bricks. Some are still in good condition, though many roofs have collapsed. Scavengers have made off with some of the precious building materials, leaving gaping holes in the walls.

2. Canals: These concrete canals measure 15 feet across and twice as deep. The canals served as a sewer system in the forsaken city's heyday. Specially bred gelatinous cubes (*MM* 201) ate up the waste in the canals, and their descendants have multiplied. The cubes stick to the canals, venturing out only if they get particularly hungry.

3. Water Orbs: Enormous orbs of green water hover on street corners throughout the city. While the glowing



green orbs have a somewhat brackish appearance, they are actually fresh, drinkable water. No matter how much water is scooped from the orbs, they always remain full.

4. The Coliseum of Dreams: Rose-colored marble pillars resembling sleeping giants ring this massive stone coliseum, and at least a hundred stone pallets line the floor.

The giants constructed the coliseum as a place to protect their spirits during the war with the quori, and it remains undiscovered to this day. The spirits of dreaming giants would travel to a special, sealed portion of Dal Quor while their bodies slept in the Coliseum of Dreams. Anyone who falls asleep in the coliseum always has the same dream—that of reclining in a luxurious, adamantine-walled chamber.

5. The Observatory of Nymm: This enormous stone platform floats 300 feet off the ground, but the effect keeping it aloft has degraded. It slants at a 45-degree angle now, with a bronze railing 10 feet high running around its edge.

Three 20-foot diameter bronze disks floating a foot off the ground are designed to carry viewers up to the observatory. When 500 or more pounds settle on a disk, it rises to the observatory level, floating back to the ground when the weight leaves it. The command to summon the disks back to the observatory is long lost, so characters have to make their own way back to the ground.

Coin-sized crystals stud the observatory floor, forming patterns that mirror the constellations. During its ascendant phase, the golden moon Nymm seems to trace a path directly over the observatory, shining down on the center of the platform at midnight.

6. Azure Tower—Ground Floor: The Azure Tower forms the central point of the city. This rectangular tower rises over a thousand feet in the air, its opaque, blue crystal windows seeming almost mirrorlike in direct sunlight.

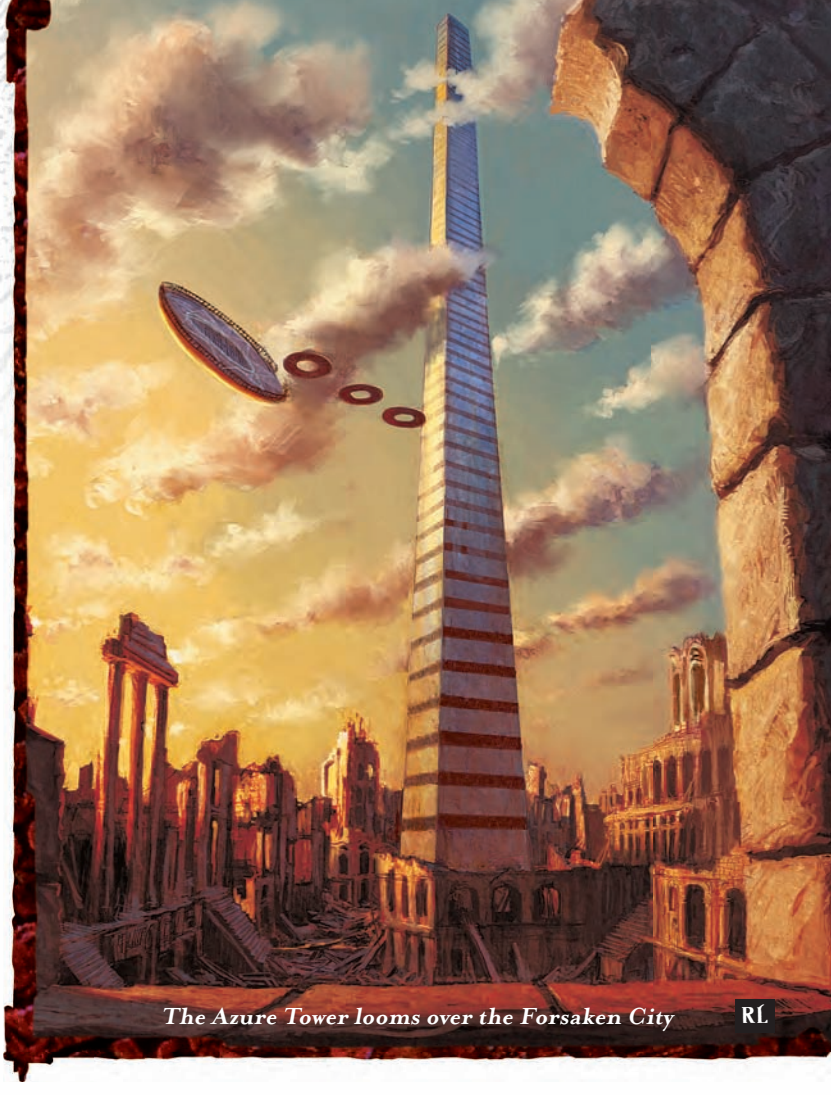
Giant doors lead into the tower from the ground floor. A fleet of magic lifts once carried giants to the upper floors, but all except one now lie smashed in their shafts. The remaining lift, through some mutation of its magic over forty millennia, is sentient. It remembers the glory days when the giants occupied it, and if the PCs can find a way to communicate with it (the lift speaks only Giant), it regales them with stories of the past. The lift has no problem with dropping free-fall for several stories to punish those who malign the forsaken city (and the Azure Tower in particular). Characters in a falling lift take normal damage for the distance fallen when the lift stops.

Most of the giant-sized interior floors of the Azure Tower are now empty shells, stripped by looters and ravaged by time. Four intact areas remain.

7. Azure Tower—Ventilation Sublevel: None of the Azure Tower's windows open. In this vast basement, a feathery white elemental ring surrounds what appears to be an enormous copper engine. Dozens of thick pipes sprout from the engine and disappear into the walls.

Within the engine are a pair of bound air elementals that generate fresh, breathable air for the entire tower. If the engine were destroyed, the Azure Tower would quickly become suffocatingly hot and unfit for habitation.

8. Azure Tower—22nd Floor Conservatory: The giants used this entire level to develop and grow plants of all types. Now it is an overgrown jungle full of hostile vines, brilliant tropical flowers, and thorny bushes. Some of the plants can move and have staked out territories. Clouds of insects buzz as they move through the area, entering and exiting from a large crack in one window.



The Azure Tower looms over the Forsaken City RL

9. Azure Tower—38th Floor Research Lab: The steel door to this floor is sealed with both an enormous mechanical lock (Open Lock DC 30; characters using normal tools take a –2 penalty for its size) and an *arcane lock* (caster level 9th). The *arcane lock* has a password ("quicksilver," spoken in Giant).

Beyond the door stretches a steel-floored room ringed with lab tables. Potion racks, copper vats, and giant inkpots rest on the tabletops. Arcane runes etched into the walls by researchers over the years remain visible.

At the DM's discretion, a giant artifact (or half-completed artifact) might be found in this room, possibly with a guardian such as a golem.

10. Azure Tower—50th Floor Dining Hall: The top floor of the Azure Tower once held an elegant dining hall for its residents. An enormous kitchen stands tidy but abandoned in the center of the room. Tables surround the central chamber, arranged so that their occupants can gaze out over the landscape. The giant linen tablecloths bear magic effects that keep them perpetually clean and wrinkle-free. A spherical silver *everbright lantern* lies unnoticed beneath a table, hidden from view by the tablecloth (Search DC 10). Such lanterns once hovered over each table, but scavengers have stolen the rest.

Honeycomb Caverns

A network of ancient tunnels and honeycombed caverns surrounds four elemental pillars.

APPROACH

A yawning chasm splits the ground, dropping 50 feet before revealing a chamber beyond.

The chamber at the base of the chasm extends a dozen yards to the east, narrowing slightly before widening again into an immense cavern. A multicolored glow seeps from the stone, and dark shadows on the walls and floor hint at further passages beyond.

TERRAIN FEATURES

The elemental pillars provide shadowy illumination in area 2. During the day, sunlight also penetrates into area 1, filling it with shadowy illumination. All other areas are in darkness unless otherwise noted.

The rough rock walls provide numerous handholds for climbing (Climb DC 10), and the tunnels are wide and easy to travel. Due to the honeycomb cells below, the floor in area 2 slows movement.

KEYED AREAS

1. Entrance Chamber: The walls of this oblong chamber are rough and dry. The floor bears numerous jagged cracks and one or two bleached animal bones.

2. Elemental Pillars: In the center of this enormous cavern, four immobile pillars seemingly composed of pure elemental force hang suspended in midair. They form a cylinder of crackling fire, a pillar of swirling storm clouds, a twisting ribbon of green water, and a column of glittering gemstones. The pillars each measure 10 feet in diameter and 30 feet high.

Anyone touching a pillar takes 5d6 points of fire damage (flame pillar), electricity damage (storm cloud pillar), cold damage (water pillar), or slashing damage (gemstone pillar). A successful DC 14 Reflex save halves this damage.

Treat the pillars as magical effects having a caster level of 20th. If a pillar's magic is successfully dispelled, it is destroyed and explodes in a 40-foot radius, dealing 20d6 points of damage to anyone in the area (damage type as above, Reflex DC 14 half). The elemental pillars disappear in an *antimagic field* and reappear once the effect ends.

Certain spells, spell-like abilities, and psionic powers have their effects modified if cast or manifested within 10 feet of a pillar. Likewise, the effects of certain magic items are modified within 10 feet of a pillar.

Flame Pillar: Spells and powers with the fire descriptor deal +1 point of damage per die. Magic items with fire-related abilities glow as if white-hot and trail smoke, though they do not actually heat up or gain any additional powers.

Storm Cloud Pillar: Damage-dealing spells and psionic powers with the electricity descriptor require targets to make an additional Fortitude save at the spell's regular DC. On a failed save, the target is also dazed for 1 round. Magic items with electricity or wind-related abilities generate tiny twisters and thunderclouds that dissipate and reform continually around the item.

Water Pillar: Spells with the cold or water descriptors that require Reflex saves might instead require Fortitude saves at the discretion of the caster. Psionic powers with the cold or water descriptors are cast at +1 manifester level. Magic items with water or cold-related abilities generate rippling waves of green light and a strong scent of sea air.

Gemstone Pillar: Spells and psionic powers that have the earth descriptor or that deal slashing or piercing damage require targets to make an additional Fortitude save at the spell's regular DC. On a failed save, the target takes 1 point of Constitution damage from bleeding wounds. Magic items that incorporate gems into their construction (such as a *gem of brightness*, a *helm of brilliance,* or any dragonshard item) or that have special abilities related to slashing or piercing damage (such as a *keen* weapon) glitter as if coated in multicolored gem dust. Such items radiate light as a torch.

3. Honeycomb Cells: Dozens of narrow openings riddle the floor and ceiling of the main chamber. Each opening, just wide enough for a Medium character to slip through, leads to a stone cell approximately 6 feet in diameter. The hexagonal cells usually connect to more cells underneath. Creatures use some cells as nests, others for food storage, and others as guard posts. In some cases, interior walls have been knocked out to form larger chambers.

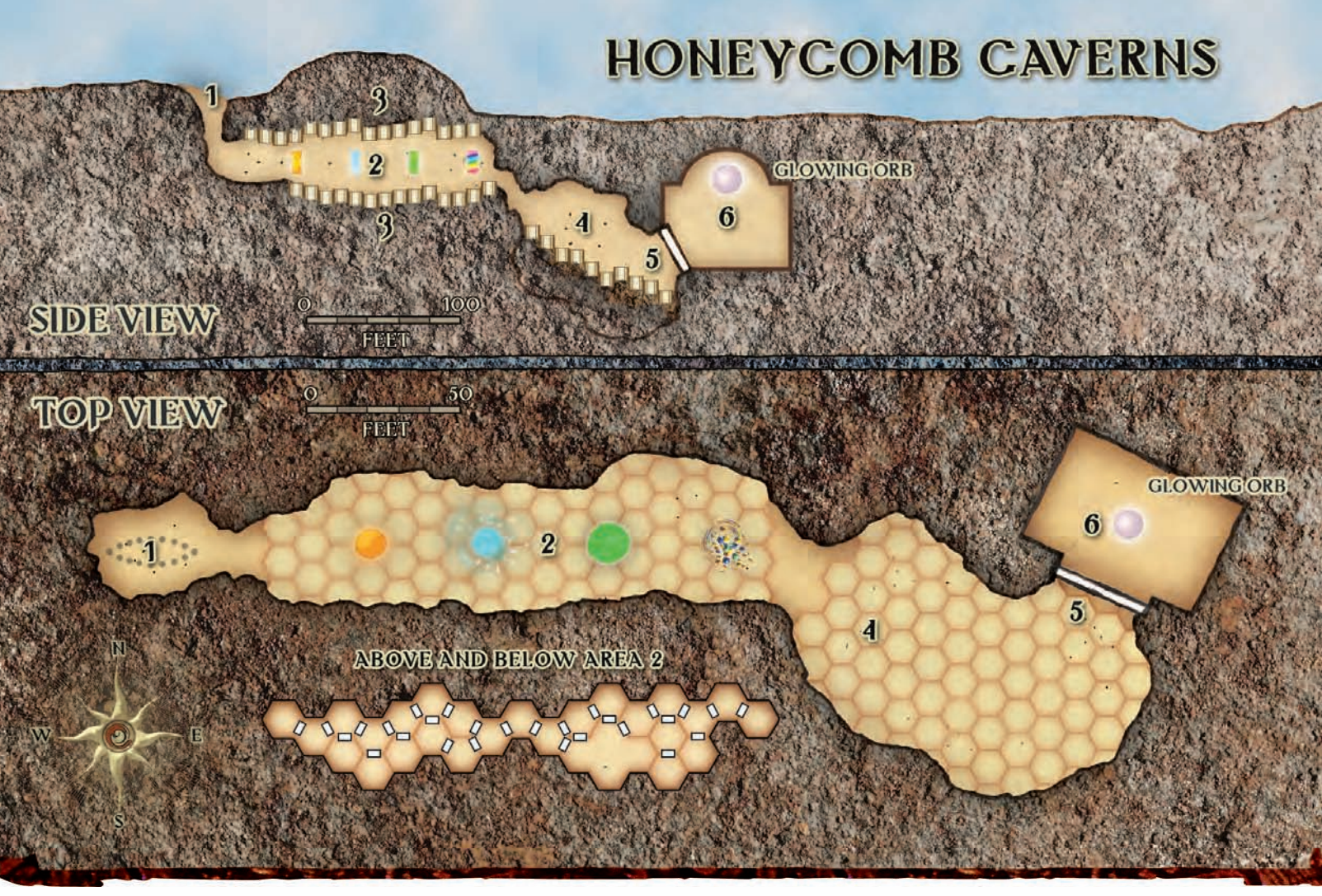
Two Small or Medium creatures must squeeze in order to occupy the same cell (*PH* 148).

4. The Hive: An enormous hexagonal construct dominates this room. Made of wood, wax, and organic matter, this hive holds smaller chambers within. Smaller honeycomb cells surround the hive.



Abeil soldiers gather in defense of the Honeycomb Caverns

MC



5. Giant Door: An enormous iron door fills the tunnel, blocking off the chamber beyond. The door has a large keyhole in its center, circled by runes in the Giant language that warn off trespassers with promises of a dire fate.

The door is 3 inches thick and solid iron (hardness 10, 90 hp). The massive lock requires a successful DC 25 Open Lock check to get through (characters using normal tools take a –2 penalty for its size).

6. Domed Chamber: Uniformly sized rectangular bricks form this chamber's walls, and a domed ceiling supported by four granite pillars arches 40 feet above the floor. At the height of the dome floats a crystal orb within which burns a bright blue *continual flame*. The orb fills the room with shadowy illumination. Touching or otherwise disturbing the orb causes it to fall and smash on the floor below. The orb measures 2 feet in diameter, weighs 50 pounds, and has hardness 1 and 5 hit points.

Mountain Glacier

While many of the mountain passes in the northern reaches of Xen'drik are dry and rugged, one chain is dominated by a large glacier high above the jungle floor. Creatures native to arctic climes dwell in this high mountain pass, including frost giants, ice trolls, and frost worms. The cause of this unnatural cold is not known, although many in Stormreach speak of the presence of an ancient white dragon, a powerful frost giant lich, or even a link to Risia, the Plain of Ice. Whatever the case, numerous expeditions have been sent to the high mountain passes in search of the area's secrets and any wonders it might hold.

Approach

Traveling to this site requires a lengthy trek through the jungles and a hazardous climb up jagged mountains, as the climate changes from sweltering heat to freezing cold. Characters must prepare for this shift in temperature, bringing heavy cold-weather outfits with them. Traveling to the glacier by elemental airship is significantly safer and takes a fraction of the time.

Leaving the sweltering jungle behind, the trail rises to a freezing mountain pass with stinging wind and treacherous slopes. Ahead, the path continues between tall peaks, a gigantic sheet of glacial ice visible between them. In the middle of the ice, a black stone tower stands.

Terrain Features

While the pass is not actually coterminous to Risia, a secret buried somewhere in these mountains makes it seem that way. The temperature here is always below freezing, dropping even lower at night. Cold dangers: *DMG* 302.

Many of the ravines in this area are over 50 feet deep. Characters falling into one take 1d6 points of damage per 10 feet fallen plus 2d6 points of damage from impact with jagged rocks at the bottom. Added challenges might include rockslides and avalanches, as determined by the DM.

Most of the areas in this site are icy and slippery, adding 2 to the DC of any Balance, Climb, or Tumble checks. (Check DCs given in keyed areas include this increase.)

KEYED AREAS

1. Mountain Trail: By the time the PCs reach this point, the climate has already grown quite cold. The remaining trail that leads into the mountains climbs at a sharp angle up an icy path. Fortunately, broad stairs carved into the rock ease the ascent.

2. Way Marker: Cut from the same stone as the mountain, these 4-foot pillars are placed throughout this site, but any markings on them have been worn away by the ravages of time. A single Giant rune remains on the face of one pillar. A successful DC 20 Decipher Script check reveals its meaning as "frozen death."

3. Ice Caverns: The path leads inside the mountain for a brief distance before forking in two. Encased in ice on floor of the chamber is a human explorer, his corpse pierced by numerous large icicles and so frozen as to be brittle. The man's expression is one of sheer terror, and his arms are outstretched as if warding off an unseen enemy.

These caverns are especially dangerous due to the large spears of ice clinging precariously to the ceiling. Any sudden force or extremely loud noise (such as that caused by *shatter, sound burst,* or a thunderstone) dislodges a number of these icy stalactites, dealing 4d6 points of piercing damage to those below (Reflex DC 15 half).

4. Ice Bridges: A tongue of ice slants out from the mountain, forming a bridge to a nearby peak. This ice bridge is relatively smooth and extremely slippery. Moving across the ice requires a DC 10 Balance check to move at half speed. Failure by 4 or less means that the character cannot move for the round. Failure by 5 or more means that the character falls prone. If adjacent to the edge, the DC for this check increases to 22 and failure by 5 or more means that the PC falls off the bridge.

5. Ice Curtain: The path leads again through a spur of rock from the larger peak nearby, but a curtain of ice blocks the way. This wall of ice is 5 feet thick and has 180 hit points. It takes double damage from fire.

6. Ambush Cave: The frost giants and other intelligent creatures in the area use this cave to ambush those crossing the ice bridges. A high-ceilinged tunnel leads to a ledge with an ample view of both bridges. Giants often keep a large pile of rocks here so they can throw them while protected by the ledge's cover.

7. Ice Ramp: Unlike the other ice bridges, this one is a ramp, sloping down 50 feet from the large plateau to the winding stone path below. Though it has numerous handholds (natural and otherwise), the treacherous ice ramp requires a DC 20 Climb check to move at one-quarter speed. Those failing this check by 5 or more risk falling into the ravine on either side of the ramp. A successful DC 20 Reflex save allows a character to instead land on the stone path (taking half the normal falling damage, due to the slope). The ramp can also be used as a quick way to safely descend to the path below. If intentionally used in this way, a successful DC 10 Reflex save ensures a safe landing.

8. Large Ice Bridge: This wide bridge of ice spans the gap between the large stone shelf and an isolated mountain



cave. Crossing this bridge does not require a Balance check, since its surface is rough and well traveled.

9. Mountain Cave: A large natural hollow in the side of the mountain has hosted a number of camps over the years, including those of frost giants, ice trolls, and humanoid explorers. A large fire pit has been dug in the center of the area (though many of those who camp here have no need of it). A natural chimney above vents any smoke. If they can build a sufficiently large fire (difficult unless wood is brought), characters can rest without fear of the cold.

The rest of the chamber is full of debris and refuse from previous visitors, including the bones of large mountain yak, a broken short sword, and an abandoned giant's bag (see Xen'drik Giant Bags on page 80).

A 30% chance exists that this cave is occupied at any given time.

10. Glacier Flow: A gigantic sheet of solid ice has advanced from the glacial plateau covering much of this high mountain area. The ice has a slightly red hue and flickers in the light, as if hiding a slow-burning fire underneath. This ice is perfectly smooth in most places, requiring a DC 15 Balance check to move at half speed. Blackened giant bones can be seen beneath the ice, but no matter how far down characters might dig, the bones are always out of reach.

11. Ancient Watchtower: An ancient watchtower built by giant hands is surrounded by the glacial flow. The tower is 60 feet high, but the bottom half (including the only door into the structure) is buried by ice. Using simple tools, it would take almost a week of work for four characters to dig down to the door. Inside stands a 5-foot wide orb of crystal that functions as a limited-use *crystal ball*. The orb can view only two areas: the exterior of the tower (to normal visual range) and a strange, flame-bathed chamber where a large sarcophagus floats in a pool of lava.

Old-Growth Ruins

Hundreds of miles of thick forest cover Xen'drik like a carpet. In this area, trails and clearings form a network of passable areas.

Approach

The thick forest canopy deters airship mooring, though lowered rope ladders can drop explorers. The paths and clearings are well suited for foot travel and most beasts of burden. DMs wishing to allow water access can place a river in area 7.

Tree trunks here measure up to a dozen feet across, some obviously centuries old. White fungus shelves grow from thick bark, some sprouting tiny forests of mushrooms. Curtains of moss hang from tall branches, while leaves as wide as a giant's hand tremble in the breeze.

Terrain Features

Old-growth forest fills this area (see the Old-Growth Forests sidebar). Heavy mist hangs in the trees for a few hours after dawn, imposing a –2 penalty on Spot checks. Due to the overhanging canopy, the effects of precipitation (*DMG* 94) are less severe than normal. Reduce rain-related penalties on skill checks and ranged weapon attacks by half (minimum –1).

Unless otherwise noted, the trails in this area are 5 feet wide. Areas of light and heavy undergrowth (*DMG* 87) are marked on the map.

Keyed Areas

1. Central Clearing: An enormous black monolith stands in the center of this clearing, a jagged shard of crystal 12 feet tall. The monolith's slick surface takes on green and crimson shades in direct light. A nearby hollow appears to have served as a fire pit for previous explorers.

In the Age of Giants, this area contained a portal to Dal Quor. The monolith was a beacon for the quori, a place to gather before engaging the giants in battle. Dal Quor is now permanently remote, but lingering traces of the Region of Dreams remain.

Any travelers resting in this area experience intensely vivid dreams while they sleep. Dreamers live through scenes of Xen'drik's past, experiencing battles between giants and quori or taking the roles of elf slaves or heroes. Such dreams are not just vivid imaginings but are drawn from real history.

Dream and *nightmare* spells are cast at +1 caster level in this clearing. Anyone sleeping in the clearing for 4 hours or more gains a +1 insight bonus on all Knowledge (history) and bardic knowledge checks for the next 24 hours.

Elves, kalashtar, warforged, and other creatures that do not sleep or dream are immune to these effects.

2. Sinkholes: The forest floor forms dangerous 20-foot-diameter sinkholes in places (treat as quicksand; *DMG* 88). Anyone alert for natural hazards can attempt a DC 8 Survival check to recognize a sinkhole. Otherwise, it appears no different from the rest of the trail.

3. Tree House Clearing: In this clearing, criss-crossing branches grow into houses. Woven mats and moss curtains once formed walls and floors, but these have long since rotted away. The giants once kept elf slaves in places such as these. A group of drow built these contemporary tree houses but abandoned the clearing when their tribe grew too large.

A wall of thorny vines bounds the northern edge of the clearing. A creature moving through a vine-covered square takes 1d6 points of piercing damage.

4. Statue Clearing: A large boulder sits in this clearing. Whether eroded by nature or carved by mortal hands, it now resembles a coiled serpent 10 feet tall. Earth and moss fill the cracks between its coils. Giant yellow flowers, formed of flat petals topped with a spray of thin stamens, grow around its base.

If disturbed, the yellow flowers release their stamens like dandelion fluff. Anyone within 5 feet of a flower when it bursts must succeed on a DC 12 Fortitude save or suffer the effects of a mild hallucinogenic pollen released by the stamens, taking a –2 penalty on any saving throw made to detect illusions for 1 hour. This is a mind-affecting ability.

5. Cathedral Path: Straight trees with silvery bark line this 10-foot path, their interlaced branches forming an archway reminiscent of a cathedral. Even on hot days, this area always feels cool and damp.

6. Generation Tree: A jumble of stone blocks here suggests a timeworn altar. Nearby, an enormous tree lies fallen on its side, cradled in the earth. Feathery green



moss and huge mushrooms cover it. Two new trees have taken root here, sprouted atop the corpse of the old tree. Though not as grand as their predecessor, the two new trees already rise some 50 feet into the air.

7. Depressed Clearing: The site of pitched battles forty thousand years ago, this area still bears deep scars. Soaked with blood and scorched by magic, these wounds in the earth remain as visible symbols of the quori–giant conflict. The far end of the clearing slopes down into a multilayered depression, crisscrossed by fallen trees.

8. Overlook: Stone blocks wedged into the earth and almost entirely covered with lichen and moss indicate that giant-crafted buildings once occupied the top of this rocky ridge. All that remains now are foundation blocks that blend into the landscape and a set of stairs extending in two graceful, skyward curves. The enormous steps are clearly sized for giants, but what seem at first to be ornate balustrades are actually stairs sized for elf slaves.

The massive staircases rise up 50 feet before ending in jagged stone stumps. A successful DC 25 Knowledge (architecture and engineering) check indicates that these steps might once have led to a floating city long since destroyed. Though cracked and choked with vines, the steps remain stable and safe to climb.

Old-Growth Forests

These ancient rain forests grow so dense as to be nearly impassable. Vines as thick as a human arm weave webs around massive tree trunks, and tangled undergrowth fills in the gaps.

Characters with slashing weapons can make slow progress by hacking their way through the underbrush. A character moving in this manner progresses 5 feet as a full-round action that provokes attacks of opportunity.

Old-growth trees possess thick, scaly bark that offers numerous handholds. Although moss and dampness make the trunks slippery, the abundance of branches and crevices offset this penalty, for a net +2 bonus on Climb checks.

The rainy conditions that allow old-growth forests to prosper make them almost impossible to burn. Treat damp trees and underbrush as having resistance to fire 10.

In an old-growth forest, the maximum distance at which a Spot check for detecting the presence of others can succeed is 2d6×10 feet. The thick vegetation also makes Listen checks more difficult, increasing the DC by 2 per 10 feet instead of 1. Move Silently checks receive penalties in areas of undergrowth (*DMG* 87).

The blocks at the top of the ridge provide cover. Slippery moss coats the open ground, and moving up the slope without a rope or other way of remaining stable requires a DC 5 Climb check. Running or charging on this surface requires a successful DC 14 Balance check; failure by 4 or less indicates that the character cannot run or charge. A character who fails either of these checks by 5 or more falls prone and must succeed on a DC 10 Reflex save or roll back to the base of the ridge, taking 2d6 points of bludgeoning damage from the fall along the rocky surface.

Primitive Camp

In the middle of the jungle, an abandoned camp sits atop a hill, overlooking the fork in a small river. This site can serve a number of purposes: It can be a small drow settlement, a yuan-ti outpost on the edge of their territory, or even a base camp used by explorers who frequent the region. Alternatively, this campsite could be abandoned and overgrown, perhaps the scene of a massacre that occurred years ago.

Without the fort, the branching river and the crude wooden bridges can serve as any generic crossing place in the depths of the jungle.

Approach

Virtually invisible among the trees, this site is best reached by land or by riverboat. The paths leading to the site become clear at a distance of 10 miles, but the various inhabitants of the region are prone to setting up traps or ambushes along the trail.

Along a clear trail, a structure can be seen on a small hill in the distance. Made of upturned logs sharpened to a point, the walls of the primitive hilltop fort connect a number of short watchtowers.

Terrain Features

Aside from the typical hazards of traveling through the jungles of Xen'drik, this site features a fast-moving river. Three small branches flow from the north, forming one larger river that continues south. Characters who fall into the river move downstream 10 feet each round; a successful DC 15 Swim check is required to make any headway while in the water.

Keyed Areas

1. Campsite: A frequently used campsite is set just off the main path here, with a large fire pit dug into the forest floor. The pit is lined with the shattered remains of ancient, gigantic paving stones that bear intricate geometric patterns. Blackened humanoid bones scattered among the ashes can be identified as elven remains with a successful DC 15 Heal check (although the exact type of elf cannot be determined). One tree at the side of the camp, clearly used for target practice, has numerous notches and punctures in its bark.

2. Wooden Bridges: Spanning the river at two points are two wooden bridges. They are quite sturdy, anchored on both sides by solid wooden posts sunk deep into the ground. Hanging from these posts are a number of tokens. If the owners of the fort are drow or yuan-ti, these are the skulls of various humanoids (elves and humans for the most part), in addition to the scattered pieces of a demolished warforged. If the owners of the fort are explorers, the tokens are aimed at heading off hostilities with whatever local threat the DM wishes to put into play (giant skulls as a peace offering to the drow, a display of arms to intimidate the yuan-ti, and so forth).

3. Sloping Path: This path is clearly visible from the fort's southernmost guard tower. Anyone approaching by this route is easily spotted under normal circumstances.

4. Wooden Fort: This triangular fort sits atop a 30-foot hill. The walls of the fort are made of 20-foot-tall wooden poles sharpened at the top, interspersed with exceptionally large tree trunks (Climb DC 20 to scale). A heavy wooden gate stands in the center of the west wall (Strength DC 15 to open or close; DC 30 to break when barred).

Jungle Hazards

The jungles of Xen'drik are teeming with hazards—some stalking the shadows to strike with claw or blade, others seemingly innocuous. Even the very plants and vines can harm an unwary explorer.

Blood Thorns (CR 3): Blood thorn bushes commonly grow along well-traveled trails and hunting paths, feeding off the blood of creatures that wander through them. These green shrubs hide long and wicked thorns under their leaves, and they react violently when disturbed. The round after a creature enters it, a blood thorn bush begins to thrash about, inflicting dozens of small cuts and leaving behind numerous shining black thorns. Those caught in these bushes take 2d6 points of damage per round (Reflex DC 15 half). Once agitated, blood thorn bushes thrash for 1 minute, although further movement through them extends this time. Cold damage causes the bushes to go dormant for a number of rounds equal to the damage done, while 8 or more points of fire or acid damage destroys all the bushes in a 5-foot square. Because of the jungle's ever-present dampness, only magical fire, burning oil, and the like can destroy the bushes. Blood thorns can be identified as a hazard with a successful DC 15 Survival check. Explorers can attempt to hack through blood thorn bushes that block their path, making 5 feet of progress as a full-round action that provokes attacks of opportunity.

Ration Rot Moss (CR 1): This fragrant moss posses no direct health threat to explorers, but it can cause serious problems for those who camp near it. The spores from this moss grow rapidly in food, including trail rations, and can spoil water and other liquids. The rations and water of anyone who rests within 20 feet of a patch of ration rot moss has a 50% chance of spoiling after 24 hours. Ale, wine, and other liquids have a 25% chance of spoiling. The moss has no effect on potions, magic food (including *eternal rations*; see page 138), or salves. Anyone who eats food or drinks water spoiled by ration rot moss must succeed on a DC 18 Fortitude save or take 1d3 points of Constitution damage.

5. Guard Towers: Of similar construction to the walls, these three towers reach a height of 25 feet and provide cover against creatures below. Simple wooden ladders located inside the perimeter of the fort grant access to the towers. Towers are also used for storage, and each has an unlocked door next to its ladder.

6. Leader's Hut: This one-story building has a thatch roof, a set of wooden walls, a pair of shuttered windows, and a single wooden door. Inside, a large hammock hangs from the ceiling, and an intricate grass rug covers the floor. On one side of the room rest a richly carved table made from exotic woods and a chair of similar make. If used by explorers, this hut also has a locked strongbox containing papers and maps detailing their exploits, as well as what few relics they have in their possession. If used by drow, yuan-ti, or other natives, this hut smells strongly of incense and has the trophies of the group's leaders adorning the walls.

7. Barracks: This long, squat building has a thatch roof that slopes toward the back. Next to the large double doors, numerous shuttered windows face the yard. Inside, regularly spaced poles support twenty hammocks strung up between them. Small grass baskets sit along the far wall, used for storage by those who maintain the fort.

8. Primeval Glade: This small area seems unnaturally verdant and peaceful, and the plants that grow here are flawless and always in bloom. The air seems cooler, and the stars and the Ring of Siberys glow brightly at night. Ages ago, a giant sorcerer and sage of the forest tended these lands, and this glade retains some small aspect of her power.

9. Crumbling Monolith: A tall monolith of green-veined marble stands askew in a small clearing. Crumbling paving stones surround it, overgrown with plant life. Though the pillar's original purpose is long lost, vague figures can be seen carved along its length, most of which appear to be asleep or resting. Characters who camp within 30 feet of the pillar sleep soundly and gain the benefits of a full night's rest after only 6 hours.

Quori Outpost

During their invasion of Xen'drik, the quori set up bases to marshal their forces and conduct complex magical research. Few such outposts survived the war, but both the giants and House Cannith have uncovered and claimed the arcane secrets locked in such places in the long centuries since. Though rumors abound, few know that House Cannith's discovery of such an outpost led to the creation of the modern warforged soldiers used in the last war. Fewer still suspect that the original design of the warforged did not originate with the giants, but with the quori.

Approach

Strange arcane defenses protect this place, making it difficult to discover. Those who consciously seek out this site begin to receive vivid dreams (as the *dream* spell) showing them the way. These directions are a ruse, however, and actually lead explorers away from the outpost unless they succeed on a DC 20 Will save.





If they can overcome this initial protection, characters seeking this site can reach it by land or by airship. The tower is clearly visible above the forest canopy.

The dense jungle gives way to a large clearing full of rubble and ruin. To one side, a vast rift opens up, as if titanic hands have torn the earth in two. In the center of the clearing is a tall tower spiraling high into the sky. Made of white marble, the structure looks completely intact—immune to the ravages of time that have savaged all the other ruins here.

TERRAIN FEATURES

Although the jungle has claimed the paved plaza that surrounded this quori creation forge, the remaining areas of uneven pavement are easy to move across.

This place has a strong connection to the minds of those nearby. Within 1 mile of the central spire (area 6), all creatures with an Intelligence greater than 3 take a –2 penalty on saves against mind-affecting spells and abilities. Creatures using telepathy to communicate within this same area can do so at twice the normal range.

KEYED AREAS

1. Colonnade: Running up the plaza are two rows of smooth marble columns capped by large blue crystals. Many columns have fallen over the years, but those that still stand shed a faint blue light. As a result, the entire area is bathed in shadowy illumination even on the darkest nights.

2. Chasm: The magic brought to bear against the quori shook this region, causing a large chasm to open up. The chasm is 80 feet deep in most areas, and the ground within 10 feet of its edge is unstable. Anyone in a square adjacent to the edge must succeed on a DC 15 Reflex save or risk falling as the ground gives way. The bottom of the chasm might open up to a subterranean quori complex, at the DM's discretion.

3. Dream Well: This wide, shallow well is encased in vines and fine moss, but the water is crystal clear and cool. The quori used this well to communicate with their fellows on Dal Quor. Although it no longer serves that purpose, characters who drink from the well immediately fall into a trance and can send a message to any sleeping individual they can name. This effect functions as a *dream* spell with a caster level equal to the drinker's character level. The well can be used three times per day in this manner.

4. Weathered Wall: A 40-foot-tall wall once circled this entire compound, but most of it has long since collapsed. Where one section still stands, large dragonshards fused to its top glow a fierce red if any creature of the giant type comes within 500 feet. If removed from the wall, the shards shatter and lose all magical power.

5. Gateway: Dal Quor was coterminous to Eberron during the Age of Giants, and the quori of this settlement built a permanent gateway to the plane at this spot. Should Dal Quor ever become coterminous again, this gate would resume functioning. In its current state, the gate radiates strong conjuration magic but does little else. Should the quori or their agents discover this relic, they would be very interested in finding a way to reactivate it.

6. Spire of Creation: This white tower rises from the center of the ruins, its smooth marble walls untouched by

time. The only entrance is high up, reached by a ramp that spirals along the outside of the ever-narrowing tower. The spire walls have hardness 40 and gradually repair any damage taken (although this phenomenon is too slow to be observed). Characters touching the tower hear a strange buzzing, as if the voices of the past are trying to speak to them. The buzzing imposes a –2 penalty on Concentration checks but can be overcome by *protection from evil* or similar effects.

7. Sealed Door: The only entrance into the tower is well over 100 feet above the forest floor. The lock on this door opens only to the touch of a quori or with a successful DC 35 Open Lock check. In addition, the last visitors to this site (explorers from House Cannith) left additional wards to keep intruders out (*arcane lock, explosive runes, fire trap,* or any of the *symbol* spells, at the DM's discretion). A permanent *magic mouth* placed on the door warns all those who approach that the tower is the property of House Cannith and is not to be disturbed.

8. The Drop: There is no ledge inside the door, only a deep pit that leads down to the creation forge itself. The drop is 330 feet—most likely fatal to those who accidentally stumble into it. From the doorway, a strange blue glow can be seen from the forge below.

9. Creation Forge: Made of pure white marble and streaked with veins of glowing blue, the creation forge pulses with magical energy. Floating above the large marble base is a column of silver nearly 200 feet tall, covered in arcane runes that pulse in time with the rest of the forge. The quori used forges such as this to create the original warforged (see the quorcraft warforged template on page 84), warforged components, and minor artifacts. Though it still pulses with arcane power, this forge's inner workings were destroyed by the cataclysm that ended the quori invasion.

House Cannith explored this place but found nothing of use, sealing it more as a matter of course than to protect any great secrets. However, at the DM's discretion, the Cannith expedition might have left guardians behind in addition to magical wards and locks. Undead, warforged, and golems all make suitable choices.

Volcanic Fields

High in the mountains of Xen'drik, magma boils to the surface and toxic gases hang in the searing air. Fire giants and other creatures native to such hostile environments once made their homes here. Today, ancient ruins lie scattered across the field of magma on islands of solid rock, some connected by bridges, others isolated and crumbling. Creatures of fire and magma roost in this forgotten place, squatting in what was once a palace.

Approach

Traveling to this mountainous site requires a lengthy and dangerous overland journey through inhospitable environments—an adventure in itself. The mountains and surrounding environs are not safe, with rockslides, giants, and other predators all threatening explorers. Travel by airship is far safer and takes much less time.

A searing breeze parts the veil of steaming vapors to reveal a plain of roiling magma. Slim fingers of solid ground rise from the molten rock—some connected by large stone bridges, others isolated behind shimmering curtains of heat. In the distance stands a blackened tower, intact despite obvious signs of damage from the great heat.

Terrain Features

This area is a manifest zone of Fernia, the Sea of Fire, increasing the hazards of the already dangerous terrain. Any contact with the magma deals 4d6 points of fire damage per round, plus 2d6 points of fire damage for 1d4 rounds after exposure. Any creature completely immersed in the molten rock takes 20d6 points of fire damage per round and has a 30% chance of being transported to Fernia.

Breathing the searing air here deals 1d8 points of fire damage per minute, while the heat deals 1d6 points of nonlethal damage every 5 minutes (Fortitude DC 20 + 1 per previous check negates). Lingering magic in the Ivory Tower and on the walkways protects creatures in those areas (an ancient courtesy to visitors without fire protection).

Keyed Areas

1. Basalt Obelisks: Two 40-foot-tall square pillars of smooth black basalt stand on either side of a decaying stone staircase leading out over a vast pool of lava. On the face of each pillar is an inscription in Ignan. The pillar on the left reads "Gate to Fernia," while the right pillar reads "Tower of Sharatazz."

2. Crumbling Walkways: Stone walkways some 20 feet above the lava once bridged solid ground and the tower in the distance. Now their ancient surfaces are cracked and split by large gaps. Lingering magic woven into the stone protects creatures on the bridges from the extreme heat of the lava below. Some sections are so littered with rubble as to slow movement, and the entire surface is uneven enough to increase by 2 the DCs of any Tumble checks made on the walkways.

3. Observatory: At the end of the walkways, a steel ladder sized for Large creatures rises to an observatory 20 feet above. The observatory is actually a large pillar of stone rising out of the lava. As with the walkways, this platform shields those on it from the extreme heat. The observatory overlooks the lava fountain (area 4). It was designed to funnel the intense heat into specially prepared rubies for later use. Although no rubies are here at present, the collection receptacle is easy to see. The depression is clearly gem-shaped, although any normal gemstone placed in the receptacle turns to ash within seconds.

4. Lava Fountain: A fountain of magma erupts to a height of 40 feet before pooling and cascading down a 30-foot cliff to form the lava flow below. Anyone within 40 feet of this fountain takes 8d6 points of fire damage from the heat (Reflex DC 20 half). A constant cloud of poisonous gas surrounds the fountain. Treat this gas as a burnt othur vapor trap (*DMG* 72) that activates each round.

5. Pillars of Fernia: Three pillars of white-hot flame shoot up into the sky from a small island of volcanic rock. Each pillar is a one-way gate from Fernia, but they function only intermittently (30% chance per day that a creature from that plane makes its way through). Although likely not an immediate threat to explorers, this connection repopulates the area with fiery creatures over time. Anyone in contact with the flames of the pillars takes 10d6 points of fire damage per round.

6. Basalt Flats: Many of the creatures native to this area make their homes on these more stable flats, using hardened lava to form crude walls or defensible structures. The landscape of this large plain of basalt changes frequently, with old structures constantly being torn down and rebuilt. A sloping path leads down to the lava pool at the base of the ivory tower.

7. Shattered Walkways: The stone walkways in this area are so weak that they have a 50% chance of collapsing under the weight of any Medium or larger creature, dumping unfortunate explorers into the lava below. A successful DC 20 Reflex save allows a creature to cling to an adjacent section of walkway; Tiny or smaller creatures gain a +4 bonus on this save, while Huge or larger creatures take a –4 penalty. Particularly heavy creatures might cause entire sections of the bridge to collapse.

8. Lava Falls: The lava flow that starts in area 4 falls down 30-foot cliffs to form the pool at the base of the ivory tower. In addition to taking damage as normal, a creature that enters the lava within 30 feet of these falls must succeed on a DC 15 Swim check or be pulled 10 feet closer to the falls. A creature can move 5 feet away from the falls for every 5 points by which the Swim check DC is exceeded.

9. Ivory Tower: Although the bridge leading to this blackened tower has long since crumbled, the structure itself is weathered but whole. A section of the bridge is still intact directly in front of the doors, whose dense black metal bears glyphs in Ignan that read "Sharatazz." The doors have remained closed for countless centuries and are sealed with a permanent *arcane lock* (CL 15th) requiring *knock, dispel magic*, or a DC 38 Strength check to open. The interior of the tower is clean white ivory, decorated with rusted tapestries of fine metal links that form geometric patterns. Torches burning with pale red *continual flame* are mounted throughout, but the magic has failed in many of them.

10. Transport Chamber: On the floor of this smaller chamber is a complex geometric pattern, with spaces to hold a number of gemstones. This mechanism once teleported the occupants of the tower from one floor to another, but the gemstones that power the effect are missing. A successful DC 20 Spellcraft check reveals that recovering and placing the gems activates the pattern and allows access to sealed areas of the tower.

11. Reception Hall: This chamber is full of chairs and tables sized for giants, along with a few sized for elf slaves along the back wall. The room contains few things of value other than a pair of fragile crystal decanters. The doors leading into area 12 are closed and very heavy (DC 20 Strength check to open) but not locked.

12. Gallery: In the age of Sharatazz, the fire giant who dwelt here, this chamber was a gallery that displayed his finest work. Though most of those pieces are long gone, a few priceless treasures might remain, among them four large rubies that rest on a molded pillow. These rubies fit into the collection receptacle in area 3. If allowed to sit in the receptacle for a day, the rubies become charged with fiery energy. Each acts as a sling stone that explodes into a *fireball* on impact, dealing 10d6



points of fire damage (Reflex DC 14 half). If very carefully ground up, the rubies can offset 2,000 gp worth of the cost to create any weapon with the flaming or flaming burst special ability. These gems might have other uses, as determined by the DM. Sharatazz laid a number of dangerous traps in this room to protect his valuables, some of which might still function despite their age.

Ziggurat Ruins

The remains of a once-vast settlement now lie in overgrown ruins. Stone faces stare sightlessly up from the ground, while wind whistles through a jagged chasm. In the midst of the desolation, a multitiered ziggurat juts up from the trees.

Approach

Two jungle paths lead into the clearing. The ziggurat's tip stands out from its surroundings, making a good landmark to navigate by. Several sites within the ruins are high enough to dock an airship, or explorers approaching from above can drop a ladder to the ziggurat's tip.

Crumbling piles of stone overgrown with moss and vines encircle this long-abandoned compound. Where the jungle has consumed walls and buildings, the hollow remains of several clay structures surround a looming ziggurat.

Terrain Features

Explorers can press through the thick jungle in this area at one-quarter speed. Any new path cut through the jungle overgrows again in 24 hours. The paths leading to the clearing were laid down with magic long ago and do not disappear.

The ziggurat acts as a lightning conductor. Anytime a storm develops, a 10% chance exists each round that a bolt of lightning strikes the tip of the ziggurat, sending out a shower of yellow sparks. A PC standing atop the ziggurat when lightning strikes takes 5d8 points of electricity damage (Reflex DC 18 half). Any spell with the electricity descriptor cast by a character standing atop the ziggurat (whether in a storm or not) sends out a shower of red, blue, and yellow sparks. Such spells are treated as if affected by the Empower Spell feat, but with no increase in casting time or level.

The villagers who once lived here might be human, drow, lizardfolk, yuan-ti, or any other race the DM chooses. Adjust the description of the encounter areas accordingly (in particular, the pictograms in area 10).

Keyed Areas

1. Dinosaur Stables: Two intact stone walls remain here, and stone posts hold up the rotted remains of a wooden fence. A fence and a wooden roof once spanned the northwestern corner of the stable yard, but they have long since fallen into ruin. The skeleton of a fastieth dinosaur can be found beneath the boards. A successful DC 15 Survival check reveals the presence of nesting termites.

Disturbing any of the boards causes a swarm of termites to boil up from the rotten wood. Treat this as a locust swarm (*MM* 239), except that the termites deal only 1d2 points of damage. The swarm remains for 1d4+1 rounds.

2. Dwellings: Except for the remains of rotting furniture, these small buildings stand empty.

3. Statue: Standing here is the figure of a male humanoid with crocodilelike features and feathered wings instead of arms, but no inscription remains to indicate who or what the statue represents.

A successful DC 20 Search check reveals a hidden panel in the statue's chest covering a bloodstained niche. Warriors once placed the hearts of their enemies in the statue's chest, believing this ritual would grant them strength in battle.

Anyone placing a creature's heart in the statue's chest receives a blessing of sorts. For the next 24 hours, a character who makes the offering seems to gain a second heartbeat, slightly out of synch with her own. During that time, she gains a +2 morale bonus on Strength checks and Strength-based skill checks, but she also radiates faint evil for the purpose of detection by divination.

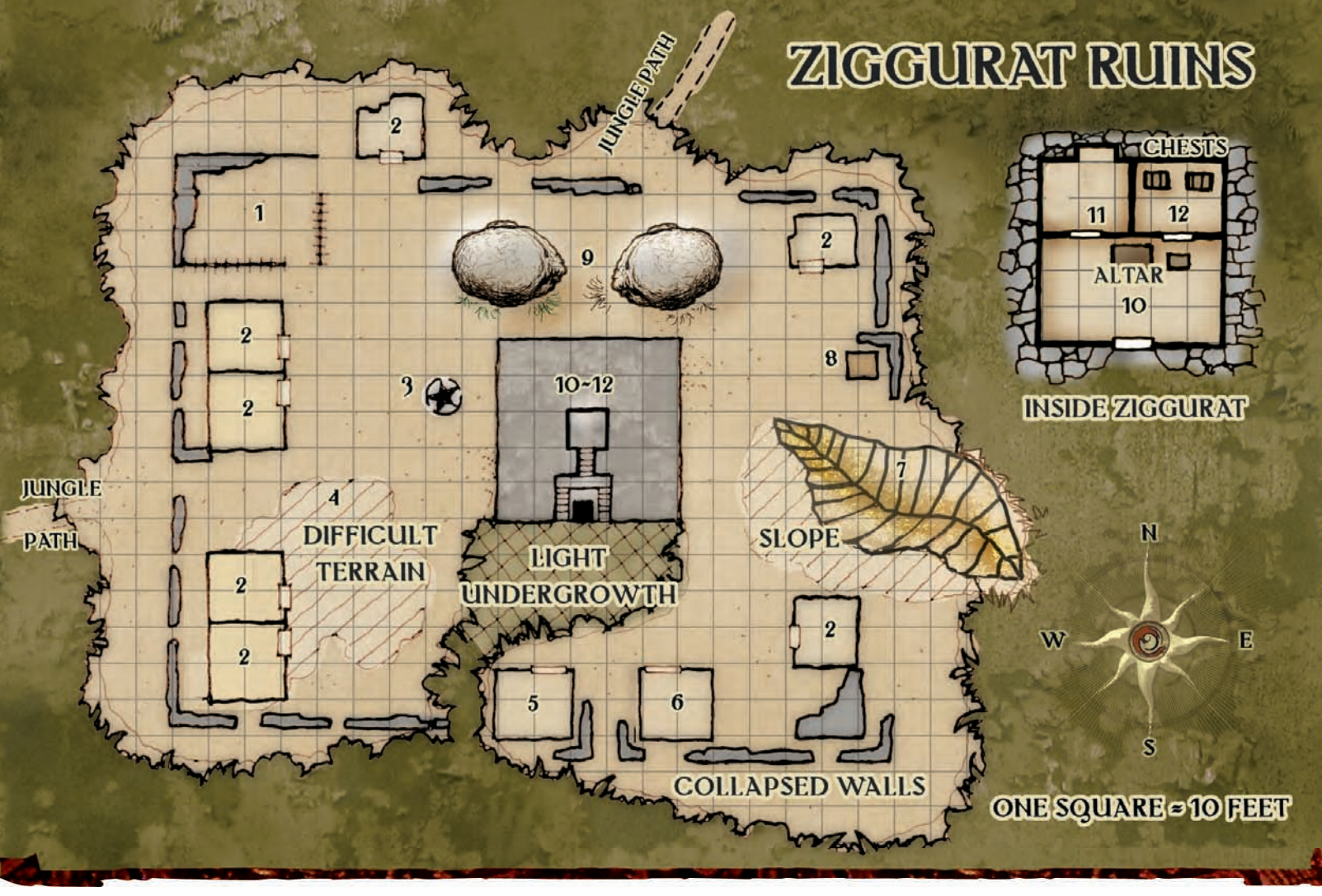
4. Plaza: Villagers once carved elegant designs into the clay flagstones of this plaza, almost all of which lie shattered now. A successful DC 25 Search check reveals three intact flagstones, each worth 25 gp to a collector.

5. West Guard Post: The south and east walls of this building have almost completely fallen, and anyone entering must make a DC 10 Balance check to avoid disturbing the rubble. Failure results in the building's total collapse,

Thirty Ancient Ruins

Part of the fun of Xen'drik is the chance to discover ancient ruins. Between exploration, research, bardic knowledge, and divination spells, PCs might learn about dozens of sites during their stay on the mysterious continent. All these ruins need impressive names; below are thirty for quick use or inspiration.

1. Pata Anka
2. Dal Olam
3. Tlelbek
4. Stone Wing Cliffs
5. Mesa Utanda
6. Canyon of Razor Rain
7. Nerepan
8. Scora Bael
9. Burnt Flower Plateau
10. Illandyano
11. Xatepec Ridge
12. Hakeb Eza
13. Fifteen Blunted Spearpoints
14. Palen dal Caten
15. Ammultun
16. Sentan Falt
17. Queltatir
18. Ek Lamyl
19. Caverns of Coatlapec
20. Crystal Tree Plaza
21. Yaoteco
22. Kalnak
23. Say-bekna
24. Quor'tan
25. Gallina dal Sop
26. Caern of Stone Hearts
27. Maan Ulta
28. Zenzzir
29. Floating Leaf Lake
30. Xalxen Xuna



with anyone inside taking 5d6 points of bludgeoning damage (Reflex DC 20 half).

6. East Guard Post: The east guard post remains the most intact building in the compound, and its adobe walls absorb much of the sun's heat. A hatch in the ceiling leads to the roof, although no ladder remains.

7. Rift: Some seismic disaster split the earth here, creating a huge rift that descends into blackness. The rift is nearly 200 feet deep, and its jagged sides narrow until they meet at the bottom. Small ledges and fissures in the walls make excellent lairs for creatures that despise the sun.

8. Well: A square stone block 3 inches thick covers this well. The well descends 15 feet and joins an underground stream, which runs through a 2-foot-wide channel for several miles before emptying into a larger river. No bucket remains, but the water is good to drink.

9. Stone Faces: From the ground, these blocks of stone seem nothing more than piles of rock. A more detailed investigation (Search DC 20) reveals that someone placed the stones deliberately. Each boulder weighs 200 pounds.

Seen from the air, the rock piles form giant oval faces. Each possesses a wide, flat nose, a straight mouth, and blank eyes that stare up at the sky. Why the inhabitants of this ruin built such strange formations remains a mystery.

10. Ziggurat: Large granite blocks form the exterior of the ziggurat, and its stepped construction (sized for Medium creatures) allows adventurers to climb to the top.

The large interior room served as a temple in bygone days, and pictograms engraved on the walls show scenes of everyday life—villagers hunting in the jungle, riding dinosaurs, and raising families. Several pictures show the villagers worshiping in the ziggurat, led by a male figure wearing an elaborate feathered headdress. A successful DC 25 Spot check reveals an image of the figure in the headdress standing on a pedestal before an arched door.

An arched door identical to the one in the pictogram stands on the eastern side of the north wall, with a stone platform 1 foot high sitting before it. The door has no visible handles or hinges, but a successful DC 30 Search check reveals a hidden button set in the ceiling above the platform. Anyone wearing the priest's headdress from area 11 can stand on the platform and depress the button with the tip of the headdress.

Opening the door without finding the button involves manipulating the mechanism recessed above the doorframe (Open Lock DC 30). The 2-inch-thick stone door has hardness 8 and 30 hit points.

11. Priest's Chamber: A recessed niche in this otherwise empty chamber contains the decayed remains of an elaborate headdress. Though only a few tattered feathers remain, the wooden frame of the headdress (treated with some resinous glaze) remains solid and untouched by time. A prominent wooden spike tops the frame.

12. Treasure Chamber: A complex door bars entry to this room (see area 10). Within lies the collected treasure of the now-ruined compound. DMs can fill this room with treasures appropriate to their campaign.


"The ruins of Sirris Loft have been abandoned for centuries," Wissin had said back in Stormreach as they examined his map.
"The storm giants have been dead for years and years," Wissin had added. "No one's around to stop us from just walking in and taking that treasure!"
Wissin was wrong.
PARRILLO

CHAPTER THREE

ENCOUNTERS

In Xen'drik, even ordinary encounters can take on an air of mystery. On constant guard against giants and drow, explorers still eye every mundane creature warily, wondering what bizarre abilities might differentiate a Xen'drik leopard or lizard from its counterpart on Khorvaire. The disparate environments coexisting on the continent produce creatures that exist in unfamiliar climes. Beasts native to the ever-present jungle might also lope across an arctic plain or skulk through sand dunes in the burning desert.

Beyond the mundane, the lands of Xen'drik hold uncountable bizarre creatures born of the magical cataclysm that destroyed the continent. Wary adventurers should always wonder what bestial horror might be lurking in the shadows cloaking the path ahead.

This chapter details a variety of creatures that a party in Xen'drik might face, including existing monsters, templates, and components with which a DM can customize encounters for parties of different levels. This chapter also introduces several new creatures found only in Xen'drik, as well as two new templates unique to the mysterious continent.

DROW: BEYOND THE SCORPION

Members of the Wayfinder Foundation and others who have explored Xen'drik have had considerable experience with the dark elves who worship the scorpion-god Vulkoor. The followers of the scorpion are spread far and wide across Xen'drik, but numerous other sects and tribes are also hidden in the shattered land.

THE SULATAR

Not all drow are tribal savages. The Sulatar have clung to traditions of magic dating back to the Age of Giants—specifically, an ancient form of elemental binding. The Sulatar ("firebinders" in the Giant language) are masters of fire in all forms. Their champions wear burning armor and bind elementals to their blades, while Sulatar master crafters create magic items that even the gnomes of Zilargo have yet to perfect (see page 146).

The firebinders remained loyal to the giants throughout the elf uprising and, even after forty thousand years, have held to the teachings of their ancient masters. The Sulatar believe that their devotion will eventually grant them access to a promised land of fire, where they will gain immortality and power and lead an army that will sweep across the world. Scholars speculate that the promised land is the plane of Fernia, but so far the legends remain just that.

Few explorers have encountered the Sulatar, for the firebinders have little interest in other cultures. To the Sulatar, all will fall when the Gates of the Promise open; until then, they have no need to deal with inferior creatures. In addition to this isolationist attitude, the Sulatar have long fought the followers of Vulkoor, and this has kept their population in check. The firebinders consider the scorpion tribes to be savages and traitors, while the children of Vulkoor hate the Sulatar for their continuing loyalty to the giants.

In the end, the DM must decide on how many Sulatar live in Xen'drik and the significance of their presence. It might be that only a single enclave of Sulatar exists—the legendary Obsidian City, deep in the Xen'drik jungles. Alternatively, hundreds of thousands of firebinders might inhabit the south of the continent—an army that could pose a deadly threat to Stormreach and to Khorvaire if the Sulatar chose to emerge from hiding.

OTHER CULTURES

Xen'drik is larger than Khorvaire, and any number of drow nations could be scattered across its surface. Though the Sulatar, the Umbragen, and the followers of Vulkoor are the only drow to have been found so far, tribes who fight with swords of ice might live in the caverns of the south, or clans who ride the wind on the backs of wyverns could dwell in the high peaks. Above all else, Xen'drik is full of surprises.

The Sulatar have a strong martial tradition, with more fighters than rangers. All Sulatar are proficient with the short sword and hand crossbow, and they treat the two-bladed sword as a martial weapon instead of an exotic weapon. These replace the standard drow weapon proficiencies. Sulatar forge their armor and weapons from an unusual form of mithral that has the appearance of bronze, and they typically incorporate fiery patterns and designs into their equipment.

Sulatar clerics and adepts are devoted to an abstract force called the Promise of Fire. This power is neutral evil, and its worshipers can choose from among the Destruction, Evil, and Fire domains. Its favored weapon is the two-bladed sword. Sulatar wizards focus on evocation, conjuration, and abjuration, and no tradition of necromancy or enchantment exists among them.

The firebinders tattoo patterns of flames across their skin, believing that these grant mystical protection. Although the tattoos do not actually confer any benefit, a combination of mystical heritage and long training allows the Sulatar to exercise great control over bound fire elementals. When dealing with an elemental item that normally responds only to characters possessing a dragonmark, a Sulatar can control the item as if she had the required mark.

In all other ways, the Sulatar are identical to the drow presented in the *Monster Manual* and *Races of Eberron*.

THE UMBRAGEN

When doom fell upon Xen'drik, the ancestors of the Umbragen fled into the depths of the earth. The underworld was filled with its own terrors, but nothing so deadly as the conflict between dragons and giants. After a long and dangerous journey, these drow refugees settled deep below the region known as the Ring of Storms, the legendary home of the Qabalrin (see below). In their struggle for survival, the dark elves uncovered ancient lore of the Qabalrin and the path to a dark well of mystical energy—a force they named the Umbra. Over the course of generations, the elves performed terrible arcane rituals that bound body and soul to the Umbra, blending this shadowy force with elven flesh.

For thousands of years the Umbragen held their own in the depths of Khyber, defending their realm against all manner of monsters. Then in 997 YK, the balance of power changed. A daelkyr stirred in the dark, and an army of beholders, mind flayers, and other aberrations rose from the shadows. The doom of the Umbragen was at hand.

Today the citadels of the Umbragen remain under siege, and the dark elves are losing the battle. They have dispatched forces to the surface in search of anything that could be used as a weapon against the armies of Khyber.

The abilities and culture of the Umbragen are described in issue 330 of *Dragon* magazine.

Forgotten Civilizations

Not all the elves of Xen'drik were slave races, and while the giants certainly united against common enemies, sages disagree on whether they were all part of a monolithic nation. When adventurers find ruins, do they belong to elves, giants, or some other group entirely? Were these giants a warrior culture or an alliance of wizards? A few of the known cultures of ancient Xen'drik are presented here, but countless more await discovery.

THE QABALRIN

The Qabalrin were a reclusive sect of elves whose arcane might even the giants feared. Stories tell of how the titans learned their magic from the god Ouralon, bringer of light and law, even as the Qabalrin drew on the power of Ouralon's terrible Shadow. Whatever the truth behind the legends, these elves were the mightiest conjurers and necromancers Xen'drik had ever seen, pioneering much of the necromantic techniques used in the present day—along with many of the fundamental principles of the religion that would one day become the Blood of Vol. According to legend, the Qabalrin created the first vampires, some of which might still lie entombed in ancient ruins.

The Qabalrin lived in a single massive city-state, a fortress in the legendary region known as the Ring of Storms. Left unchecked, the Qabalrin might have one day dominated the land, but fate—or divine providence—intervened. Over forty thousand years ago, a massive dragonshard plummeted from the sky, smashing into

A Sulatar Speaks

This world was born in fire, and in fire it shall end. Our future lies in the Land of the Promise, from whence all fire flows.

In the first days, the mighty learned to bind the flames of the far lands, drawing fire from the air and blending it with blood and iron. But the clumsy hands of the giants could not weave the fine threads of true fire, and the deepest secrets seared their minds and left them mad. And so the wisest among them sought our ancestors, seeking those with the power to truly embody the flame and to find the path to the Land of the Promise. They bound the fire to our blood, where it burned our skin as black as basalt. They taught us the ways of the fire and the secret knowledge of the Promise. And when they fell to the madness, we laid claim to the cities of glass. Many of our kindred fell to the madness and now roam the wilds, worshiping vermin and picking at ruins. But we hold destiny in our hands. We hold the secrets of the fire. One day we shall open the Gates of the Promise and spread our flames across all lands. For this world was born in fire, and in fire it shall end.

the city of the Qabalrin. The impact and the resulting devastation (both magical and natural) destroyed the elves. Remarkably, though, the damage did not extend beyond the mountain ring. The giants called it a miracle, citing the harsh justice of Ouralon and a divine warning to those who would traffic with the Shadow.

Following the disaster, a shield of storm clouds rose over the ring, creating a fierce tempest that continues to this day. Faced with quori invasions and elf rebellions, the giants turned their eyes from the cursed land of the Qabalrin, and the Ring of Storms was lost from history.

The Sul'at League

Legends tell of the first fire giant, a prince named Adaxus, who gained terrible powers and permanently twisted his bloodline through a fiendish alliance. Adaxus was defeated and bound by his enemies, but he left the line of the fire giants and the mystical tradition of the Sul'at League as his legacy. By the time the quori came to Xen'drik, the league was a powerful alliance of fire giant city-states. Sul'at wizards were best known for conjuration, transmutation, and elemental binding. According to one legend, the Sul'at giants created the drow by binding dark forces to normal elves; another states that the Sul'at were developing dimensional portals to take their battle with the quori to Dal Quor itself.

The knowledge and wisdom of the Sul'at League was lost in the cataclysm that destroyed Xen'drik, and the fire giants fell into barbarism with their kin. One legacy of this civilization remains, however—the Sulatar drow, who still live in the ruined fireglass fortresses of their former masters.

The Battalion of the Basalt Towers (see page 60) might some day seek to regain the knowledge of the Sul'at League. At the moment, however, these giants exploit their physical might rather than arcane knowledge.

The Gyrderi

The Gyrderi are a legend of the Tairnadal elves. The Keepers of the Past say that when the giants enslaved the ancestors of the Tairnadal, a few wise and stealthy elves escaped by making powerful alliances with the forces of nature. Over the course of centuries these elves, now called Gyrderi, developed a druidic tradition, becoming direct vessels of the power of the wild. When the elf uprising began, the Gyrderi aided the first of the Tairnadal and were instrumental in their earliest victories. However, the giants of the Sul'at League studied the Gyrderi and found a way to counter the druids—the giants enacted a terrible curse that forever bound them in the wild shapes they were wearing, trapping them and their descendants in the forms of animals.

According to the tales, the Gyrderi continued to fight alongside the Tairnadal, and the first ancestors of the famed Valenar warhorses were in fact Gyrderi druids. These mystical creatures are also the source of the Tairnadal tradition of natural magic, especially the strong ranger tradition found within the culture. Over the course of generations, the Gyrderi animals the Tairnadal brought out of Valenar lost the full intelligence of their ancestors. However, some believe that true Gyrderi still exist in the depths of Xen'drik as *awakened* animals possessing powerful druidic magic. Perhaps adventurers can find the truth of these legends.

A Legacy of Doom

Forty thousand years have passed since the cataclysm that destroyed the civilization of the giants. Scholars have long wondered why greater civilizations have failed to emerge in Xen'drik and why the giants have never risen above their savagery to reclaim the glory of the past. Many giant factions seek this power in the present day. What has held them back?

The following ideas are based on conjecture and legend, not fact. They could be true—or they might be nothing more than fanciful stories.

The Curse of the Titans

It is said that the first giants of Xen'drik were titans, immortal creatures of almost godlike power. When one looks at the modern hill giant, it is clear how far the mighty have fallen. The proponents of this theory claim that the giants of Xen'drik's past suffered a magical deterioration that continues to this day, with each new generation of giants inferior to the last. These sages claim that the giants will never match the deeds of the past, because they can never attain the intellectual or mystical capacity of their ancestors.

The Du'rashka Tul

One belief found among both giants and drow is the legend of the Du'rashka Tul—"the madness of crowds." According to this tale, the forces that destroyed the ancient civilizations laid a curse on the land to prevent any nation in Xen'drik from rising to a position where it could once again threaten the world. The legend states that as soon as any Xen'drik civilization reaches a certain size and sophistication, its people are gripped by a homicidal rage. They spread out, killing every creature they encounter until they themselves are slain. Fear of the Du'rashka Tul has kept the followers of Vulkoor and the giant tribes small and nomadic. They believe that settling and allowing their numbers to increase might lead to madness. In support of the truth of the Du'rashka Tul, Xen'drik explorers have discovered lost civilizations that are clearly quite recent—ruins only a few thousand years old whose builders vanished without a trace.

If the legends are true, some fear that any of the giant factions spread across the shattered land could suddenly succumb to this bloody rage. Likewise, the Sulatar drow might fall to madness should their numbers increase, bringing a burning army out of the wilds to strike at Stormreach. As more and more people come to Xen'drik, some fear that even Stormreach might be gripped by the Du'rashka Tul—its residents transformed into bloodthirsty, savage beasts.

Xen'drik Encounters

Adventurers brave enough to face the trials of Xen'drik will find no end of creatures to challenge them—some native to the mysterious continent, others there to seek the same treasures the PCs seek.

Adventuring Groups

Beyond the shadows of Khorvaire, the Order of the Emerald Claw seeks to extend its influence to Xen'drik's shores. The mysterious Cults of the Dragon Below scour ancient ruins for perverted secrets to further their evil goals. Morgrave University sends teams of fortune hunters to Xen'drik, and all the dragonmarked houses have agents (some overt, some not) in the shattered land.

DMs should design individual personalities and motivations for these NPCs to fit their campaigns. Rival adventuring parties usually contain at least one example of each of the following archetypes.

Enforcers

These warriors are the muscle of a party. Often mercenaries or former soldiers, enforcers might willingly work for a group or (in the case of those hired by more shadowy organizations) remain unaware of their employers' true natures. Even high-level enforcers sometimes work strictly for money or other material rewards, knowing and caring nothing of their group's true goals. Others are full-fledged members of their party, consciously working toward some higher goal. Enforcers are usually weaker than their employers and thus seldom travel alone.

Low-Level Enforcer — CR 1

Typical Emerald Claw soldier (*ECS* 245)

Mid-Level Enforcer — CR 6

Warforged fighter 5/warforged juggernaut 1
N Medium construct (living construct)
Init +0; **Senses** Listen –1, Spot –1
Languages Common

AC 21, touch 10, flat-footed 21
(+8 armor, +3 shield)
hp 50 (6 HD); **DR** 2/adamantine
Immune warforged immunities
Resist healing at half effect
Fort +8, **Ref** +1, **Will** +0
Weakness unusual physical construction (*ECS* 23), cannot heal lethal damage naturally

Speed 20 ft. (4 squares)
Melee *+1 battlefist* +11 (1d8+7)
Ranged mwk light crossbow +6 (1d8/19–20)
Base Atk +5; **Grp** +9
Atk Options Improved Bull Rush, Improved Overrun, Power Attack, Powerful Charge, armor spikes 1d6, expert bull rush +1 (*ECS* 84)
Combat Gear *potion of bull's strength*

Abilities Str 18, Dex 10, Con 14, Int 10, Wis 8, Cha 9
SQ reserved (ECS 84), warforged traits
Feats Adamantine Body, Improved Bull Rush[B], Improved Overrun, Power Attack, Powerful Charge[B], Weapon Focus (battlefist)[B], Weapon Specialization (battlefist)[B]
Skills Bluff –2, Climb +3, Diplomacy –2, Gather Information –2, Intimidate +4, Jump +4, Listen –1, Sense Motive –2, Spot –1, Survival +1
Possessions combat gear plus *+1 heavy steel shield*, *+1 battlefist*, masterwork light crossbow with 20 bolts, pouch with 2d10 gp and 1d6 pp

Strange Flora and Fauna of Xen'drik

Xen'drik is home to a wide assortment of strange plants and creatures shaped by the powerful forces that have twisted this land. While adventurers are likely to come into conflict with the scorrow and the dream serpents, they must be just as familiar with Xen'drik's other flora and fauna. The properties of these plants and animals appear connected to the lingering magic of the land, since they flourish only in Xen'drik. Explorers and academics have tried to import gurk'ash and long corn to farms on Khorvaire, but these crops do not live for long in other lands.

Tilxin Bird: This small, colorful hummingbird is astonishingly swift and capable of amazing feats of aerial acrobatics. It feeds on the nectar of various magical plants, which give it an unnatural metabolism. Its statistics are similar to those of a bat, but instead of blindsense it possesses a permanent supernatural *haste* effect, as the spell. Its modified fly speed is 70 feet, with perfect maneuverability.

Long Corn: This magical plant is one of the primary crops cultivated by settlers. Long corn is imbued with supernatural qualities that slow its natural decomposition. Along with gurk'ash meat, it is the primary component of *eternal rations*, a boon for long voyages.

Hliska: These tiny scavengers are much like the rats they resemble. However, the fur of a hliska shifts in color to match its surroundings, a supernatural effect that grants the creature a +5 circumstance bonus on Hide checks. Hliska are pests infamous for eating adventurers' rations.

Gurk'ash: A thick-skinned beast that resembles a bison with the hide of a rhinoceros, the gurk'ash is used as a beast of burden and raised as livestock. Like long corn, it is imbued with a supernatural quality that slows the decomposition of its meat and milk. A gurk'ash has the statistics of a bison, increasing the natural armor bonus by 2.

Firepeppers: These rare plants grow only on the burning plains tied to Fernia, but gourmands across Khorvaire covet them for their exquisite flavor and strength. A single firepepper can command up to 10 gp in the markets of Sharn.

High-Level Enforcer — CR 13

Warforged fighter 8/warforged juggernaut 5
N Medium construct (living construct)
Init +0; **Senses** Listen –1, Spot –1
Languages Common

AC 22, touch 10, flat-footed 22
(+8 armor, +4 shield)
hp 107 (13 HD); **DR** 4/adamantine
Immune warforged immunities, construct immunities (*ECS* 84)
Fort +12, **Ref** +3, **Will** +2
Weakness unusual physical construction (*ECS* 23), cannot heal lethal damage naturally

Speed 20 ft. (4 squares)
Melee *+1 battlefist* +20/+15/+10 (1d8+9)
Ranged mwk light crossbow +12 (1d8/19–20)
Base Atk +11; **Grp** +17
Atk Options Cleave, Greater Powerful Charge, Improved Bull Rush, Improved Overrun, Power Attack, Powerful Charge, armor spikes 1d8, charge bonus +2, expert bull rush +5, extended charge +5 ft., superior bull rush (*ECS* 84)
Combat Gear *potion of haste*

Abilities Str 22, Dex 10, Con 14, Int 10, Wis 8, Cha 9
SQ construct traits (*ECS* 84), reserved (*ECS* 84), warforged traits
Feats Adamantine Body, Cleave[B], Greater Powerful Charge[B], Greater Weapon Focus (battlefist)[B], Improved Bull Rush[B], Improved Damage Reduction (2), Improved Overrun, Power Attack, Powerful Charge[B], Weapon Focus (battlefist)[B], Weapon Specialization (battlefist)[B]
Skills Bluff –6, Climb +10, Diplomacy –6, Gather Information –6, Intimidate +6, Jump +6, Listen –1, Sense Motive –6, Spot –1, Survival +8
Possessions combat gear plus *+2 heavy steel shield*, *+1 battlefist*, masterwork light crossbow with 20 bolts, *belt of giant strength +2*, pouch with 3d10 gp and 3d6 pp

Spellcasters

Every adventuring party, whether an evil organization or a free-spirited band of treasure hunters, needs magical firepower at its disposal. In the rugged wilds of Xen'drik, druids are especially useful. The healing power of a cleric, adept, or druid often means the difference between life and death, while wizards and sorcerers wield powerful forces of destruction and defense. In addition to their useful spells, bards possess a wealth of knowledge about the ruins and ancient civilizations of Xen'drik. Artificers, while not technically spellcasters, can be versatile and useful in an adventuring party, especially one seeking the magic relics of a bygone age.

Low-Level Caster — CR 3

Half-elf druid 3
N Medium humanoid (elf)
Init +2; **Senses** Listen +4, Spot +5
Languages Common, Druidic, Elven

AC 14, touch 12, flat-footed 12
(+2 Dex, +2 armor)
hp 20 (3 HD)
Immune sleep effects
Fort +4 **Ref** +3 **Will** +6; +2 against enchantments

Speed 30 ft. (6 squares); woodland stride
Melee scimitar +2 (1d6/18–20)
Ranged mwk dart +5 (1d4)
Base Atk +2; **Grp** +2
Atk Options Point Blank Shot, Quick Draw
Druid Spells Prepared (CL 3rd):
2nd—*barkskin*, *flame blade* (+2 melee touch)
1st—*cure light wounds*, *entangle* (DC 14), *speak with animals*
0—*create water*, *detect magic*, *detect poison*, *know direction*

Abilities Str 10, Dex 14, Con 12, Int 9, Wis 16, Cha 10
SQ animal companion, link with companion, share spells, trackless step, wild empathy +5 (+1 magical beasts)
Feats Point Blank Shot, Quick Draw
Skills Concentration +4, Diplomacy +5, Gather Information +2, Handle Animal +5 (+9 with animal companion), Listen +4, Knowledge (nature) +1, Listen +4, Search +0, Speak Language (Elven), Spot +5, Survival +9
Possessions leather armor, scimitar, 5 masterwork darts, holly and mistletoe, explorer's outfit

Badger Animal Companion (Raging) — CR –

N Small animal
Init +4; **Senses** low-light vision, scent; Listen +4, Spot +4

AC 16, touch 13, flat-footed 12
(+1 size, +4 Dex, +3 natural, –2 raging)
hp 25 (3 HD)
Resist evasion
Fort +9, **Ref** +7, **Will** +2

Speed 30 ft. (6 squares), burrow 10 ft.
Melee 2 claws +7 each (1d2+1) and
bite +2 (1d3)
Base Attack +2; **Grp** –1
Atk Options rage (whenever damage is taken)

Abilities Str 13, Dex 18, Con 19, Int 2, Wis 12, Cha 6
SQ 2 bonus tricks
Feats Agile, Great Fortitude, Track[B], Weapon Finesse[B]
Skills Balance +6, Escape Artist +10, Listen +4, Spot +4

When not raging, the badger has the following changed statistics:
AC 18, touch 15, flat-footed 14
hp decrease by 6
Fort +7
Melee 2 claws +7 each (1d2–1) and
bite +2 (1d3–1)
Grp –3
Abilities Str 9, Con 15

Mid-Level Caster — CR 8

Typical artificer of the Twelve (*ECS* 246)

High-Level Caster — CR 15

Half-elf druid 15
N Medium humanoid (elf)
Init +2; **Senses** Listen +7, Spot +8
Languages Common, Druidic, Elven

AC 18, touch 14, flat-footed 16
(+2 Dex, +4 armor, +2 deflection)
hp 86 (15 HD)
Immune poison, sleep effects

Fort +10 **Ref** +7 **Will** +15; +2 against enchantments, +4 against spell-like abilities of fey

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Speed 30 ft. (6 squares); woodland stride
Melee *+1 flaming scimitar* +12/+7/+2 (1d6+1/18–20 plus 1d6 fire)
Ranged *+2 dart* +15 (1d4+2) or
Ranged *+2 dart* +13/+13 (1d4+2) with Rapid Shot
Base Atk +11; **Grp** +11
Atk Options Point Blank Shot, Quick Draw
Special Actions wild shape 5/day (15 hours, Tiny, Huge, Large, plant, up to 15 HD)
Druid Spells Prepared (CL 15th):
8th—quickened *flame strike* (DC 20)
7th—*mass cure moderate wounds, fire storm* (DC 23), *wind walk*
6th—quickened *bear's endurance, greater dispel magic, stone tell, summon nature's ally VI*
5th—*commune with nature, cure critical wounds* (2), *insect plague, tree stride*
4th—*dispel magic,* extended *protection from energy, flame strike* (DC 20), *freedom of movement, ice storm*
3rd—extended *barkskin* (2), *call lightning* (DC 19), *greater magic fang* (2), *remove disease, wind wall*
2nd—*bear's endurance, bull's strength, flame blade* (+11 melee touch), *fog cloud, hold animal* (DC 18), *lesser restoration, spider climb*
1st—*charm animal* (DC 17), *cure light wounds* (2), *entangle* (DC 17), *longstrider, obscuring mist, produce flame* (+11 melee touch, +13 ranged touch)
0—*create water, detect magic, detect poison, know direction, light, purify food and drink*

Abilities Str 10, Dex 14, Con 12, Int 9, Wis 22, Cha 10
SQ animal companion, link with companion, share spells, a thousand faces (as *alter self,* at will), timeless body, trackless step, wild empathy +17 (+13 magical beasts)
Feats Extend Spell, Natural Spell, Point Blank Shot, Quick Draw, Quicken Spell, Rapid Shot
Skills Concentration +15, Diplomacy +11, Gather Information +2, Handle Animal +10, Knowledge (nature) +12, Listen +7, Search +0, Speak Language (Elven), Spot +8, Survival +15 (+17 aboveground natural)
Possessions *+2 leather armor, +1 flaming scimitar,* 5 *+2 darts, periapt of Wisdom +4, ring of protection +2,* 2 scrolls of *reincarnate*, holly and mistletoe, explorer's outfit, pouch with three 150 gp diamonds

Elephant Animal Companion — CR –

N Huge animal
Init +0; **Senses** low-light vision, scent; Listen +13, Spot +11
AC 17, touch 8, flat-footed 17
(–2 size, +9 natural)
hp 123 (13 HD)
Resist evasion
Fort +13, **Ref** +8, **Will** +7

Melee gore +17 (2d8+15) or
Melee slam +17 (2d6+10) and
2 stamps +15 (2d6+5)
Base Atk +9; **Grp** +27
Space/Reach 15 ft./10 ft.
Atk Options trample 2d8+15 (DC 25)

Abilities Str 31, Dex 11, Con 21, Int 2, Wis 13, Cha 7
SQ 2 bonus tricks
Feats Alertness, Endurance, Iron Will, Multiattack, Skill Focus (Listen)
Skills Listen +13, Spot +11

Leader

Not all adventuring parties have obvious leaders, but most have one character who uncovers quests, talks to sources, and acts as the group's public face. In hierarchal organizations such as the Order of the Emerald Claw, one powerful individual commands a group of lesser characters. In Xen'drik, a party member with skills geared to surviving in the wild often assumes control of an adventuring team, but any charismatic or skilled character will do.

Low-Level Leader — CR 4

Typical House Tharashk bounty hunter (*ECS* 238)

Mid-Level Leader — CR 8

Shifter ranger 5/horizon walker 3
N Medium humanoid (shapechanger)
Init +5; **Senses** low-light vision; Listen +10, Spot +8
Languages Common

AC 16, touch 11, flat-footed 15
(+1 Dex, +5 armor)
hp 47 (8 HD)
Immune fatigue (exhausting effects cause fatigue)

High-Level Adventurers in Xen'drik

In Eberron, PCs are assumed to be some of the most remarkable individuals around. Ordinary folk almost never advance in core classes, taking a few levels in an NPC class at most. However, extraordinary characters do exist to challenge the PCs and pursue their own goals.

When introducing a high-level character, either as an opponent or an ally, think very carefully about the NPC's background. The PCs should never encounter high-level NPCs just because the NPC was of the appropriate CR. If at all possible, high-level NPCs should be recurring characters the PCs deal with at different stages of the campaign (see Recurring Villains, *ECS* 252–254, for more information). This way, player characters can see the NPCs develop alongside them, gaining experience and prestige just as the PCs do.

At the very least, DMs should have a firm grasp of a high-level NPC's background and motivations. Random high-level NPCs do not simply wander around Eberron attacking anyone they meet. Everyone has a goal.



Your team isn't the only one exploring Xen'drik

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

Speed 30 ft. (6 squares)
Melee *+1 short sword* +14/+9 (1d6+5/19–20) or
Melee *+1 short sword* +12/+7 (1d6+5/19–20) and *+1 short sword* +12 (1d6+3/19–20) or
Ranged mwk composite longbow +10/+5 (1d8+4/×3)
Base Atk +8; **Grp** +12
Atk Options favored enemy aberrations +4, favored enemy giants +2, shifting (wildhunt) 1/day, terrain mastery (desert, forest, mountain)
Combat Gear *potion of cat's grace, potion of cure moderate wounds,* 2 tanglefoot bags, 2 flasks of alchemist's fire
Ranger Spell Prepared (CL 2nd):
1st—*entangle* (DC 13)

Abilities Str 18, Dex 12, Con 12, Int 10, Wis 14, Cha 9
SQ animal companion, link with companion, share spells, wild empathy +4 (+0 magical beasts)
Feats Endurance[B], Improved Initiative, Lightning Reflexes, Track[B], Two-Weapon Fighting[B], Weapon Focus (short sword)
Skills Balance +3, Climb +18, Heal +6, Hide +5, Jump +14, Knowledge (geography) +8, Listen +10, Move Silently +4, Spot +8, Survival +12
Possessions combat gear plus *+2 studded leather armor*, 2 *+1 short swords*, masterwork composite longbow (+4 Str bonus) with 20 arrows, explorer's outfit

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Shifting (Su) 5 rounds. While shifted, a wildhunt shifter gains +2 to Constitution and the scent ability.
Terrain Mastery (Ex) +1 on attack rolls and damage rolls against desert, forest, or mountain creatures.

Hawk Animal Companion — CR ~

N Tiny animal
Init +3; **Senses** low-light vision; Listen +4, Spot +16

AC 17, touch 15, flat-footed 14
(+2 size, +3 Dex, +2 natural)
hp 4 (1 HD)
Fort +2, **Ref** +5, **Will** +2

Speed 10 ft. (2 squares), fly 60 ft. (average)
Melee talons +5 (1d4–2)
Space 2-1/2 ft.; **Reach** 0 ft.
Base Atk +0; **Grp** –10

Abilities Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6
SQ 1 bonus trick
Feats Alertness, Weapon Finesse[B]
Skills Listen +4, Spot +16

High-Level Leader — CR 15

Shifter ranger 5/horizon walker 10
N Medium humanoid (shapechanger)
Init +5; **Senses** darkvision 60 ft., low-light vision, tremorsense 30 ft., Listen +15, Spot +13
Languages Common

AC 18, touch 11, flat-footed 17
(+1 Dex, +5 armor, +2 natural)
hp 86 (15 HD); fight without penalty if disabled or dying while shifting
Immune fatigue (exhausting effects cause fatigue)
Resist fire 20, cold 20
Fort +14, **Ref** +10, **Will** +8

Speed 30 ft. (6 squares); fly +30 ft. on planes with no gravity or subjective gravity
Melee *+2 keen short sword* +24/+19/+14 (1d6+8/17–20) or
Melee *+2 keen short sword* +22/+17/+12 (1d6+8/17–20) and *+1 short sword* +21 (1d6+4/19–20) or
Ranged mwk composite longbow +17/+12/+7 (1d8+4/×3)
Base Atk +15; **Grp** +21
Atk Options favored enemy aberrations +4, favored enemy giants +2, shifting (wildhunt) 1/day, terrain mastery (aquatic, desert, forest, mountains, underground, cold [planar], cavernous [planar], fiery [planar], shifting [planar], weightless [planar])
Combat Gear *potion of cat's grace, potion of cure critical wounds,* 2 tanglefoot bags, 2 flasks of alchemist's fire
Ranger Spell Prepared (CL 2nd):
1st—*entangle* (DC 13)
Spell-Like Abilities (CL 15th):
At will—*dimension door* (once every 1d4 rounds)

Abilities Str 22, Dex 12, Con 12, Int 10, Wis 14, Cha 9
SQ animal companion, link with companion, share spells wild empathy +4 (+0 magical beasts)
Feats Endurance[B], Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Shifter Ferocity, Track[B], Two-Weapon Fighting[B], Weapon Focus (short sword)
Skills Balance +3, Climb +20, Diplomacy +9, Heal +6, Hide +12, Jump +16, Knowledge (geography) +8, Listen +15, Move Silently +4, Spot +13, Survival +18, Swim +10
Possessions combat gear plus *+2 studded leather armor, +2 keen short sword, +1 short sword,* masterwork composite longbow (+4 Str bonus) with 20 arrows, *amulet of natural armor +2,* explorer's outfit

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Shifting (Su) 6 rounds. While shifted, a wildhunt shifter gains +2 to Constitution and the scent ability.
Terrain Mastery (Ex) +1 on attack rolls and damage rolls against the following kinds of creatures: aquatic, desert, forest, mountain, and underground creatures; air elementals; outsiders or elementals with the fire or cold subtype; outsiders or elementals native to a shifting plane; creatures native to the Astral Plane or the Ethereal Plane.

Hawk Animal Companion **CR –**
See mid-level leader, above.

CREATURE ENCOUNTERS

The range of creatures found in the wilds of Xen'drik is limited only by a DM's imagination. This section presents a number of creature encounters to challenge explorers of any level.

Bulette Rampage (EL 7 or 9)

Few predators that dwell in Xen'drik are fiercer than bulettes (*MM* 30). Surrounded by a veritable banquet of prey, they rarely go hungry, rampaging through the jungle as they hunt.

Many bulettes in Xen'drik have grown so accustomed to hunting through dense jungle undergrowth that they no longer lurk underground. These bulettes lose their burrow speed and instead gain the following ability.

Woodland Stride (Ex): A Xen'drik bulette can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at its normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect it.

Carnivorous Plants (EL 9)

As dangerous as any creature of Xen'drik but far more subtle, the plants of the mysterious continent have been known to attack and even kill those who wander into their domain, adding their flesh to the compost heap.

One particular group of plants has become very adept at killing trespassers. Where they root along a heavily traveled path, they have littered the area around them with bones and scraps of armor from drow and explorers alike. The drow have learned to avoid this area, but inexperienced explorers might not notice the signs of danger. These plants are a trio of assassin vines (*MM* 20) growing in the trees around a pair of tendriculoses (*MM* 241). Although they often fight over food, their combined strength allows them to take down nearly any prey.

Displaced Animal (EL varies)

Xen'drik's magical nature and its wide range of terrain and climate have resulted in animals spreading far outside their natural environments. Dire apes lope along the dunes of the Menechtarun Desert. Giant pythons with stony hides slither among the rock-strewn trails of the Skyraker Claws. Green-striped gray tigers with webbed paws prowl through the Marsh of Desolation.

In a Xen'drik campaign, DMs should feel free to ignore the environment line in an animal's stat block. A few minor cosmetic changes (as suggested in the sidebar on the facing page) can produce a creature that is both familiar and disturbingly different. A few specific displaced animals are well known to Xen'drik explorers.

Dune Ape (CR 3): Use the statistics for the dire ape (*MM* 62), but replace its climb speed with a burrow speed of 10 feet.

Adventuring Group ELs

EL 5: Low-level caster, two low-level enforcers
EL 7: Low-level leader, low-level caster, three low-level enforcers
EL 9: Mid-level caster, mid-level enforcer
EL 11: Mid-level leader, mid-level caster, two mid-level enforcers
EL 14: High-level enforcer, two mid-level enforcers, two mid-level casters
EL 16: High-level leader, high-level enforcer, two mid-level casters
EL 18: High-level leader, high-level caster, two high-level enforcers

Iceberg Shark (CR 4 or 9): Use the statistics for a Huge shark (*MM* 279) or a dire shark (*MM* 64). Give the shark two stunted forelimbs, a land speed of 10 feet, and the ability to hold its breath while on land for a number of rounds equal to four times its Constitution score.

Mountain Python (CR 2 or 5): Use the statistics for the constrictor snake or giant constrictor snake (*MM* 279–280), but increase their natural armor bonus by 1.

Muck Tiger (CR 8): Use the statistics for the dire tiger (*MM* 65), but add a swim speed of 15 feet.

Pit Rhino (CR 9): Use the statistics for the dire rhinoceros (*FF* 61). Replace its low-light vision with darkvision out to 60 feet.

Dinosaur, Two-Headed Tyrannosaurus (EL 9)

The fearsome two-headed tyrannosaurus, based on the original tyrannosaurus (*MM* 61), is a vicious and bloodthirsty predator native only to Xen'drik. Few of these mutated specimens exist, to the great relief of explorers. Their twin heads, rather than increasing their intelligence, seem to make them twice as stupid.

A two-headed tyrannosaurus possesses an extra bite attack at its normal attack bonus. If a two-headed tyrannosaurus hits a single opponent with both its bite attacks, it automatically rends for 3d6+13 points of damage.

Dragon (EL 20)

Not all dragons act like the reclusive members of the Chamber. Many care nothing for the vaunted Prophecy, preferring the traditional pastimes of dining on humanoid flesh and amassing treasure. One such barbaric dragon lives in the dark heart of Xen'drik.

Belerica x, an old green dragon, surrounds himself with terrified servants and accumulated wealth. Though he places little value on money, Belericax likes the sight of his amassed treasure, which he thinks makes him appear powerful. The great dragon enjoys sampling the flesh of different sentient races, and he takes great pleasure in torturing those who enter his territory.

Individuals captured by Belericax can attempt to talk their way out of danger by heaping praise on the dragon and offering him adequate tribute (which is to say, everything they own). Surviving relatives of those murdered by Belericax long for the dragon's death, as do a number of good-hearted but weaker dragons. In particular, a young white dragon named Dyn'ceila grieves over Belericax's evil ways and is constantly searching for a way to destroy him.

Belericax counts four dracotaur fighters (*MM III* 42; 12 levels of warrior each) as his personal guards. In lieu of dracotaurs, substitute six troll hunters (*MM* 247).

Belericax — CR 18

Male old green dragon
CE Huge dragon (air)
Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses (*MM* 69), Listen +33, Spot +33
Aura frightful presence (240-ft. radius, DC 27; MM 69)
Languages Auran, Common, Drow, Elven, Giant
AC 33, touch 8, flat-footed 33
(–2 size, +25 natural)
hp 325 (26 HD); **DR** 10/magic
Immune acid, paralysis, sleep effects
SR 24
Fort +21, **Ref** +15, **Will** +19

Speed 40 ft. (8 squares), fly 150 ft. (poor), swim 40 ft.; Flyby Attack

Adapting Animals to Other Climates

One or two small mechanical changes can make an animal's statistics better suited for a new climate, but physical changes should always accompany these mechanical tweaks. A number of sample changes are presented here for DMs to use or gain inspiration from.

- The animal possesses camouflaging hide—white in the arctic, blue or green underwater, brown or tan in the desert, green or brown in forest and swamp, yellow or green in hills and plains, dark gray in the mountains or underground. (All terrain types)
- The animal possesses an unusually thick pelt even if it is not normally furred. (Arctic)
- The animal possesses webbed membranes on its feet. The animal's feet are twice as large as normal to help distribute its weight over treacherous terrain or to help it swim. (Aquatic, arctic, desert, swamp)
- The animal is completely bald, its bare skin deeply tanned and wrinkled. (Desert)
- Humps on the animal's back allow it to store fat and go for days without food and water. (Desert)
- The animal's fur grows in clumps that resemble leaves. (Forest)
- A glistening oil coats the animal's body. The oil acts as a water repellant, keeping the animal dry even during rainstorms or when it swims. (Aquatic, forest, swamp)
- The animal is completely bald, and its tough, brown skin resembles tree bark. (Forest)
- Long tufts of hair sprout from behind the animal's ears, giving the impression of reeds or seaweed. (Aquatic, swamp)
- Striped patterns on the animal's hide allow it to blend into areas of tall grass. (Hills, plains)
- The animal rolls in mud and clay daily, masking its true color. (Forest, swamp, underground)
- A second, transparent set of eyelids prevents the animal's eyes from gleaming when they catch the light. (Underground)
- Retractable claws or pads on the bottom of its hooves keep the animal from making noise when walking on stone. (Mountains, underground)

Melee bite +35 (3d8+10) and
2 claws +32 (2d6+5) and
2 wings +32 (1d8+5) and
tail slap +32 (2d6+15)
Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)
Base Atk +26; **Grp** +44
Atk Options Blind-Fight, Cleave, Power Attack
Special Actions breath weapon, crush
Sorcerer Spells Known (CL 9th):
4th (5/day)—*greater invisibility, mass reduce person* (DC 18)
3rd (7/day)—*haste, protection from energy, stinking cloud* (DC 17)
2nd (7/day)—*eagle's splendor, fog cloud, Melf's acid arrow* (+24 ranged touch), *mirror image*
1st (7/day)—*color spray* (DC 15), *mage armor, magic missile, protection from good, ray of enfeeblement* (+24 ranged touch)
0 (6/day)—*acid splash* (+24 ranged touch), *daze* (DC 14), *detect magic, flare* (DC 14), *mage hand, open/close, prestidigitation, touch of fatigue* (+34 melee touch, DC 14)
Spell-Like Abilities (CL 9th):
1/day—*plant growth*
3/day—*suggestion* (DC 17)

Abilities Str 31, Dex 10, Con 23, Int 18, Wis 19, Cha 18
SQ water breathing (*MM* 75)
Feats Alertness, Blind-Fight, Cleave, Flyby Attack, Improved Initiative, Improved Natural Attack (bite), Multiattack, Power Attack, Weapon Focus (bite)
Skills Bluff +33, Concentration +35, Hide +21, Intimidate +33, Knowledge (local) +33, Listen +33, Move Silently +21, Sense Motive +33, Spot +33, Use Magic Device +33
Possessions Besides gold, jewels, and standard magic items, Belericax's hoard could contain any of the giant artifacts described in Chapter Five, *arquis tellora* (page 145) or a map to a magical or psionic location.

Frightful Presence (Su) Creatures with 4 or fewer HD must succeed on a Will save or become panicked for 4d6 rounds; those with 5 or more HD are shaken instead on a failed save. A creature that successfully saves against the frightful presence cannot be affected by the same dragon's frightful presence for 24 hours. The save DC is Charisma-based.
Breath Weapon (Su) 50-ft. cone, once every 1d4 rounds, 16d6 acid, Reflex DC 29 half.
Crush (Ex) Standard action, 15 ft. by 15 ft.; Small or smaller opponents, 2d8+15 bludgeoning, Reflex DC 29 or be pinned (MM 69)

Giant Tribe, Advanced (EL 19)

Not all Xen'drik's giants declined into savagery and brutality when their empires fell. Such advanced tribes can still be found scattered across the continent, cogitating, inventing, researching, and trying to recapture some part of their former glory.

Advanced giant tribes are likely to be even more suspicious of trespassers than their primitive kin, for these intelligent giants guard their secrets closely. Some advanced giant tribes simply subdue intruders and abandon them miles from their territory; others kill interlopers outright. Still others might guardedly welcome explorers, since advanced giants often require smaller workers to investigate underground ruins for them. Advanced tribes might also wish to trade for construction materials, dragonshards, rare metals, and the like.

For desert, volcanic, and other hot environments, use the following tribe of advanced giants for an EL 19 challenge: a primordial sun giant warlock leader (page 79), five sun giants (*MM II* 110), and one of the following: three rocs (*MM* 215), four behirs (*MM* 25), or four zezirs advanced to 12 HD each (*MM III* 205). Alternatively, support the primordial sun giant warlock leader with a sand giant champion and three sand giants (*MM III* 58–59) or with a 5th-level fire giant fighter and three fire giants (*MM* 121).

Giant Tribe, Orphan (EL 15)

Whether formed for companionship or protection, giant tribes can be found across Xen'drik. Usually these tribes contain a single giant race (hill giants, stone giants, and so forth), with information on the tribe's organization found in each giant's entry in the *Monster Manual*, *Monster Manual II*, or *Monster Manual III*.

From time to time, a mixed tribe of giants comes together. Typically outcasts or orphans, these giants discard any racial prejudices against other kinds of giants

Giant Factions of Xen'drik

The giants of Xen'drik form factions based not only on racial lines, but also on ideologies. Sometimes these distinctions match up, but groups of giants from disparate tribes occasionally band together for specific purposes. Three of the largest factions are described below.

Battalion of the Basalt Towers: This organization of fire giants seeks to dominate Xen'drik by forging alliances with fiends. The fire giants revere an ancient hero named Adaxus who supposedly used a demonic alliance to crown himself the so-called Fire Prince. Members of the Battalion of the Basalt Towers consider it a great honor to be possessed by a fiend.

Dominion of Purity: Giants of all races support the Dominion of Purity, an organization bent on regaining the former glory of the giant race. The Dominion of Purity aggressively recruits new members. The group has many goals, the most pressing being to reacquire the giants' escaped drow slaves.

Scriveners of the Sky: This alliance of cloud giants and storm giants seeks the lost lore of the giant empire. Unlike the Dominion of Purity, these giants do not wish to reclaim their history but only to preserve it. Scriveners of the Sky explore ancient ruins in search of old documents and relics to add to their archives.

in their search for companionship. Some such tribes guard their territory fiercely, attacking all intruders. Others seek dialogue and trade with the outside world. Many orphan giants are the last members of a dead tribe and spend their time recounting tales of their former greatness to anyone who will listen.

For any temperate or jungle environment, use the following tribe of giants for an EL 15 challenge: two forest giants (*MM II* 110) or cloud giants (*MM* 120), a hill giant (*MM* 123), a jungle giant (page 77), a stone giant (*MM* 124), and either a gray render (*MM* 138), a dire bear (*MM* 63), or an indricothere (*FF* 100).

Giant Tribe, Savage (EL 14)

Tribes of primitive giants are common across Xen'drik. These shattered creatures are a mere shadow of their illustrious ancestors. They are dirty savages who live by hunting and foraging, always on the move to more fertile territory.

A savage giant band might attack PCs on sight, but even these primitives rarely sink low enough to eat other sentient creatures. Their nomadic lifestyle means they have no strictly defined territory to defend, but savage giants who see a party hunting in their area might well attack to keep the PCs from depleting local resources.

Savage giants might offer to trade with explorers and other wanderers, though an average Xen'drik adventurer is unlikely to have anything large enough to interest a giant.

In mountain, arctic, and other cold environments, use the following for an EL 14 challenge: four frost giants (*MM* 122), two winter wolves (*MM* 256), and a trained remorhaz (*MM* 214). Alternatively, consider replacing the winter wolves with avalanchers (*MM III* 13) or the remorhaz with a dire rhinoceros (*FF* 61).

Goliath Hunting Team (EL 5 or 11)

A few small tribes of these powerful mountain-dwelling nomads (described in *Races of Stone*) still eke out a meager existence in Xen'drik. A typical hunting team includes three 1st-level goliath barbarians (see the goliath hunter, *Races of Stone* 181), while an elite hunting team has six 1st-level barbarians plus a cragtop archer (*RoS* 102). These goliaths are suspicious of anything unfamiliar and are well aware of their dwindling numbers in Xen'drik. Though not cowardly, they prefer retreat to a fight against unknown enemies.

Gray Render Guardian (EL 11)

Some believe that gray renders are giants transformed by the magic maelstrom that marked the end of the quori–giant wars. While the truth might never be known, these hulking monstrosities can be found all across Xen'drik.

Gray renders often develop a protective affinity for particular creatures. This gray render (*MM* 138) has taken to guarding a group of four dream serpents (see page 76) that dwell in a small gully. Over the years, it has developed an immunity to the serpents' sleep gaze and can live among them with little worry. The serpents have become accustomed to the render and do not bother attacking it. However, those who come hunting the valuable creatures might face an unexpected threat.

Hive Court (EL 15 or 19)

Xen'drik is home to hives of insectile creatures such as abeils (*MM II* 22) and formians (*MM* 108). The center of such hives is the court. PCs must be exceptionally diplomatic to gain entry to a hive court. Those who enter by force of arms must contend with angry guards willing to fight to the death.

Abeil courts (EL 15) form around a queen. Four abeil soldiers and two elite soldiers (abeil soldiers with two levels of fighter) surround the queen, aided by four specially bred guardian wasps (giant wasps advanced to 13 HD; *MM* 285).

Formian courts (EL 19) form around a queen. Her ranks of guardians include four myrmarchs (*MM* 110), each commanding eight formian warriors.

In Xen'drik, formian queens often make deals with powers from Dolurrh. Maruts (*MM* 159) possess a love of law equal to that of the formians and are known to frequent Xen'drik in search of oathbreakers and other criminals fleeing the law of Khorvaire. A single marut often serves as a guardian to a formian queen.

Hive Guards (EL 8)

Guard parties routinely circle hives. They attempt to drive trespassers away unless the explorers have a very good reason for being in the area. Hive guards begin encounters with a hostile attitude.

Abeil hive guards travel in packs of two soldiers (*MM II* 22). Formian hive guards travel in packs of three warriors (*MM* 109) and two soldier giant ants (*MM* 284).

Hive Task Force (EL 10)

When serious repairs or complex projects require completion, hives deploy task forces. A hive task force consists of dozens of workers, guards, and an overseer. The overseer dislikes interruptions, deploying guards to

Abeil Commanders

Some abeil soldiers are specially bred to command combat groups. In place of the soldier's normal stormwing supernatural attack, these abeil commanders can use *mass bull's strength* and *mass cure light wounds* as spell-like abilities, each once per day. Other statistics are unchanged.

Any group of three or more abeil soldiers in Xen'drik is 50% likely to include an abeil commander.

deal with any threats. If the guards appear to be losing, the overseer withdraws the workers deeper into the hive and seeks reinforcements.

An abeil task force is composed of two abeil soldiers (*MM II* 22), two giant bees (*MM* 284), and four abeil vassals (*MM II* 22).

A formian task force is composed of one taskmaster (*MM* 109), two soldier giant ants (*MM* 284), four formian warriors, and a dozen formian workers (*MM* 109).

Hive Workers (EL 4)

PCs investigating abeil or formian hives might encounter packs of hive workers. Hive workers flee when threatened and attempt to alert hive guards. If trapped, hive workers either fight back or bargain with aggressors.

Abeil hive workers operate in cells of four abeil vassals (*MM II* 22). Formian hive workers operate in cells of six to eight workers (*MM* 109).

Hydra Hunting Grounds (EL 11)

The Marsh of Desolation is home to uncountable swamp predators that hunt and feed on each other. Of these, few are higher on the food chain than the hydra.

One crafty nine-headed pyrohydra (*MM* 156) uses the swamp environment to its advantage. The territory around its lair is riddled with pockets of flammable gas. The hydra has learned the location of these pockets and uses its breath to ignite them, creating a firestorm and roasting potential meals. Whenever the pyrohydra breathes a jet of fire, it has a 25% chance to ignite one of these gas pockets, creating an explosion of flame in a 10-foot-radius burst centered on one of the targets of the jet. The target creature and all others in the area take 8d6 points of fire damage (Reflex DC 15 half).

Jungle Cat Hunting Pack (EL 7 or 14)

Led by a clever displacer beast, this pack of four panthers roams the jungles of Xen'drik at night in search of prey. The displacer beast (*MM* 66) evaluates potential targets, preferring to attack only when the pack outnumbers its intended victims. The displacer beast prowls on the ground, while the panthers (*MM* 274, use leopard statistics) follow in the trees. A thick canopy of branches provides plenty of footholds for the agile panthers, while heavy foliage combined with their natural stealth allows them to remain well hidden. Treat a panther hidden in treetops as having concealment (20% miss chance).

The displacer beast hopes that frightened victims mistake the panthers for more displacer beasts, so that they either flee or forgo ranged attacks. The pack's preferred tactic is to creep up on a party. The displacer beast attacks first and draws the party into the trees, where the panthers then pounce. Each panther targets a different individual when possible, attempting to grapple and rake. Killing the displacer beast causes the pack to flee.

For a higher-level threat, use the tactics above but replace the displacer beast with a displacer beast pack lord (*MM* 66) and replace the pack with dire panthers (*MM* 65, use dire tiger statistics).

Lizardfolk Band, Blackscale (EL 9)

The discovery of lizardfolk tribes with advanced naval capability in Xen'drik has caused some scholars to speculate that Khorvaire's Q'barran lizardfolk might have originated on the mysterious continent. Found mainly in Xen'drik's humid jungles and swamps, lizardfolk guard their territory viciously and look on trespassers with disfavor. Blackscale lizardfolk are not evil, bloodthirsty savages, but they can be dangerous if provoked.

A Xen'drik lizardfolk band consists of four blackscale lizardfolk (*MM III* 95) and a 5th-level barbarian leader. Such bands serve as hunting parties, scouts, and guards of the small territories the lizardfolk have carved out. They are usually hostile toward trespassers, but if a group of creatures begs forgiveness and grovels appropriately, the blackscales might demand tribute in lieu of bloodshed.

In combat, the blackscale leader issues orders, commanding the lizardfolk to team up against particularly dangerous opponents. If the leader dies, the lizardfolk's tactics dissolve into disorganized attacks. They are fierce fighters who care greatly for personal honor, and thus rarely run away.

If you do not use *Monster Manual III* in your game, replace the blackscale lizardfolk with regular lizardfolk (*MM* 169). Give these Xen'drik lizardfolk two levels of barbarian and resistance to acid 5.

Mutated Monsters in Xen'drik

The great cataclysm that altered the face of Xen'drik forty thousand years ago had lasting effects on the continent's creatures. Sites steeped in magic and psionic power remain to this day, and creatures that live in or near those areas sometimes mutate. Monsters can spontaneously develop magic or psionic powers in these mutation zones.

The phrenic template (*EPH* 205) works well for giving creatures psionic powers, but if you do not have access to that book (or wish to give a creature a magical mutation), use the following guidelines.

For every 5 HD the creature has, give it one 0-level or 1st-level spell-like or psi-like ability. Treat the creature's Hit Dice as its caster level. Save DCs are Charisma-based.

For every 4 HD the creature has, increase its Intelligence by 1.

Psionically mutated creatures sometimes possess crystalline eyes or ooze ectoplasm from their jaws. Magically mutated creatures sometimes shed a faint glow or display unusual coloration. Mutated creatures often grow to extreme sizes, easily represented by advancing their Hit Dice.

Blackscale Lizardfolk Leader (Raging) CR 8

Blackscale lizardfolk barbarian 5
N Large monstrous humanoid (reptilian)
Init +0; **Senses** darkvision 60 ft.; Listen +5, Spot +4
Languages Draconic

AC 17, touch 7, flat-footed 17; improved uncanny dodge, uncanny dodge
(–1 size, +3 armor, +7 natural, –2 rage)
hp 104 (9 HD)
Resist acid 5
Fort +11, **Ref** +5, **Will** +7

Speed 50 ft. (10 squares)
Melee 2 claws +17 each (1d8+8) and bite +14 (1d6+4) or
Melee mwk greatclub +17 (2d8+12) and bite +14 (1d6+4) or
Ranged javelin +8 (1d8+8)
Base Atk +9; **Grp** +19
Atk Options Power Attack, rage 2/day (9 rounds)

Abilities Str 27, Dex 10, Con 22, Int 8, Wis 11, Cha 7
SQ fast movement, trap sense +1
Feats Improved Natural Attack (claw), Multiattack, Power Attack, Weapon Focus (claw)
Skills Balance +6, Intimidate +3, Jump +12, Listen +5, Spot +4, Survival +5, Swim +8
Possessions masterwork hide armor, masterwork greatclub, 3 javelins, engraved brass bracers worth 125 gp

When not raging, the blackscale lizardfolk leader has the following changed statistics:
AC 19, touch 9, flat-footed 19
hp decrease by 18
Fort +9, **Will** +5
Melee 2 claws +15 each (1d8+6) and bite +12 (1d6+3) or
Melee mwk greatclub +15 (2d8+9) and bite +12 (1d6+3) or
Ranged javelin +8 (1d8+6)
Grp +17
Abilities Str 23, Con 18
Skills Jump +10, Swim +6

Lizardfolk Band, Poison Dusk (EL 6)

The poison dusk lizardfolk (*MM III* 96) are smaller than their blackscale cousins but no less dangerous. Their cunning and stealth more than make up for their small stature. Poison dusk lizardfolk stick mostly to the hot jungles or dank marshes of Xen'drik, where roaming bands are continually on the hunt. If possible, poison dusk lizardfolk steer or drive trespassers from the fringes of their territory without revealing their presence. However, if intruders pass too close to a poison dusk settlement, its scouts attack without hesitation. Such a band consists of two poison dusk lizardfolk, one poison dusk lizardfolk lieutenant (*MM III* 96), and one monitor lizard (*MM* 275).

If you do not use *Monster Manual III* in your game, represent the poison dusk lizardfolk with kobolds (*MM* 161). Replace the kobolds' racial skill bonuses with a +5 racial bonus on Hide checks and a +4 racial bonus on Jump, Swim, and Balance checks. These semiaquatic kobolds have no light sensitivity and can hold their breath just as lizardfolk do. They have the same Armor Class as normal kobolds, replacing leather armor and the normal kobold natural armor bonus with a +3 natural armor bonus. Use a 4th-level goblin rogue (*DMG* 123) to represent the poison dusk lizardfolk lieutenant, replacing its goblin traits as above.

Monkey Court (EL 10)

Deep in the Xen'drik jungles, a girallon (*MM* 126) rules over its monkey court. The powerful girallon drank from a pool of water tainted with giant magic and was blessed with a modestly increased Intelligence of 4. Over the last few years, the creature has drawn retainers to itself and formed a primate society. It wears gold and jewelry taken from moldering chests in the ruins the court inhabits. The girallon is served by four dire apes (*MM* 62), four apes (*MM* 268), six baboons (*MM* 268) and six monkeys (*MM* 276).

The monkey court is vicious but mischievous. Its members are just as likely to throw rotten fruit at adventurers as they are to attack, and the monkeys love filching shiny items from trespassers to bring to their girallon king. The monkey court favors quick, coordinated attacks and sudden retreat, leading travelers farther into the ruins until they stand before the girallon king.

Explorers set upon by the monkey court can be overwhelmed by the deafening din as monkeys chatter,

Lizardfolk in Xen'drik

Xen'drik lizardfolk follow the same rough tribal structure as their kin in Khorvaire—the blackscales are arrogant and posturing guardians of ancient sites, while the poison dusks are quick and clever assassins. The Cold Sun Tribes, being native to Q'barra, are not found in Xen'drik.

Like all creatures on the mysterious continent, lizardfolk are sometimes subtly changed by the magic that permeates the land. Xen'drik lizardfolk might be larger or smaller than the norm, their scales bearing a slick sheen like oil on water or a thick coating of warts. Alternatively, they might display brightly colored crests running from skull to tail, with their eyes glowing violet, swamp green, or gold. Tribal leaders can be giant mutated creatures with mirrorlike scales, enormous fangs, barbed claws, and sometimes even wings (easily represented with the half-dragon template). Even lizardfolk PCs of Khorvaire might be wary of dealing with these bizarre Xen'drik cousins.

More information on the tribal structure of lizardfolk can be found on pages 194–197 of the *Eberron Campaign Setting* and pages 95–97 of *Monster Manual III*.

baboons bellow, apes screech, and the girallon king roars and beats its chest.

Screech (Ex): The monkey court can screech as a full-round action once every 1d4 rounds. At least six members of the monkey court must be within 60 feet of each other to use this special ability. Anyone within 10 feet of one such screeching creature becomes deafened and shaken for 1d4 rounds. A successful Fortitude save (DC 6 + 1 per screeching creature) negates the shaken effect and leaves an affected creature deafened for 1 round.

Raptoran Hunting Party (EL 6)

The cliff-dwelling raptorans (detailed in *Races of the Wild*) live in scattered pockets throughout Xen'drik. A hunting party includes four raptoran youth pilgrims (1st-level barbarians on the Walk of the Four Winds) and a single raptoran sentry (a 5th-level ranger). These NPCs are detailed on pages 183–184 of *Races of the Wild*. They are not initially hostile unless the PCs have intruded upon their territory.

Sahuagin Raiders (EL 6)

A band of daring sahuagin (*MM* 217) routinely makes raids against coastal travelers and groups leaving or entering Stormreach. A four-armed mutant leader and his three underlings each wear a heavy silver collar studded with a large silver-gray pearl, and victims of their attacks have dubbed this group the Raiders of the Gray Pearl.

These sahuagin use surprisingly cunning tactics. Other sahuagin typically wade into melee, but the Raiders attack by throwing nets from hiding. Once a target is entangled, the four-armed leader controls the net's trailing rope while his three raiders surround the victim. Two flank and attack, while the third uses the aid another action to assist his comrades. The raiders focus on killing or disabling a single target before turning their attention to another.

Local adventurers have not yet been able to catch the Raiders of the Gray Pearl, and their hidden lair undoubtedly holds a great deal of treasure by now.

Sahuagin Spy (EL 4)

Though no one in Stormreach yet suspects it, the Raiders of the Gray Pearl are minions of a malenti spy. The malenti, who looks exactly like a female aquatic elf, uses the sahuagin's attacks as a diversion. While Stormreach stays on alert for the raiding band, the Guard takes no notice of the pale elf who slips into town at night and disappears before daybreak.

Korel, the malenti spy, breaks into the homes and offices of shippers, smugglers, and members of House Lyrandar. She learns all she can about planned shipping routes and cargo so that she can coordinate her peoples' attacks on those who sail through Shargon's Teeth.

Korel **CR 4**

Female malenti (sahuagin) expert 1/rogue 2
NE Medium monstrous humanoid (aquatic)
Init +3; **Senses** blindsense 30 ft., darkvision 60 ft.; Listen +9, Spot +9
Languages Aquan, Common, Elven, Sahuagin

AC 20, touch 13, flat-footed 17
(+3 Dex, +2 armor, +5 natural)
hp 25 (5 HD)
Resist evasion
Fort +3, **Ref** +9, **Will** +6
Weakness freshwater sensitivity, light sensitivity

Speed 30 ft. (6 squares), swim 40 ft.
Melee mwk short sword +7 (1d6+1/19–20)
Ranged light crossbow +6 (1d6/19–20)
Base Atk +3; **Grp** +4
Atk Options blood frenzy (*MM* 217), sneak attack +1d6

Abilities Str 12, Dex 17, Con 12, Int 16, Wis 13, Cha 9
SQ speak with sharks, trapfinding, water dependent (*MM* 217)
Feats Great Fortitude, Weapon Finesse

Monstrous Trade Goods

Artificers and wizards always seek rare monster parts to use as optional material components for their magical formulations. What creatures are they looking for, and why? Some suggestions follow.

Aberrations: Used in transmutation items. Examples: beholder eyestalk, chuul claw, mind flayer tentacle.

Animals: Used in items that bolster physical statistics. Examples: bear paw, tiger whiskers, snake venom.

Constructs: Used in creating other constructs, items that provide damage reduction or spell resistance, and mechanical items (such as an *apparatus of Kwalish*). Examples: iron golem arm, retriever eye.

Dragon: Used in artifacts and evocation items. Examples: dragon scales, dragon claw.

Elementals: Used in evocation items, items that summon creatures, and items that produce weather effects. Examples: earth elemental hide, thoqqua tail.

Fey: Used in enchantment items and items that grant bonuses to Charisma. Examples: pixie pipes, satyr horns, a lock of nymph hair.

Giant: Used in items that bolster physical statistics or that increase size. Examples: a lock of frost giant hair, a cloud giant's fingernail.

Magical Beast: Used in items that mimic the creature's abilities or reverse its special attacks. Examples: a displacer beast tentacle for a *cloak of displacement*, cockatrice feathers for *stone salve*, stirge beaks for a *potion of lesser restoration*.

Outsider: Used in items that mimic a particular alignment. Examples: angel feathers for a *holy avenger*, devil horns for an *axiomatic longsword*. Components for good-aligned items generally must be given freely.

Undead: Used in necromantic items. Examples: skeleton knucklebones, mummy bandages.

Skills Disable Device +9, Handle Animal +4*, Hide +11*, Listen +9*, Move Silently +11, Open Lock +10, Profession (hunter) +1*, Ride +8, Search +8, Spot +9*, Survival +1*

* Underwater, Korel has a +4 racial bonus on Hide, Listen, and Spot checks. Korel has a +4 racial bonus on Survival and Profession (hunter) checks within 50 miles of her home. She has a +4 racial bonus on Handle Animal checks when working with sharks.

Possessions leather armor, masterwork short sword, light crossbow with 20 bolts, masterwork thieves' tools

Scorpion March (EL 6)

Monstrous scorpions can be found in nearly any environment. Desert, jungle, mountains, forests, and even near-arctic climes are home to these versatile predators.

These monstrous scorpions (*MM* 287) respond to the call of Vulkoor's clerics. When summoned, they march toward a signal only they can sense. A group of explorers might stumble across a scorpion march and be forced to deal with these deadly pilgrims.

This group consists of four Small monstrous scorpions, two Medium monstrous scorpions, and a single Large monstrous scorpion skittering through the jungle.

Shocker Lizard Colony (EL 8)

Explorers traveling the waterways of Xen'drik have reason to fear the strange blue glow that rises from the riverbanks at night. Shocker lizards are not uncommon across the vast continent, lurking in marshes and along rivers and streams.

A group of eight shocker lizards (*MM* 224) has taken to hunting along the riverbanks, using their powerful lethal shock to bring down mighty prey (including the occasional giant). The bones of one such unfortunate hill giant have created a home for this colony. Its rusting patchwork armor provides cover (+4 AC) to any shocker lizard hiding inside it, but it does not prevent the creatures from sending shock attacks through it.

Swarm Pit (EL varies)

Though falling into a pit might be little more than embarrassing for a seasoned explorer, Xen'drik veterans know that swarm pits are the most repulsive traps in existence. Any animal or vermin capable of forming a swarm can fill a swarm pit. Hundreds or thousands of these creatures (most commonly centipedes, spiders, or vipers) fill the bottom third of a pit. Creatures with a fly speed never fill a pit, for obvious reasons.

Different types of swarms appear in the *Monster Manual* (pages 237–240) and in *Fiend Folio* (pages 166–173). For information on pits, see Traps, *DMG* 67–76.

The Encounter Level of a swarm pit is the CR of the pit combined with the CR of the swarm within it (see Table 3–1, *DMG* 49). PCs who fall into a swarm pit are treated as being in the swarm's space until they leave the pit. The swarm's presence imposes a –2 penalty on Climb checks to escape the pit.



Centipede swarms are really the pits

Thelanis Court (EL 11)

The last time Thelanis was coterminous to the Material Plane, a faerie queen and her retinue passed through a portal to Xen'drik. Transfixed by the wild beauty of the mysterious continent, the queen chose to stay for a time and enjoy this new place.

Ellida the nymph queen (*MM* 197) is an achingly lovely woman with silver hair like moonlight on water, eyes the color of violets, and lips the shade of ripe cherries. She cherishes beauty above all else, and handsome mortal men especially fascinate her. Those who wish to gain her favor present her with pretty baubles and elegant trinkets. Ellida is flighty and selfish in the manner of all fey, but she has a sweet disposition, and her court is infatuated with her.

Tioboid the satyr (*MM* 219) is Ellida's champion. Sick with love for his queen, he bears a scarred face from a confrontation with a rude mortal warrior. Ellida never looks at Tioboid as a romantic prospect, but Tioboid still devotes himself to his queen's defense. She allows him to serve her because he is clever and charming and pipes divinely, even if he is less than handsome. Two satyrs, six



Queen Ellida holds court

grigs (*MM* 235), and three pixies (*MM* 236; one can cast *Otto's irresistible dance*) make up the rest of the court.

Wasps' Nest (EL 11)

Giant insects are common across Xen'drik, and the continent's giant wasps (*MM* 285) are particularly tenacious. A typical nest occupies the tops of two or three large trees and is filled with winding passageways large enough for adult wasps to crawl through with ease. A normal nest holds up to twenty adults and a large number of young, while some nests feature advanced wasps of unusual size and ferocity. Such monsters often guard the nest's entrance or hunt large prey.

This encounter features twelve adult giant wasps and a trio of advanced giant wasps (described below). Treat the young as 2 HD Medium giant wasps with no sting or other form of attack. They wander the nest blindly in search of food.

Advanced Giant Wasp — CR 5

N Huge vermin
Init +0; **Senses** darkvision 60 ft.; Listen +2, Spot +10

AC 15, touch 8, flat-footed 15
(–2 size, +7 natural)
hp 76 (9 HD)
immune mind-affecting spells and abilities
Fort +10, **Ref** +3, **Will** +4

Speed 20 ft. (4 squares), fly 60 ft. (good)
Melee sting +12 (1d4+12 plus poison)
Base Atk +6; **Grp** +22
Atk Options poison (DC 18, 1d6 Dex/1d6 Dex)

Abilities Str 26, Dex 10, Con 18, Int —, Wis 14, Cha 11
Feats —
Skills Listen +2, Spot +10, Survival +2*
* +4 racial bonus on Survival checks to orient themselves

Skills Giant wasps have a +8 racial bonus on Spot checks.

Water Naga and Servants (EL 9)

A violent storm coinciding with a fading manifest zone once opened a small gate in the Thunder Sea to Lammania. Before the gate could close, a gang of water mephits (*MM* 185) swam through and became trapped in Eberron. The mephits soon came to the attention of a local water naga (*MM* 193), who amused herself by convincing the creatures that she had summoned them to serve her.

The naga always keeps one or two mephits patrolling her territory. The mephits spy on any intruders, using their excellent Hide and Move Silently skills to follow them. Should trespassers appear to merely be passing through, the mephits let them go. However, should any creatures seem hostile or head for the naga's lair, the mephit scouts attempt to slow them down with their *stinking cloud* ability. They then return to the naga and report.

If the naga knows that enemies are coming, she protects herself with *invisibility, shield,* and *protection from energy (fire)*. If she has time, she makes one or two of the mephits invisible. Invisible creatures underwater create a body-shaped bubble that grants them concealment instead of true invisibility. Underwater combat: *DMG* 92.

PCs aware of the naga's presence might be able to approach her diplomatically. Although vain and proud, the water naga is not evil, and the PCs should be able to flatter her into negotiations.

Yak Folk Puppeteer (EL 10)

A race of sinister yak folk (*MM II* 200) inhabits the snowy peaks of the Fangs of Argarak. While most keep to their mountain homes, enslaving only travelers or explorers who pass too close, several yak folk sorcerers have infiltrated giant tribes in the area. A yak folk puppeteer chooses a target who holds some power in the tribe but has a lower profile than the tribal leaders, then uses *body meld* to assume the target's place in the tribe.

Short of using a *true seeing* spell, PCs who encounter such a tribe have no way of seeing through the puppeteer's subterfuge. The puppeteer attempts to steer PCs toward the yak folk tribes (if the PCs would make good slaves) or away from the mountain (if the PCs seem too powerful for the yak folk to handle).

Yak Folk Puppeteer — CR 10

Male yak folk sorcerer 2/stone giant vessel
NE Large giant (earth)
Init +6; **Senses** darkvision 60 ft., low-light vision; Listen +2, Spot +2
Languages Common, Giant

AC 25, touch 11, flat-footed 23
(–1 size, +2 Dex, +3 armor, +11 natural)
hp 119 (14 HD)

Fort +13, **Ref** +6 (+10 rock catching), **Will** +8

Speed 30 ft.
Melee greatclub +17/+12 (2d8+12) or
Melee 2 slams +17 each (1d4+8)
Ranged rock +11 (2d8+12)
Space 10 ft.; **Reach** 10 ft.
Base Atk +10; **Grp** +22
Atk Options Point Blank Shot, Power Attack, Precise Shot
Sorcerer Spells Known (CL 2nd):
1st (5/day)—*charm person* (DC 13), *mage armor*
0 (6/day)—*daze* (DC 12), *detect magic, detect poison, mage hand, message, prestidigitation*

Abilities Str 27, Dex 15, Con 19, Int 14, Wis 15, Cha 14
SA rock throwing (*MM* 124)
SQ *body meld* (*MM II* 201), command genie (*MM II* 201), rock catching (*MM* 124), use staff (*MM II* 201)
Feats Combat Reflexes, Improved Initiative[B], Iron Will, Point Blank Shot, Power Attack, Precise Shot, Weapon Focus (quarterstaff)
Skills Concentration +8, Disguise +10, Heal +10, Hide –2 (+6 in rocky terrain), Knowledge (arcana) +10, Listen +2, Spellcraft + 8 (+10 scrolls), Spot +2, Use Magic Device +10
Possessions greatclub, pouch with 6 rocks

Skills The puppeteer's Disguise bonus reflects its ability to impersonate its host.

This puppeteer (male yak folk sorcerer 2) inhabits the body of a stone giant. The stone giant originally served as second-in-command to his tribe's elder. Now the yak folk uses the giant's form to manipulate the tribe. He leads the giants into areas where they unwittingly drive explorers closer to yak folk territory, or convinces them to scare away powerful creatures that might threaten the yak folk.

The yak folk puppeteer does all it can to protect its host—if the stone giant dies, the yak folk dies as well. If seriously threatened, the puppeteer tries to escape so that it can leave the giant's body.

Revealed Yak Folk — CR 6

Male yak folk sorcerer 2
NE Large monstrous humanoid
Init +4; Senses darkvision 60 ft.; Listen +2, Spot +2
Languages Common, Giant

AC 16, touch 9, flat-footed 16
(–1 size, +7 natural)
hp 42 (7 HD)
Fort +3, Ref +4, Will +11

Melee quarterstaff +10/+5 (1d8+4) or
Melee falchion +9/+4 (2d6+4/18–20)
Space 5 ft.; Reach 10 ft.
Base Atk +6; Grp +14
Atk Options Power Attack
Sorcerer Spells Known (CL 2nd):
1st (5/day)—*charm person* (DC 13), *mage armor*
0 (6/day)—*daze* (DC 12), *detect magic, detect poison, mage hand, message, prestidigitation*

Abilities Str 18, Dex 11, Con 15, Int 14, Wis 15, Cha 14
SQ body meld (*MM II* 201), command genie (*MM II* 201), use staff (*MM II* 201)
Feats Improved Initiative[B], Power Attack, Weapon Focus (quarterstaff)
Skills Concentration +8, Disguise +10, Heal +10, Knowledge (arcana) +10, Listen +2, Spellcraft + 8 (+10 scrolls), Spot +2, Use Magic Device +10
Possessions falchion, quarterstaff

Yuan-Ti Cult (EL 11)

The cults of the yuan-ti (*MM* 262–265, *EPH* 217–218) form around a charismatic leader, usually a yuan-ti abomination. Two purebloods serve the abomination, assisted by four yuan-ti wretchlings (see page 86). In a recent disturbing trend, a spirit naga (*MM* 192) leads the cult alongside the abomination, reinforcing the rumored link between the yuan-ti and the Cults of the Dragon Below.

Yuan-Ti Scouting Party (EL 4)

Some years ago, a tribe of yuan-ti captured a team of explorers seeking rare Xen'drik animal specimens. Among the explorers was an agent of House Vadalis. The yuan-ti's torture tactics and psionic powers allowed them to manipulate the explorer into revealing the secrets of creating magebred animals. Now, the techniques for producing magebred snakes are common among the yuan-ti, while the Vadalis agent serves the tribe as a hideous wretchling.

Yuan-Ti in Xen'drik

When the yuan-ti fled their native Sarlona to avoid extermination at the hands of the Inspired, many found sanctuary in Argonnessen. In time, though, the dragons forced these exiles into flight once more, bound for the shores of Khorvaire and Xen'drik.

Today, the evil yuan-ti cults of the mysterious continent ambush travelers to use as experimental subjects. Yuan-ti leaders seek to transform all sentient races into snakelike servants, but their efforts thus far have resulted only in twisted horrors. Some suspect a link between the yuan-ti and the daelkyr or the Cults of the Dragon Below, but this has yet to be proven.

The yuan-ti of Xen'drik inhabit ancient ruins in jungles and swamps. Disparate tribes often fight, but they put aside internal differences to defend themselves against mutual threats. Yuan-ti worship the Devourer, whom they view as a giant serpent that will one day consume the world. They regard the dream serpents of Xen'drik (see page 76) as aspects of the Devourer, slaughtering any who hunt those creatures. The yuan-ti have a grudging truce with the drow in this regard, because the dark elves make full use of the dream serpents they hunt—something the Devourer would respect.

Yuan-ti tribes send a pureblood (*MM* 263) out in its alternate viper form to scout the area around the temple. Two magebred vipers accompany the pureblood. By the time travelers realize that the scouting party is anything more than a cluster of ordinary snakes, it is usually far too late.

Magebred Viper — CR 1

N Medium animal
Init +5; **Senses** scent; Listen +7, Spot +7

AC 20, touch 15, flat-footed 15
(+5 Dex, +5 natural)
hp 11 (2 HD)
Fort +4, **Ref** +8, **Will** +1

Speed 30 ft. (6 squares), climb 20 ft., swim 20 ft.
Melee bite +6 (1d4 plus poison)
Base Atk +1; **Grp** +1
Atk Options poison (DC 12, 1d6 Con/1d6 Con)
Abilities Str 10, Dex 21, Con 13, Int 2, Wis 12, Cha 2
SQ excellent learner (tracking breed; *ECS* 295)
Feats Alertness[B], Weapon Finesse
Skills Balance +13, Climb +12, Hide +14, Listen +7, Spot +7, Swim +8, Survival +1 (+5 to follow tracks)

DROW ENCOUNTERS

The jungles, deserts, mountains, and plains of Xen'drik are all home to the drow, who view themselves as the masters of the shattered land. From lone explorers cutting deep into the continent's remote southern recesses to war clans bent on the destruction of the Khorvairian intruders to the north, drow can provide a challenge for an adventuring group of any level.

The groups and individuals described below can be found among virtually any drow clan or tribe in Xen'drik. Each description details the group's composition, purpose, and combat tactics. A DM can change a group's composition, or the statistics for individual drow, to more closely match the strengths of the PCs.

Drow Sentries (EL 5)

The drow always post sentries to prowl the perimeter of their camps and clanholds on the lookout for intruders. These small groups, consisting of novice warriors and a single leader, rouse the camp should an enemy approach.

Sentries wander in no particular pattern. They space themselves apart so as to avoid being hit by area effects and to cover wider ground. Occasionally, they send one or more of their number up a tree to watch for climbing or flying intruders. Such groups can be almost anywhere in the vicinity of a drow camp.

Aside from standard equipment, each member of a sentry group carries a whistle that trills like a bird. In the daylight hours, sentries might also carry mirrors to signal others silently.

Drow sentry groups consist of three warrior lookouts and an adept, who both leads the group and provides magical support.

Drow Lookout — CR 1

Drow warrior 1
NE Medium humanoid (elf)
Init +2; **Senses** darkvision 120 ft.; Listen +2, Spot +2
Languages Common, Drow, Drow Sign Language, Giant

AC 14, touch 12, flat-footed 12
(+2 Dex, +2 armor)
hp 8 (1 HD)
Immune sleep
SR 12
Fort +2, **Ref** +2, **Will** +0 (+2 against spells and spell-like abilities)
Weakness light blindness

Speed 30 ft. (6 squares)
Melee drow scorpion chain +2 (1d6+1/19–20)
Ranged Xen'drik boomerang +3 (1d6+1)
Base Atk +1; **Grp** +2
Atk Options Drow Skirmisher
Combat Gear smokestick, thunderstone
Spell-Like Abilities (CL 1st):
1/day— *dancing lights, darkness, faerie fire*

Abilities Str 13, Dex 14, Con 10, Int 13, Wis 10, Cha 11
SQ able to notice secret or concealed doors
Feats Drow Skirmisher*
*New feat described in Chapter 5
Skills Climb +4, Jump +4, Listen +2, Search +2, Spot +2, Swim +3
Possessions combat gear plus chitin armor*, drow scorpion chain*, 4 Xen'drik boomerangs
*New armor and weapons described in Chapter 5

Shulassakar: The Feathered Servants

The shulassakar, who resemble feathered yuan-ti, claim to be the spiritual descendants of the couatls. In the aftermath of the terrible war that ended the Age of Demons, the few remaining couatls could not guard the world their race had perished to protect. According to legend, Sarlonan humans loyal to the couatls took up the task, and over the course of thousands of years, took on the outward forms of their masters.

Shulassakar use the same statistics as yuan-ti and are identical to them, except that their scales are hidden under brightly colored plumage. Shulassakar are almost always lawful good. They embrace the cause of righteousness with fervor, willing to sacrifice everything to destroy the forces of evil.

Shulassakar live mostly in the fortress-citadel of Krezent on the Talenta Plains, but at least one transcendent (the shulassakar equivalent of a yuan-ti abomination) lives in Xen'drik. Sesstaria (female transcendent shulassakar paladin 3) considers it her holy mission to hunt the yuan-ti of Xen'drik. She avoids the loss of innocent life whenever necessary, but she believes that some casualties are inevitable in the fight against evil.

Drow Disciple — CR 2

Drow adept 2
CE Medium humanoid (elf)
Init +1; **Senses** darkvision 120 ft., Listen +2, Spot +2
Languages Common, Drow, Drow Sign Language, Giant, empathic link

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AC 11, touch 11, flat-footed 10
(+1 Dex)
hp 9 (2 HD)
Immune sleep
SR 13
Fort +0, **Ref** +1, **Will** +4 (+6 against spells and spell-like abilities)
Weakness light blindness

Speed 30 ft. (6 squares)
Melee mwk shortspear +1 (1d6–1)
Ranged mwk shortspear +3 (1d6–1)
Base Atk +1; **Grp** +0
Combat Gear 2 scrolls of *cure light wounds, wand of burning hands* (DC 11, CL 1st, 25 charges)
Adept Spells Prepared (CL 2nd):
1st—*bless, cause fear* (DC 12)
0—*cure minor wounds, ghost sound* (DC 11), *touch of fatigue* (+0 melee touch, DC 11)
Spell-Like Abilities (CL 2nd):
1/day—*acid splash* (+2 ranged touch, CL 1st), *dancing lights, darkness, detect poison* (CL 1st), *faerie fire, pass without trace* (CL 1st)

Abilities Str 9, Dex 12, Con 10, Int 13, Wis 13, Cha 10
SQ able to notice secret or concealed doors, familiar, share spells
Feats Alertness[B] (if familiar within 5 ft.), Blessed of Vulkoor*
*New feat described in Chapter 5
Skills Concentration +5, Heal +6, Knowledge (religion) +6, Listen +2, Search +2, Spot +2
Possessions combat gear plus 2 masterwork shortspears

Monstrous Scorpion Familiar — CR –

N Tiny magical beast (augmented vermin)
Init +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; Listen +0, Spot +4
Languages empathic link

AC 15, touch 12, flat-footed 15
(+2 size, +3 natural)
hp 4 (2 HD)
Immune mind-affecting spells and abilities
Resist improved evasion
Fort +4, **Ref** +0, **Will** +2

Speed 20 ft. (4 squares)
Melee 2 claws +3 each (1d2–4) and sting –2 (1d2–4 plus poison)
Space 2-1/2 ft.; **Reach** 0 ft.
Base Atk +1; **Grp** –7
Atk Options constrict 1d2–4 (Diminutive or Fine only), improved grab (claws, Diminutive or Fine only), poison (DC 12, 1 Con/1 Con)

Abilities Str 3, Dex 10, Con 14, Int 6, Wis 10, Cha 2
Feats Weapon Finesse[B]
Skills Climb +0, Hide +12, Listen +0, Spot +4

Drow Scouting Party (EL 7)

A PC group's first encounter with the nomadic drow is often a scouting party, hunting game or on the lookout for threats in the area around a clan's current camp.

Scouting parties attack only if they feel confident of victory, reporting back to the clan if outnumbered or outmatched. They prefer to attack from ambush and use the terrain to their advantage, hiding in trees, crouching in tall grass, or perching on rocky outcroppings above an approaching group. Once combat begins, the scouting party attacks with boomerangs before closing. Should the battle go poorly, the drow always have an escape plan, including an established rallying point and favorable routes to get there.

Scouting parties consist of four warrior lookouts (page 68) and two ranger hunters. One hunter acts as squad leader, directing the group in combat, while the other is a sergeant who takes over in the event of the leader's death or capture.

Drow Hunter — CR 3

Drow ranger 2
NE Medium humanoid (elf)
Init +3; **Senses** darkvision 120 ft.; Listen +8, Spot +8
Languages Common, Drow, Drow Sign Language, Giant

AC 15, touch 13, flat-footed 12
(+3 Dex, +2 armor)
hp 14 (2 HD)
Immune sleep
SR 13
Fort +4, **Ref** +6, **Will** +1 (+3 against spells and spell-like abilities)
Weakness light blindness

Speed 30 ft. (6 squares)
Melee mwk drow long knife +4 (1d6+1/19–20) or
Melee mwk drow long knife +2 (1d6+1/19–20) and mwk drow long knife +2 (1d6/19–20) or
Ranged Xen'drik boomerang +5 (1d6+1)
Base Atk +2; **Grp** +3
Atk Options Drow Skirmisher, favored enemy giants +2
Combat Gear *potion of cure light wounds*
Spell-Like Abilities (CL 2nd):
1/day— *dancing lights, darkness, faerie fire*

Abilities Str 13, Dex 17, Con 12, Int 12, Wis 12, Cha 10
SQ able to notice secret or concealed doors, wild empathy +2 (–2 magical beasts)
Feats Drow Skirmisher*, Track[B], Two-Weapon Fighting[B]
*New feat described in Chapter 5
Skills Climb +6, Hide +8, Knowledge (geography) +6, Listen +8, Move Silently +8, Search +3, Spot +8, Survival +6 (+8 to avoid getting lost, avoid hazards)
Possessions combat gear plus masterwork chitin armor*, 2 masterwork drow long knives*, 3 Xen'drik boomerangs
*New armor and weapons described in Chapter 5.

Drow Explorers (EL 11)

These elite groups of drow seek out new lands for their clans, make contact (peaceful or otherwise) with other humanoids, and roam across Xen'drik in search of the unknown. Drow consider it an honor to be chosen as a member of an explorer group, for such parties include some of the best hunters on the continent.

The attitude of drow explorers depends entirely upon their current objective. Rarely are they friendly with strangers, but they sometimes meet with other explorers to gather information and assess intent before deciding what to do. If claiming territory, the drow actively defend it from others. If outnumbered, a group of drow explorers employs hit-and-run tactics, hoping to wear down opponents' resolve while avoiding direct confrontation.

Explorer parties usually consist of two ranger/fighter raiders for scouting and melee prowess, a skilled firebringer sorcerer, and a specialist. This is often a drow poisoner, adept at killing quietly and moving stealthily, or a powerful shaman capable of bringing the blessings of Vulkoor to the band.

Drow Raider — CR 5

Drow ranger 2/fighter 2
NE Medium humanoid (elf)
Init +4; **Senses** darkvision 120 ft.; Listen +8, Spot +8
Languages Common, Drow, Drow Sign Language, Giant

AC 17, touch 14, flat-footed 13
(+4 Dex, +3 armor)
hp 27 (4 HD)
Immune sleep
SR 15

Fort +7, **Ref** +7, **Will** +1 (+3 against spells and spell-like abilities)
Weakness light blindness

Speed 30 ft. (6 squares)
Melee mwk drow long knife +10 (1d6+1/19–20) or
Melee mwk drow long knife +8 (1d6+1/19–20) and mwk drow long knife +8 (1d6/19–20)
Ranged mwk Xen'drik boomerang +9 (1d6+1)
Base Atk +4; **Grp** +5
Atk Options Drow Skirmisher*, favored enemy giants +2
Combat Gear *potion of bull's strength*, 2 *potions of cure light wounds*
Spell-Like Abilities (CL 4th):
1/day—*acid splash* (+8 ranged touch, CL 1st), *dancing lights*, *darkness*, *detect poison* (CL 1st), *faerie fire*, *pass without trace* (CL 1st)

Abilities Str 13, Dex 18, Con 12, Int 12, Wis 12, Cha 10
SQ wild empathy +2 (–2 magical beasts)
Feats Blessed of Vulkoor*, Drow Skirmisher[B]*, Track[B], Two-Weapon Fighting[B], Weapon Finesse, Weapon Focus (drow long knife)[B]
*New feat described in Chapter 5
Skills Climb +8, Hide +10, Knowledge (geography) +6, Listen +8, Move Silently +11, Search +3, Spot +8, Survival +7 (+9 to avoid getting lost, avoid hazards)
Possessions combat gear plus *+1 chitin armor**, 2 masterwork drow long knives*, 3 masterwork Xen'drik boomerangs
* New armor and weapons described in Chapter 5



A group of drow prepare to strike from hiding

JH

Drow Firebringer — CR 8

Drow sorcerer 7
NE Medium humanoid (elf)
Init +3; **Senses** darkvision 120 ft.; Listen +4, Spot +5
Languages Common, Draconic, Drow, Drow Sign Language, Giant, empathic link

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AC 19, touch 14, flat-footed 16
(+3 Dex, +4 armor, +1 deflection, +1 natural)
hp 19 (7 HD)
Immune sleep
SR 18
Fort +2, **Ref** +5, **Will** +8 (+10 against spells and spell-like abilities)
Weakness light blindness

Speed 30 ft. (6 squares)
Melee mwk dagger +3 (1d4–1/19–20)
Ranged mwk dagger +7 (1d4–1/19–20)
Base Atk +3; **Grp** +2
Combat Gear 2 *potions of cure light wounds,* scroll of *wall of fire* (CL 7th, DC 16), *wand of scorching ray* (+6 ranged touch, CL 3rd, 20 charges)
Sorcerer Spells Known (CL 7th):
3rd (5/day)—*fireball* (DC 17), *haste*
2nd (7/day)—*bear's endurance, invisibility, scorching ray* (+6 ranged touch)
1st (7/day)—*burning hands* (DC 15), *expeditious retreat, mage armor*†, *magic weapon, ray of enfeeblement* (+6 ranged touch)
0 (6/day)—*acid splash* (+6 ranged touch), *daze* (DC 14), *detect magic, ghost sound* (DC 14), *mage hand, message, read magic*
† Already cast
Spell-Like Abilities (CL 7th):
1/day—*acid splash* (+6 ranged touch, CL 1st), *dancing lights, darkness, detect poison* (CL 1st), *faerie fire, pass without trace* (CL 1st)

Abilities Str 8, Dex 16, Con 11, Int 12, Wis 12, Cha 18
SQ able to notice secret or concealed doors, familiar, share spells
Feats Alertness[B] (if familiar within 5 ft.), Blessed of Vulkoor*, Combat Casting, Silent Spell
* New feat described in Chapter 5
Skills Concentration +10, Knowledge (arcana) +8, Listen +4, Spellcraft +11, Search +3, Spot +5
Possessions combat gear plus 2 masterwork daggers, *amulet of natural armor +1, ring of protection +1*

Monstrous Scorpion Familiar — CR –

N Tiny magical beast (augmented vermin)
Init +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; Listen +0, Spot +4
Languages empathic link, speak with master, speak with scorpions

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AC 18, touch 12, flat-footed 18
(+2 size, +6 natural)
hp 9 (7 HD)
Immune mind-affecting spells and abilities
Resist improved evasion
Fort +4, **Ref** +2, **Will** +5

Speed 20 ft. (4 squares)
Melee 2 claws +5 each (1d2–4) and sting +0 (1d2–4 plus poison)
Space 2-1/2 ft.; **Reach** 0 ft.
Base Atk +3; **Grp** –5
Atk Options constrict 1d2–4 (claws, Diminutive or Fine only), deliver touch spells, improved grab (claws, Diminutive or Fine only), poison (DC 12, 1 Con/1 Con)

Abilities Str 3, Dex 10, Con 14, Int 9, Wis 10, Cha 2
Feats Weapon Finesse[B]
Skills Climb +0, Hide +12, Listen +0, Spot +4

Drow Poisoner — CR 7

Drow rogue 5/assassin 1
CE Medium humanoid (elf)
Init + 4; **Senses** darkvision 120 ft.; Listen +10, Spot +10
Languages Common, Draconic, Drow, Drow Sign Language, Giant

AC 17, touch 14, flat-footed 13; Dodge, Mobility, uncanny dodge
(+ 4 Dex, +3 armor)
hp 23 (6 HD)
Immune sleep
Resist evasion; **SR** 17
Fort +1, **Ref** +10, **Will** +1 (+3 against spells and spell-like abilities)
Weakness light blindness

Speed 30 ft. (6 squares)
Melee *+1 drow scorpion chain* +6 (1d6+3/19–20 plus poison)
Ranged mwk composite shortbow +8 (1d6+2/×3)
Base Atk +3; **Grp** +5
Atk Options Drow Skirmisher, poison (Large monstrous scorpion venom, DC 14, 1d4 Con/1d4 Con), sneak attack +4d6
Special Actions death attack (DC 13)
Combat Gear *oil of magic weapon, potion of cat's grace,* 2 scrolls of *invisibility,* 4 doses of Large monstrous scorpion venom
Assassin Spells Known (CL 1st):
1st (1/day)—*disguise self, obscuring mist*
Spell-Like Abilities (CL 6th):
1/day— *dancing lights, darkness, faerie fire*

Abilities Str 14, Dex 18, Con 10, Int 15, Wis 10, Cha 10
SQ poison use, trap sense +1, trapfinding
Feats Dodge, Drow Skirmisher*, Mobility
* New feat described in Chapter 5
Skills Balance +14, Bluff +8, Climb +10, Concentration +4, Disguise +8 (+10 acting), Hide +13, Jump +12, Listen +10, Move Silently +13, Search +2, Spot +10, Tumble +14
Possessions combat gear plus *+1 chitin armor*, +1 drow scorpion chain**, masterwork composite shortbow (+2 Str bonus) with 20 arrows
*New armor and weapons described in Chapter 5

Drow Shaman — CR 8

Drow cleric 7
CE Medium humanoid (elf)
Init +2; **Senses** darkvision 120 ft.; Listen +5, Spot +5
Languages Common, Drow, Drow Sign Language, Giant

AC 17, touch 12, flat-footed 15
(+2 Dex, +5 armor)
hp 42 (7 HD)
Immune sleep
SR 18
Fort +7, **Ref** +5, **Will** +9 (+11 against spells and spell-like abilities)
Weakness light blindness

Speed 20 ft. in scorpion breastplate (4 squares); base speed 30 ft.
Melee *+1 drow scorpion chain* +8 (1d6+2/19–20)
Ranged dart +8 (1d4+1)
Base Atk +5; **Grp** +6
Atk Options Drow Skirmisher, smite 1/day (+4 attack, +7 damage)
Special Actions rebuke undead 4/day (+3, 2d6+8, 7th)
Combat Gear scroll of *deeper darkness* (CL 5th), scroll of *poison* (CL 7th, DC 16), *wand of cure light wounds* (CL 1st, 50 charges)
Cleric Spells Prepared (CL 7th):
4th—*divine power*[D], *poison* (+6 melee touch, DC 17)
3rd—*cure serious wounds, dispel magic, magic vestment*[D], *prayer*
2nd—*bear's strength, cure moderate wounds, shatter*[D] (DC 15), *sound burst* (DC 15), *spiritual weapon*
1st—*bless, cure light wounds* (2), *magic weapon*[D], *obscuring mist, shield of faith*
0—*create water, cure minor wounds* (2), *detect magic, purify food and drink, read magic*
D: Domain spell. Deity: Vulkoor. Domains: Destruction, War.
Spell-Like Abilities (CL 7th):
1/day—*dancing lights, darkness, faerie fire*

Abilities Str 13, Dex 14, Con 12, Int 10, Wis 16, Cha 12
Feats Combat Casting, Drow Skirmisher*, Weapon Focus (dart), Weapon Focus (drow scorpion chain)[B]
*New feat described in Chapter 5
Skills Concentration +11, Heal +8, Knowledge (religion) +5, Listen +5, Search +5, Spot +5
Possessions combat gear plus *+1 scorpion breastplate*, +1 drow scorpion chain**, 8 darts, *cloak of resistance +1, pearl of power* (1st-level spell), silver holy symbol of Vulkoor
*New armor and weapons described in Chapter 5

Drow War Party (EL 12)

When warned of a dangerous threat in the area or seeking to eliminate a specific target, the drow organize into war parties. Assembled to stand against the toughest foes (including giants and groups of well-armed explorers), a drow war party consists of only the strongest and most skilled warriors.

Under the leadership of a kaxat (war chief), these bands show no hesitation in taking on the most formidable foes. Like the scorpion, a war party waits for the optimal moment to strike. Also like the scorpion, a war band contains a powerful sting in the form of a sorcerer or cleric of Vulkoor. The kaxat typically leads the attack with half the drow force, driving into an enemy with sheer ferocity. The others hang back, ambushing foes who disengage from melee to cast spells or use ranged weapons.

A drow war party consists of a high-level kaxat war chief leading six skilled raiders (page 70) and a firebringer (page 71) or shaman (page 71).

Drow Kaxat — CR 10

Drow fighter 6/ranger 3
NE Medium humanoid (elf)
Action Points 3
Init +3; **Senses** darkvision 120 ft.; Listen +8, Spot +8
Languages Common, Drow, Drow Sign Language, Giant

AC 17, touch 13, flat-footed 14; Two-Weapon Defense (+3 Dex, +3 armor, +1 shield)
hp 68 (9 HD)
Immune sleep
SR 20
Fort +11, **Ref** +9, **Will** +4 (+6 against spells and spell-like abilities)

Vulkoor

A majority of the drow in Xen'drik pay homage to Vulkoor, believed by some scholars to be an aspect of the Mockery. Pictured as a massive scorpion or as a handsome, well-toned male scorrow (see page 81), Vulkoor is often shown hunting, fighting against giants, or bearing an entire drow village on his back as a scorpion carries its young. The faith of Vulkoor takes on many forms, varying from tribe to tribe. Three common types of worship exist in Xen'drik, although others are certainly practiced.

Regard less of how Vulkoor is viewed or worshiped, clerics of the scorpion god have access to the same domains as those granted by the Mockery. Unlike clerics of the Mockery, drow who worship Vulkoor treat the drow scorpion chain as their favored weapon.

Vulkoor the Hunter: The most common form of worship presents Vulkoor as the drow ideal—a skilled and crafty hunter, fearless in the face of any challenge, and protective of the drow people. Like their deity, tribes who revere the hunter are self-sufficient. They are often nomadic, relying on their hunting skills to keep them fed. These drow pay homage to Vulkoor by their actions, as well as through lengthy recitations of the deeds of the god and the heroes who follow him.

Vulkoor the Wrathful: Although their numbers are fewer than those who worship Vulkoor the hunter, those who revere the deity's wrath are far more dangerous to any explorers who cross their path. These drow are fearful of their god and seek constantly to appease him. They attribute the fall of the giants to his actions and wish to avoid similar retribution. Their prayers to Vulkoor are often accompanied by living sacrifice—ideally of those explorers who dare trespass in the god's holy lands. Thankfully, these drow are less nomadic than most, and their territories can be avoided.

Vulkoor the Cunning: Some drow view the entire continent of Xen'drik as their inheritance, believing that Vulkoor guides their endeavors to reclaim its glory. These drow are universally xenophobic, since Vulkoor's worship teaches that all foreigners enter Xen'drik to rob the drow of their destiny. Unlike other tribes, these drow do not shy away from the wonders of the past but uncover and learn to use ancient magic and relics.

Weakness light blindness

Speed 30 ft. (6 squares)
Melee *+1 frost drow long knife* +14/+9 (1d6+6/17–20 plus 1d6 cold) or
Melee *+1 frost drow long knife* +12/+7 (1d6+6/17–20 plus 1d6 cold) and
mwk drow long knife +12 (1d6+3/17–20)
Ranged mwk composite longbow +13/+8 (1d8+3/×3)
Base Atk +9; **Grp** +12
Atk Options Drow Scorpion Warrior, Drow Skirmisher, Power Attack, favored enemy giants +2
Combat Gear *potion of cure serious wounds, potion of haste, potion of rage*
Spell-Like Abilities (CL 9th):
1/day—*dancing lights, darkness, faerie fire*

Abilities Str 16, Dex 16, Con 14, Int 10, Wis 10, Cha 14
SQ wild empathy +5 (+1 magical beasts)
Feats Drow Scorpion Warrior*, Drow Skirmisher[B]*, Endurance[B], Heroic Spirit, Improved Critical (drow long knife)[B], Power Attack[B], Track[B], Two-Weapon Defense[B], Two-Weapon Fighting[B], Weapon Focus (drow long knife), Weapon Specialization (drow long knife)
*New feat described in Chapter 5
Skills Climb +9, Hide +9, Jump +9, Listen +8, Move Silently +9, Search +2, Spot +8, Survival +6, Swim +9
Possessions combat gear plus *+1 chitin armor*, +1 frost drow long knife**, masterwork drow long knife*, masterwork composite longbow (+3 Str bonus) with 20 arrows, *gauntlets of ogre power, cloak of resistance +1*, hunter's kit*
*New armor, weapons, and equipment described in Chapter 5

Drow Clan (EL 16)

Drow clans are often small, gathering with others to form a larger tribe only when necessary. A clan is rarely fought as a single encounter.

When forced to action, the young and other noncombatants stay out of sight in a safe place, ready to flee should the battle go poorly. Meanwhile, the kaxat and aquasa (chieftain) plan out a strategy to combat their foes, using all the forces at their disposal. The less experienced members of the clan keep to the back, where they provide support with ranged weapons and cover for spellcasters. The more skilled combatants lead the charge after the first spells have been fired. After cloaking the battlefield in *darkness*, these merciless hunters go to work, concentrating on one foe at a time as they break an enemy force apart.

A drow clan is fronted by two kaxats (page 72), a shaman (page 71), a poisoner (page 71), and two firebringers (page 71), all under the leadership of a single aquasa. Below these leaders are six lookouts (page 68), four hunters (page 69), eight raiders (page 70), and three disciples (page 69).

Drow Aquasa — CR 14

Drow fighter 8/ranger 5
NE Medium humanoid (elf)
Action Points 3
Init +3; **Senses** darkvision 120 ft.; Listen +9, Spot +9
Languages Common, Drow, Drow Sign Language, Giant

AC 21, touch 13, flat-footed 18; Two-Weapon Defense (+3 Dex, +6 armor, +1 shield, +1 deflection)
hp 109 (13 HD); Diehard
Immune sleep
SR 24
Fort +15, **Ref** +11, **Will** +6 (+8 against spells and spell-like abilities)
Weakness light blindness

Speed 30 ft. (6 squares)
Melee *+2 flaming drow long knife* +20/+15/+10 (1d6+7/17–20 plus 1d6 fire) or
Melee *+2 flaming drow long knife* +18/+13/+8 (1d6+7/17–20 plus 1d6 fire) and
+1 drow long knife +17 (1d6+4/17–20)
Ranged *+1 composite longbow* +17/+12/+7 (1d8+4/×3)
Base Atk +13; **Grp** +16
Atk Options Drow Scorpion Warrior, Drow Skirmisher, Power Attack, favored enemy giants +4, favored enemy elves +2
Combat Gear 2 applications of blackroot oil*, 2 *potions of cure serious wounds*, 2 *potions of haste*
Ranger Spell Prepared (CL 2nd):
1st—*resist energy*
Spell-Like Abilities (CL 13th):
1/day—*dancing lights, darkness, faerie fire*

Abilities Str 16, Dex 16, Con 16, Int 10, Wis 12, Cha 13
SQ animal companion, link with companion, share spells, wild empathy +6 (+2 magical beasts)
Feats Diehard, Drow Scorpion Warrior*, Drow Skirmisher[B]*, Endurance[B], Heroic Spirit, Improved Critical

Drow Crests

Each drow clan has a crest or symbol that its members inscribe on their armor, weave into their clothing, or tattoo on their flesh. Presented here are a few examples of symbols used by the Xen'drik drow.

- Scorpion stinger dripping blood
- Drow long knife splitting the sun
- Xen'drik boomerang lodged in a skull
- Two black arrows crossed over a third that is broken
- Drow hand, missing its ring finger
- A severed finger atop a long, bloody blade
- Scorpion claw rising out of the water
- Scorpion tail spiraling around itself
- Locusts swarming from a cracked giant skull
- Two ferns cut by a crude stone axe
- Faceted gemstone grasped by a scorpion claw
- Severed hand grasping a black-tipped arrow
- Volcano erupting with its smoke plume split in two
- Cracked marble pillar with its top broken off
- Fissure in the earth with small figures falling in

(drow long knife)[B], Greater Weapon Focus (drow long knife)[B], Power Attack, Track[B], Two-Weapon Defense[B], Two-Weapon Fighting[B], Weapon Focus (drow long knife), Weapon Specialization (drow long knife)[B]

*New feat described in Chapter 5

Skills Climb +10, Hide +12, Jump +10, Listen +9, Move Silently +17, Search +3, Spot +9, Survival +11, Swim +7

Possessions combat gear plus *+2 dreamhide*, +2 flaming drow long knife*, +1 drow long knife*, +1 composite longbow* (+3 Str bonus) with 20 arrows, *gauntlets of ogre power, amulet of health +2, boots of elvenkind, cloak of resistance +2, ring of protection +1*

*New equipment, armor, and weapons described in Chapter 5

Wolf Animal Companion — CR ~

N Medium animal

Init +2; **Senses** low-light vision, scent, Listen +3, Spot +3

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 13 (2 HD)

Fort +5, **Ref** +5, **Will** +1

Speed 50 ft. (10 squares)

Melee bite +3 (1d6+1)

Base Atk +1; **Grp** +2

Special Actions trip (*MM* 283)

Abilities Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

SQ 1 bonus trick

Feats Track[B], Weapon Focus (bite)

Skills Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1 (+5 when tracking by scent)

New Monsters

Lumbering giants and the nomadic drow are the most commonly known denizens of Xen'drik, but countless other creatures call the vast continent home. Lizardfolk, nagas, abeils, hydras, grimlocks, yuan-ti, and even lone dragons might be challenges (or allies) to a band of Xen'drik explorers. Alongside these familiar monsters, a host of creatures not seen anywhere else dwell in the deep jungles, the blasted desert wastes, and the other forgotten corners of this vast land.

Alchemy Beetle

What at first glance appeared to be an enormous insect is actually some sort of construct. A black iron exoskeleton holds a glass hemisphere churning with a molten green liquid. Smoke rises where the construct's mandibles drip this liquid to the ground.

Alchemy Beetle — CR 2

Always N Small construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +0

AC 15, touch 11, flat-footed 15 (+1 size, +4 natural)

hp 21 (2 HD)

Immune construct immunities

Fort +0, **Ref** +0, **Will** +2

Speed 40 ft. (8 squares)

Melee bite +4 (1d3+1 plus 1d6 energy damage) and 2 claws –2 each (1d4)

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

Base Atk +1; **Grp** –2

Atk Options alchemical bite

Special Actions alchemical blast

Abilities Str 13, Dex 10, Con —, Int —, Wis 14, Cha 8

SQ construct traits

Feats Weapon Focus (bite)[B]

Skills Hide +4, Jump +5, Listen +0, Spot +0

Advancement 3–6 HD (Medium); 7–12 HD (Large)

Alchemical Bite (Ex) An alchemy beetle's bite deals an extra 1d6 points of damage of a type determined by the alchemical fluid it holds (acid, cold, electricity, or fire).

Alchemy beetles can deliver roughly 100 bites before running out of fluid. The giants knew the secret of refilling the beetles, but no record of the process currently exists.

Alchemical Blast (Ex) When an alchemy beetle is reduced to 0 hit points, it explodes in a 10-foot-radius burst. Any creature in the area must succeed on a DC 11 Reflex save or take 3d6 points of damage of a type determined by the fluid the beetle holds. A successful save results in half damage. The save DC is Constitution-based.

An alchemy beetle whose fluid supply has been exhausted deals no damage when it explodes.

New Monsters Outside Xen'drik

The new monsters presented in this section can be equally challenging to adventurers outside Xen'drik. To transplant these creatures to other areas, consider the following options.

Alchemy Beetles: Created by House Cannith during the final days of the Last War, groups of alchemy beetles still roam the Mournland. Wealthy nobles in large cities sometimes use alchemy beetles as guards.

Jungle Giants: Giants are uncommon on Khorvaire, but a few jungle giants might live in the deep forests of the Eldeen Reaches.

Tentacle Spiders: Druids have spotted tentacle spiders in the Gloaming of the Eldeen Reaches. Tentacle spiders also live in the Khraal rainforest in Darguun.

Yuan-Ti Wretchling: The yuan-ti of the Talenta Plains are horrified by the experiments carried out by their cousins in Xen'drik. A few escaped wretchlings now live with the Talenta yuan-ti, who struggle to find a way to reverse their mutation.

The giants of ancient Xen'drik created countless magical and alchemical innovations. One of these creations, the alchemy beetle, still wanders the continent.

STRATEGIES AND TACTICS

Alchemy beetles are mindless constructs programmed with insectile cunning. They attack primarily with their bite but sometimes use their hooked forelimbs for secondary attacks. They automatically spread out as much as possible to minimize damage from exploding allies.

SAMPLE ENCOUNTERS

Alchemy beetles can be found anywhere in Xen'drik, either alone or in clusters of up to ten individuals. They are common in the ruins of giant settlements or near the sites of ancient battles between the giants and quori.

Guardian (EL 2): An alchemy beetle has been programmed to guard a particular area of a giant ruin. It attacks any Medium or smaller creature that moves within 30 feet.

Cluster (EL 4–9): On one of the ancient battlegrounds of the quori–giant conflict, alchemy beetles ceaselessly patrol. Still following their millennia-old orders, they attack any creatures not wearing the insignia of the giant clan that once controlled them.

ECOLOGY

Alchemy beetles are mindless constructs that do not eat, sleep, or breathe. Created as guardians, they cannot speak or comprehend languages. They follow their original programming until destroyed.

Environment: Though originally constructed for guard duty in giant settlements, alchemy beetles have wandered into every corner of Xen'drik.

Typical Physical Characteristics: An alchemy beetle is 4 feet long and 2 feet wide. It has a black iron head similar to a stag beetle's, but with a flared ridge behind the skull reminiscent of that of a triceratops. Six jointed black iron legs, the front two tipped with hooks, support a metal framework. A glass hemisphere sits in the framework, fused to the beetle by what look like black metal veins.

The glass hemisphere is filled with an alchemical mixture such as alchemist's fire, alchemist's frost, alchemist's spark, or acid. When the alchemy beetle attacks, this liquid drips from its mandibles.

Alignment: As mindless automatons, alchemy beetles are always neutral.



Alchemy beetle ED

Alchemy Beetle Lore

Characters with ranks in Knowledge (arcana) can learn more about alchemy beetles. When a character makes a skill check, the following lore is revealed, including information from lower DCs.

Knowledge (Arcana)

DC	Result
12	This creature is an alchemy beetle, a mindless construct incapable of independent thought. This result reveals all construct traits.
17	Alchemy beetles were constructed by the giants of Xen'drik to act as guardians but now wander the continent unguided. They are so named because each has an alchemical bite fueled by liquid stored in a glass bubble on its back.
22	Any combat against an alchemy beetle is a losing proposition. If destroyed, the construct explodes, dealing damage to all adjacent creatures.

TYPICAL TREASURE

Alchemy beetles do not carry or store treasure of any kind.

FOR PLAYER CHARACTERS: ALCHEMY BEETLE CONSTRUCTION

A black iron framework and thick glass carapace make up an alchemy beetle's body. The carapace holds 4 gallons of alchemical liquid. 1,000 gp of raw materials is required, along with successful DC 15 Craft (blacksmithing) and DC 15 Craft (glassblowing) checks. The alchemy beetle's creator can give the construct a simple command to govern its actions, such as "Remain in an area and attack all creatures that enter." The creator can give the construct a new command at any time the construct is within 30 feet.

CL 5th; Craft Construct (*MM* 303), *fireball*, caster must be at least 5th level; Price 7,000 gp; Cost 4,000 gp + 240 XP.

Dream Serpent

This great green serpent bears a strange pattern of glistening silver scales down the length of its back. Its eyes shine even brighter—two great pools of silver peering out above a gaping, fanged maw.

Dream Serpent **CR 6**

Often N Large magical beast
Init +3; **Senses** scent; Listen +2, Spot +6

AC 16, touch 12, flat-footed 13
(–1 size, +3 Dex, +4 natural)
hp 64 (9 HD)
Fort +7, **Ref** +9, **Will** +3

Speed 30 ft. (6 squares), climb 20 ft., swim 20 ft.
Melee bite +14 (1d8+9 plus poison)
Space 10 ft.; **Reach** 5 ft.
Base Atk +9; **Grp** +19
Atk Options poison (DC 15, 1d6 Wis/1d6 Wis plus dreams)
Special Actions sleep gaze

Abilities Str 23, Dex 16, Con 13, Int 4, Wis 11, Cha 12
Feats Alertness, Skill Focus (Move Silently), Toughness (2)
Skills Climb +14, Hide +3, Listen +2, Move Silently +10, Spot +6, Swim +14
Advancement 10–14 HD (Large); 15–26 HD (Huge)

Poison (Ex) Creatures that fall asleep after taking Wisdom damage from a dream serpent's poison have vivid dreams of exotic vibrant jungles and thousands of angry serpents. The dreams are disturbing but cause no ill effects.

Sleep Gaze (Su) As the *sleep* spell, duration 1d6 minutes, 30 feet, Fortitude DC 15 negates. The save DC is Charisma-based.

Skills A dream serpent has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. It has a +8 racial bonus on Swim checks to perform some special action or avoid a hazard. A dream snake can always choose to take 10 on Swim checks, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.



Dream serpent

The jungles of Xen'drik teem with exotic life, but none are more sought after than the dream serpent.

Strategies and Tactics

Dream serpents hunt throughout Xen'drik's jungles. In combat, a dream serpent uses its sleep gaze to best advantage, reserving its bite for creatures that are resistant or immune to its gaze. It lurks in high trees, typically descending only to attack sleeping prey. A dream serpent can easily catch an entire group unaware by putting a sentry to sleep. It then snatches a target of its choice, dragging the hapless creature off into the jungle and leaving its companions unaware until morning.

Dream serpents fight as a group when their nesting grounds are threatened. A single serpent protects each nest at any cost, while the others in the group attempt to drive off intruders.

Sample Encounters

Dream serpents are intelligent enough to leave clearly superior foes alone, but they fight fiercely when threatened. The drow and yuan-ti of Xen'drik revere the dream serpents, and careless hunters might run afoul of such guardians.

Individual (EL 6): A lone dream serpent could be encountered in any part of Xen'drik's endless jungle. If a passing party takes care not to disturb a resting dream serpent, it might ignore the travelers' presence. However, a serpent that has recently been the target of hunters might attack without provocation.

Nesting Ground (EL 8–12): A dream serpent nesting ground can contain up to nine mated pairs. The suggested Encounter Levels assume that half the serpents remain at their nests, while their mates engage the party. They first attempt to use their sleep gaze on creatures entering the clearing, but they move to attack if necessary. Dream serpents defending their nesting grounds typically fight until slain.

ECOLOGY

Renowned for their shimmering scales, pearly fangs, and hallucinogenic venom, dream serpents are hunted by explorers throughout Xen'drik. Boats leaving for Khorvaire often carry the dried leather and carved fangs of these mysterious jungle predators.

The drow, who call the dream serpents *qulashtaq*, view these creatures as a vital part of their lives and culture. They use the skin for armor, the fangs for weapons, the bones and eyes in rituals, the flesh for food, and the venom as a deadly weapon. The venom, when diluted, also serves in their religious ceremonies. Both the drow and the yuan-ti (who venerate dream serpents as aspects of the Devourer) indiscriminately attack explorers who indulge in what they see as wasteful slaughter of these noble creatures.

Normally solitary, dream serpents gather in communal nesting grounds to incubate and hatch their eggs.

Environment: Dream serpents inhabit Xen'drik's warm forests, particularly areas of tall trees and sheltered clearings.

Typical Physical Characteristics: A dream serpent grows to a length of 15 feet and can weigh up to 200 pounds.

Alignment: As jungle predators, dream serpents are almost always neutral. However, with their relatively high Intelligence, individual serpents sometimes take on kindly or malevolent bents.

TYPICAL TREASURE

Dream serpents do not carry or store treasure of any kind. However, the hide and fangs of a dream serpent are valuable commodities, worth up to 200 gp total in Xen'drik or Sharn.

Dream Serpent Lore

Characters with ranks in Knowledge (nature) can learn more about dream serpents. When a character makes a skill check, the following lore is revealed, including information from lower DCs.

Knowledge (Nature)

DC	Result
16	Dream serpents are magical beasts named for the hallucinatory effects of their venom. This result reveals all magical beast traits.
21	A dream serpent has a potent poisonous bite that numbs its victims' instincts. However, it prefers to use its sleep gaze before resorting to melee.
26	The drow hunted dream serpents long before explorers came to Xen'drik. Now, competition for the serpents means that hunters must be wary of drow retaliation, as well as the threat from the serpents themselves.
31	The drow and yuan-ti of Xen'drik both revere the dream serpent, but the yuan-ti present the greater threat to hunters. They worship the serpents as an aspect of the Devourer and consider killing one to be an act of deepest sacrilege.

GIANT, JUNGLE

This lean, humanlike being stands at least 12 feet tall. Its light brown skin resembles bark, and pale green hair grows in short tufts over its scalp and down its back and arms.

JUNGLE GIANT CR 8

Often N Large giant
Init +9; **Senses** low-light vision; Listen +7, Spot +8
Languages Drow, Giant

AC 25, touch 18, flat-footed 16
(–1 size, +9 Dex, +2 armor, +5 natural)
hp 82 (11 HD)
Fort +10, **Ref** +14, **Will** +4

Speed 40 ft. (8 squares); woodland stride
Melee longspear +12/+7 (2d6+7/×3)
Ranged mwk javelin +17 (1d8+5) or
Ranged mwk javelin +15/+15 (1d8+5) with Rapid Shot
Space 10 ft.; **Reach** 10 ft.
Base Atk +8; **Grp** +17
Atk Options Point Blank Shot, Quick Draw
Spell-Like Abilities (CL 11th):
1/day—*entangle* (DC 9), *snare*
3/day—*pass without trace, wood shape*

Abilities Str 21, Dex 28, Con 16, Int 12, Wis 13, Cha 7
Feats Lightning Reflexes, Point Blank Shot, Quick Draw, Rapid Shot
Skills Craft (leatherworking) +5, Craft (woodworking) +5, Hide +12*, Listen +7, Move Silently +16, Spot +8, Survival +8*
* Jungle giants have a +4 racial bonus on Hide and Survival checks made in jungle terrain.
Advancement by character class; **Favored Class** ranger
Possessions masterwork leather armor, masterwork longspear, 6 masterwork javelins, giant bag

Woodland Stride (Ex) Jungle giants can move through natural overgrown areas at normal speed without damage. See the druid class feature, *PH* 36.

Jungle giants are the gentle descendants of the powerful titans who once ruled Xen'drik. They live throughout the humid jungles that give them their name.

STRATEGIES AND TACTICS

Jungle giants have little of the thirst for combat shared by others of their kind, preferring to stay at range and pepper their enemies with javelins. They are more than capable of defending themselves, however, and carry elegant longspears to use in melee.

They flank with their allies whenever possible and use *entangle* to keep more powerful foes at bay. When faced with an enemy they cannot defeat, jungle giants use their woodland stride and *pass without trace* abilities to slip away safely, with snare traps left against those who might track them with magic.

SAMPLE ENCOUNTERS

Jungle giants care deeply for their jungle habitat and the wild animals that live there. They are typically encountered singly, in pairs, or in a tribe of three to ten giants caring for up to three young or infirm noncombatants.



Jungle giant ED

A jungle giant tribe often has two to four trained dire tigers serving as guard animals.

Jungle giants are nomadic, moving from campsite to campsite, and sometimes act in seemingly unpredictable ways. They live long lives and make plans that can unfold over decades. Though they might attack or aid travelers for no apparent reason, their actions (whether helpful or hostile) often tie to experiences or recollections of years before.

Individual (EL 8): A single jungle giant wanders an area frequently traveled by explorers. Many report being observed by the creature from a distance, but the giant has attacked at least one party for reasons unknown.

Tribe (EL 16): This group of giants has made a temporary home in the overgrown shelter of a cyclopean ruin. The tribe is six strong, led by a 7th-level ranger.

ECOLOGY

Jungle giants are shy and reclusive, keeping to themselves whenever possible. On occasion they emerge from their jungles to trade, then quickly melt into the trees once their business is complete.

The skin of a jungle giant ranges from near-black to pale tan, with a barklike texture. Instead of hair, jungle giants have short fur of yellow, green, or brown covering their heads, shoulders, and upper arms. They are quick and nimble, the most dexterous of all the giants.

Environment: Though they can be encountered in any of Xen'drik's warm forests, jungle giants seek out the deepest unexplored reaches of the mysterious continent.

Typical Physical Characteristics: Jungle giants stand from 9 to 12 feet tall at maturity and can weigh as much as 1,100 pounds.

Alignment: Their essential connection to nature means that most jungle giants maintain a strictly neutral philosophy. However, where they have come into contact with other races or dark magic, individual jungle giants demonstrate a moral or ethical bent.

SOCIETY

Jungle giants live in campsites. They construct collapsible tents out of animal hides and strap long tent poles to their backs when on the move. Though omnivorous, jungle giants have great respect for animal and plant life, and they take pains not to kill more than they need to survive.

Jungle giant tribes often do not have a leader. The giants make decisions by consensus, though tribes with an even number of giants sometimes grant the most powerful member two votes.

Jungle giants sometimes train wild animals, such as dire tigers, to serve as companions and guardians.

TYPICAL TREASURE

Excellent woodworkers and leatherworkers, jungle giants craft elegant weapons, armor, and personal adornments, decorating their bodies and hair with wooden beads and jewelry. Such items often make up the bulk of their treasure, in addition to whatever relics of ancient Xen'drik they have turned up on their travels. A jungle giant has standard treasure for its Challenge Rating, about 3,400 gp.

JUNGLE GIANTS AS CHARACTERS

Jungle giant characters possess the following racial traits.

—+10 Strength, +18 Dexterity, +3 Constitution, +2 Intelligence, +2 Wisdom, —4 Charisma.

Jungle Giant Lore

Characters with ranks in Knowledge (nature) can learn more about jungle giants. When a character makes a skill check, the following lore is revealed, including information from lower DCs.

Knowledge (Nature)

DC	Result
18	Jungle giants are nomadic wanderers that live deep in the uncharted Xen'drik wilderness. This result reveals all giant traits.
23	Though hardly friendly, jungle giants have less of a reputation for savagery than many of their Xen'drik cousins. A jungle giant's more refined manner also extends to combat.
28	Their nature-driven detachment aside, jungle giants can hold grudges. A jungle giant might attack a party just because it bears a resemblance to a group that insulted the giant fifty years before.

—Large size: –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium creatures.

—Space/Reach: 10 feet/10 feet.

—A jungle giant's base land speed is 40 feet.

—Low-light vision.

—Racial Hit Dice: A jungle giant begins with eleven levels of giant, which provide 11d8 Hit Dice, a base attack bonus of +8, and base saving throws of Fort +7, Ref +3, and Will +3.

—Racial Skills: A jungle giant's giant levels give it skill points equal to 14 × (2 + Int modifier). Its class skills are Craft, Hide, Listen, Move Silently, Spot, and Survival. A jungle giant has a +4 racial bonus on Hide and Survival checks in jungle terrain.

—Racial Feats: A jungle giant's giant levels give it four feats.

—+5 natural armor bonus.

—Special Qualities: Woodland stride (*PH* 36).

—Weapon and Armor Proficiency: A jungle giant is automatically proficient with simple weapons and light armor.

—Automatic Languages: Giant. Bonus Languages: Common, Drow, Sylvan.

—Spell-Like Abilities: 1/day—*entangle*, *snare*. 3/day—*pass without trace*, *wood shape*. Caster level 11th; save DC 10 + jungle giant's Cha modifier + spell level.

—Favored Class: Ranger.

—Level Adjustment: +5.

JUNGLE GIANTS WITH CLASS LEVELS

One in ten jungle giants is a ranger or druid. Such individuals rarely leave their tribes and migratory lands, but they might do so to complete important quests or see a plan through to fruition.

Level Adjustment: +5.

GIANT, PRIMORDIAL

This enormous humanoid seems to crackle with magical energy. Glowing tattoos cover his wrinkled bronze skin, each one flaring with dim green light. Vivid blue eyes shine like sapphires under his ash-gray brows. A nimbus of blue power surrounds the giant's hands, trailing after him as he moves.

PRIMORDIAL SUN GIANT WARLOCK CR 17

Male sun giant warlock* 5

* Class described in *Complete Arcane*

NE Huge giant (fire)

Init +2; **Senses** darkvision 60 ft.; Listen +19, Spot +19

Languages Common, Draconic, Drow, Giant, Ignan

AC 20, touch 10, flat-footed 18
(–2 size, +2 Dex, +10 natural)

hp 183 (18 HD); **DR** 1/cold iron

Immune fire

Fort +15, **Ref** +7, **Will** +12

Weakness vulnerability to cold

Speed 40 ft. (8 squares)

Melee +2 *longspear* +23/+18/+13 (3d6+18/×3)

Ranged rock +12 (2d8+11)

Space 15 ft.; **Reach** 15 ft.

Base Atk +12; **Grp** +31

Atk Options Mounted Combat, Point Blank Shot, Precise Shot

Combat Gear *wand of cure moderate wounds* (17 charges), scroll of *ray of exhaustion*, scroll of *phantasmal killer*, scroll of *chain lightning*

Warlock Invocations Known (CL 5th):

Least (at will)—*eldritch blast* (+14 ranged touch, 3d6), *eldritch spear** (*eldritch blast*, range 250 ft.), *frightful blast*** (creatures struck by eldritch blast must succeed on a DC 16 Will save or be frightened for 1 minute), *sickening blast*** (creatures struck by eldritch blast must succeed on a DC 16 Fortitude save or be sickened for 1 minute)

* Blast shape invocation (*Complete Arcane* **9**)

** Eldritch essence invocation (*Complete Arcane* **9**)

Spell-Like Abilities (CL 14th):

At will—*detect magic* (CL 6th), *levitate*, *spike stones* (DC 18), *stone shape*, *wall of stone* (DC 19)

Abilities Str 33, Dex 14, Con 23, Int 19, Wis 18, Cha 18

SA rock throwing (*MM* 124)

SQ deceive item, rock catching (*MM* 124)

Feats Alertness, Combat Casting, Extra Invocation*, Magical Aptitude, Mounted Combat, Point Blank Shot, Precise Shot

*Feat described in *Complete Arcane*

Skills Concentration +16, Handle Animal +17, Hide +11*, Jump +15, Knowledge (history) +20, Knowledge (the planes) +20, Listen +19, Ride +16, Spellcraft +16 (+18 scrolls), Spot +19, Use Magic Device +16 (+18 scrolls)

*In desert areas, this rises to +15.



Primordial sun giant warlock RL

Possessions combat gear plus *+2 longspear*

Eldritch Blast (Sp) Standard action; range 60 feet; +12 ranged touch; 3d6 damage. *Complete Arcane* 7.

Deceive Item When making a Use Magic Device check, a primordial sun giant warlock can take 10 even if distracted or threatened. *Complete Arcane* 8.

Skills A primordial sun giant has a +2 racial bonus on Spellcraft and Use Magic Device checks, and a +4 racial bonus on Hide checks.

In most cases, "primordial" indicates a throwback to a cruder, more savage state. Among the giants of Xen'drik, however, it means a return to the grand, enlightened Age of Giants.

This sample primordial giant uses a 5th-level sun giant warlock as the base creature.

STRATEGIES AND TACTICS

Primordial sun giants prefer to strike only after thoughtfully constructing a plan, and they attempt diplomacy first when encountering an unexpected enemy. They prefer to remain at distance if combat erupts, raining spells and invocations down on their enemies, or hurling rocks as a last resort.

SOCIETY

Primordial giants embrace enlightened civilization. They study constantly, struggling to recapture the lost knowledge of their race as they experiment with one invention after another. Primordial giants place a high priority on exploring Xen'drik's ancient ruins in search of their former glory. They neglect their physical attributes in their quest to improve their minds.

The cultured nature of primordial giants does not translate into pacifism, however. Some primordial giant tribes consider themselves so highly advanced that they think nothing of killing other sentient creatures to further their goals, viewing such acts as little different from slaughtering cattle. More refined tribes sometimes make deals with "lesser" creatures to explore dangerous ruins and retrieve lost artifacts. Primordial giants are fascinated with magic and often seek to trade knowledge with spellcasting adventurers—though unscrupulous tribes typically kill the generous spellcaster afterward, shamed that they had to rely on an inferior being to gain arcane knowledge.

Some primordial giants learn to harness the innate power their ancestors learned from the dragons, manifesting this power as blasts of pure arcane energy. Such abilities can be represented with levels of the warlock class from *Complete Arcane.*

Giants of Xen'drik

Even in an age of exploration, the giants of Xen'drik remain a mystery. Eighty thousand years ago, they built an empire the like of which has not been seen since, but a magical cataclysm plunged them into a dark age. Now their descendants live among the broken ruins of a once-great civilization.

The giant entries in the *Monster Manual,* as well as several in *Monster Manual II* (the forest, sand, and sun giants), *Fiend Folio* (the bog and shadow giants), *Monster Manual III* (the death, eldritch and sand giants), and *Monster Manual IV* (the craa'ghoran giant) represent the vast racial range of the giants of Xen'drik. The primordial template represents a variation on the average Xen'drik giant.

Xen'drik Giant Bags

The giants of Xen'drik often carry bags with them, holding what few personal belongings they possess. Made of roughly stitched hide or crude cloth, these bags contain a variety of items, depending upon the giant (*MM* 120). The following list presents a number of variant items to reflect the nature of the giants of Xen'drik and the environments they inhabit.

d%	Item
01–05	Aromatic roots wrapped in large leaves
06–08	2d8 beetle shells
09–11	Broken piece of giant bee honeycomb
12–13	Broken stone key
14–15	Ceramic beads and tokens
16–19	Worn ceramic idol of a giant deity
20–21	Ceramic pot full of colored dye
22–24	1d4 pieces of coal
25–26	Ornate copper bauble
27–28	1d4 ancient giant copper coins
29–32	Crude leather sandals
33–35	Crude stone platter
36–37	Crystal fragments in a smaller sack
38–42	2d4 dried fish
43–46	Trio of drow skulls made into a bracelet
47–50	Exotic berries or fruit
51–53	Fire-starting stick
54–56	Flint and leg bone axe
57–59	Gear taken from explorers (DM's choice)
60–62	Giant tooth inscribed with runes
63–68	Haunch of meat
69–73	Large gourd full of water
74–76	Obsidian knife
77–79	Relic from ancient times
80–82	Scrap of crumbling parchment
83–84	Small Siberys dragonshard
85–86	Silver-streaked geode
87–88	Small stone idol of a kneeling elf
89–92	Small stone tablet with worn pictograms
93–94	Two halves of a broken ceramic mask
95–97	100–200 feet of vine rope
98–100	Wood carving and crude tools

CREATING A PRIMORDIAL GIANT

"Primordial" is an inherited template that can be added to any giant (referred to hereafter as the base creature).

A primordial giant uses all the base creature's statistics and special abilities except as noted here.

Languages: Their increase in Intelligence might allow primordial giants to select additional languages from those available to the base creature.

Spell-Like Ability: Primordial giants retain some of the arcane power of their ancestors. A primordial giant can choose one of the following spell-like abilities, which it can thereafter manifest at will: *invisibility, invisibility purge,* or *levitate*. Caster level equals the giant's racial Hit Dice.

Abilities: Adjust from the base creature as follows: Str –4, Con –2, Int +4, Cha +4.

Special Qualities: Primordial giants retain the special qualities of the base creature and gain the following special quality.

Magical Knack (Ex): Primordial giants use all spell-like abilities at +1 caster level.

Skills: Their increase in Intelligence awards primordial giants 8 extra skill points for their first racial Hit Die, 2 extra skill points per racial Hit Die beyond the first, and 2 extra skill points per class level (if any). Primordial giants gain any one Knowledge skill as a class skill.

Primordia l giants receive a +2 racial bonus on Spellcraft and Use Magic Device checks.

Environment: Usually same as base creature.

Favored Class: Primordial giants gain warlock as a favored class, in addition to the favored class of the base creature.

Level Adjustment: Same as base creature.

Challenge Rating: Same as base creature.

SCORROW

Eight segmented legs support the long body of a black scorpion. Where its head should be, the smooth torso of a dark-skinned elf rises up, its arms wielding silvered blades. The eyes of a hunter scan the area, while a long tail ending in a deadly stinger dances overhead.

SCORROW **CR 7**

Usually CE Large aberration
Init +7; **Senses** darkvision 60 ft., tremorsense 60 ft.; Listen +9, Spot +9
Languages Common, Drow, Giant

AC 21, touch 12, flat-footed 18 (–1 size, +3 Dex, +9 natural)
hp 75 (10 HD)
SR 21
Fort +6, **Ref** +6, **Will** +8

Speed 50 ft. (10 squares)
Melee drow long knife +12/+7 (1d8+5/19–20) or
Melee sting +12 (1d6+2 plus poison) or
Melee drow long knife +10/+5 (1d8+5/19–20) and drow long knife +10 (1d8+5/19–20) and sting +7 (1d6+2 plus poison)
Ranged Xen'drik boomerang +9 (1d8+5)
Space 10 ft.; **Reach** 5 ft.
Base Atk +7; **Grp** +16
Atk Options poison (DC 18, 1d6 Con/1d6 Con), favored enemy animals +2, favored enemy giants +2, favored enemy magical beasts +2

Abilities Str 21, Dex 16, Con 16, Int 13, Wis 13, Cha 12
SQ scorpion empathy +11
Feats Improved Initiative, Track[B], Two-Weapon Fighting, Weapon Focus (drow long knife), Weapon Focus (sting)
Skills Hide +11, Jump +13, Listen +9, Move Silently +15, Spot +9, Survival +12
Advancement by character class; **Favored Class** ranger
Possessions 2 drow long knives*, 6 Xen'drik boomerangs
*New weapon described in Chapter 5

Favored Enemies (Ex) A scorrow has animals, giants, and magical beasts as favored enemies, each at a +2 bonus. See the ranger class feature, *PH* 47.

Scorpion Empathy (Ex) A scorrow can improve the attitude of scorpions. This ability functions just like the druid's wild empathy class feature (*PH* 37), using the scorrow's Hit Dice in place of druid levels.

Skills A scorrow has a +4 racial bonus on Hide, Move Silently, and Survival checks.

Scorrow are possibly the deadliest hunters in Xen'drik. They are found in nearly any environment, lurking in the shadows as they search for prey worthy of their venom.

STRATEGIES AND TACTICS

For scorrow, the hunt is everything. They pursue a target by first locating the creature's trail, then stalking it with tireless efficiency. Scorrow frequently let lesser prey pass, searching instead for a more challenging target. When attacking as a group, some scorrow stay at a distance, using their boomerangs before closing to melee.

SAMPLE ENCOUNTERS

Scorrow range across Xen'drik but are seldom found among other sentient creatures. They typically travel alone or in pairs, but they sometimes establish small colonies.

Hunters (EL 7–9): A lone scorrow or a pair might be hunting the rare creature that a band of adventurers seeks—or might decide that the adventurers themselves are better game.

Scorrow Colony (EL 9–12): A colony contains up to five scorrow accompanied by one to four Large monstrous scorpions.

EL 11: A group of four scorrow and two monstrous scorpion guardians have been spotted within a day's march of Stormreach. Two human adventuring bands who inadvertently entered their territory were lucky to escape unscathed, but a group of Khorvairian elves and half-elves were savagely cut down.

ECOLOGY

The scorrow's physical kinship to the drow is obvious, but they are not simply transformed drow. Rather, they are a race that breeds true. Scorrow live long lives and reproduce infrequently. Their young hatch fully formed and are expected to travel with the colony from birth. Those who are unable to keep up with their elders are left to fend for themselves, for the scorrow abhor weakness in any form.



Scorrow

Clawborn Scorrow: Occasionally a scorrow is born with the claws of a scorpion where its hands should be. Such a creature has Weapon Focus (claw) and Multiattack in place of Weapon Focus (drow long knife) and Two-Weapon Fighting.

A clawborn scorrow is incapable of wielding weapons. Change its attack line to the following:

Melee 2 claws +12 each (1d6+5) and
sting +10 melee (1d6+2 plus poison)

Clawborn scorrow are otherwise identical to normal scorrow. They are treated no differently by their fellows and often rise to power within their clans.

Environment: The migratory scorrow can be found in any part of Xen'drik, always in pursuit of prey.

Typical Physical Characteristics: An adult scorrow stands some 7 feet tall and weighs about 2,300 pounds.

Alignment: Their predatory nature and contempt for weaker races give a majority of scorrow a chaotic evil outlook. However, rare individuals adopt other worldviews, most often lone scorrow whose hunting instincts have evolved into the urge to explore Xen'drik's mysteries.

SOCIETY

Although their true origins are lost to time and the depths of the jungle, the scorrow claim that they were once the most skilled tribe of drow hunters in all Xen'drik. Their god Vulkoor admired their skill and sent to them a great gift. A colossal scorpion came to the village and stung every member of the tribe. Although the poison brought great pain, it also brought about a transformation, changing these drow into the first scorrow. The scorrow speak of the great scorpion with reverence and say that it lurks in the jungle still, appearing only to those worthy of its gifts.

The scorrow's predatory and migratory nature means that they have no central leadership or culture. Each individual or small clan lives according to its own whims, though scorrow's mutual disdain for other races mean that they rarely come into conflict with each other.

The drow of Xen'drik respect the scorrow and treat them as divinely favored, but no great alliance exists between the two races. They sometimes work together, but only if the scorrow view the drow as being deserving of their company.

TYPICAL TREASURE

Scorrow covet the wealth of the sentient creatures they hunt, especially the armor and weapons of those who fall to their superior skill (whether the scorrow can use those items or not). A scorrow has double standard treasure for its Challenge Rating, about 5,200 gp.

SCORROW WITH CLASS LEVELS

Scorrow are generally not suitable as player characters, but some advance in character classes consistent with their lives as elite hunters. The leaders of scorrow clans often have levels in ranger or rogue.

A scorrow with class levels has spell resistance equal to 21 + its class levels.

Level Adjustment: +5.

Scorrow Lore

Characters with ranks in Knowledge (dungeoneering) can learn more about scorrow. When a character makes a skill check, the following lore is revealed, including information from lower DCs.

Knowledge (Dungeoneering)

DC	Result
17	Scorrow aren't drow at all but a race unto themselves, though they clearly have some connection to the dark elves. This result reveals all aberration traits.
22	Scorrow are deadly two-weapon fighters and can weaken prey with their poisonous stings. A band of scorrow uses boomerangs to soften up foes before finishing them off.
27	Some scorrow are born with scorpion claws instead of hands, but this makes them no less efficient in combat. However, though all scorrow are predatory, not all are impulsive killers. Adventurers who meet a scorrow without getting killed outright might have a chance of convincing the creature that they are worthy of being allowed to live.

Tentacle Spider

The creature scuttling toward you seems to be a giant spider, but where its fangs should be are four long, writhing tentacles. Eight red eyes gleam above the squirming mass in the midst of its face.

Tentacle Spider **CR 2**

Always CE Medium aberration
Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Listen +0, Spot +2
Languages none

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)
hp 13 (2 HD)
Fort +2, **Ref** +3, **Will** +3

Speed 30 ft. (6 squares), climb 20 ft.
Melee 4 tentacles each +4 touch (poison) and bite –1 (1d6)
Ranged writhing web +4 ranged touch (entangle)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +1
Atk Options poison (DC 13, 1d3 Dex/1d3 Dex)
Special Actions writhing web

Abilities Str 11, Dex 17, Con 14, Int 3, Wis 10, Cha 2
Feats Weapon Finesse
Skills Climb +12, Hide +8, Listen +0, Move Silently +8, Spot +2
Advancement 3 HD (Medium); 4–7 HD (Large)

Writhing Web (Ex) A tentacle spider can throw a writhing web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the tentacle spider. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 15 Escape Artist check or burst the web with a DC 19 Strength check. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus. Both DCs also include a +2 bonus for the writhing nature of the web. The web has 12 hit points, hardness 0, and takes double damage from fire.

Writhing webs are named for their disturbing tendency to act like tentacles themselves. Exposure to air causes the sticky strands to coil and twist, writhing around an enemy as if they were alive. This has caused heart-stopping panic in any number of Xen'drik explorers, as the writhing webs seem to grow tighter and tighter around them.

A tentacle spider's writhing webs are not strong enough to function as a sheet web.

Skills Tentacle spiders have a +4 racial bonus on Hide and Move Silently checks and a +8 racial bonus on Climb checks. A tentacle spider can always choose to take 10 on Climb checks even when rushed or threatened. It uses either its Strength or its Dexterity modifier for Climb checks, whichever is higher.

Tentacle Spider Lore

Characters with ranks in Knowledge (dungeoneering) can learn more about tentacle spiders. When a character makes a skill check, the following lore is revealed, including information from lower DCs.

Knowledge (Dungeoneering) DC	Result
12	The so-called tentacle spider isn't a spider at all, but a monstrous aberration that makes its home in the forests of Xen'drik. This result reveals all aberration traits.
17	Tentacle spiders were so named by the earliest Xen'drik explorers because of the writhing webs they cast. A writhing web holds its targets fast, seeming almost alive as it clutches at them.
22	The touch of the creature's tentacles incapacitates its victims.
27	Tentacle spiders try to immobilize one foe before moving on to the next. A lone tentacle spider is fearsome enough, but these horrid creatures sometimes travel in masses a dozen strong.

The earliest Xen'drik explorers brought back tales of these terrifying creatures. Scholars have since determined the true nature of these aberrations, but the initial moniker of "tentacle spider" has stuck.



WE

Tentacle spider

STRATEGIES AND TACTICS

Tentacle spiders prefer to stay at range, hindering enemies with their writhing webs before striking. Once in melee, they attack fiercely with their tentacles, trying to render one enemy immobile before moving on to the next.

SAMPLE ENCOUNTERS

Tentacle spiders hunt alone and in packs.

Lone Hunter (EL 2): A lone tentacle spider lies in wait for prey, throwing a writhing web to immobilize a target before attacking. Whenever possible, it attempts to pick off lone creatures or those bringing up the rear of a group.

Hidden Colony (EL 4–7): Tentacle spiders gather in groups of three to five, living in the upper boughs of close-growing trees. They are always on the lookout for prey, with a single scout attacking first to gauge a foe's strength or draw a party into an ambush.

Tentacle Mass (EL 7–9): Where the territories of tentacle spider colonies converge, the creatures sometimes mass against powerful enemies. Between six and eleven tentacle spiders make up a tentacle mass, using their writhing webs to both immobilize foes and cut off escape.

ECOLOGY

Despite its name, this aberration is not truly a spider. Its long, black torso is covered with thin chitinous plating and wiry gray hair, and it is segmented in the middle. The creature has eight red, bulbous eyes and six many-jointed legs. Instead of fangs, the creature has four tentacles as long as a human forearm surrounding its mouth. Each slimy, pink tentacle secretes a contact poison that renders foes clumsy and helpless.

Tentacle spiders possess a rudimentary intelligence but cannot speak.

Environment: Tentacle spiders favor both warm and temperate forests, gathering in sheltered trees. The remnants of their writhing webs in an area hint at the presence of a colony, but lone tentacle spiders typically nest away from their hunting grounds.

Typical Physical Characteristics: Tentacle spiders are about 5 feet long and 3 feet tall. They weigh approximately 150 pounds.

Alignment: Tentacle spiders are always chaotic evil. They are rapacious and vicious creatures that kill without provocation.

TYPICAL TREASURE

Tentacle spiders carry no treasure of their own, but the equipment and wealth of their former victims can sometimes be found within their hunting grounds. A tentacle spider has a 50% chance of having goods or magic items, and 1/10 standard treasure in coins.



Quorcraft warforged barbarian

FW

WARFORGED, QUORCRAFT

Cold, lifeless eyes peer out beneath a metal brow. Made of roughly formed pieces of mithral and crudely carved wood, the construct raises its fists to strike.

QUORCRAFT WARFORGED BARBARIAN (RAGING) — CR 4

Male personality warforged barbarian 4
CN Medium construct
Init +1; **Senses** Listen +0, Spot +0
Languages none

AC 16, touch 9, flat-footed 15; uncanny dodge (+1 Dex, +7 armor, –2 raging)
hp 51 (4 HD)
Immune construct immunities (*MM* 307)
Fort +4, **Ref** +2, **Will** +3

Speed 40 ft. (8 squares)
Melee 2 slams +9 each (1d8+5)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +9
Atk Options rage 2/day (3 rounds)

Abilities Str 20, Dex 13, Con —, Int —, Wis 11, Cha 1
SQ construct traits, fast movement, trap sense +1
Feats Mithral Body[B]
Skills Jump +7, Listen +0, Spot +0
Advancement by character class

When not raging, the quorcraft warforged barbarian has the following changed statistics:
AC 18, touch 11, flat-footed 17
SV Will +1
Melee 2 slams +7 each (1d8+3)
Grp +7

Abilities Str 16
Skills Jump +5

The secrets behind the creation of the warforged go back nearly forty thousand years to the war between the giants and the quori. During that conflict, the quori created prototypical warforged, crafting a host of constructs that bear a resemblance to modern warforged but are distinctly different.

Some of these quorcraft warforged still lurk today in the deepest recesses of the continent. Left to guard some forgotten outpost or wandering without purpose, these constructs are a danger to those who encounter them. All who are not quori are enemies to the quorcraft, and they attack without mercy or compassion.

This example uses a 4th-level warforged barbarian as the base creature.

CREATING A QUORCRAFT WARFORGED

"Quorcraft" is an inherited template that can be added to any warforged (referred to hereafter as the base creature). The quorcraft template can be applied only during creation.

A quorcraft warforged uses all the base creature's statistics and special abilities except as noted here.

Alignment: As the base creature, but any good or evil component changes to neutral.

Size and Type: The base creature's size does not change. It gains the construct type. The traits of the construct type override the base creature's living construct traits.

Armor Class: The armor bonus granted by the base creature's composite plating (or by a feat or ability that improves or replaces its composite plating) improves by 2.

Hit Dice: The base creature's Hit Dice do not change, but it loses any Constitution modifier to its hit points and gains bonus hit points dependent upon its size (*MM* 307).

Full Attack: As a full attack, a quorcraft warforged can make two slam attacks at the base creature's full base attack bonus.

Damage: Increase the damage dealt by the base creature's slam attack as if the creature were two sizes larger (*MM* 291).

Abilities: A quorcraft warforged has Wisdom 11 and Charisma 1. As a construct, a quorcraft warforged has no Intelligence or Constitution score.

Feats: A quorcraft warforged loses all the base creature's feats, including weapon and armor proficiencies. Any warforged racial feats possessed by the base creature become bonus feats.

Skills: A quorcraft warforged loses all the base creature's skills and gains no new skills.

Organization: Solitary or team (2–5).

Environment: Usually same as base creature.

Advancement: By character class.

Level Adjustment: —

Challenge Rating: Same as base creature.

WARFORGED SCORPION

Eight metal legs move with timed precision, supporting a segmented body made to look like a scorpion. Two long arms end in razor-sharp pincers, while a barbed tail waves overhead, dripping a caustic slime.

WARFORGED SCORPION — CR 6

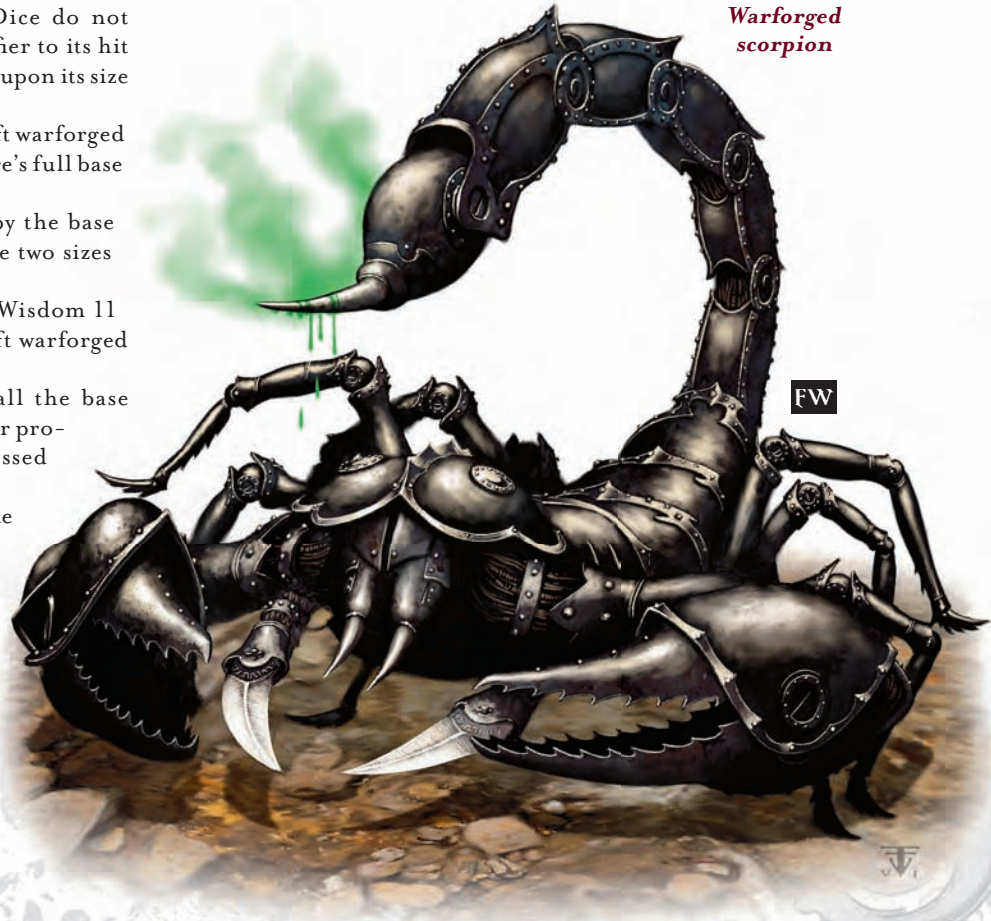
Usually NE Large construct
Init +3; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +0
Languages Common, Drow, Giant (can't speak)

AC 22, touch 12, flat-footed 19
(–1 size, +3 Dex, +10 natural)
hp 85 (10 HD); **DR** 5/adamantine
Immune construct immunities (*MM* 307)
Resist acid 10, cold 10, electricity 10, fire 10, sonic 10
Fort +3, **Ref** +6, **Will** +5

Speed 40 ft. (8 squares)
Melee 2 claws +12 each (1d8+6) and sting +7 (1d6+3 plus 1d6 acid)
Space 10 ft.; **Reach** 5 ft.
Base Atk +7; **Grp** +17
Atk Options Improved Bull Rush, Improved Overrun, Improved Sunder, Power Attack
Special Actions acid spray

Abilities Str 22, Dex 17, Con —, Int 4, Wis 14, Cha 1
SQ construct traits
Feats Improved Bull Rush, Improved Overrun, Improved Sunder, Power Attack
Skills Climb +10, Hide +4, Listen +0, Move Silently +7, Spot +0
Advancement 11–18 HD (Large); 19–30 HD (Huge)

Acid Spray (Su) 30-foot cone from the tip of the warforged scorpion's stinger, 1/day, damage 8d6 acid, Reflex DC 15 half.



Warforged scorpion

FW

A warforged scorpion that uses its acid spray cannot deal acid damage with its sting until its acid spray ability is usable again.

Before the fall of the giants, clans of renegade drow learned the secrets of creating constructs in the ruined creation forges the quori left behind. In these forges they built the first warforged scorpions in homage to their god Vulkoor.

STRATEGIES AND TACTICS

With programmed cunning, warforged scorpions always attempt to sneak up on their prey. Once combat begins, they methodically attack any creatures within reach, trusting in their armor and damage reduction to carry them through even the toughest encounters. They are intelligent enough to use their sting attack against lightly armored foes, and avoid using their acid spray unless the situation grows desperate. Under most circumstances, they fight until destroyed.

SAMPLE ENCOUNTERS

More recently created warforged scorpions might be found in proximity to the drow masters they serve. However, their programmed role as lone hunters means that these constructs are almost always encountered alone.

Guardian (EL 6): A warforged scorpion prowls the ancient frontier of a drow clanhold, a thousand years after the enclave of its creators was swallowed by the jungle.

ECOLOGY

As the civilization of the giants collapsed in the aftermath of the war against the quori, the drow deployed warforged scorpions against their renegade elf kin and their giant masters alike. Sent into battle as fast as they could be constructed, the warforged scorpions were instrumental in allowing the drow to establish a foothold of control in Xen'drik as the empire of the giants fell.

Warforged Scorpion Lore

Characters with ranks in Knowledge (arcana) can learn more about warforged scorpions. When a character makes a skill check, the following lore is revealed, including information from lower DCs.

Knowledge (Arcana)

DC	Result
16	Warforged scorpions are predatory constructs that wander Xen'drik. This result reveals all construct traits.
21	Warforged scorpions are millennia-old survivors of Xen'drik's ancient wars. Their original instructions forgotten, they now hunt and destroy any creatures they meet.
26	Though most warforged scorpions date from the quori–giant conflict, these constructs were created by the drow as a weapon against the giants and the elves. The drow of Xen'drik create new warforged scorpions even today.
31	The warforged scorpions that have wandered Xen'drik since ancient times actually have a degree of free will.

Today, a small group of drow maintains the secret of creating these powerful constructs and have a number of warforged scorpions in their service. However, the majority of warforged scorpions are now free-willed, wandering the jungles since the demise of their original masters in ages past. These construct predators hunt the unwary, sometimes responding to the remnants of their original instructions in unexpected ways.

Warforged scorpions understand Common, Drow, and Giant but cannot speak. They communicate with their masters through crude gestures and tail motions.

Environment: Warforged scorpions can be found in any part of Xen'drik. Their construct immunities allow them to travel through the most inhospitable and unlikely terrain.

Typical Physical Characteristics: A warforged scorpion is approximately 10 feet long, with a tail that curves some 6 feet overhead. It stands 4 feet above the ground and weighs 4,000 pounds. From a distance or in shadow, a warforged scorpion resembles a Large monstrous scorpion.

Alignment: Though a construct, a warforged scorpion has a rudimentary intelligence. Most warforged scorpions reflect the neutral evil ethos of their hunter-killer origin, but a few that have wandered Xen'drik for millennia have adopted a more lawful or chaotic bent.

TYPICAL TREASURE

Warforged scorpions carry and collect no treasure, though they sometimes protect sites and relics of the ancient drow.

Yuan-ti Wretchling

This creature might have once been human, but leathery green scales now mark its exposed skin. Its hair is falling out in clumps, and its eyes bear slitted yellow irises. As it opens its mouth, the creature reveals an uneven row of misshapen yellow fangs.

Yuan-ti Wretchling — CR 1

Usually CE Medium aberration
Init +3; **Senses** darkvision 60 ft., scent; Listen +3, Spot +3
Languages Draconic

AC 14, touch 13, flat-footed 11
(+3 Dex, +1 natural)
hp 5 (1 HD)
Fort +1, **Ref** +3, **Will** +2; +4 against poison

Speed 30 ft. (6 squares)
Melee bite +3 (1d6+3 plus poison)
Space 5 ft.; **Reach** 5 ft.
Base Atk +0; **Grp** +2
Atk Options poison 1/day (DC 11, 1d4 Con/1d4 Con)

Abilities Str 14, Dex 17, Con 12, Int 4, Wis 11, Cha 10
SQ poison resistance
Feats Alertness, Weapon Finesse[B]
Skills Listen +3, Spot +3
Advancement 2–4 HD (Medium); 5–6 HD (Large)

Poison (Ex) A yuan-ti wretchling can deliver a poisonour bite once per day.
Poison Resistance (Ex) Constant exposure to its poisonous saliva grants a yuan-ti wretchling a +4 racial bonus on saving throws against poison.

In their desire to transform the creatures around them into snakelike servitors, the yuan-ti of Xen'drik have long captured explorers and drow to experiment on. Most experiments to date have resulted either in death or in the creation of a yuan-ti wretchling.

STRATEGIES AND TACTICS

Wretchlings are the expendable shock troops of the yuan-ti. They are not smart enough to use tactics, following their masters' orders until dead. Left to its own devices, a wretchling simply attacks the creature closest to it, using its poison bite at the first opportunity.

SAMPLE ENCOUNTERS

Because of their relative weakness in combat, yuan-ti wretchlings are almost always deployed in groups of two or more.

Clutch (EL 2–5): A small squad of two to five wretchlings is often sent against a single target, typically an enemy party's combat leader or spellcaster. Even if they are overpowered, the wretchlings' assault disrupts the foe's actions for a few rounds, allowing the yuan-ti who ordered the attack to prepare a strategy or escape.

Mass (EL 6–15): This larger unit might contain six to twenty wretchlings. It typically defends a strategic position or gauges an enemy's defensive strength by making a direct frontal assault.

ECOLOGY

Wretchlings have a long and terrible history. The evil yuan-ti of Xen'drik have sought for ages to perfect their techniques of transformation. Once they accomplish this goal, they intend to conquer all Eberron. For now, the growing legions of wretchlings stand as sorrowful testament to the madness of their masters.

For the most part, the lives of wretchlings are mercifully short. Their deaths simply provide incentive for continued experimentation. Wretchlings possess only limited intelligence and are completely devoted to their yuan-ti masters. They speak a guttural pidgin version of Draconic that few creatures other than yuan-ti can understand.

Environment: Like their yuan-ti masters, wretchlings haunt Xen'drik's warm forests. They are often found in or around areas where dream serpents are plentiful, under orders to turn any would-be hunters into the hunted.

Typical Physical Characteristics: Though humanoid in general appearance, a wretchling's aberrant nature is apparent even at a distance. The creatures' pathetic appearance inspires as much pity as disgust, and explorers who understand the true nature of their origins have little compunction against ending their lives.

Alignment: The uncontrolled urge to kill marks most wretchlings as chaotic evil. However, the process of transformation is far from perfect, and individual wretchlings might lack the bloodlust of their kin.

TYPICAL TREASURE

Wretchlings do not carry or store treasure of any kind. Their yuan-ti masters know that they are too ineffective to guard anything of value.



Yuan-ti wretchling

Yuan-Ti Wretchling Lore

Characters with ranks in Knowledge (dungeoneering) can learn more about yuan-ti wretchlings. When a character makes a skill check, the following lore is revealed, including information from lower DCs.

Knowledge (Dungeoneering)

DC	Result
11	This pathetic creature is a wretchling, an aberration native to Xen'drik's warm forests. This result reveals all aberration traits.
16	The wretchlings are the servants and expendable shock troops of the yuan-ti, but they are not born of that loathsome race. Rather, they are the result of hideous experiments by which the yuan-ti seek to turn humanoid creatures into snakelike servants. This result reveals basic information about the yuan-ti.
21	Yuan-ti wretchlings obey the orders of their masters without question. When ordered to attack, they fight to the death. A wretchling has a poison bite that weakens its victim, but it can use its poison only once per day.

Encounter Traps

The ancient traps of Xen'drik are far more diabolical than those presented in the *Dungeon Master's Guide*. Such traps behave more like encounters with monsters, acting in initiative order as they attempt to incapacitate or destroy the intruders who trigger them. Some contain large moving parts (such as crushing blocks, rolling boulders, or spinning blades), while others rely on spells or hazardous substances (including burning jets of oil, bolts of lightning, or acidic gases).

Using Encounter Traps

Like normal traps, encounter traps have a trigger that causes the trap to activate. Once set in motion, these traps run for a set time (usually a few minutes) or until defeated. The trap activates on its initiative count, allowing the PCs to act while it resets.

For more information about the elements of a trap, see *DMG* 68–70.

Each encounter trap entry contains a number of components.

Description: This describes how the trap functions, including what area it effects and how it deals damage. This section also describes the specific trigger and general layout of the room containing the trap. These room and trigger descriptions can be easily changed to suit a specific encounter.

Search: This gives the Search DC to locate the trap. Such a check can locate the trigger and (if the DC is exceeded by 10 or more) the specific area from which one of the attacks might originate, allowing the trap to be disarmed before it is sprung.

Type: A mechanical trap uses objects or hazardous substances to attack those who enter its area. A magic trap creates its effects using a spell or magic item.

Trigger: The means by which the trap is activated is usually a location or touch trigger (a pressure plate to be stepped on, a specific object to be touched, and so on). Magic traps often have detection triggers, activating when an intruder is detected through such spells as *alarm* or *true seeing*. Some traps trigger only after a preset time has expired, such as a trap that activates 1 minute after the door to the room is opened.

Initiative: This modifier functions as a character's initiative modifier does. When a trap is sprung, the PCs, the trap, and any creatures that happen to be in the area all roll for initiative, with the trap's effects acting in order in the combat round. Traps that trigger especially quickly can get a surprise round. PCs can detect the triggering of such traps with a Spot or Listen check.

Effect: This section describes the specifics of the trap's attack, including bonus on attack rolls, damage, save DC and type, and the area affected by each individual attack. Encounter traps make a number of attacks each round, usually one per 5-foot square. Each attack should be rolled separately unless the area affected by an individual attack affects multiple targets. Traps that use spells function in much the same way, with each square affected by the spell each round.

Duration: This portion of the description notes how long the trap functions before it must be triggered again. Some traps are automatically reset, while others must be reset manually.

Destruction: This provides statistics for physical attacks against an area of the trap. Each area has an Armor Class, hit points, and in some cases a hardness. If one attack area is destroyed, that area becomes safe from attack, but the remainder of the trap continues to function normally. An individual attack area can be targeted from within the area or from an adjacent square. Some traps have a central location that disables the entire trap if destroyed.

Disarm: This section of the trap's description provides a DC or DCs for disabling part of the trap. Each Disable Device check disables only a single attack area, allowing the others to continue to function normally (although some traps have a central location that disarms the entire trap on a successful check). Unlike standard Disable Device checks, which take 2d4 rounds to complete, using Disable Device on an individual attack area takes only a single round per attempt. A Disable Device check against a central disarm location takes 1d4 rounds.

Dispel: Magic traps can be dispelled through use of *dispel magic* or similar effects. This part of the trap's description gives the DC for any caster level checks (typically 11 + the caster level of the spellcaster who placed the spell). Typically a single casting of *dispel magic* affects only a single attack area, but some traps have a central location that shuts down the entire trap if successfully dispelled. An area *dispel magic* affects only one attack area, but its caster can make caster level checks against each area until the spell succeeds.

Sample Encounter Traps

The following encounter traps are typical of those still operating in the ruins of Xen'drik.

Spear Gauntlet Trap — CR 2

Description A 40-foot-by-40-foot room with two entrances. Just inside one entrance is a pressure plate that activates the trap. Once the trap is activated, a spear shoots up from each 5-foot square of the floor every round. (Each spear emerges from a slightly different spot each round, so that creatures cannot simply stand between the spears.)
Search DC 17; **Type** mechanical

Trigger location; **Init** +1
Effect Melee +4 spear (1d8+1/×3) (each square each round) (includes +2 Atk upgrade)
Duration 5 rounds

Destruction AC 12, hardness 5, 10 hp (each square)
Disarm Disable Device DC 17 (each square); Disable Device DC 19 (disadvantage: central disarm, located on the wall opposite the pressure plate)

Idiocy Trap — CR 4

Description A 20-foot-radius round room with an entrance on one side and a secret door on the other (Search DC 20). In the center of the room is a smooth black pillar on which rests a glass brain. When anyone approaches within 10 feet of the pillar or the secret door, black tendrils rise from each 5-foot square of the floor and grope blindly at creatures in the room. Anyone touched by a tendril is affected by a *touch of idiocy* spell.
Search DC 19; **Type** magic

Trigger proximity (*alarm*); **Init** +2
Effect *Touch of idiocy* (*PH* 294) against each target in the room each round (+6 melee touch; includes +2 Atk upgrade). While the effects of subsequent attacks do not stack, higher penalties replace existing penalties. The penalties last for 30 minutes. **Duration** 7 rounds

Destruction each tendril AC 14, 10 hp; glass brain AC 16, 18 hp (disadvantage: destroying this disarms the entire trap)
Disarm Disable Device DC 27 (per tendril)
Dispel DC 14 (per tendril)

Flame Jet Trap — CR 8

Description A 30-foot-wide, 60-foot-long room with one entrance in a short side. Touching a golden idol on the wall opposite the door causes the door to slam and lock (Open Lock DC 25). Two jets of flame issue from the side walls 1 round later, repeating each round on the trap's initiative. Each jet is 5 feet wide and 30 feet long. Each side wall has twelve nozzles, one per 5-foot section. One nozzle on each side activates each round (roll 1d12 for each wall, rerolling duplicate results).
Search DC 23; **Type** mechanical

Trigger touch; **Init** +4
Effect Alchemical flame (8d6 fire), Reflex DC 18 half (each affected section)
Duration 11 rounds

Destruction AC 18, hardness 5, 10 hp (each nozzle)
Disarm Disable Device DC 23 (each nozzle)

Petrification Trap — CR 12

Description A 40-foot-by-40-foot room with one entrance on each side. The floor of this room is a checkerboard of 5-foot white and black squares containing a number of lifelike statues (all drow). Stepping into this room activates the trap, causing a spellcasting glyph in each square without a statue to cast *flesh to stone* against a single target in that square.
Search DC 27; **Type** magic

Trigger spell (*alarm*); **Init** +6
Effect *flesh to stone* (DC 19; *PH* 232), one target per square
Duration 15 rounds

Destruction AC 22, 30 hp (per glyph)
Disarm Disable Device DC 31 (per glyph)
Dispel DC 22 (per glyph)

DESIGNING ENCOUNTER TRAPS

Designing an encounter trap is much like creating a monster. This section provides general guidelines, but the designer must carefully judge the effect of an encounter trap and compare it to others to ensure that it is appropriate for the assigned Challenge Rating.

After visualizing the trap's effect and drawing a simple map of the area, the first task is to decide the target Challenge Rating for the trap. The CR dictates many of the values in the trap's stat block, including Search and Disable Device DCs, the trap's initiative modifier, the duration of the effect, and how the trap attacks.



A spear gauntlet trap in action

ENCOUNTER TRAPS

	Base	Upgrades (pick one)
Type		
Mechanical or magic		
Detection		
Search DC	15 + CR	20 + CR
Trigger		
Location, detection, proximity, touch, or timed		
Initiative modifier		
	+ 1/2 CR	+CR
Effect		
Melee attacks	Atk +CR, average damage CR×2.5	+2 Atk or +CR average damage
Elemental effects	Average damage CR×2.5, save DC 10 + CR	+2 save DC or +CR average damage
Spell attack	Average damage CR×2.5, save DC 10 + (spell level×1.5)	+2 save DC or +CR average damage
Spell effect	Spell level = CR/2, save DC 10 + (spell level×1.5)	+2 save DC or cumulative spell effect
Duration		
Typical time	3 rounds + 1 round per CR	+4 rounds
Disarm		
Destruction (location)	AC 10 + CR; hp CR×2.5 or item stats	+2 AC, +CR avg hp, or +CR hardness
Destruction (whole trap)	AC 10 + (CR×1.5); hp CR×4.5	—
Disarming (location)	Mechanical DC 15 + CR; Magic DC 25 + spell level	+2 DC
Disarming (whole trap)	Mechanical DC 15 + (CR×2); Magic DC 25 + spell level	—
Dispelling	Spell DC 11 + CL	+2 DC

Disadvantages (pick one):

1. One central disarm location shuts down the trap
2. One central destruction location shuts down the trap save DC is lower by 2
3. One central dispel attempt can shut down the trap
4. Each attack targets an area greater than 5 ft. by 5 ft.
5. Search and Disarm DCs are lower by 5;
6. Trap does not attack every space in room each round
7. Trap does not reset

Advantages (pick one instead of an upgrade):

1. Trap springs quickly granting a surprise round attack; Spot or Listen check (DC 15 + CR) allows action
2. When dispelled, the trap shuts down for only 1d4 rounds (magic traps only)
3. Each Disable Device check takes twice as long as normal

For traps that rely on a spell effect that does not deal damage (or where damage is a secondary effect), the Challenge Rating is generally double the spell's level.

After deciding the basics of the trap, determine the type of attack it makes. For most traps, this is some sort of melee attack. Traps that rely on hazardous substances (such as burning oil or freezing liquid) use the elemental effects entry on the following table.

Determine the trap's specific attack statistics using the formulas presented on the table. After finding the average damage for the trap, assign appropriate dice to the effect. To determine the average damage of any given die, divide the die's maximum roll by 2 and add 1/2. For example, a CR 2 melee attack trap deals average damage of 5 points (CR × 2.5), so it should use a d8 (average damage 4.5). These values apply to the individual attacks made to every square in the trap's attack area (which should encompass the entire room).

Each encounter trap also has destruction and disarm values for each square in the trap's attack area. Only traps with certain disadvantages have central destruction and disarm values. Magic traps also have a dispel value for each individual attack area.

After determining all the base values for the trap, decide whether to give it an upgrade (as listed on the table) or advantage. For each upgrade or advantage chosen, the trap must have an equal number of disadvantages. Advantages and disadvantages are described in the table. Upgrades and advantages make the trap more deadly or more difficult to detect, disable, or destroy. Disadvantages give the trap a central disarm, destruction, or dispel location, or make it attack a larger area from a single source (allowing a larger area to be protected by an attack or Disable Device check).

CLASSIC TRAP: THE ALPHABET TRAP (CR 5)

The floor of a 5-foot-wide corridor is divided into 1-foot tiles, each marked with a letter of the alphabet. A string of tiles, usually spelling out a word, forms a solid pathway that easily supports the weight of an adventurer. The others, however, collapse under heavy

weight, revealing nasty spikes, scorpions, snakes, or merely a long fall.

Each incorrect tile collapses under 100 pounds of weight, making it safe for many Small or smaller characters to cross. The weight limit also renders most methods of testing (such as poking tiles with a staff) useless. In the classic version of this trap, stepping on an incorrect tile triggers the collapse of that tile and the tiles around it, dumping the unfortunate adventurer down a deep hole. With a successful DC 20 Reflex save, a falling character can catch himself on the edge of a solid tile. He can hang there until rescued by his companions or pull himself up with a successful DC 20 Strength check. On a failed save, he falls 50 feet into a rocky pit, taking 5d6 points of damage. Scaling the pit walls requires a successful DC 25 Climb check.

Sometimes trap designers add colonies of vermin or small animals to the pit. See the Swarm Pit entry (page 65) for more information. A variation on this trap instead places poisoned spikes under each collapsing tile. Spikes make a single melee attack.

Safe tiles are usually staggered so that adventurers must jump from tile to tile. A jumper must succeed on a DC 10 Balance check upon landing on a safe tile to avoid skidding forward onto the next (possibly unsafe) tile.

In some instances, giants constructed alphabet traps to thwart giant intruders. These traps are much wider (at least 10 feet across, and sometimes 20 feet or more), and have tiles 5 feet on a side. Each incorrect tile still collapses under 100 or more pounds of pressure. Medium or smaller creatures that leap from tile to tile need not make Balance checks to avoid skidding off.

This trap can be circumvented but not disabled. A clue to the proper way to proceed is usually somewhere nearby, in an inscription or engraving. In a former throne room, this might read, "Only those who know to whom they pay their respects may proceed." For a tomb, the correct tiles might spell out the name of the interred. In a temple, the correct sequence would likely spell out the name of a deity.

This trap does not reset.

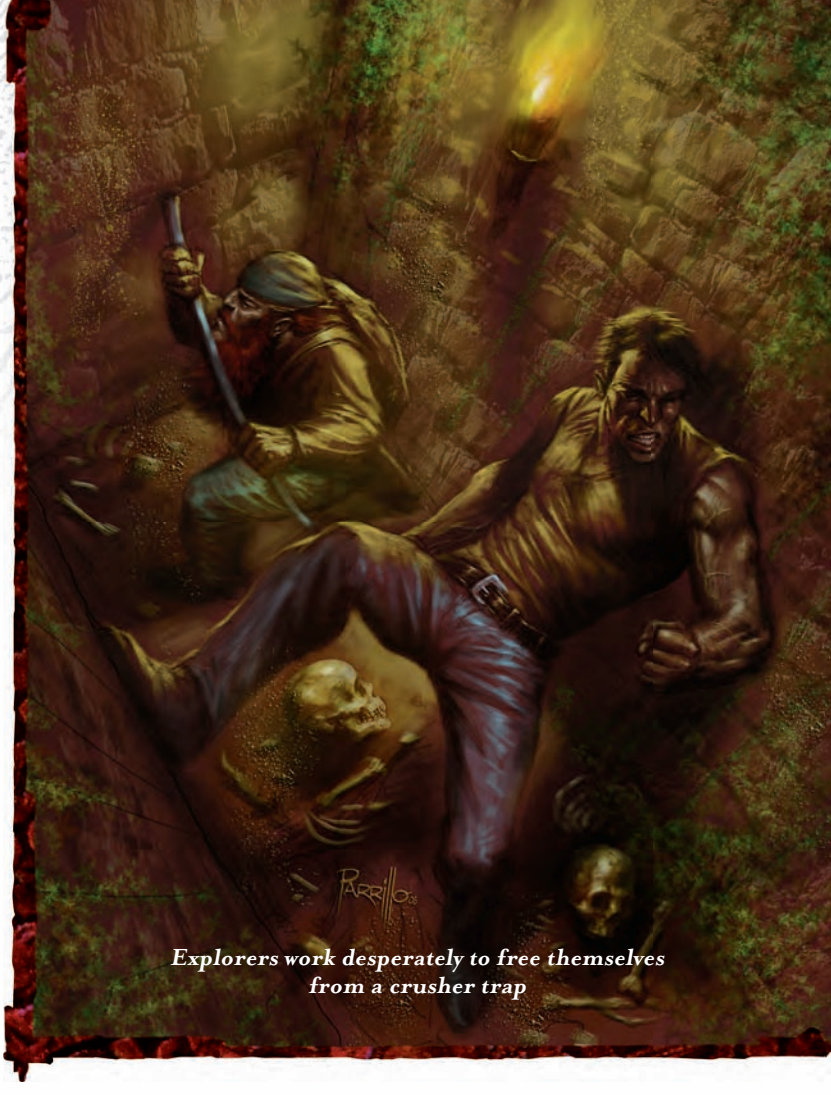
Search DC 20; **Type** mechanical
Trigger touch (false tile)
Effect 5d6 falling or melee attack +5 (spikes, 1d4 piercing plus poison [Medium monstrous spider venom, DC 12, 1d4 Str/1d4 Str]).

CLASSIC TRAP: THE CRUSHER (CR 8)

Two opposite walls of a room inexorably slide toward each other, pinning and crushing any occupants. A cleverly hidden pressure plate in the center of the room triggers the trap. PCs can attempt to disarm the pressure plate if they spot it, or they can simply step around it.

Once the trap activates, both doors leading out of the room slam shut and lock. Three complicated locks (each requiring a separate DC 30 Open Lock check) seal each door. Each round on their initiative count, the walls slide 5 feet closer to each other.

Characters can try to hold the walls back; doing so requires a standard action and a successful DC 25 Strength check. Multiple PCs who combine their efforts on a single wall can use the aid another action; a successful DC 10 Strength check grants the character being aided a +2 bonus. A successful check keeps the wall from advancing that round.



Explorers work desperately to free themselves from a crusher trap

Alternatively, a thin object (such as a dagger) jammed into the crevice between a moving wall and the adjacent stationary wall grants a +2 bonus on Strength checks made to hold that wall back. (Multiple objects don't grant a higher bonus.)

Usually a crusher trap room is at least 40 feet across, giving the characters a few rounds to react. Smaller rooms are deadlier (PCs have less time to deal with the trap), while larger rooms allow more leeway. Consider adjusting the Challenge Rating up or down by 1 for significantly smaller or larger rooms.

Characters caught between the meeting walls are pinned and take 8d6 points of bludgeoning damage per round they remain pinned. Trapped PCs can still attempt Open Lock checks on the doors, albeit at a –4 penalty.

Once the trap has been triggered, the pressure plate on the floor does nothing to halt it. PCs wishing to disable the trap must find a hidden shut-off switch, one of which is hidden at the base of each door (Search DC 30).

Search DC 30; **Type** mechanical
Trigger touch (pressure plate); **Init** +5
Effect 8d6 bludgeoning damage to pinned creatures
Duration 10 minutes
Destruction AC 10, hardness 5, 20 hp (each door); break DC 23
Disarm DC 35 (pressure plate)


Corrash stared in horror. By the Host! He had arrived just in the nick of time. Perhaps he could yet save the adept from a grisly fate.
But just then, the clouds parted before Olarune, and the screaming started. . . .
PARRILLO

CHAPTER FOUR

Adventures in Xen'drik

Player characters represent the bravest and most dogged explorers, willing to go to extreme lengths to reach their goals. Such explorers seek fantastic sites such as those described in Chapter 2, but those sites must provide adventure worthy of a party's mettle.

Xen'drik is a continent of mystery. Its secrets are well hidden, its ruins towering, and its treasures rare and astounding. Although the adventures in this chapter cover a range of plots and settings, all contain some element of the wonder Xen'drik inspires. When designing adventures, always keep the lure of the unknown in mind. PCs should experience adventures on the mysterious continent unlike any they have had before.

Using Adventure Frameworks

Each of the outlines presented in this chapter provides a framework that a DM can adapt to craft a complete adventure for his or her game. Each entry contains a number of components that flesh out the scenario.

Each entry also includes a suggested level band. Low-level adventures are best for characters up to 6th level. Mid-level adventures are intended for characters of 7th to 12th level. Characters of 13th to 20th level can take on high-level adventures, while epic-level adventures challenge those rare PCs above 20th level.

Hooks: This component suggests ways to draw PCs into the adventure, then presents a number of plot points that connect to one of the adventure sites in Chapter 2: Adventure Sites.

Sites: This component suggests appropriate sites for each adventure.

Adventure: This outlines the action of the adventure. It contains several scenes, which offer suggestions for encounters of varying levels. DMs can select the best encounters for their individual games.

Rewards: This component appropriate rewards for successfully completing the adventure.

Development: Suggestions for follow-up adventures or further encounters with key NPCs are presented here.

ACADEMIC ERRAND

Low-Level to Mid-Level

Many of the explorers who venture to Xen'drik are part treasure hunter, part scholar. One such explorer is Ulina Pyranim, a Morgrave University researcher who has spent much of her young life studying the lost giant civilization and its wonders.

Recently, Ulina learned of the location of a titanic statue deep in the southern jungles of Xen'drik. Despite the distance, she hopes to visit the site and discover its secrets. Although the university sees little chance of turning a profit on this expedition, Ulina has wangled enough funding to get herself to Stormreach. She now seeks an escort.

Hooks

The simplest way to involve the PCs is to have Ulina approach them about the expedition, offering them equal shares of any antiquities recovered and a stipend to cover their basic expenses. Other ideas include rumors of greater treasure hidden in the area, or a reward for the first group to reach the fabled monument. In such cases, Ulina makes herself known to the party, offering to throw in with the expedition.

Sites

The Colossal Monument site (page 29) is the prime choice for this adventure, but another could be adapted to fit by simply adding a large monument or its remains to an appropriate area of the map.

Adventure

After a long journey during which Ulina constantly badgers the PCs with scholarly chat, the group finally arrives at the gigantic statue. On investigating the site, the PCs learn that a small group of relatively civilized giants calls the place home. Ulina engages the giants in conversation and learns that the PCs will not be allowed to approach the statue without first proving their worth. This leads the party to perform various small tasks or side adventures in the area, after which PCs can explore the statue and return to the safety of Stormreach.

1. Long Journey: After preparing for the journey, the party departs by House Lyrandar airship. The journey takes almost a week, during which time the PCs must endure Ulina's scholarly discourses.

Suggested Encounters: The journey involves little peril aside from a few flying menaces—stirges (*MM* 236), giant bees (*MM* 284), or perhaps a chimera or two (*MM* 34) for a mid-level group.

2. The Statue and the Giants: When the airship finally arrives at the site, its crew sets the party down some distance away, the captain fearful of any lingering power the titanic statue might possess. As they approach, the PCs find the site relatively free of danger aside from a group of stone giants encamped nearby. The giants present a combat challenge well beyond the party's level, so the PCs must deal with them in some another way. Observation reveals the giants to be civilized to an extent and relatively nonviolent. Ulina recommends talking with them but defers to the PCs if they insist otherwise.

Suggested Encounters: The stone giants (*MM* 124) are peaceful, spending their days paying homage to their monumental deity, but they will fight back if attacked. If the party discovers them during their exploration, the giants call on the PCs to halt so that they might talk. They do not attack, but neither do they allow the party to approach the statue without first proving its worth. The only tactic that spells certain doom for the PCs is an assault—the giants far outmatch their capabilities.

3. The Giants' Test: The stone giants set a number of tasks by which the PCs can prove their peaceful intentions. Ulina takes extensive notes and offers suggestions throughout these trials, but does not otherwise assist (other than speaking Giant if a translator is needed).

The first trial is to collect a day's worth of suitable food. The giants do not eat meat, so this must consist of fruits, nuts, and other edible plants. This assignment tests the PCs' survival skills and knowledge of the flora of Xen'drik.

The second task is to drive off a bear that has been harassing the giants, whose peaceful ways prevent them from killing it.

Finally, the PCs must retrieve a single leaf from the top of the tallest nearby tree without the use of magic. Cutting the tree down would be abhorrent to the giants.

Once these tasks have been completed, the giants meet in council and discuss the group's merit. If the PCs have conducted themselves appropriately, the giants give them golden amulets as tokens of their noble spirit; the party can then enter the base of the statue and learn its secrets. If the PCs commit violence when completing the tasks, the giants demand that they leave and attack if the PCs refuse.

Suggested Encounters: For the second task, a brown or black bear (*MM* 269) is appropriate for low-level PCs, while a dire bear (*MM* 63) might be needed to challenge a mid-level party.

Rewards

Any number of secrets could be hidden in the base of the gigantic statue, including maps to other giant sites, ancient arcane formulas or artifact spells (see page 143), and rare treasures. The stone giants let the PCs leave with such relics only if they have proven their worth.

Development

Ancient lore found at the site could easily lead the party to new sites worthy of exploration. The stone giants themselves might become a source of future adventures, sending word to the PCs if in need of help, or providing further information and Xen'drik lore.

CITY OF GOLD

Any Level

Whispered rumors in dark taverns and the ranting of fevered fortune-hunters speak of a fabled city of gold hidden deep in the jungle. Charlatans and confidence tricksters in Stormreach and beyond sell maps that supposedly lead to the city, but explorers who claim to have found it typically have little to show for their journey and refuse to talk about their experiences.

The city does exist, but it is a dangerous place, haunted by the spirits of the giants who died there centuries ago in a storm of dragonfire. They linger on, made powerful by dark magic and hateful of trespassers. Explorers who find the city find wealth beyond compare, but they cannot

Location, Location, Location

Each of these adventure frameworks suggests one or more sites that make the best setting for the action. A DM can easily adapt another site to fit better or to replace a site that has already been used. Here are some tips.

- **Change the environment.** By making all the trees coniferous and moving the site to a mountainside, a steaming jungle can easily become the edge of a vast frozen tundra or a mountain retreat. Replacing trees and water with rifts or plateaus can turn a jungle site into a desert setting with little change to its effect on the scenario.
- **Add new features or alter existing ones.** Adding a beach or water's edge to any site instantly makes it a coastal area. Add structures to a map to turn a site into a drow camp, a giant enclave, or a monster den. Some adventures call for specific features, such as an enormous statue or a sealed tomb. Simply add these features to an appropriate area of the chosen site.
- **Merge sites.** Many of the adventure sites presented in Chapter 2 are parts of larger settlements for the DM to flesh out. To save time, simply combine sites into one larger area. The waterways near the Primitive Camp site might flow only a short distance to the banks of the Fog Lake site. The Forsaken City site might be above the Honeycomb Caverns, opening up additional opportunities for adventure.
- **Change the scale.** Some adventure sites are designed with Medium creatures in mind, while others are laid out for giants or larger creatures. Altering the scale of a site (for example, changing the Primitive Camp site into one sized for giants) makes it suitable for use with different scenarios.



Giant-size wraiths guard the City of Gold

MC

bring back much of that wealth in their frantic flight from the dangerous ruins.

Hooks

Few adventurers can resist rumors of a city made entirely of gold. Perhaps the PCs find clues leading to the location of the city, or a wealthy sponsor might fund a race to the site, with a reward for the first group to return with proof and a reliable map.

Other motivations for the party might include rescuing a failed expedition from the ruins, returning a cursed artifact to the lost city, or venturing there to learn the cause of a malady that afflicts a friend.

Sites

This adventure can occur in a number of different sites with only simple modifications. The Forsaken City (page 36) and Ziggurat Ruins (page 48) sites both make fine choices for this adventure. Simply alter the structures in those areas (walls, floors, doors, and ceilings) to be covered with easy-to-loot gold.

Adventure

Although their reasons for making the journey vary, adventurers traveling to the city of gold face similar challenges. Aside from the traditional dangers of the jungle, the group faces the threat of other explorers who seek the city. Unscrupulous NPCs take extreme measures to be the first (or only) group to find it.

Locating the city requires the PCs to find a number of way markers. Each hidden marker points to the next, with the last one leading to the city itself. Once there, the PCs face further challenges, including an unnatural shroud of shadow that has hidden the city's location and the undead that linger within it.

1. Markers and Marauders: Hidden way markers point to the lost city. Finding the first marker could be a small side trek, or a previous adventure might have put the location into the PCs' hands.

Finding the city requires the group to locate two more markers, but even following the trail is a dangerous undertaking.

Suggested Encounters: Depending on the PCs' level, a number of dire animals (*MM* 62), monstrous vermin (*MM* 284), or dream serpents (page 76) make their lairs in the area of the first marker. The second marker is in drow territory, and the dark elves do not tolerate intruders. See page 68 of this book for suggested drow encounters.

The final marker is the campsite of another group of adventurers bent on plundering the city of gold. This group (see page 54 for suggested members) is in the employ of a rich Stormreach merchant who seeks to enhance his fortune. Although they make friendly overtures, the treasure hunters are under orders to attack any rival explorers at the first convenient moment.

2. The Empty City: Following the last marker brings the PCs to the outskirts of the famed city of gold. Although the city's buildings are indeed covered

with gold plating, much of the precious metal has melted and warped as though subjected to great heat. An unnatural shadow shrouds the city and seems to amplify its dreadful silence, though it does not hinder vision or exploration.

The city's riches seem completely unguarded. During their exploration, the PCs uncover crude murals that depict the city's history, including the dragonfire that destroyed it. Strangely, the story does not end with that cataclysmic event; the murals show the ages of the ruined city beyond that point. With a successful DC 20 Spot check, characters notice odd, ghostly images within the murals. Moments after this discovery, a strange blue glow begins to fill the site, flickering like reflected flames, and the unnatural shadow grows darker.

3. Dead Guardians: The shroud of the city deepens to full darkness (treat as night no matter what the time of day). The spirits of the giants who died here emerge to hunt any who dare trespass on their eternal home. Undead horrors drag themselves out of the ground, emerge from sealed buildings, or coalesce from the air.

Suggested Encounters: Depending on the party's level, the city's undead guardians could take on many forms, from simple skeletons and zombies at low levels (*MM* 225 and 265), to spectres (*MM* 232), mummies (*MM* 190), and wraiths (*MM* 258) for high-level PCs. Many elf slaves also died in this place, and their restless spirits present just as potent a threat as the undead giants.

The PCs should be able to fight off the first few attacks, but each challenge is harder than the last, with the undead showing no sign of relenting. In the end, the party must flee the city. They might be able to keep some treasure but must abandon anything that slows their escape.

Rewards

Any treasure the party claims should be valuable enough to make up for the risk entailed in finding the cursed city and the narrow escape from it.

Development

Finding the city could lead to future adventures, perhaps as simple as going back for more treasure. The party might have to deal again with the rival explorers and their merchant employer, who seeks revenge. Other adventurers might seek the PCs out to learn the location of the city (extracting the information by force if necessary).

If the party has been resourceful enough to claim a significant amount of treasure from the city, items taken from the it might carry a powerful curse (see the Curses of Xen'drik sidebar below). The group must undergo a challenging quest to undo the effects of the curse.

THE CREATION FORGE

Mid-Level to High-Level

The perpetual destruction and re-forming of Dal Quor, the Region of Dreams, means that the quori who infest present-day Eberron know nothing of the history of their forebears who invaded Xen'drik forty thousand years ago. Nonetheless, the Dreaming Dark discovered long ago that the quori in Xen'drik built the first creation forges, and it has sent a number of expeditions into the interior in search of such sites over the years. Many factions do

Curses of Xen'drik

Old magic and angry spirits suffuse Xen'drik, hidden in its unexplored reaches and waiting for unfortunates to stumble across them. Characters who meddle with such forces might end up with a taint or curse that sticks with them until they can set matters straight. Here are some examples of the types of curses faced by unwary Xen'drik explorers. The means to remove a curse might be an adventure in itself.

- A ghostly choir constantly follows the character, imposing a –10 penalty on Move Silently checks and a –5 penalty on Listen checks.
- The character's size fluctuates slightly. As a result, no piece of equipment quite fits. Increase all armor check penalties by 2. Any weapon the character wields is treated as being one size category too large or too small.
- Anything the afflicted character carries seems to weigh more than it should. Decrease the character's carrying capacity by half.
- The character is suddenly allergic to either metal or wood, and becomes fatigued while carrying items made of that material. A critical hit from such a weapon causes the character to become exhausted.
- The character is surrounded by an unnerving aura of menace. Lower the starting attitude of NPCs and animals toward this PC by one step. If a creature is already hostile, it attacks this character in preference to any others.
- The character's belongings begin to disappear, one by one: small things at first, but eventually major pieces of equipment. No one witnesses these odd disappearances. Only when the curse is removed do the items return.
- Bad weather follows the character everywhere. Within 1 mile of the character, increase the severity of the weather (*DMG* 94) by one step.
- The character's health becomes fragile. Any nonlethal damage becomes lethal damage, and the cursed character cannot stabilize without assistance if below 0 hit points. A cursed character who contracts a disease cannot heal it naturally.
- For every week that passes, the character ages one year. This supernatural aging does not grant any bonuses to mental attributes for reaching a new age category, but the penalties to physical attributes still apply.
- The character is an icon of bad luck. Three times per day, the cursed character must reroll any check or attack roll and take the worse result. The DM decides when these additional rolls must be made.

not want the quori to succeed in their quest, chief among them the leaders of House Cannith, who discovered such forges before the Last War and wish to maintain a monopoly on their secrets.

Recently Vaslo d'Cannith, a high-level artificer of the Fabricators Guild, came under a *psionic dominate* effect by a member of the Dreaming Dark. Vaslo has since revealed the location of a ruined quori creation forge and is leading a group of Inspired to the site. House Cannith has learned of this treachery and hopes to stop the group before the forge is breached.

Hooks

If any PCs belong to House Cannith or owe the house a favor, they are assigned to track down the Inspired and prevent them from gaining access to the ancient quori site. The PCs are told the location of the forge but not what they will find there—only that stopping the Inspired is important to House Cannith.

Alternatively, the PCs might have had dealings with the Inspired before, perhaps in the course of searching for the *destiny arms* (see the Destiny Arms sidebar on page 101). Another explorer might approach the PCs with news that the Inspired have set out into the jungle again. He informs them that the group wanted to hire him as a guide to a dangerous site, and that the Inspired appear to have a House Cannith slave with them. Although he turned down their offer, he did get a look at their map and saw where they were heading.

Sites

The Quori Outpost site (page 44) is the only one suitable for this adventure, though other sites can be combined with it.

Adventure

The PCs must race to catch the Inspired, who have a few days' head start. The party must get past a number of obstacles, including a drow camp, a river that has overflowed its banks, and odd dreams that give false directions.

Once they arrive at the quori ruins, the PCs must deal with sentries left to guard the perimeter before fighting their way to the Spire of Creation, where they face the Inspired. After defeating their enemies, the PCs overlook the creation forge itself. Will they enter, or will they reseal the site without first learning of the wonders and dangers that lurk within?

1. Obstacles: Chasing another party through the jungle is no easy task. If they do not find ways to catch up, the PCs might arrive too late to stop the Inspired from entering the creation forge.

Suggested Encounters: On the third day of their journey, the PCs run into a drow scouting party (page 69) or a group of drow explorers (page 69). While not a terrific challenge, this encounter suggests that other drow are likely nearby. Do the PCs continue onward and risk facing an entire drow clan, or do they divert their course to avoid the clan's most likely location and thereby lose time?

After dealing with the drow, the party comes upon a swollen river that has flooded an entire section of jungle, blocking the way to the site. PCs with the means to fly or travel through the treetops can make up time lost in earlier encounters. Water hazards: *DMG* 304.

The outpost itself poses the final obstacle. As noted in that site's entry, the strange magic surrounding it send false dreams of the outposts's position. These dreams suggest shortcuts that turn out to be dead ends, confusing the party's sense of direction. As an added threat, war-forged scorpions (see page 85) prowl this area, looking for prey.

2. The Inspired: Assuming the characters do not lose too much time, they catch up before the Inspired enter the creation forge. On reaching the quori outpost, the PCs must cross a large rift separating them from the forge. Inspired guards on the other side use powerful psionics to assault characters attempting to close the gap. The rest of the Inspired group is positioned about the tower while the leader of the group and Vaslo attempt to open the main door high above.

Suggested Encounters: Once the PCs reach the tower, they have only a few rounds before the door is breached. The Inspired group should present an appropriate challenge for the party. Use the Inspired telepath (*ECS* 290) as a starting point, adding levels of other psionic classes from *Expanded Psionics Handbook* and *Complete Psionic* as needed.

If the fight begins to turn against the Inspired, their leader orders Vaslo to attack the PCs (using infusions and magic items appropriate to his level) while the rest flee.

If the PCs are successful, they now have an unsealed (though nonfunctional) creation forge to deal with, including the guardians left behind by House Cannith years before. The party can choose to enter or reseal the door, leaving behind the dangers and the wonders within.

Rewards

Knowledge of this place's mere existence could be worth a fortune to those interested in the history of Xen'drik or factions opposing the quori's activities in Eberron. The House Cannith expedition that originally discovered the site might well have ignored any treasure or lore not pertaining to the mission's goals.

Development

If any of the Inspired survive, the PCs will have made powerful enemies and might become targets for assassination. Exploring the creation forge earns the ire of House Cannith. To return to its good graces, characters might have to perform further services and swear to keep the forge's location a secret.

DREAM PRISON

Mid-Level

During their war against the quori, the giants hid away many of their secrets in lairs guarded by devious traps. Many quori died seeking these lairs, and even to this day, many secrets remain undiscovered and undisturbed.

Several months ago, a neutral tsucora quori left its body in a secure location on Dal Quor and traveled ethereally to Xen'drik. The tsucora had a partnership with another of its kind, and the two took turns visiting Eberron in ethereal form. The tsucora was searching



Vicious yuan-ti execute their fallen foes

for adventurers it could manipulate to its own ends. What it found instead was a cache of undiscovered giant treasures.

Elated, the tsucora was seeking a way to recover the treasure when it blundered into a forty-thousand-year-old trap. It struggled to escape, but to no avail. After weeks of waiting, the second tsucora left its body to travel to Xen'drik. Eventually it located its lost partner trapped in the giants' *dream prison*.

The tsucora has learned that only a willing creature can free its partner, and now it thinks it has found the perfect "volunteers" to assist it.

Hooks

On their way to another location, or during a ramble through Xen'drik, the PCs encounter the dead and dying survivors of an adventuring group, who tell them of their discovery. The PCs could also pass by the statue holding the imprisoned quori at some point during their travels and investigate it out of curiosity. Alternatively, the free tsucora could simply run into the PCs and decide they would make excellent rescuers.

If the PCs previously undertook the Lost Soul adventure (see page 108) and parted from Prokres on amicable terms, the death giant could contact them again and ask them to seek out the clouded shard, which lies in the giants' cache. See The Shard of Arcane Endowment sidebar on page 100 for more information on running that campaign arc.

Sites

Any remote location works for this adventure, although the Mountain Glacier (page 39) and the Forsaken City (page 36) sites are particularly suitable.

Adventure

An explorer named Sela and her party recently entered the jungles of Xen'drik in search of fame and fortune. A week ago, they camped for a night at the base of an ugly stone statue. Since that time, strange dreams have plagued Sela, in which an angelic-looking human begs her to return to the statue and free him.

Before Sela could decide her course of action, yuan-ti ambushed her party, cutting down her companions and fatally wounding her. She lies dying when the PCs arrive on the scene but imparts a cryptic clue.

The free tsucora quori seeks aid from Sela (if she lives) or one of the PCs. The PCs might help the quori's trapped partner and gain valuable assistance in plundering the treasure trove, or they might leave the prisoner to its fate.

1. Yuan-Ti Assault: When the PCs arrive, the yuan-ti have just finished slaughtering the remains of Sela's band. The PCs probably hear the battle well before they stumble into it.

If the PCs approach the scene, they see the corpses of three humanoids—a male dwarf, a female shifter, and a male human—as well as two dead yuan-ti. Three remaining yuan-ti chop the heads off the adventurers'

corpses while a fourth prepares to deliver a coup de grace against a woman lying prone on the ground. The woman, Sela (N female human expert 2/fighter 2) is currently at –7 hit points and has taken 6 points of Constitution damage from the yuan-ti's poisoned weapon. If saved, she has a 10% chance of stabilizing each round and must succeed on a DC 11 Fortitude save in 6 rounds or take another 1d6 points of Constitution damage (she currently has a Constitution of 4 and a Fortitude save bonus of +0).

If she reaches –10 hit points or 0 Constitution, Sela opens her eyes and whispers, "The statue . . . it lies in the statue . . ." before dying. Anyone within 30 feet hears the cryptic whisper.

The yuan-ti attacked Sela and her party for trespassing on their territory, and they do the same to the PCs. If the party kills three of the yuan-ti, the fourth tries to flee.

Suggested Encounters: A yuan-ti scouting party (page 67) makes an appropriate challenge for mid-level PCs. For higher-level parties, use a yuan-ti cult (page 67).

2. The Statue Prison: Unseen by the party, the imprisoned tsucora's partner hovers in the clearing, watching the battle with great interest. If Sela dies and the PCs do not return to the statue, the tsucora targets one of them with a *dream* spell each night. It appears as an angelic being who begs the character to return to the statue and set it free, promising great reward as it plays up its suffering. If the PCs bypass the combat entirely, the tsucora notices their presence and follows them, since its previous best hope just expired at the hands of the yuan-ti.

If Sela lives, she awakes alone in the wilds of Xen'drik without her trusted companions. She asks the party to escort her back to a statue she passed along the trail. Sela willingly teams up with the PCs for a share of the great treasure the dream spirit promised her. She reveals whatever information she thinks will benefit the party and upholds her end of any bargains she makes. However, she doesn't hesitate to save herself at the expense of others if the situation demands it.

The statue is actually a *dream prison* (see the magic item description on page 152), built centuries ago by the giants. Trapped within the prison is the neutral tsucora quori. When Sela or the PCs arrive at the statue (area 2 of the Mountain Glacier map, or area 1 of the Forsaken City map), the free tsucora waits until they camp and fall asleep. At that time, it sends a *dream* to Sela or any PC it has been targeting. It continues to maintain the appearance of the angelic creature and explains what the PCs must do to free it (in reality, to free its partner). A willing character of the same neutral alignment as the trapped being must step into the stone statue's embrace and be possessed by the imprisoned spirit, which will be in total control of the volunteer's body. The angelic-looking tsucora swears to retain possession only long enough to step out of the statue's grasp and then share what it knows about the giants' treasure cache nearby.

If Sela is dead and there is no neutral character in the party, change the quori's alignment to match that of one or more PCs. Because a volunteer must also have Charisma 17 for the tsucora quori to be able to leave the *dream prison*, the party might find a conveniently placed *potion of eagle's splendor* near the ruins or among Sela's belongings.

The tsucora knows that the chances of its partner being freed are slim should the PCs discover its true nature (especially if the party contains kalashtar), and so it goes to any lengths to deceive a character into willingly accepting possession. However, if desperate, it might tell the party the truth, pledging to return immediately to Dal Quor and offering future favors in addition to the promised treasure.

If the PCs are unable or unwilling to free the trapped quori, it lashes out with psionic attacks and its partner flies into a rage. The free tsucora follows the party for the next few days, sending characters *nightmares* in their sleep and interfering with them as best it can.

Suggested Encounters: A pair of tsucora quori (*ECS* 296) should make an adequate challenge for a mid-level party. If the PCs refuse to release the trapped quori and do not approach the statue, consider making the single free tsucora a pair of quori searching their lost compatriot.

3. Lost Lair of the Giants: The trapped tsucora explored the giants' lair before becoming ensnared by the *dream prison,* but the DM should decide how much it knows about the giants' hidden lair. The free tsucora doesn't enter the lair, as it fears a second, undiscovered *dream prison*. It does not accompany the PCs, though it keeps its end of the bargain and imparts to the party all the knowledge its partner has. This knowledge might include the nature of any guardians left behind (see the suggested encounters section below) or the passwords for any traps. If the lair contains encounter traps (see page 88), the tsucora might have knowledge of central disarm locations.

Near the entrance to the lair, indigenous wildlife or humanoid tribes might threaten the PCs. Deeper within, deadly traps block the party's access. The giants placed construct or undead beyond those traps to guard their treasures, and these guardians still wait to challenge any intruders.

Suggested Encounters: The yuan-ti from part 1 could have a presence in this area, in areas 1, 2, and 4 of the Forsaken City map. Alternatively, the Mountain Glacier site might hold a pair of frost salamanders (*MM II* 107) or a remorhaz (*MM* 214).

A trap should block access to the inner chambers of the giants' lair. A giant alphabet trap (page 90) fits perfectly in area 8 of the Mountain Glacier map or area 9 of the Forsaken City map (in a corridor before the actual lab). The areas beyond the trap should contain undead or construct guardians, such as a trio of wraiths (*MM* 257), a stone golem (*MM* 137) designed to look like a frost or fire giant, a pair of boneclaws (*MM III* 17), or a pair of web golems (*MM III* 74).

4. Reclamation: DMs wishing to add another dimension to this adventure might decide that the giants who originally built this lair are attempting to reclaim it. The giants recognize the *dream prison*, and if they spot nongiants near the trapped quori, they immediately try to drive the intruders off with lethal force. In this scenario, humanoid tribes in the area might either battle the giants or ally with them, perhaps serving as sentries.

Suggested Encounters: On the Mountain Glacier map, use one frost giant (*MM* 122) as a sentry around the *dream prison* and set another in area 9. On the Forsaken City map, use one fire giant (*MM* 121) as a sentry and set another in area 6.

Rewards

The giant lair holds many ancient artifacts from the Age of Giants. Suggestions include art objects (see the Art of Xen'drik sidebar, page 153), an *elixir of antiquity* (page 152) or an *ingot arcanum* (page 152).

Development

If the PCs have Sela with them, she keeps up her end of the bargain. However, once the group divides the treasure and parts ways, she might plot ways to steal the PCs' share of the loot for herself. She might even convince the freed quori to help her hunt the party down.

Alternatively, Sela and the quori could become intermittent allies for the party, offering occasional information and aid.

If this adventure appears as part of the Shard of Arcane Endowment campaign arc (see the sidebar below), the clouded shard should appear in the final treasure chamber. PCs might also find stone tablets or ancient parchments that describe the Ritual of Binding somewhere in the giant lair.

Glaive of the Darkest Depths

Mid-Level to High-Level

The *glaive of the darkest depths* is one of the *destiny arms* (see the item description on page 150), created by a powerful jungle giant necromancer named Izzdelth. Izzdelth crafted the glaive for use against ethereal quori antagonists, but it was lost during a pitched battle. Izzdelth suspected that the quori had stolen the glaive and hidden it away. After extensive research, he discovered the location of the glaive's underground resting place and went in search of it. He never returned.

Now an earthquake has opened the way to the *glaive of the darkest depths*, along with Izzdelth's bones. Will the PCs retrieve the powerful weapon, or will they join the giant in his tomb?

Hooks

Riganalt Sarso, an unscrupulous but charming Morgrave scholar in Stormreach, recently came into possession of a stone tablet purporting to reveal the location of the glaive. He sees this as his chance to write himself into the history of the *destiny arms* and to achieve the renown he feels he deserves. Riganalt is no adventurer, however, so he turns to the PCs to help him achieve his goal.

Alternatively, the PCs could be traveling past the glaive's resting place when an earthquake opens an entrance to the caverns.

Sites

The Honeycomb Caverns site works best for this adventure. Alternatively, the Quori Outpost can serve for a scenario in which the quori entombed Izzdelth in one of their own abandoned bases for additional security.

Adventure

The underground repository of the *glaive of the darkest depths* has been sealed up for millennia. Adventurers exploring its depths find that ancient guardians remain, entombed since the Age of Giants. Earthquake aftershocks further hinder their progress. With skill and luck, the PCs find the weapon they seek, only to learn that Izzdelth got here first and is reluctant to part with his creation.

1. The Entrance Revealed: A violent earthquake opens the long-sealed entrance to the underground chambers. PCs in the area when the earthquake strikes must succeed on a DC 15 Reflex save or fall prone. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (Reflex DC 20 avoids). Anyone falling into a fissure takes 5d6 points of bludgeoning

The Shard of Arcane Endowment

DMs wishing to create a campaign arc can tie three adventures together, seeing the PCs ultimately repair the mythical *shard of arcane endowment* (see page 154).

To use the adventures as the core of a campaign, begin with Lost Soul on page 108. Prokres the death giant poses a formidable challenge even to a mid-level party, and cautious PCs should attempt to parlay with the giant instead of fighting him. Even if the PCs flee or break their deal with Prokres, they can still end up in the second stage of the campaign arc—Dream Prison (page 97).

In Dream Prison, Prokres could contact the PCs for help in retrieving the clouded shard (he does not wish to place himself at risk when he has expendable minions available). Alternatively, the PCs might learn that Prokres seeks the shard and try to retrieve it for themselves to keep it from falling into the giant's hands.

The first two adventures assume that the PCs are too weak to take on Prokres directly. By inserting other side adventures between the three parts of the arc, the DM can ensure that the party is strong enough to destroy Prokres in the final adventure, Reforging (page 114). Prokres needs time to research the method of reforging the *shard of arcane endowment*, allowing PCs ample time to grow in power.

For a longer campaign, merge the two adventure arcs detailed in this chapter. The *destiny arms* campaign arc (see the sidebar on the facing page) contains an adventure set in the Volcanic Fields site and one in the Mountain Glacier site, both of which are recommended for the Dream Prison scenario. PCs investigating the *dream prison* and the giant lair could stumble across the *staff of the magma falls* or the *maul of the glacial heights* (both on page 151), thus setting them on the path to recovering all four of the *destiny arms*.

damage under a grinding shower of rocks and debris. The earthquake lasts for 1 round.

At the end of the earthquake, a hole gapes in the earth, leading down into a network of tunnels or caverns.

Suggested Encounters: If this scenario uses the Honeycomb Caverns map, the caverns might be inhabited by living foes. A few minutes after the earthquake stops, a band of abeils (*MM II* 22) emerges from the new opening to investigate. The abeils are not hostile, but they are territorial and suspicious of the PCs' presence. If the PCs mention that they are searching for the *glaive of the darkest depths,* they might be able to negotiate safe passage through the abeil hive. In this case, a swarm of soldiers escorts the PCs through the caverns. If the PCs attack, the abeils defend themselves with lethal force. If you do not use *Monster Manual II,* replace the abeils with formians (*MM* 108).

The glaive's guardians might be trapped or free when the scenario starts. If they are free, the earthquake awakens them. Shortly after the earthquake, a pair of gray render zombies (*MM* 267) or a bodak (*MM* 28) crawl forth from the fissure.

2. The Caverns: If intelligent creatures inhabit this area and the PCs made peaceful contact, the party is escorted through the caverns to Izzdelth's tomb. PCs who attacked or otherwise angered the inhabitants now face the bulk of their forces.

If no sentient races inhabit the caverns, then PCs might encounter entombed undead animated by the demise of Izzdelth. When the great necromancer died, his power seeped into the surrounding area, animating the corpses of the fallen.

As the PCs travel through this area, they must contend with the aftershocks of the earthquake. Every 1d6 minutes, another tremor shakes the area, and all creatures standing in the underground cavern must succeed on a DC 15 Reflex save or fall prone. Dwarves and creatures with four or more legs gain a +4 bonus on this save. In addition, anyone in the area of a tremor has a 10% chance of being struck by falling rocks for 2d6 points of bludgeoning damage (Reflex DC 15 avoids). Any inhabitants scurry around trying to shore up buildings and stabilize rock formations.

Suggested Encounters: If escorted, the PCs encounter noncombat challenges, perhaps witnessing a cavern collapse that traps inhabitants. Freeing the trapped creatures requires a successful DC 20 Strength check within 3 rounds; otherwise, the rubble crushes them. The party could also encounter a hostile band of abeils or formians that dislike interlopers. Since the PCs have been granted safe passage, the hostile force follows and tries to goad them into attacking first.

If the inhabitants are hostile, the PCs must contend with some of the colony's forces. Noncombatants and many soldiers are occupied with rescuing those trapped by the earthquake and evacuating dangerous sections, but hive guards or a hive task force (see page 61) threaten the party.

If undead stalk this area, the PCs might encounter three to five wights advanced to 8 HD each (*MM* 255) or a pair of advanced megaraptor skeletons (*MM* 227).

3. Quori Guardian: The quori lured Izzdelth here during the great war, using the *glaive of the darkest depths* as bait. After descending into the caverns, the giant was ambushed and killed. The quori sealed Izzdelth's corpse in with the glaive, which they could not destroy, then set a guardian before the tomb. Area 6 of the Honeycomb Caverns map makes an excellent tomb, with the guardian outside the door. Area 9 of the Quori Outpost map is a good tomb location, with the guardian in area 7.

The caverns' inhabitants prefer to leave this section sealed off. They do not assist the PCs in their efforts to overcome the guardian.

Suggested Encounters: A flesh golem (*MM* 135) or a caryatid column (*FF* 30) makes a good guardian against mid-level PCs, while a stone golem or iron golem (*MM* 136–137) will challenge a high-level party. The golem resembles a slim, beautiful humanoid creature with violet crystals for eyes.

$4. Izzdelth's Tomb: A 1-foot-thick stone door blocks the entrance to Izzdelth's tomb. A clockwork dial (see page xx) sits in the center of the door. If the

Destiny Arms

A number of the adventures in this chapter turn on recovering four legendary weapons of the war between the giants and the quori. These so-called *destiny arms* are the *glaive of the darkest depths,* the *maul of the glacial heights,* the *spear of the desert winds,* and the *staff of the magma falls.* The Inspired are desperate to make sure these weapons are never turned against them again. Linking all these adventures together forms an entire mid-level to high-level Xen'drik campaign arc, spanning a good deal of the continent and giving PCs a number of chances to fight against these psionic masterminds. But what happens after all the weapons are recovered? Some suggestions follow.

Scattered rumors over the course of the adventure might indicate that the *destiny arms*, when brought together, somehow show the way to the heart of Dal Quor. Once they have located all four of the *destiny arms*, the PCs travel to the Quori Outpost (page 44) or Old-Growth Ruins site (page 41). There, they find a massive camp of Inspired agents attempting to reopen a gate to Dal Quor and bring the remote plane coterminous to Eberron once more. The PCs have only one chance to use their powerful weapons against the Inspired before the Dreaming Dark's diabolical plans come to fruition.

Once in possession of any of these weapons, the PCs will likely become targets of the Inspired and the Dreaming Dark. At the same time, they might well be courted by any number of institutions, organizations, and dragonmarked houses that would pay handsomely to own or display the artifacts. In the end, the PCs might find that possessing any of the *destiny arms* is more trouble than it's worth.

PCs bypass the door entirely (with a *disintegrate* or *stone shape* spell, for example), they find the traps surrounding the *glaive of the darkest depths* still active. PCs who take the time to decipher and set the clockwork dial disable the traps around the glaive. The dial's code is 872.

Beyond the door lies a vast chamber containing a pedestal of black crystal. Upon the pedestal rests the *glaive of the darkest depths*, and before it reclines the remains of Izzdelth. Death could not finish the necromancer, however. Even as he died, Izzdelth was animated by the arcane energy he wielded. He now stands as a final guardian protecting the magic weapon he crafted.

Suggested Encounters: For mid-level parties, a cloud giant skeleton (*MM* 227) provides an adequate challenge. For higher-level parties, advance a bodak to Large size (*MM* 28) or use a nightwalker (*MM* 196). Suitable traps include a fusillade of spears, a *chain lightning* trap, or a poisoned spiked pit trap (*DMG* 72–74).

Rewards

In addition to the *glaive of the darkest depths*, the PCs could find lore detailing the resting places of the other *destiny arms*. Such information would be hidden on Izzdelth's remains, for the quori would certainly have destroyed it if they had known of its existence. If a giant skeleton is the final guardian, the undead sorcerer might have even carved what he knew into his own bones to preserve his fading knowledge.

Development

The lore found in Izzdelth's tomb could send the PCs in search of the rest of the *destiny arms* (see the Destiny Arms sidebar on page 101) or provide hooks for any number of other adventures. Also, the quori might have hidden watchers here. If the PCs successfully retrieve the glaive, agents of the Dreaming Dark could pursue them.

HUNTING PARTY

Low-Level to Mid-Level

Ereg, a renowned hunter, contacts the PCs in Stormreach, explaining that he collects rare trophies from darkest Xen'drik, such as plants, artifacts, and unusual creatures. Ereg tells the PCs that one such rare creature now prowls the jungles—a two-headed tyrannosaurus spotted a few days out of Stormreach. Ereg desperately wants the creature's heads for his wall, but prior obligations prevent him from hunting the monster himself. He offers the PCs a reward if they stalk the beast for him.

All is not as it seems, however. Jaded by years of hunting mindless creatures and vicious animals, Ereg has now decided to pursue "the most dangerous game."

Hooks

Ereg promises the PCs whatever he thinks they want, without going overboard. If he knows little about them, he starts with an offer of money—100 gp times the average party level per character. If the PCs have a reputation for altruism, Ereg tells them that the two-headed dinosaur threatens a tribe of primitive halflings. He might also offer potions and minor magic items (total value up to 100 gp times the average party level). Ereg easily agrees to pay half the fee up front, knowing that he'll get the money back in the end.

Sites

Any aboveground site is suitable for this adventure. If the PCs are starting in Stormreach, either the Old-Growth Ruins (page 41) or Fog Lake (page 34) site works well. If the PCs start elsewhere, select another site consistent with the area. For example, if the party is traveling to an outpost on the edge of the Menechtarun Desert, the Desert Canyons map on page 31 might be a good choice. If necessary, change the two-headed tyrannosaurus to an exotic animal more appropriate to the environment (such as a scorpion with a serpent's head), and change Ereg's animated jungle cats (see area 3, below) to animated dire jackals, using the same statistics.

Adventure

Ereg seeks to lure the party into the jungle with spurious tales of a two-headed dinosaur so that he can hunt the PCs themselves. Decades ago, Ereg uncovered an old book in a Xen'drik ruin detailing the Blood of Vol religion. Ereg had heard vague rumors of this organization but had always thought the Blood of Vol was just a minor cult. The tome taught him otherwise.

The worn and tattered book contained references to the "power of blood" and the eventual triumph of mortals over death. As a man who killed for a living, Ereg found the book's teachings fascinating. From them he gleaned an imperfect understanding of the religion, coming to believe in blood as a literal source of power. He started killing all manner of creatures in order to dissect them and perform experiments on their blood.

Ereg records all his findings diligently and believes he is on the cusp of a major breakthrough. All he requires to complete his experiments is blood from a sentient creature—preferably an elf or a dragonmarked being, but Ereg will take what he can get. Wishing to avoid the publicity of a murder or disappearance in Stormreach, Ereg lures some likely specimens into the jungle.

Years ago, Ereg's haphazard experimentation came to the attention of a powerful necromancer serving the Blood of Vol in Karrnath. Recognizing the value of Ereg's notes, the necromancer left guardians for the hunter's use and returns periodically to review his research. These guardians, the animated corpses of giant jungle cats, assist Ereg on his hunts.

1. The Assignment: While in Stormreach or another populated area, Ereg approaches the PCs with an offer. A rare two-headed tyrannosaurus is rampaging in the jungles of northern Xen'drik, and Ereg wants the PCs to kill it for him. He claims he is expecting an important delivery on a ship from Khorvaire and must be present to receive the package, so he cannot take the time to hunt the dinosaur himself. Ereg provides directions to a clearing where the dinosaur lairs, a few days out of the city.

If the PCs grow suspicious and refuse Ereg's offer, or if they seem uninterested in the assignment, Ereg does not press them. He finds another set of explorers to dupe a few days later. This turn of events might lead to future adventures if the PCs are hired to investigate the adventurers' disappearance, or if the missing party contains NPCs the characters know.

Suggested Encounters: Ereg (NE male human) is a 1st-level expert, and has ranger levels one greater than the

average party level of the PCs. Use a pregenerated ranger (*DMG* 122) for appropriate statistics, but increase Ereg's Charisma to 12. His expert level grants him a +2 bonus on Will saves and 4 ranks in Bluff. He has one additional rank in Bluff for every two ranger levels, and maximum ranks in Hide and Move Silently. He pursues the archery combat style. Physically, Ereg is a sinewy human with tanned, weathered skin and red hair going gray. He tries to avoid confronting the PCs in public, preferring to bide his time and ambush them at his convenience.

2. The Trail: Ereg has picked the perfect ambush site (area 8 of the Fog Lake map, or area 7 of the Old-Growth Ruins map). After the PCs leave Stormreach, he races into the jungle ahead of them, summoning his animated jungle cat guardians. Ereg takes a circuitous route to avoid coming near the party, but unless the PCs are capable of traveling without sleep at a steady pace, the hunter easily outdistances them.

Suspicious PCs might agree to Ereg's deal, then shadow the hunter instead of following through with their end of the bargain. In this case, they witness Ereg summoning his jungle cats. If they make their presence known, Ereg attacks the PCs to keep his secret safe.

Ereg provided accurate directions for the PCs, but the landscape of Xen'drik has a way of shifting when not directly observed (see the Traveler's Curse, page 25). Each day, a DC 15 Survival check is required to accurately follow the directions. Each failed check adds one day to what should otherwise be a two-day journey.

Undoubtedly the PCs will be on watch for any signs of two-headed dinosaurs. Keep them on edge by calling for frequent Listen and Spot checks, or informing players that the party hears something large moving through the underbrush or sees bushes tremble as if disturbed by a passing creature. Detouring to investigate these signs either delays the PCs fruitlessly or leads to encounters with dangerous jungle creatures.

Suggested Encounters: A battle with a regular dinosaur can whet the party's appetite for the quest. A clawfoot or two (*ECS* 279) makes a good challenge for a low-level party, while a megaraptor or even a normal tyrannosaurus (*MM* 60–61) should put a mid-level party to the test. If this scenario uses the Desert Canyons map, the PCs could encounter a Medium or Large monstrous scorpion (*MM* 287), a basilisk (*MM* 23), or even a behir (*MM* 25).

3. The Hunt: By the time the PCs reach the clearing, Ereg should already be there. If he is not, they could spend fruitless hours (or even days) searching for a two-headed dinosaur that does not exist, though their hunting efforts might stir up other dangerous local wildlife. If the PCs leave the area before Ereg arrives, he uses his ranger skills to track and ambush them.

When Ereg does make his move against the PCs, he uses all the tricks at his disposal. If he possesses the woodland stride ability, he sticks to areas of thick underbrush and rough terrain. He orders his animated jungle cats to make noise on opposite sides of the clearing, hoping to split the PCs up so he can target them one at a time. When possible, Ereg shoots at the PCs from concealment, then retreats into the jungle.

If he arrives well before the PCs, Ereg sets snares in the area. He might try to lead the party into sinkholes or set up camouflaged pit traps (*DMG* 70–74). On the Old-Growth Ruins map, the overlook in area 8 makes a great spot for a rolling rock trap (*DMG* 71).

Suggested Encounters: If the PCs spend some time hunting in this area, they could come across a giant wasp or a cluster of giant stag beetles (*MM* 285).

In addition to Ereg, the PCs must contend with his animated guardians. These skeletal cats resemble tigers in size and ferocity, and their bony jaws sprout massive teeth. Strips of dried, tattered flesh still hang from their ribs, and their eyes glow a fierce orange. Ereg can possess one to four animated jungle cats, depending on the party's level and the desired challenge. Use the statistics for an owlbear skeleton (*MM* 226). For a greater challenge, use the statistics for a chimera skeleton instead (*MM* 227), removing the gore attack and one of the bite attacks.

Rewards

Aside from Ereg's equipment (as determined by the DM), the PCs gain two valuable items from this adventure. The first is Ereg's notes, concealed in his house near Stormreach or on his person. These are



Ereg's animated cats prowl the jungle

detailed records of autopsies and experiments on jungle animals. Anyone who takes a week to study the notes gains a permanent +1 competence bonus on Heal checks. The second important discovery is the ancient Blood of Vol text known as the *sanguineous tome,* which Ereg found decades ago. Details on this work appear on page 153.

Should the PCs decide to continue Ereg's research and murder a sentient being (a wholly evil act), they find that Ereg's methods were crude but sound. A successful DC 20 Knowledge (religion) check and three days of study and meditation over the blood of a sentient creature grants one PC a permanent +2 profane bonus on Heal checks, and might trigger the development or improvement of a dragonmark (at the DM's discretion). However, a PC who engages in such a ritual and later dies rises in 1d4 rounds as a ghoul under the DM's control.

Development

Ereg's disappearance could raise a few eyebrows in Stormreach, especially if his dealings with the PCs were witnessed.

Sometime after the PCs deal with Ereg (anywhere from a few weeks to a year later), his necromancer patron arrives to review the hunter's latest findings. The necromancer, a silent half-elf named Seletar, finds Ereg's disappearance (and that of his notes, if the PCs took them) to be a great inconvenience. Ereg only dabbled in the Blood of Vol's teachings, but his research held great promise. The PCs might find they have incurred the wrath of a powerful necromancer—and perhaps of the order he serves.

ILLICIT SHIPMENT

Low-Level to Mid-Level

Of all the treasures waiting to be discovered in Xen'drik, few are more prized than Siberys dragonshards. These crystalline shards with their pulsing veins of gold are useful for creating numerous wondrous items, especially those that enhance the power of a dragonmark.

Siberys dragonshards bound for Khorvaire typically come through Sharn, where they are subject to tariffs that significantly reduce the profits of those who find them. Recently, a group of explorers called the Templebound Raiders came across a large cache of shards and hope to turn a tidy profit by avoiding the authorities. In Stormreach, one of their number arranged for a ship to meet them along the coast, pick up the group with the shards, and take them to an illicit drop point elsewhere in Breland. The group with the stones never arrived at the rendezvous, though, and now the lone remaining member of the ill-fated party is looking for help to find the others.

Hooks

The party is in Stormreach when Gravus Tilhame, the lone surviving member of the Templebound Raiders, contacts them. Gravus lies to the PCs, telling them that his group got split up in the jungle and that he alone made it back. He wants to hire the party for protection as he searches for his missing friends. Alternatively, one of the Templebound Raiders could be an acquaintance of one of the PCs, and his return to Stormreach is long overdue. When the PCs find Gravus back in the city drowning his sorrows in drink, they can question him, inspiring a perilous rescue mission into the deep jungle.

Sites

This adventure can occur in a number of locations. The Primitive Camp (page 43), Forsaken City (page 36), and Dreary Marsh (page 33) sites all make excellent choices. This scenario also requires a coastal site, for which the Ancient Harbor map (page 28) would serve nicely.

Adventure

After Gravus and the party set out, they must contend with the dangers of the jungle. Tracking the missing Raiders is relatively simple, but doing so leads to a settlement of hostile creatures that have either killed or captured Gravus's companions. Once they recover the dragonshards and any surviving members of the group, the PCs head for the coast and a waiting ship. There Gravus's treachery is revealed, as he attempts to leave the PCs behind and sail off with the treasure.

1. On the Trail: With Gravus in tow, the party leaves Stormreach and retraces the steps of the Templebound Raiders. This journey takes only a few days on foot through the jungles around the port city. While relatively free of hazards at first, the trail quickly leads to paths less traveled and more dangerous.

After a three-day journey, Gravus finds the spot where he and the rest of his band split. There is no sign of a struggle, and the path taken by the Raiders is still clear.

Suggested Encounters: Dire animals (*MM* 62), carnivorous dinosaurs (*MM* 60), and drow often wander these reaches in search of easy prey. For mid-level parties, an encounter with a hill giant (*MM* 123) or a drow scouting party (see page 69) would make an appropriate challenge.

2. Last Stand of the Templebound Raiders: After separating from Gravus, the remaining Templebound Raiders went off together through the jungle, bearing with them a chest full of Siberys dragonshards. Two days later, heading toward a predetermined point on the coast, the group stumbled across a settlement of natives who did not take kindly to their intrusion. Gravus can follow the trail of his companions with ease, leading the party straight to the settlement.

If the DM wishes to develop the Templebound Raiders as a rival group, they should still be alive as captives for the PCs to free before they are sacrificed or eaten. Gravus wants to release his companions, or at the very least avenge them if they are dead. His real motivation, however, is to get inside the settlement and retrieve the chest containing the dragonshards.

Once the party has retrieved the chest and rescued any of the Raiders, Gravus explains that he has a ship waiting for them at a nearby harbor. He asks the party to accompany him back to Stormreach.

Suggested Encounters: The DM has a number of options when setting up this encounter. First, determine the nature of the natives. Drow make the most likely foes for low-level and mid-level groups, although yuan-ti or abeils (*MM II* 22) might suffice. For mid-level groups, a small band of hill giants or stone giants could make a suitable challenge if handled carefully. As a twist, this



Last stand of the Templebound Raiders RL

encounter could be against a foe too tough to defeat, with the PCs required to plot a stealthy rescue mission into a camp occupied by superior enemy forces.

In any event, the settlement has a number of sentries in guard towers or hidden from plain sight. The guards keep watch while the remaining inhabitants go about their daily business. If the settlement is composed of drow, groups leave regularly to hunt or prepare sacrifices. Giants or yuan-ti hunt less frequently, and do so only when food supplies are low (which might not be the case with the Templebound Raiders currently in the larder).

3. Treachery: The journey to the coast takes only a day through light jungle. Once there, the group finds that a ship is indeed waiting for them in the harbor. However, Gravus has no intention of taking the PCs with him when the ship sails for Khorvaire. This revelation could lead to a fight in the harbor with the ship's crew (who are loyal to Gravus by virtue of the wealth he carries) and any other surviving members of the Templebound Raiders. Alternatively, Gravus might be allowed to sail away without a fight, leaving the PCs to find their own way back through the jungle to Stormreach. If Gravus and any surviving Raiders are defeated, the crew of the ship surrenders, offering to take the PCs back to Stormreach free of charge in exchange for their lives.

Rewards

If the PCs defeat the Raiders, they can claim the cache of dragonshards for their trouble. Even if the rival adventurers are victorious, they might be forced to leave some of the shards behind. However, a party left behind on the unexplored coast might move straight on to another adventure, with rewards that make the loss to the Raiders tolerable.

Development

If the PCs allow Gravus and the other Raiders to escape, they might have further encounters with this traitorous group. Even one or two Raiders at large make good recurring enemies as they try to make the PCs' lives miserable. If they defeat Gravus and the Raiders, the PCs might find a map leading to the newly discovered dragonshard field.

Lightning Revelations

Low-Level to Mid-Level

On an otherwise sunny day in Stormreach, huge black clouds gather overhead. Thunder rumbles and churns deep within the darkness, then a bolt of purple lightning slams down to strike a dusty boulder on the jungle outskirts of the city. After that single blinding flash, the storm clouds dissipate, leaving sunny skies once more.

Smoke rises from the remains of the boulder, split in two by the lightning. One half has crumbled to dust, but the other remains intact. The newly exposed stone bears carvings, which on closer examination reveal a map.

Word races through Stormreach of the newly unearthed map, which supposedly leads to a hoard of

ancient wealth. Treasure-seekers band together to form adventuring parties, and one such group heads into the jungle immediately. But where does the map really lead? And will those who follow it find riches or death?

Hooks

PCs in Stormreach might hear the story circulating or be present when lightning strikes the boulder. If the lure of buried treasure is not enough to entice them, they could hear of a rival adventuring party they have tangled with in the past setting out in search of it. A PC who is knowledgeable about Xen'drik history might recognize symbols on the map indicating that the treasure holds special interest for the party. A solo explorer could also try to hire the PCs as escorts.

Sites

Any ancient ruin or uninhabited area works well for this adventure. The treasure map could lead to the Ziggurat Ruins (page 48) or the Colossal Monument (page 29) site.

Adventure

Centuries ago, a prophet born in a primitive jungle tribe foresaw both his people's ruin and the coming of the strange purple lightning. Not wanting his tribe's history lost to the ravages of time, the prophet created the boulder map so that future explorers could find their way to the ruins of his city, Zen'hipha. There, they would find the prophet's writings and learn of his people. In the long years since, indigenous monsters have made the ruins their home. The Order of the Emerald Claw believes that a great treasure lies in Zen'hipha, and its agents race the PCs to the site.

1. Journey Through the Jungle: Reaching the ruin requires PCs to search for old landmarks and follow the archaic directions inscribed on the boulder map. Each day, the PCs must make a DC 20 Survival check to accurately make their way through the perilous jungle. With a successful check, the PCs travel a full day's distance. On a failed check, wrong turns and Xen'drik's shifting landscape yield only a half-day's progress. Five full days of travel by foot are required to reach the ruins of Zen'hipha.

The PCs can use magical means to find their way. They might cast *commune* or *contact other plane* to help them decide which route to follow, or *find the path*. Because the map uses landmarks hidden deep beneath the jungle canopy, finding the ruins by air is impossible.

Two days into the journey, the party comes up against a deep, slow-moving river snaking through the jungle. The PCs can attempt to swim across the 45-foot-wide waterway (Swim DC 10). Alternatively, the numerous trees and vines in the area provide the perfect materials for constructing a raft (Craft [carpentry] or Craft [shipbuilding] DC 10) with only a few hours' work.

Four days after the party sets out, a violent rainstorm (*DMG* 94) sweeps through the jungle, imposing a –4 penalty on Survival checks. The storm also swells another jungle river in the party's path to fast-moving water (Swim DC 15). The rainstorm lasts for three days.

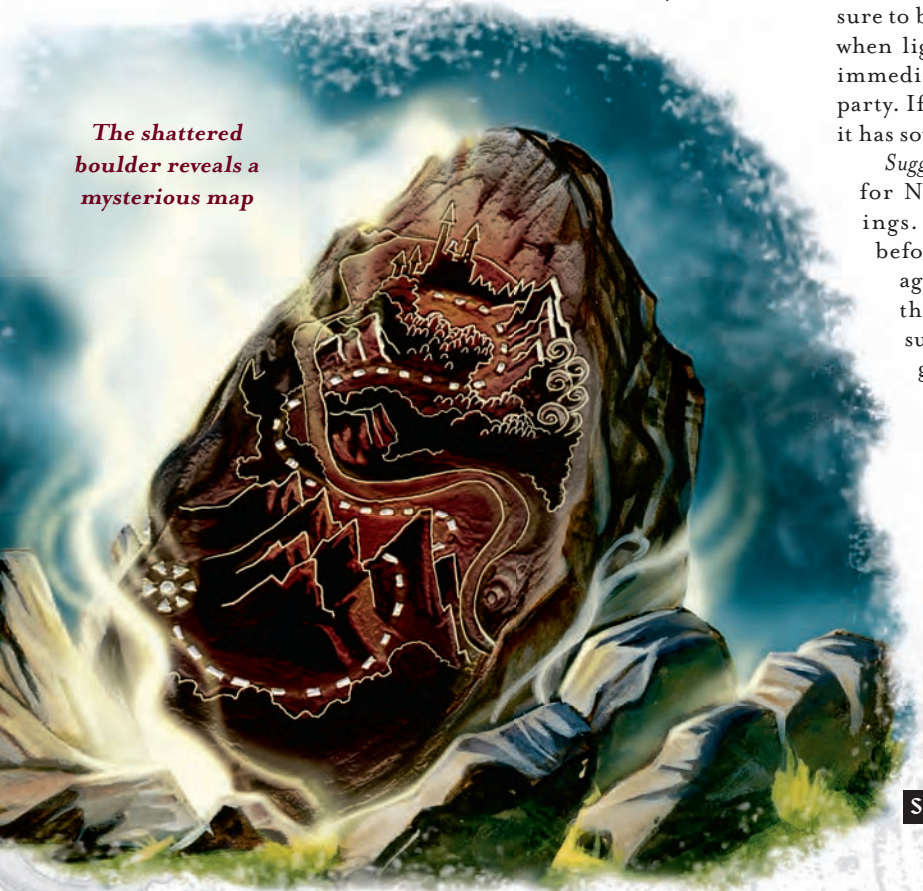
Suggested Encounters: During their travels to the ruins, the PCs run afoul of local wildlife. A low-level group could be stalked by a Large or Huge viper (*MM* 280) or a lone tentacle spider (see page 83). A mid-level party might encounter a dire tiger or two (*MM* 65).

One or both of the rivers that block the PCs could also be home to crocodiles or giant crocodiles (*MM* 271). PCs with no magical means to cross the rivers will need to slay or distract the creatures while they swim or raft across.

2. Race Against the Emerald Claw: Masquerading as an ordinary group of explorers, the team that headed immediately into the jungle is actually an Emerald Claw cabal. The group's leader wishes to recover the lost treasure to benefit the organization. If the PCs were present when lightning revealed the map and left Stormreach immediately, the Emerald Claw agents are stalking the party. If the Emerald Claw team left before the PCs did, it has sown traps in its wake to slow pursuit.

Suggested Encounters: Pages 54–58 contain statistics for NPC adventurers at different Challenge Ratings. If the Emerald Claw explorers left Stormreach before the PCs did, they are alert and on guard against potential pursuers. They leave a false trail through a dangerous area they have encountered, such as a patch of quicksand (*DMG* 88). If the PCs get too close, the Emerald Claw agents kill a small animal and leave its bloody carcass on the trail behind them, hoping to attract predators. A leopard or two (*MM* 274) is a suitable challenge for a low-level party, while a tendriculos (*MM* 241) can keep a mid-level party busy.

3. Ambush: Once they arrive at the ruins, the Emerald Claw agents set up an ambush. The member with the highest Spot and Listen checks (excluding the leader) hides and watches for the party's approach. An enforcer stands by to come to the lookout's aid, while the leader and any remaining members search the



The shattered boulder reveals a mysterious map

ruins. If this scenario plays out on the Ziggurat Ruins map, the lookout waits atop the ziggurat, the enforcer close by with ranged weapons at the ready. On the Colossal Monument map, the lookout hides behind one of the columns in area 4, with the enforcer farther back along the colonnade, near the stairs.

If the PCs arrive first, the agents of the Emerald Claw wait for the party to clear out the area and recover any valuables before attacking.

4. The Ruins of Zen'hipha: Monstrous inhabitants have moved into the ruins over the long years since Zen'hipha's people died out, and the PCs must deal with a dangerous guardian before they can claim any reward.

Suggested Encounters: Two separate groups of tentacle spiders (page 83) live in the ruins (areas 2 and 5 of the Ziggurat Ruins map; areas 2 and 7 of the Colossal Monument map). Against low-level parties, place one or two tentacle spiders in each area. For mid-level parties, use three or four tentacle spiders and consider advancing one or two to make the encounter even more challenging.

The tentacle spiders keep away from the main treasure trove for fear of the guardian residing there. A solitary scorrow (page 81) has made its home in the ruins (either in the ziggurat or inside the collapsed hall). Reveling in solitude, the scorrow spends its days hunting, ruminating, and pondering philosophical questions on the nature of asceticism. It does not appreciate trespassers interfering with its meditations.

Years alone in the ruins have caused this scorrow to distance itself from the wholly predatory nature of its kind. The creature is completely convinced of its mental and physical superiority and does not attack PCs unless they attack it. It cares nothing for material wealth and might allow the PCs to take the treasure of Zen'hipha if they negotiate carefully. Due to the scorrow's huge ego, PCs making Diplomacy checks against it take a –2 penalty unless they spend time to flatter it. In return for the treasure, the scorrow requires moderately intelligent conversation (it speaks to obvious druids or rangers first, asking their opinion on a solitary wilderness life) and exacts promises to keep its location a secret.

If the Emerald Claw arrives at the site first, the PCs find that the agents have hunted down and killed the creatures of the ruins. The rival explorers now block access to the main treasure trove (area 10 of the Ziggurat Ruins map, or area 9 of the Colossal Monument map). The Claw agents take a full day to survey the area. If the PCs do not intervene, the Emerald Claw group overcomes the guardian and makes off with the treasure, leaving the PCs nothing.

Rewards

The treasure lies in several darkwood chests, each worth 275 gp on their own. Each chest bears a copper lock, green with age but still functional (Open Lock DC 20). Two of the chests hold ten bronze bars inlaid with elaborate silver designs. Each bar is worth 25 gp for its metal content but can fetch up to 50 gp from a collector of Xen'drik artifacts. One of the two chests also holds an ancient weapon (a *+1 scimitar* for low-level parties; a *+2 scimitar* or *+2 keen scimitar* for mid-level parties). The bronze blade bears a hilt adorned with green and yellow wire, containing two green gems fashioned to look like cats' eyes. The scimitar might have additional properties at the DM's discretion.

The third darkwood chest contains the real treasure, as far as the prophet of Zen'hipha was concerned. Here lie six stone tablets inscribed with the history of the people of the area—stories of daily life and worship, and a village roster drawn up at the time the prophet lived. Though materially worthless, these tablets might fetch a high price from the right scholars.

Development

The lore of Zen'hipha might contain maps and directions to other lost sites of the same era. Alternatively, a scholar who purchases the tablets might be interested in hiring a group with proven adventuring skills to seek other relics.

LOST

Any Level

A great number of ships bound for Xen'drik never reach their destination. Blame typically falls on the sahuagin of Shargon's Teeth for misfortune at sea, but many expeditions to the mysterious continent (whether by ocean or air) are overtaken by storms en route. Their ships lie sunk or smashed amid remote islands or along one of Xen'drik's uncharted coasts.

Repairing a seagoing vessel or airship in the field is difficult at best. While the crew makes repairs, the PCs must gather necessary supplies and defend their craft from hostile residents of the crash site.

Hooks

The PCs are thrust into this adventure by simple necessity. Their incentive for traveling to Xen'drik could be any one of the other adventure frameworks presented in this chapter.

Sites

The Ancient Harbor site (page 27) is a natural fit for this scenario. Many of the sites presented in Chapter 2 can be easily adapted by placing them close to the stretch of deserted shoreline where the PCs have landed.

Adventure

During a terrible storm, the PCs are called to help the beleaguered crew keep their airship or sailing ship on course. In the aftermath of a crash, the ship is beached and badly damaged. The captain asks the party to help find material for repairs. This leads the PCs inland, where they must battle natives who resent their intrusion. Soon after, more natives arrive to assault the ship, forcing the PCs to defend it while the crew makes the vital repairs necessary for escape.

1. The Storm: This adventure begins with a devastating storm that sets in while the party's ship makes its way to or from Xen'drik. As the ship is buffeted about violently, the captain asks the PCs to assist the crew. Depending on a character's abilities, this might require

numerous Balance, Climb, and Strength checks to move about the deck and hold the necessary lines and sails (for a sailing ship) or to lash down shifting cargo. A more difficult challenge sees the PCs rescuing one of the crew members who fell overboard and now clings to rigging orwas washed into the frothing sea. This scene ends with a sailing ship running aground or an out-of-control airship crashing on a deserted beach.

2. Mysterious Beach: After all crew and passengers have been accounted for, the captain assesses the situation, asking the party to help the injured in any way they can.

The damage to the ship is severe but not crippling. On a sailing ship, the main mast has snapped off just above the deck, taking most of the rigging and rope with it. On an airship, enough of the soarwood hull has been damaged to affect the craft's buoyancy, and one of the elemental binding ring struts has sheared off. Many of the holes in the hull are too large for *mending* spells to deal with, and the ship lies in low water with the tide coming in. If it cannot be made sea- or airworthy again in time, the vessel will sink.

After assessing the damage, the captain asks the characters to venture into the nearby jungle to find a tree that will be suitable for a new main mast or binding ring strut. To make sure of the proper choice, a crew member accompanies the party.

Suggested Encounters: What the PCs discover in the jungle depths depends upon the site, but they should at least find ruins or a native camp. Locating a tree of sufficient size and strength is no easy task, taking the party far from the crash site. Encounters en route can range from simple animals to drow, giants, or blackscale or poison dusk lizardfolk. This first encounter should be simple, but it alerts a greater force nearby to the party's presence.

3. Protect the Ship: Once the party has located a suitable tree, the crew works to repair the ship while the captain tries to ascertain the ship's position. If it is an ocean-going vessel, the crew can patch the hull well enough to refloat the ship when the tide comes in. If an airship, the soarwood hull can be repaired well enough to lift clear of the incoming tide.

However, full repairs (a new mast or binding strut ring) take a few days. During that time, a group of natives attacks the ship, sending first scouts and then wave upon wave of warriors bent on killing the intruders or further damaging their vessel.

Suggested Encounters: These antagonists should be of the same type encountered previously, looking for revenge on those who attacked or killed their kin. This fight should feel like a near-endless struggle against staggering numbers, with the PCs barely able to hang on by virtue of their defensible position and superior skills. Only after this fight is over (or the PCs can find a way to end the hostilities) can repairs be finished.

Rewards

Mysterious ruins close to the shore might contain undiscovered treasures or clues that lead the PCs to other ruins in this remote corner of Xen'drik.

Development

With their knowledge of the crash site's location, the party might attract the attention of spies and thieves bent on learning the source of their newfound riches. Any remaining natives could become recurring enemies bent upon revenge, perhaps even willing to travel to Khorvaire and beyond to gain satisfaction.

Lost Soul

Low-Level to Mid-Level

The giants of old crafted many marvelous relics that now lie lost in Xen'drik's crumbling ruins. Intrepid explorers seek out these treasures, but many do not realize that the descendants of those giants hunt for them as well. Prokres, a cruel death giant, seeks a mighty artifact—and he requires help.

Hooks

Relatives of one of Prokres's victims might contact the PCs, begging them to find a way to release their kin's soul. Alternatively, the PCs might be searching for a particular item in the same area that holds Prokres's shard, or could simply run into the giant by chance.

The Marsh of Desolation

Player's Guide to Eberron mentions the Marsh of Desolation at the base of the Skyfall Peninsula. DMs wishing to set any of these adventures in the Marsh of Desolation should use the Dreary Marsh map on page 33 and make the following adjustments.

Retain the corrosive effects of the Dreary Marsh, but remove the bonuses received by living creatures. In addition, anyone entering the Marsh of Desolation takes a –2 penalty on Will saves. Feelings of anxiety and panic overwhelm travelers in the marsh, and vivid and disturbing nightmares visit sleeping creatures each night. Upon entering the Marsh of Desolation and every 24 hours thereafter, each PC must succeed on a DC 12 Will save or take 1d2 points of Wisdom damage. This damage heals naturally only after affected characters leave the swamp.

The plant fortress (area 6 of the map) becomes the Temple of Sondar Thaj. In this case, the fortress also speaks Draconic. The underground grotto (area 7) becomes the epicenter of the Marsh of Desolation's aura of corruption and madness. Discard the rules for enhanced spellcasting in the grotto as detailed in the Dreary Marsh site. Instead, anyone entering the grotto must make an immediate DC 12 Will save or become shaken. Spells with the fear descriptor are cast at +1 caster level while in the grotto.

Golems, undead, and other creatures immune to Wisdom damage become the perfect guardians for the Marsh of Desolation and whatever artifacts might be buried there.

A week earlier, Prokres encountered a band of explorers and attempted to gain the party's assistance. The adventurers refused and tried to flee, but only one escaped. This man, a human explorer named Jedal (NG warrior 1/expert 1), saw Prokres drain the others' souls from their bodies and add them to his protective whirlwind. Jedal's sister Lisel is now one of the trapped souls. Jedal encounters the PCs in Stormreach or some jungle outpost, where he tells his story.

Sites

The Honeycomb Caverns site works best for this adventure. If adapting another site, it must possess an area sized only for Medium or smaller creatures.

Adventure

Thousands of years ago, the civilization of the giants created a wondrous artifact known as the *shard of arcane endowment* (see the sidebar on page 100). During the war with the dragons, the *shard* was disabled, hidden away, and eventually lost. Now the death giant Prokres searches for the artifact. He has traced it to an underground area too small for him to enter.

1. Prokres's Offer: Prokres, a gray-skinned giant surrounded by a swirling cloud of incorporeal spirits, lurks near the entrance to the tunnel system. He does not attack the PCs, because he needs someone small enough to retrieve the *shard* for him.

Prokres hails the PCs and asks if they are interested in helping him. Despite his huge size and horrific appearance, an his enormous bloodstained greataxe, the giant does his best to put the characters at ease, promising not to attack if they hear him out. A PC who succeeds on a DC 15 Knowledge (nature) check recognizes Prokres as a death giant, a rare and incredibly powerful being. A DC 33 Knowledge (nature) check is required to learn specific facts about death giants, such as their ability to suck souls out of the weak and dying. Even without specific information, however, the nimbus of screaming soul-faces continually circling Prokres should warn the PCs that Prokres is extremely dangerous.

Initially, Prokres acts in a friendly manner. He explains that he desires an artifact hidden in the tunnels and offers the PCs a reward if they fetch it for him. The giant's first offer is startling: He will release one of the souls orbiting his body if the party fetches the dragonshard he seeks. If the PCs don't care to free any trapped souls, Prokres praises them as "practical types" and offers them gold instead—100 gp times the average party level per PC for low-level parties, or 500 gp times the average party level per PC for mid-level parties. Prokres might sweeten the deal with a minor magic item, but he hints strongly that the party will regret any attempt to cheat him.

If the PCs flee, Prokres chases them and attempts to grapple one (he has a bonus of +37). He then carries the grappled PC to area 1 of the Honeycomb Caverns map and drops the character in, telling the others that their friend won't last long in the tunnels alone.

If the party attacks, Prokres first tries to overcome and drop a PC down the shaft as detailed above. If the PCs continue to fight even when it becomes obvious they are outclassed, Prokres decides he cannot count on such foolish help. He might slaughter the entire party, kill just one or two members (perhaps hirelings or cohorts), or drop all the PCs down into the tunnels before stalking off. The overall tone of campaign should determine the giant's course of action.

Once he has reached a deal with the PCs (or flung them all into the dungeon), Prokres retreats to a safe position and watches for their return.

Suggested Encounters: Prokres is powerful enough to destroy the PCs without a second thought. A standard death giant (*MM III* 54) should suffice. Alternatively, substitute a shadow giant (*FF* 82) or a bald, gray-skinned storm giant (*MM* 125).

As a death giant, Prokres possesses an aura of screaming souls. Death giants can drain the soul from a living creature with 10 or fewer hit points within 15 feet. Such creatures must succeed on a DC 30 Fortitude save each round or die instantly, their spirits sucked into the swirling aura. Prokres is careful to stay at least 15 feet away from weak-looking adventurers so long as he hopes the party might be of use to him.

2. Into the Depths: Whether they were dropped into the tunnels or entered willingly, PCs must contend with the drow tribe living there. The nomadic Qaltiar drow are only temporary residents of these caverns. They postponed their plans to move on when they spotted Prokres lurking in the area several days ago. The Qaltiar despise giants and have been plotting ways to bring Prokres down. A Qaltiar scout observed the party's negotiations with the death giant and reported to the tribe that the PCs were working with Prokres. As a result, the drow attack the party on sight, showing no mercy.

The scout has continued to watch the party. Once the PCs have entered the caverns, the scout attempts to slip back undetected to warn the other drow. If he succeeds, a small group of drow waits at each entrance to the complex. The dark elves ambush PCs entering the area and try to catch them in a precarious situation (riding a lift or climbing, for example). Another set of warriors retreats to protect noncombatants in a defensible location, such as area 5 of the Honeycomb Caverns map. Still others move to guard the tribe's treasure and the *shard of arcane endowment*. Area 6 of the Honeycomb Caverns provides a good location for this final stand.

If the PCs stop the scout before he can report to the tribe, they instead face scattered groups of drow, each with an Encounter Level 1 or 2 lower than the average party level. These forces wander through most of the site (other than inherently dangerous areas). A drow patrol might order the party out of the tribe's territory before attacking, and skillful PCs might be able to open negotiations for the *shard of arcane endowment*. The drow are willing to trade the shard for valuable items (worth at least 200 gp times the average party level for low-level groups, or 1,000 gp times the average party level for mid-level groups), or for supplies and information if the PCs have no obvious wealth. The drow are initially hostile, even if they do not immediately attack.

If the PCs mention that they are working for Prokres, even to say they want to free the spirits he has trapped, the drow attack immediately.

The sounds of combat could draw nearby drow into the fray, depending on the distance between groups and the amount of noise.

Suggested Encounters: For low-level parties, use the drow lookout or drow hunter (pages 68–69) for the initial scout encounter. For mid-level parties, use the drow raider (page 70).

The drow ambush parties stationed at each entrance should challenge the party without overwhelming them. Mix and match the example drow on pages 68–74 to design ambush parties with Encounter Levels equal to the average party level. A pregenerated drow scouting party (EL 7) appears on page 69. This makes a good challenge for parties of 6th to 8th level.

A group of two or three drow guards protects three young children, a pregnant female, and a wounded male with a splinted leg. These drow should each have a Challenge Rating 1 or 2 below the average party level. They do not attack, instead warning the PCs away. If attacked, they fight to the death rather than abandon their charges.

PCs might also encounter wandering creatures kept by the tribe. A monstrous scorpion or two (*MM* 287) can frighten and challenge the PCs, as long as the monsters fit in the complex's tunnels.

3. Recovering the Shard: The Qaltiar drow choose a dramatically appropriate site to defend their tribe's possessions. The drow exploit unusual or unexpected terrain features, such as the elemental pillars in area 2 of the Honeycomb Caverns map.

The Qaltiar recognize the box containing the *shard of arcane endowment* as being of giant design, and they suspect it contains some lost relic. Although not disposed to use it themselves, they are committed to preventing any giants from reclaiming the item. They fight valiantly, but if obviously overpowered, surrender and allow the PCs to take the shard.

Suggested Encounters: A tribal leader with a Challenge Rating equal to or slightly above the PCs' average level makes a fine challenge when accompanied by several warriors one or two levels lower than the party average. To add interest to the battle, use an unorthodox enemy such as a warforged scorpion that has joined the Qaltiar (see the Lost Soul adventure on page 108) or a scorpion wraith (see page 130).

4. Return to Prokres: Prokres keeps a sharp eye on all exits from the caverns, and unless the PCs have teleportation magic at their disposal (or are extremely clever), the death giant spots them when they emerge. Prokres demands the *shard of arcane endowment*, and if the PCs give the item up, the giant keeps his end of the bargain. He offers up three souls—a young female human (Lisel, one of the explorers who refused to aid Prokres), a young male gnome (a child whose family's ship sank off the coast of Xen'drik), and an elderly male human (a paladin of Dol Arrah who fell in battle against the death giant). The PCs must choose which one to set free. Prokres then takes the shard and disappears into the jungle.

Rewards

Besides the *shard of arcane endowment*, PCs should find appropriate treasure for the Encounter Level of the drow tribe. In addition, the tribal leader could possess *bracers of the hunter* (page 145) or *Vulkoor's headdress* (page 147).

The *shard of arcane endowment* is detailed on page 154. When the PCs find the clouded shard, it is inoperative and sealed in a bronze box covered with Giant runes that spell out the words "crystal," "power," "imbue," "danger," and "dragon." The box is locked (Open Lock DC 20) and has hardness 10 and 15 hit points.

Development

The PCs might encounter Prokres again (see The Shard of Arcane Endowment sidebar on page 100 for details). Alternatively, the death giant could send the PCs on more missions (see the Prokres as a Patron sidebar, below). If the PCs escape without giving the shard to Prokres, he tracks them down and attempts to retrieve it by force. He might hire other adventurers to steal the shard from the party, or attack the PCs directly when they least expect it.

If the PCs forced the Qaltiar to surrender the artifact, the surviving drow might reappear at some later date, bent on vengeance.

Maul of the Glacial Heights

Mid-Level to High-Level

The *maul of the glacial heights* is one of the *destiny arms* (see page 150 and the sidebar on page 101), crafted by Hibyrntic, a frost giant cleric of Banor the Bloody Spear (a variation of Balinor). Using the power of the maul, Hibyrntic survived the quori onslaught and passed the artifact down to his descendants after the war's end.

The last descendant of Hibyrntic to possess the maul was Eskelia, leader of a small tribe of intelligent and mostly

Prokres as a Patron

If the PCs perform adequately and return the *shard of arcane endowment* to Prokres, he might see them as useful tools. Prokres dismisses any requests the PCs make of him, but he expects them to fulfill his demands.

The PCs should never know how to contact Prokres. The giant appears from time to time with a new mission for the group. Each time, he uses his trapped souls to manipulate the PCs, promising to free one more poor spirit if they do his bidding. (Of course, Prokres adds many new souls to his collection between missions.)

Good-aligned PCs will undoubtedly hate being manipulated in this fashion, but will also be unwilling to leave souls in Prokres's aura who could be freed. Prokres enjoys their discomfort. If the PCs refuse to serve him, he laughs and departs, with a mocking comment that he will enjoy not having to give up any more of his "guardians."

peaceful frost giants. Their peace was shattered, however, when a rival giant band attacked. These frost giant savages slew Eskelia and her tribe, then claimed the maul for themselves. Now Eskelia's ghost searches for a champion to avenge her. Will the PCs take up her cause?

Hooks

Eskelia's ghost haunts the place where she died, high in the Titan's Teeth mountains. She might ask the PCs for aid as they pass by, particularly if one bears the symbol of Balinor or has the appearance of a druid, ranger, or barbarian. Alternatively, the savage giants threaten humanoid settlements, whose leaders hire the PCs to drive the giants off.

If the PCs have already found one or more of the other *destiny arms*, they might learn directions to Eskelia's tribe or be hired by Riganalt Sarso (see Glaive of the Darkest Depths, page 100) to seek the maul. Upon arriving, the PCs find a scene of slaughter, with giant tracks leading away.

Sites

The Mountain Glacier site works best for this adventure, but the Colossal Monument site could be set in a mountain area instead of a jungle.

Adventure

Eskelia is deeply ashamed at being taken unawares and killed in the ambush. Her ghost haunts the place of her death and will do so until her murder is avenged. She asks the PCs to slay her killer and bring back the *maul of the glacial heights* as proof of the deed. Eskelia's ghost cannot leave the remains of the village, but she can provide estimates of the savage giants' numbers and their location.

If the PCs successfully defeat the giants and recover the maul, Eskelia's ghost rewards them with information and a blessing (as well as allowing them to keep the maul) before dissipating.

1. Eskelia's Ghost: Eskelia haunts the place where she died, her tribe's former village in the Titan's Teeth mountains. PCs entering the area see a scene of destruction. The corpses of the frost giant villagers litter the ground, their tents and longhouses slashed and burned.

Eskelia appears as a transparent blue figure with waist-length white hair, wearing blood-soaked armor. She tells the PCs of her death at the hands of the savages and begs their aid. If one of the PCs bears the symbol of Balinor, she appeals directly to that character as a fellow faithful of the god of the hunt. She promises the PCs the blessing of her bloodline, and hints at great rewards if they aid her.

Suggested Encounters: A fight with a pack of winter wolves (*MM* 256) might show Eskelia that the PCs are strong enough to be entrusted with her task. If the PCs manage to grievously offend Eskelia, she uses her horrific appearance or frightful moan against them. Frost giant: *MM* 122. Ghost template: *MM* 116–118.

2. To the Frost Giant Camp: The savage frost giants leave sentries along the trail to their camp. Area 6 of the Mountain Glacier site makes a perfect spot for an ambush, as does area 6 of the Colossal Monument map.

Suggested Encounters: One or two frost giants lurk along the trail, ready to ambush any intruders. On the Colossal Monument map, the giants wait in area 6 and rain boulders down on the PCs. Against high-level parties, the frost giants could be accompanied (or preceded) by a trained frost worm (*MM* 111).

3. Sryklin's Final Stand: Sryklin, the frost giant jarl of the savage tribe, is not all he seems. A mysterious backer who wishes to possess the *maul of the glacial heights* goaded Sryklin into attacking Eskelia's tribe.

If the PCs tangled with the Inspired in the Staff of the Magma Falls adventure (see page 120), they could find one of the surviving Inspired now manipulating Sryklin. Alternatively, whether the PCs were hired by Riganalt Sarso or not, they might discover that the scholar promised Sryklin a bag of impressive-looking (but ultimately mundane) giant artifacts in exchange for the maul.

Area 9 of the Mountain Glacier map or area 11 of the Colossal Monument map makes a good spot for Sryklin's final stand.

Suggested Encounters: The savage giant tribe detailed on page 61 should make a good challenge for groups with an average party level of 13th to 15th. For lower-level groups, reduce the number of giants or place some of them as sentries between the ambush site and the final stand.

4. Eskelia's Rest: If the PCs return to Eskelia's village with the *maul of the glacial heights,* the ghost thanks them graciously for avenging her and reclaiming her ancestor's weapon. Eskelia grants the PCs the blessing of her bloodline, allowing each of them to use the granted power of the Strength domain three times (*PH* 188). She then fades from sight, leaving the maul in the PCs' possession.

Rewards

In addition to the maul, Sryklin and his underlings should have treasure appropriate to their Encounter Level.

Development

Any Inspired present in Sryklin's village attempt to flee once the tide turns against them, but they report what they know to the Dreaming Dark. Even if the PCs have dealt with Riganalt before, they might now feel obliged to deal with his unscrupulous ways. How the party deals with Morgrave University in the future will depend on how they choose to handle the rogue researcher.

Eskelia or Riganalt might be able to give the party information regarding the other *destiny arms*. See the Destiny Arms sidebar on page 101 for details.

MISSING MISSIONARIES

Low-Level to Mid-Level

A group of Silver Flame adepts recently decided to bring the grace of the Flame at last to the souls eking out an existence in darkest Xen'drik. The missionaries arrived in Stormreach two months ago and spent some time working for the established temple there. After learning of a prospecting camp five days' journey into the jungle, three of the missionaries set out with healing kits and supplies for the miners. They planned on spending a few days in camp before returning to Stormreach.

Three weeks have passed since they left, and the remaining missionaries grow nervous. Surely their companions will return soon—unless they have met with disaster.

Hooks

If any PC worships the Silver Flame, one of the remaining missionaries might ask her to investigate the matter. The party could also have come to Stormreach seeking one of the missing NPCs in connection with another adventure.

Sites

Any aboveground site within five days' travel of Stormreach is appropriate for this adventure, with the Old-Growth Ruins and the Primitive Camp maps working especially well. Alternatively, set this adventure in the Dreary Marsh site, replacing the grimlocks with poison dusk lizardfolk.

Adventure

The PCs face three major challenges in this scenario. First, they must locate the missionaries, who stumbled into the path of a wild boar two days after leaving the prospectors' camp. Forced to flee from the savage creature, the trio wandered lost in the jungle for some days before being ambushed and captured by a tribe of grimlocks. Once they find the captive missionaries, the PCs must rescue them. Finally, the PCs need to deal with a missionary who was infected with lycanthropy by the wereboar they believed was a regular wild boar.

1. On the Trail of the Flame: PCs might use divination magic to help locate the missing missionaries. Anyone casting *divination* receives the following phrase: "Where the river meets the shore/The flame did go astray/Their passing marks remain/To guide the heroes' way." Part 2 details the clues that can be found where the jungle trail meets the river.

The remaining missionaries in town—a human couple named Corak and Tibari—know that their companions entered the jungle three weeks ago. The group's intent was to follow a trail for several days until they reached a river, then follow the river upstream to the prospecting camp. The prospectors are well-known in Stormreach; a successful DC 10 Gather Information check confirms the directions to the camp.

The party faces a three-day walk along the open jungle trail to the river bank. A few miles before the trail meets the river, PCs notice evidence of a scuffle on a successful DC 30 Spot check. If the PCs are actively seeking signs of a fight, they notice the marks after a few hours of work and a successful DC 20 Search check. The tracks clearly indicate a fight between nearly a dozen creatures. Blood spatters and broken branches show where the defeated missionaries were dragged away.

Anyone with the Track feat can follow the trail with a successful DC 18 Survival check (the grimlocks have attempted to conceal their passage). A recent rainstorm (+1 DC for every hour of rain) can increase the difficulty at the DM's discretion.

Suggested Encounters: Predators know that the well-traveled trail sometimes yields easy prey. The PCs could easily encounter a hungry ape (*MM* 268) or girallon (*MM* 126). If the Dreary Marsh site is used for this adventure, the PCs could encounter a dire toad (*MM II* 74) or an elasmosaurus (*MM* 60).

The wereboar that attacked the missionaries still roams near the river. A wild-looking man in human form, the lycanthrope attacks the PCs as they track the grimlocks.

For low-level PCs, use standard wereboar statistics (*MM* 172). If that would be too great a challenge, reduce the wereboar's hit points to 20. For mid-level PCs, use two wereboars or a hill giant dire wereboar (*MM* 177).

Though hungry and angry, the wereboar is not stupid, and it attempts to flee if severely wounded. If the PCs capture and interrogate the creature, they find that even in human or giant form, it acts and thinks like an animal. It speaks Common, but refers to itself as "the boar" and insists that this is its territory.

2. Where the River Meets the Shore: A grizzled Xen'drik explorer named Behr Finiden (NG male halfling expert 2) makes his home on the shores of this wide river. A squat wooden hut sits on stilts in the river itself, keeping Behr safe from most jungle creatures. He maintains three rowboats that he rents out to explorers for 5 sp a day, plus a 10 gp deposit.

Behr is reclusive and dislikes talking about customers. He initially possesses an indifferent attitude and refuses to discuss the missionaries. The PCs can attempt a Diplomacy check to coax the information from Behr, with a bribe of at least 15 gp granting a +2 bonus. If they change Behr's attitude to friendly, he admits renting a boat to the missionaries but claims they returned it a week ago.

The party might attempt Sense Motive checks opposed by Behr's Bluff check (+3). On a success, PCs realize that Behr is holding something back. If pressed, the halfling admits he heard an altercation down the trail shortly after the missionaries started out (the fight with the wereboar). He truthfully insists that he didn't

Missionaries Timeline

The left-hand number represents the number of days before or after the PCs decide to search for the missing missionaries (day 0). A minus sign indicates an earlier time, and a plus sign notes a time in the future.

–21 Missionaries set out for the prospecting camp.
–18 Missionaries arrive at the river crossing and rent a boat from Behr.
–16 Missionaries arrive at the prospecting camp.
–9 Missionaries leave the prospecting camp.
–7 Behr reclaims his boat from the missionaries.
–7 Wereboar attacks missionaries shortly after they leave Behr. Missionaries flee and become lost in the jungle.
–2 Missionaries finally find their way back to the trail, only to be attacked and captured by grimlocks.
–1 Grimlocks imprison the missionaries in a cage in their camp.
0 PCs set out from Stormreach
+3 Grimlocks execute the first missionary at midnight.
+4 Grimlocks execute the second missionary at midnight.
+5 Grimlocks execute the third missionary at midnight. Full moon rises.

see what the disturbance was and did not investigate. The signs of that battle have long since faded, but if the PCs check the surrounding jungle, they find signs of the more recent grimlock assault.

Continuing on to the prospecting camp requires another two days of travel. The camp boss, Gofrey (N male human expert 1), tells the PCs that the missionaries arrived just over two weeks ago, stayed in camp for a week, and left nine days past. This corroborates Behr's story, since it took the missionaries two days to return to his rental shack.

3. Into Grimlock Territory: A 2-hour hike takes the party from the ambush site to the grimlocks' camp, where the captured missionaries are imprisoned. A few days of celebration and shamanistic rituals culminate in the sacrifice and devouring of the captives. For dramatic purposes, time the celebratory period so that the grimlocks have lit the fire under the first missionary just as the PCs arrive.

Grimlocks (*MM* 140) are vicious and xenophobic enemies that attack intruders on sight. They attempt to subdue their opponents first, hoping for more prisoners to feast upon, but switch to lethal tactics when pressed.

The three missionaries are locked in a wooden cage near the center of the grimlock camp (area 6 of the Old-Growth Ruins map, or area 6 of the Primitive Camp map). On the Dreary Marsh map, the lizardfolk ambushers live in the plant fortress (area 6) and keep the missionaries in a cage in the grotto (area 7). The bars of the wooden cage have hardness 5 and 10 hp each. A crude padlock holds the cage shut (hardness 5, 10 hp, Open Lock DC 15).

Near the cage, a large stone cauldron sits atop a massive pile of brush and branches. Without the PCs' intervention, the missionaries face a gruesome fate. (If using poison dusk lizardfolk, the natives do not boil their victims alive, which would require fire. Instead, they intend to ritually sacrifice the missionaries with knives.)

Suggested Encounters: One or two grimlocks are on guard in areas 1 and 4 of the Old-Growth Ruins map or area 9 of the Primitive Camp map. If this scenario uses the Dreary Marsh map, one or two poison dusk lizardfolk wait on guard outside the plant fortress.

PCs could encounter a raiding party on the way to the camp. A grimlock raiding party consists of two to four grimlocks, possibly accompanied by a deinonychus or megaraptor (*MM* 60). A lizardfolk raiding party contains two to four lizardfolk, possibly accompanied by a monitor lizard (*MM* 275) with the horrid template (*ECS* 287).

For low-level parties, the camp should consist of one or two grimlocks per party member plus one or two deinonychuses, split up so that the party can regroup between assaults. For mid-level parties, add a grimlock shaman (adept 5) and headhunter (warrior 5), and possibly a megaraptor. If this encounter uses the Dreary Marsh map, low-level parties should face one or two poison dusk lizardfolk per party member plus a horrid monitor lizard or a flotsam ooze (*FF* 17) glowing in the phosphorescent lagoon. For mid-level parties, add a poison dusk lieutenant (*MM III* 97) and possibly a trained chuul (*MM* 35).

4. Bad Moon Rising: Even if the PCs arrive in time to save the missionaries from their untimely fate, they still must transport the shaken trio home. Of the three, Chaed (LG male human adept 1) and Liria (LG female half-elf adept 1) are nothing more than they seem. The third, however, harbors a deadly infection. Eustech (LG male human [shapechanger] adept 1) contracted lycanthropy from the wereboar's attack. Unaware of his own condition, Eustech is taken by surprise when he changes form during the next full moon.

If the PCs assault the grimlock camp at night, Eustech could change form while being rescued, adding an unexpected twist to the battle. Otherwise, he changes one night while the PCs escort the missionaries back to Stormreach; full moons occur often on Eberron (see the Lycanthropy in Eberron sidebar). The confused and terrified Eustech might well lash out at his benefactors while in animal form. As followers of the Silver Flame, his fellow missionaries could harbor a deep loathing for lycanthropes and might even try to destroy their former friend. After returning to human form, Eustech might be so horrified at his affliction that he tries to kill himself.

The PCs must try to maintain peace long enough to reach Stormreach, either by convincing the unafflicted missionaries to stand down (they develop a hostile attitude toward Eustech once his condition is revealed) or by promising to find a cure for his lycanthropy. Alternatively, the PCs might have no issues with allowing the missionaries to kill Eustech, even doing so themselves if he presents too much of a threat.

Rules for curing afflicted lycanthropes appear on page 178 of the *Monster Manual.*

Lycanthropy in Eberron

When dealing with afflicted lycanthropes in Eberron, a DM must remember two key points: the number of moons in the world and a creature's alignment.

Eberron has twelve moons, and afflicted lycanthropes involuntarily shift when any of these moons are full. They can learn to control their shapeshifting by using the Control Shape skill (*MM* 303) but take a –2 penalty on this check for each full moon in the sky beyond the first. Afflicted lycanthropes are affected by one or more full moons an average of nineteen days a month.

Lycanthropes in Eberron can be of any alignment, but the shock of shapeshifting often fractures the minds of its victims, causing them to act in a panicked or irrational manner. Almost all lycanthropes undergo an alignment shift when assuming animal form, though the new alignment need not be evil.



The death giant Prokres reforges the ancient shard

Suggested Encounters: The PCs could encounter any sort of jungle wildlife on the trip back (see Chapter 4: Encounters for suggestions). For Eustech, use the wereboar statistics in *MM* 172. The first time Eustech changes, he automatically enters animal form. He cannot assume hybrid form until he is aware of his condition.

Rewards

By successfully returning the missing missionaries to their companions, the PCs gain valuable allies. The Silver Flame adepts gladly tend to the PCs' wounds for free and might offer future healing. If the PCs cure Eustech of his lycanthropy, he is deeply grateful and could offer his services to the party, providing a chance for a PC with the Leadership feat to acquire a cohort.

Development

Their new relationship with the Silver Flame might see the church calling on the PCs for assistance in the future. Maps and journals at the grimlock camp (the property of unlucky previous explorers who wound up on the tribe's menu) could lead to ancient ruins in the area.

REFORGING

High-Level to Epic-Level

Prokres the death giant seeks to reforge the *shard of arcane endowment*, a powerful artifact from the Age of Giants. Using the PCs as pawns, he brings the broken halves of the shard together and takes them to a place of magical reforging. Are the PCs powerful enough to prevent Prokres's plans from coming to fruition?

Hooks

If the PCs have played through the Lost Soul or Dream Prison adventures, they already know Prokres and might be aware of his plans. If Reforging is a stand-alone adventure, any of numerous factions wishing to stop the death giant might ask the PCs for aid or manipulate them into helping. Examples include the giant-hating Qaltiar drow (from Lost Soul), the Church of the Silver Flame, or even the Dreaming Dark. Alternatively, representatives of the dragons of Argonnessen wish to stop Prokres from reforging the shard, with the Prophecy suggesting that the PCs are the ones to do it.

Sites

Prokres needs an area of vitality to reforge the shard, such as the plant fortress in the Dreary Marsh site (page 33) or the Spire of Creation in the Quori Outpost site (page 44). A site could also offer sheer dramatic potential, such as atop the Ziggurat Ruins during a thunderstorm.

Adventure

This adventure is straightforward. After placing powerful guardians to stop anyone from interfering with him, Prokres attempts to reforge the shard by performing the ancient Ritual of Binding. If the PCs do not bypass these guardians and stop Prokres, the death giant gains an extraordinarily powerful artifact.

1. Gathering the Shards: The locations of the two pieces of the *shard of arcane endowment* are detailed in

the adventures Lost Soul (page 108) and Dream Prison (page 97). If this is a stand-alone adventure, Prokres has already found the two fragments.

If the PCs have one or both parts of the shard, Prokres first attempts to take the shards from the PCs when they are too weak to adequately challenge him. However, the death giant could threaten innocents if the PCs do not give in, or use subterfuge to reclaim the shards.

Suggested Encounters: Prokres might hire unscrupulous characters to reclaim the shards for him. In this case, create a party from among the NPC adventurers detailed on pages 54–58. Prokres might also have secured the aid of an advanced ethereal filcher (*MM* 104) to steal the shards.

2. Prokres's Guardians: To safeguard him while he performs the Ritual of Binding, Prokres has called in favors from powerful creatures. His guardians prowl around the area in which he performs the ceremony.

Suggested Encounters: For high-level PCs, a pack of truly horrid umber hulks (*MM* 249) or a nightcrawler (*MM* 195) makes a dangerous challenge. A tempest (*MM II* 193) or a sorrowsworn demon (*MM III* 36) also makes a good guardian.

For epic-level PCs, consider a colossus (*ELH* 170), a devastation vermin (*ELH* 177), a linnorm (*MM II* 140), or a wyrm or great wyrm dragon (*MM* 68–88).

3. Ritual of Binding: Prokres requires several uninterrupted hours of chanting and scribing arcane runes to successfully bind together the pieces of the *shard of arcane endowment.* The giant attacks anyone who disturbs him.

Suggested Encounters: Prokres is a death giant (*MM III* 54). Alternatively, substitute a shadow giant (*FF* 82) or a bald, gray-skinned storm giant (*MM* 125).

For an epic challenge, make Prokres a titan (*MM* 242–243) or an elder titan (*ELH* 221) with the death effects noted in part 1 of Lost Soul (page 108).

Rewards

Interrupting the Ritual of Binding could result in the destruction of the *shard of arcane endowment.* Alternatively, the PCs might be able to complete the process of fusing it by continuing the ritual. Performing the Ritual of Binding requires the ability to speak Giant, a successful DC 25 Knowledge (arcana) check, and three consecutive successful DC 25 Spellcraft checks.

Development

If the PCs successfully reforge the shard (or defeat Prokres after he does so), they now possess an extremely powerful artifact that many factions would literally kill to possess. Should Prokres be defeated but not slain, the death giant will certainly seek revenge.

SNAKE HUNT

Low-Level to Mid-Level

Dream serpents (see page 76) are a valuable commodity among the traders and merchant coaster captains of Stormreach. One such merchant deals almost exclusively in the serpents' hide and pearly fangs. He has recently learned of an area of the jungle reportedly thick with dream serpents, and hopes to find a group willing to travel there and collect the goods.

Hooks

As part of previous adventures across Xen'drik, the PCs might have recovered dream serpent hide or fangs, so the merchant might already be acquainted with the group. After learning of this great financial opportunity, the ever-crafty merchant contacts the PCs to find out if they would be interested in being a part of this business opportunity.

Perhaps the PCs learn the location of the dream serpent nesting grounds from another source, such as a map on a dead adventurer or a captive bargaining for his release.

Sites

The Old-Growth Ruins site (page 41) works best for this adventure, but other sites could serve as well with a little modification, including the Dreary Marsh (page 33), Primitive Camp (page 43), and Ziggurat Ruins (page 48).

Adventure

After leaving Stormreach, the party makes its way to the dream serpent breeding grounds. The journey is relatively uneventful, but strange signs en route warn the PCs that they are entering sacred ground.

Once at their destination, the party faces off against large numbers of dream serpents clustered around clutches of eggs. The actions of the group throughout these encounters dictate what comes later.

Only after gathering the hides and fangs of a number of mature dream serpents (and perhaps even a few young ones) do the PCs encounter the guardians of the site. These creatures attack without mercy if the PCs have despoiled the place, but might be bargained with if the group had the foresight to leave the young alive and offer to make reparations.

1. Travel to the Breeding Grounds: After learning about the dream serpent breeding grounds, the PCs can easily chart a course to the site. The journey takes less than a week by riverboat and on foot, with only the last two days spent trekking through the jungle.

Along the way, the group finds a small path that seems to lead directly to the breeding grounds. Aside from encounters with dire animals or a lone dream serpent, the journey is uneventful. Just before entering the breeding grounds proper, though, the group encounters a carved wooden marker bearing writing in a strange language. If the group is low-level, the markings are in Drow. A mid-level group encounters glyphs in the language of the yuan-ti. If deciphered, the inscription informs the reader that the ground beyond is holy and that trespassers will be punished severely.

Suggested Encounters: A lone dream serpent (see page 76) makes a good challenge for a 4th- to 6th-level party (use a young serpent with only 40 hp for a lower-level encounter). Dire animals (*MM* 62–66) are also common in the jungle around the breeding grounds.

2. The Breeding Grounds: Once they arrive at the site, the group can begin searching for dream serpents. This area of the jungle features particularly dense undergrowth (*DMG* 87), impeding movement except along a handful of narrow paths.

The party's arrival has not gone unnoticed. *Alarm* spells have alerted nearby guardians, who make their way

100 Adventure Ideas

1 An intact giant skeleton thousands of years old is discovered in the jungle.
2 Unethical "guides" offer cheap Xen'drik tours, but their customers never return.
3 A volcano erupts near a primitive village.
4 Three pirate captains meet secretly in Stormreach to discuss an alliance.
5 A ship full of dragonshards capsizes in sahuagin waters.
6 A member of the Aurum's Copper Concord seeks to increase his status by locating an enormous cache of Xen'drik artifacts.
7 Rampaging dinosaurs seem able to regenerate even after being killed.
8 A swirling cloud of lights appears at random, swallowing anyone it touches.
9 An earthquake reveals ancient underground ruins.
10 Walking corpses appear each night on the streets of Stormreach, with patterns resembling aberrant dragonmarks carved into their faces.
11 Blood of Vol cultists kidnap elf explorers and experiment on them in an ancient temple.
12 A wild thunderstorm has lasted for days and shows no sign of stopping.
13 Prospectors find gold in a mephit-infested river.
14 A glacier begins growing in the heart of the jungle.
15 An airship carrying House Lyrandar magewrights crashes in the jungle after being attacked by a black dragon.
16 A Khorvaire noble seeks a rare bird found only in the Titan's Teeth mountains.
17 An astronomer predicts that a meteor will hit Xen'drik and hires adventurers to retrieve it.
18 Everyone in Stormreach has the same dream of an ancient giant waking up beneath one of Xen'drik's mountains.
19 A cursed dragonshard causes anyone who possesses it to die within three days.
20 An enormous tyrannosaurus attacks explorers and then disappears into the jungle, leaving no tracks.
21 A caged drow in Stormreach, charged with theft and murder, offers valuable information in exchange for being returned to his tribe.
22 A ghostly couatl with silver flames for eyes is spotted in the jungles of Xen'drik, causing a rush of Silver Flame pilgrims seeking jungle guides.
23 A hurricane destroys a coastal village but leaves one hut untouched.
24 Thieves steal the prototype of a new bound-elemental vehicle.
25 From the top of a giant pillar in the Menechtarun Desert, the night sky appears to hold different stars and only three moons.
26 A reclusive member of House Vadalis breeds giant bees in the jungle.
27 A multicolored dragon shimmers like a rainbow as it flies above the Skyraker Claws.
28 Something is stirring up annoying but harmless insect swarms.
29 A band of adventurers enters an ancient ruin, never to be seen again.
30 An aura of death spreads out from a weathered statue, killing underbrush and insects, and sickening nearby trees.
31 A tantalizing fruit is discovered in deepest Xen'drik, setting off a craze among the wealthy of Khorvaire.
32 A cult of the Dragon Below unearths an ancient tomb containing a powerful aberration that suddenly comes to life.
33 Terrified lizardfolk flee their swamp home and refuse to return.
34 Anyone leaving Stormreach becomes hopelessly lost within an hour, soon returning to the city.
35 A circus master from Khorvaire pays handsomely for exotic Xen'drik animals.
36 House Cannith requires a rare type of metal found only in ancient Xen'drik mines.
37 Inspired agents manipulate shipping lines to bring certain vessels close to a Riedran outpost.
38 A talking map claims to know the way to great treasure.
39 Deep in the jungle, a rusted metal statue bears a strange resemblance to modern warforged.
40 The plant life in an area grows at ten times the usual rate.
41 An ancient elven dagger serves as a magic compass, leading the way to the tomb of an elf champion—and a ghost that waits for the dagger's return.
42 A merchant consortium wants guides and guards to lead a massive herd of clawfoot dinosaurs from a remote outpost to Stormreach.
43 To honor his ancestors, a Valenar PC must travel to the desolate plains of Xen'drik and tame one of the wild stallions that roam the land.
44 The party comes upon an Inspired lord whose retainers have been killed in a drow attack. He seeks an escort back to Dar Qat, but will the PCs work with him?
45 A PC who worships the Silver Flame is charged with destroying a tribe of stone giant wereboars that have been preying on human settlements.
46 A mysterious migration of dream serpents brings hundreds of drow snake-hunters to Stormreach.
47 The King's Citadel of Breland believes that a political dissident has taken refuge in Dar Qat. Can the party extract him from the fortress of the Inspired?
48 A basalt temple holds a fire weird (*MM II* 90–93), which tells the party that only they can recover an artifact called the *cinder shard* from the fire giants who stole it.
49 Traveling across the wilds, the adventurers find a symbol carved into the ground—a dragonmark almost 200 feet across. What power does it hold, and who dares to claim it?
50 A madness is spreading through the giants of Rushemé. Is it an ancient curse, or a scheme of the Dreaming Dark?
51 An eccentric sage leads an expedition to the Skyraker Claws to search for a fallen piece of the lost thirteenth moon.

52 The waters of the River Koronoo turn to blood, warning of an ancient undead power rising in the mythical Ring of Storms.
53 A strange tower of fiendish design rises out of the ground, casting a long shadow over Stormreach.
54 A bustling jungle outpost becomes a ghost town overnight.
55 An artificer needs to find the legendary scarwood tree to complete an invention.
56 A withered stick found at the foot of an old monolith turns anything it touches into gold.
57 One of the many wells in Stormreach is the tip of a water column that rises out of an underground lake.
58 A benevolent old guide hires on with adventuring parties, then murders them in the night and skins them in tribute to the Mockery.
59 A book in the Library of Korranberg mysteriously appears in the packs of travelers bound for Xen'drik.
60 Two Morgrave University scholars seek protection on their way to an ancient ruin. One scholar intends to bring his treasures back to the university; the other plans to sell her finds on the black market.
61 A lost heir of Galifar supposedly lives as a wild man in the legendary Jungle of Razor Flowers.
62 Red dragon siblings fight endlessly through proxies, tricking unwitting "champions" into conflict with other explorers.
63 A group of determined halflings head into deepest Xen'drik, convinced they can find the means to cure the dying Lord Boroman ir'Dayne.
64 A transparent ghost ship sails the streets of Stormreach every seven days.
65 No one has ever defeated the mummy guardians of the Tomb of Tortured Souls.
66 A troglodyte priestess is due to be married in three days, but she still needs a groom.
67 A talking raccoon claims to be the surviving familiar of a fallen wizard. It searches for adventurers to avenge its master's death.
68 A half-dead kalashtar staggers into a bar in Stormreach, claiming to have seen a partly completed Riedran monolith in the jungle.
69 A gnome braggart claims to have found a *timeless fountain*. No one believes him, but the next morning he is found murdered in his bed.
70 A sentient *sphere of annihilation* carves a swath of destruction through the jungle.
71 An elf vampire preys on travelers who enter a mysterious glacial waste deep in the Menechtarun desert.
72 A grove of trees uproot themselves and move a mile due north.
73 An explorer drowns in a jungle lake, then rises from the waters three days later, seemingly alive and in perfect health.
74 The Festival of Six Tribes, an enormous giant celebration, occurs in one week. Giants from all over Xen'drik travel to a central mountain peak to celebrate.
75 Two flaming swords guard the entrance to the sealed palace of a rakshasa rajah.
76 An enormous wooden idol decorated with dozens of priceless jewels speaks once a year when bathed in the light of the moon Lharvion.
77 A beautiful elf soprano, the dazzling delight of Sharn society, announces that she will bring her act to Stormreach.
78 A tribe of Seren barbarians decides that traveling to Xen'drik and hunting a white dragon is the best way to honor their patron.
79 A half-elf who traces his lineage to Xen'drik embarks on a search for his heritage.
80 The stone statue of a woman sits atop a cracked marble pillar in the jungle. The statue radiates powerful transmutation magic, but no one has found a way to understand or dispel the effect.
81 A ruin-covered island sits in the middle of an enormous lake filled with vicious monsters.
82 PCs find a stone column in the middle of the jungle, covered with rough engravings of people who look just like them.
83 Lizardfolk attack civilized settlements using primitive hang gliders.
84 Children begin to vanish from Stormreach at the same time that jungle drums are heard sounding loudly at night.
85 A pirate treasure sits in an underground cave accessible only when the tide is out.
86 The sting of a jungle insect produces euphoric effects, but too much venom is fatal.
87 A tribe of yuan-ti seeks sacrifices to the Devourer.
88 A panther and a tiger seem to be coordinating their attacks on explorers.
89 No one has ever found the bottom of the so-called Darkdeath Rift, but artifacts of immense power are said to rest there.
90 Legend has it that anyone who climbs to the top of hidden Shierkrag Mountain and battles the frost giant there will become as strong as a giant.
91 A hag lairs in the jungles of Xen'drik and will tell fortunes for a price.
92 An explorer who entered an enormous hollow tree emerges convinced she is a dinosaur.
93 Anyone who looks into the legendary Mirror of Uveil sees their greatest weakness and their greatest strength.
94 A primitive tribe shrinks animal heads and sells them in Stormreach, but now a human corpse with a shrunken head has been found.
95 An enormous dragon flies into a remote outpost and proclaims himself king.
96 Hundreds of black cats prowl an ancient ruin by moonlight.
97 Researchers studying jungle plants inadvertently waken a treant.
98 A powerful demon prowls the slopes of an active volcano.
99 Once deciphered, ancient parchments hold a code that reveals the time and location of a portal to Thelanis.
100 A wonder known as the Siberys Staircase is said to lead to the moon Zarantyr.

to the site while the PCs plunder it. The behavior of PCs toward the serpents and their young might influence the actions of the guardians when they arrive.

Suggested Encounters: Scattered across this area are a number of nests, most of which are tended by two or more dream serpents (the otherwise solitary creatures share parenting responsibilities). Most nests contain a small clutch of silver eggs surrounded by a mound of leaves and earth. For low-level groups, the area might contain fewer adults, replaced by young dream serpents with fewer Hit Dice and a sleep gaze that lasts only a single round. High-level groups might face an advanced dream serpent of Huge size that guards the entire breeding grounds.

3. Guardians of the Serpents: The guardians of this place (either yuan-ti or drow) arrive on the scene just as the party is leaving. A smaller vanguard group attacks the PCs to test their strength. Whether the characters hold their own or not, the larger group then comes at them in force.

The nature of the party's opponents depends on whether a straight-up fight or a diplomatic solution is desired. Yuan-ti revere the dream serpents and fight to the death against any party hunting the creatures. Drow, though inclined to attack first and ask questions later, might parlay.

If the PCs did not kill the young dream serpents or crush any eggs, drow guardians might be willing to let them leave unhindered in exchange for abject apologies (requiring two or three successful Bluff or Diplomacy checks). Returning any stolen eggs also helps defuse the situation. Drow guardians act more favorably if the group did not slaughter more serpents than they could carry out, did not kill the creatures solely for their hides and fangs, and made sure that the young could still be cared for.

Suggested Encounters: If melee ensues, the party is in for a dangerous fight against numerous drow (if low-level) or a group of yuan-ti halfbloods and abominations led by a pureblood cleric (if mid-level).

Rewards

Whether they are victorious or end up fleeing for their lives, the PCs will likely return to Stormreach with a good supply of dream serpent hide and fangs (though perhaps not all they had hoped for).

Development

The market for dream serpents is competitive, and the party could run afoul of other groups. Further adventures might feature conflicts with rival bands of hunters or additional natives seeking to protect the magical creatures.

If they negotiated with the serpents' guardians, the PCs might have offered future services as repayment for their transgressions. Such obligations could take countless forms that lead the party on unexpected adventures.

SPEAR OF THE DESERT WINDS

Mid-Level to High-Level

The *spear of the desert winds* is one of the *destiny arms* (see page 150 and the sidebar on page 101), once carried by the sun giant chieftain Axa'tasamat. Long after the war with the quori ended, Axa'tasamat returned to the desert home of his tribe and ruled in relative peace. Upon his death, the *spear of the desert winds* was entombed with him in a sacred crypt beneath the burning sands.

Hooks

If this adventure is used as part of the *destiny arms* campaign arc, Riganalt Sarso (see the Glaive of the Darkest Depths, page 100) believes he has pinpointed Axa'tasamat's burial site and now needs adventurers to seek it in the desert. Riganalt offers to pay for the PCs' journey and promises a hefty reward for recovering the spear.

Alternatively, the PCs can decide to undertake this quest on their own after discovering clues leading to Axa'tasamat's tomb on another adventure.

Sites

For this scenario, the Desert Canyons site (page 31) works best, but the Honeycomb Caverns site (page 38) could serve as well with only a little modification.

Adventure

Axa'tasamat's tomb has been sealed since his death forty thousand years ago, and while others still camp in the surrounding area, they avoid the sacred ground. The PCs face a number of challenges before they can retrieve the spear, not least of which is the desert itself.

1. Through the Desert: On leaving Stormreach, the PCs must head through the jungle and deep into the scorching desert that lies beyond. During the day, temperatures frequently reach 100 degrees, and sometimes as much as 120 degrees at high sun. Heat dangers: *DMG* 303. (The *Sandstorm* supplement expands the rules for heat dangers and other hazards that would be suitable for this part of the journey.)

As they make their way through the desert, the PCs follow a number of marker stones. Though many stones are missing, finding the correct trail is fairly easy, requiring a successful DC 15 Survival check. Failure can result in the PCs becoming lost.

Suggested Encounters: In addition to the dangers of the desert, the PCs must also contend with predators that lurk in the sands, including monstrous scorpions (*MM* 287) and cunning scorrow (page 81). Roving drow bands are a constant threat; any of the drow encounters from Chapter 3 would be suitable for this scenario.

The desert spawning grounds of the scorpions are sacred to drow and scorrow alike, and the party's path leads right through such an area. Before they can get too far in, a drow scouting party (page 69) cuts the PCs off and tells them to turn back. The party can follow those instructions and attempt to navigate around the area, battle the scouting party (leading to further conflict down the road), or attempt the difficult task of convincing the drow to let them through. For higher-level parties, consider using a drow war party (page 72), a group of drow explorers (page 69), or a scorrow colony (page 81).

Before the PCs reach the tomb site, they might come across a giant pilgrim (or a small group of pilgrims) also searching for the area. A single hill giant or stone giant (*MM* 123–125) is enough of a challenge for mid-level

groups, while a group of fire giants (*MM* 121) is a more suitable challenge for a high-level party.

2. Cavern Approach: Far into the desert, the marker stones lead to deep canyons (in the Desert Canyons site) or a yawning portal in the desert floor (in the Honeycomb Caverns site). In either case, the PCs must traverse a series of passages and chambers before reaching the tomb itself. These chambers are home to a variety of dangers, including natural hazards and the creatures that inhabit the tunnels.

Suggested Encounters: Nomadic drow or territorial abeils make suitable challenges. The creatures treat these areas as their own and attack any intruders. The drow are likely to set up ambushes while the rest of their clan camps nearby. The better-established abeils use fewer sentries but numerous traps to keep their lair secure.

When the party first enters the area, they should face an easy encounter designed to warn the rest of their foes of their arrival. When the combat turns against these skirmishers, the creatures attempt a retreat to warn the others. A drow scouting party (page 69) or group of abeil hive guards (page 61) works well for this purpose.

Further inside, the party must deal with a monster that makes its lair within the caverns. Ankhegs (*MM* 14), basilisks (*MM* 23), manticores (*MM* 179), or even hydras (*MM* 155) are all excellent choices. This creature roosts in one of the chambers and refuses to let anyone pass without a fight. The other natives camping here have figured out a way around the beast (either through another passage or by bribing it with food or treasure). Higher-level groups might face a medusa (*MM* 180), a group of gray renders (*MM* 138), or even a number of elder elementals (*MM* 95–100).

Eventually the adventurers encounter the bulk of the native forces. If they have the advantage of surprise, the PCs might be able to sneak past or parlay with the inhabitants, avoiding violence. If warned of the PCs' approach, the cavern's defenders are ready for an assault, possibly even seeking to ambush the PCs.

3. Axa'tasamat's Tomb: On the Desert Canyons map, the sun giant's tomb begins in area 11 and continues through area 13, although the DM can expand it as desired. On the Honeycomb Caverns map, the tomb begins in area 4 and ends in area 6. This area is an excellent location for an encounter trap such as those presented in Chapter 3.

Suggested Encounters: Aside from traps, the final barriers around the *spear of the desert winds* consist of ancient curses and eternal undead guardians. Giant skeletons (*MM* 225–227) or zombies (*MM* 265–267) make excellent choices for mid-level parties to face. (Use the cloud giant or ettin skeleton statistics and the ogre or minotaur zombie statistics as a starting point.) For higher levels, giant ghosts (*MM* 116) and perhaps even a giant lich (*MM* 166) are suitable.

The *spear of the desert winds* itself is hidden behind numerous false treasure rooms, resting alone on a stone plinth inscribed with powerful runes. Retrieving the spear from its resting place involves dealing with another deadly trap that could destroy both it and the PCs.

Rewards

Aside from any reward garnered from Riganalt, the PCs can keep the spear if they agree to display it in Sharn for a time (and give the scholar all the credit). If the PCs undertook this quest on



A ferocious fire giant bars the way to the tomb

their own, the spear is theirs. Other ancient giant treasures might also be buried with Axa'tasamat.

Development

The PCs might have made a number of enemies during this adventure, including drow clans, a hive of abeils, and a number of giants. In addition, the sun giant's spirit might not rest while the spear is missing, and the PCs might be pursued by strange encounters or manifestations no matter where their travels take them.

The tomb of Axa'tasamat contains clues that might lead the party in search of the rest of the *destiny arms* (see the Destiny Arms sidebar on page 101 for details). The Dreaming Dark has an obsessive interest in the relics and history of the war between the giants and the quori, and its agents seek the legendary weapons also.

STAFF OF THE MAGMA FALLS

Mid-Level to High-Level

The *staff of the magma falls* is one of the *destiny arms* (see page 150 and the sidebar on page 101), said to be the creation of the powerful fire giant sorcerer Sharatazz. She was said to have used the staff to root out quori spies and keep the giant nobility free of possession. Although rumors speak of the location of Sharatazz's tower, none who have ventured to that remote mountainous location have ever returned.

Hooks

Rumors throughout Stormreach speak of a party of Riedrans that has just left by airship to seek the legendary tower of Sharatazz. Loyal to the Dreaming Dark, this group hopes to retrieve the fabled weapon said to rest there. Viasa, a local kalashtar scholar, is concerned by this development and does not wish the weapon to fall into the wrong hands. She contacts the PCs in hopes that they will retrieve the weapon before the Riedrans do.

If this adventure is part of the *destiny arms* campaign arc, Riganalt Sarso (see Glaive of the Darkest Depths, page 100) contacts the PCs, explaining that a group of Riedrans are looking to retrieve the *staff of the magma falls*. Having just learned the location of the tower himself, he hopes that the party will keep the staff out of the hands of the Inspired, who seem to be up to no good.

Sites

This adventure seed works best with the Volcanic Fields site (page 46). Other sites might also work but would require significant modification.

Adventure

The tower of Sharatazz stands in the middle of a magma field, surrounded by bubbling pools of lava, clouds of noxious gas, and fiery guardians. Though the giant sorcerer perished in the quori invasion, her staff was passed down to others in her line, eventually finding use against the elves during their rebellion. When the giant civilization crumbled, the weapon was returned to Sharatazz's tower and has remained there ever since.

The race to retrieve the staff is fraught with peril. The Inspired have left behind spies and saboteurs bent on hindering any who might attempt to follow them. Even after discovering the site, reaching the tower (and overcoming its still-potent defenses) is a dangerous challenge. Once they claim the staff, the PCs must finally deal with the agents of the Dreaming Dark, who plan to steal the artifact in a final confrontation.

1. Perilous Journey: Since time is of the essence, the PCs should travel to the mountains by House Lyrandar airship. Airship charters run frequently to the interior of the continent, and the party can arrange for travel to a point near the site for 500 gp per passenger. Camanir d'Lyrandar routinely makes such a run and is willing to take the PCs, along with another party heading inland.

Suggested Encounters: The airship's route carries the party at a height that avoids most predators. However, arrowhawks (*MM* 19), rocs (*MM* 215), wyverns (*MM* 259), and yrthaks (*MM* 262) all hunt high above the jungle canopy, and one or two encounters could occur. During the voyage, the PCs also get a chance to meet another group of adventurers out to explore an area of giant ruins. These might be allies or rivals, as the DM desires.

2. Early Touchdown: After dropping off the first group, the airship continues on toward the mountains. However, unknown to even the captain, the ship's bound-elemental ring has a fault and is slowly weakening. With only one day of travel remaining, the ring begins to function erratically, causing Camanir to take the ship to ground in the foothills.

After a dangerous mooring, the party continues to the site on foot while the crew makes repairs. The captain estimates that the ring will take four days to fix, after which he will pick the PCs up at the site.

Suggested Encounters: The trip to the volcanic fields takes two days on foot, during which time the PCs might travel through any type of wilderness terrain (*DMG* 87–92) and might encounter a variety of creatures. Many giants make their homes here, and the volcanic mountains harbor creatures such as chimeras (*MM* 34), displacer beasts (*MM* 66), manticores (*MM* 179), and trolls (*MM* 247).

3. The Volcanic Fields: After the better part of a day spent climbing narrow paths, the PCs arrive at the site high in the mountains, the sorcerer's tower rising from the haze in the distance.

Suggested Encounters: In addition to the natural hazards of the site, a number of outsiders and elementals call this place home. The party must deal with the constant threat of attack by fire or earth elementals (*MM* 97–99), salamanders (*MM* 218), fire giants (*MM* 121), magmins (*MM* 179), azers (*MM* 21), efreet (*MM* 115), and fire or earth mephits (*MM* 182). For higher-level groups, the volcanic fields might also be home to a balor or pit fiend (*MM* 40 and 57), or even a red dragon (*MM* 75).

Natural hazards present other dangers, including poisonous gas clouds and collapsing bridges. The stable basalt flats (area 6) make a good location for a small tribe of fire giants, or for the lairs of creatures such as magmins, azers, or salamanders. Such creatures need not be hostile, and might negotiate with the party for safe passage through the area for the right price. One of the residents of this area has found a strange rod that it is willing to trade to a friendly party. The rod opens the door to the tower, although the creature does not know that.

The party might notice signs that another group (the Riedrans) has been in the area recently. The Inspired lie low while they wait to see what the PCs do.

4. The Tower of Sharatazz: The interior of the tower has only a few chambers. For an expanded adventure, the teleportation device in area 10 might still be active, allowing the PCs to explore additional levels before finding the gallery (area 12).

Suggested Encounters: The interior of the tower can contain any number of traps and timeless guardians, including golems (*MM* 134), bodaks (*MM* 28), nightshades (*MM* 195), and summoned creatures. Before reaching the gallery where the staff rests, the PCs must face Sharatazz's advanced shield guardian (*MM* 223), still standing silent vigil over its master's most prized possessions.

The gallery contains a cunning fire trap that fills the entire room with flame while the relics it holds remain safe inside sealed crystal cases. Use the flame jet encounter trap (see page 89) as a starting point. The *staff of the magma falls* rests in one of the cases in the gallery.

5. Ambush: As the party leaves the tower with the staff, the Riedrans emerge from hiding to confront them. Content to let the PCs face the dangers in the tower, the Inspired wait until the party is in a compromised position (on the decaying bridge, for example) before revealing themselves. The Riedrans demand the staff and any other *destiny arms* the PCs might have. They cannot be bargained with, and focus on retrieving the artifact if combat breaks out.

Suggested Encounters: This group should consist of a number of Inspired, with class levels making them an appropriate challenge for the party. Use the Inspired telepath (*ECS* 290) as a starting point, but such a party should include characters with other psionic classes from *Expanded Psionics Handbook* and *Complete Psionic*.

After the battle, Captain Camanir d'Lyrandar arrives to pick up the PCs, having repaired the airship. After traveling to pick up his other charter group, he returns the PCs to Stormreach.

Rewards

In addition to the *staff of the magma falls* (if the PCs manage to keep it), the tower of Sharatazz might contain a wealth of giant relics and clues leading to future adventures. Tomes and tablets in Sharatazz's tower might point to the location of the other *destiny arms* or any other treasure the DM desires.

Development

If the other adventuring party exploring the giant ruins does not return for pickup, the PCs might have to decide between mounting a rescue mission and seeking safety in Stormreach. The remnants of the defeated Inspired party could be hard on their trail.

Even if the PCs lose the battle with the Inspired, they will have likely earned the enmity of the Dreaming Dark. The party might even pursue the Inspired in an attempt to retrieve the *staff of the magma falls*, possibly leading them to the city of Dar Qat (see page 20).

No matter where this scenario falls in the *destiny arms* campaign arc, the presence of the Inspired can lead the PCs to uncover information regarding the Dreaming Dark's search for these mythic weapons and their ultimate goals. See the Destiny Arms sidebar on page 101 for more information.

Giant Ruins

Exploring giant ruins is not nearly as simple as exploring ruins built for smaller creatures. When running an adventure that deals with such titanic buildings and dungeons, keep the following points in mind.

Doors Are Heavier: The DC to break down a giant door is increased by 2, but at the DM's option, giant doors might require a DC 10 Strength check merely to open. In the case of doors built for Huge creatures, the handle (if present) might be too high for Medium creatures to reach (just as Small creatures would have trouble reaching the handles on doors built for Large creatures).

Stairs Are Taller: Treat Large and Huge stairs as steep stairs (*DMG* 63). Stairs built for even larger creatures are effectively a series of short walls that must be scaled (Climb DC 10).

Walls Are Thicker: Structures built for giants are taller and sturdier than normal buildings need to be. Double the thickness and hit points of walls to approximate this, and increase the DC for any such wall by 2 per added inch of thickness. Walls around giant compounds were often up to 40 feet tall to protect against other giants and large predators. *Stronghold Builder's Guidebook* has a more thorough treatment of varying wall sizes.

Locks Are Big: While locks built for Large and larger creatures are just as complex as smaller locks, their components are larger. Those attempting to open such locks take a –2 penalty on the check because of inappropriately sized tools. Shops in Stormreach sell thieves' tools made to work in giant locks, but at three times the cost of normal tools.

Remember the Elves: Many giant compounds contained quarters for their smaller slaves. Some might even have entire wings of rooms, corridors, and doors sized for Medium creatures. These smaller passages connect to many of the important rooms in a building to allow the elves to serve their masters without being seen. In some cases, larger doors might have smaller doors set into them to allow the elves ease of access, and normal staircases might run alongside giant-sized steps.

Everything Is Bigger: Even simple things such as plates and serving knives are larger than most characters are accustomed to. As a general rule, Large items weigh eight times as much as identical items sized for Medium characters. Ceilings in a giant structure must be taller, typically 20 feet at a minimum. Traps such as pits and falling blocks are bigger (at least 10 feet by 10 feet in area), as are open structures such as windows and moats.


"Hurry up, Durgat. This place makes me nervous."
"Can't imagine why, gold-laden snake idol in the middle of the jungle."
"It's not just the idol—this whole place seems to . . ."
"I think you're on to something."
ANDY BRAZ 2006

CHAPTER FIVE

XEN'DRIK UNVEILED

Explorers from Khorvaire, Aerenal, and Sarlona all come to Xen'drik for one purpose—to uncover its secrets. The continent's harsh environments and deadly creatures protect treasures undreamed of and ancient lore waiting to be discovered. Everyone mounting expeditions into the unknown hopes to return laden with wealth of one sort or another. In reality, many come back with little more than tales of terror filled with shadowy drow and savage giants. Some do not return at all.

For those who uncover them, however, the treasures of Xen'drik can encompass far more than just ancient relics and giant gold. New feats, spells, prestige classes, and a host of other character options all wait to be discovered. This chapter explores these options, many of which must be learned from specific sources or by undergoing rituals not performed in thousands of years.

PRESTIGE CLASSES

The vast continent of Xen'drik contains as many hidden orders and secretive clans as it does well-known organizations. Though most of the more common prestige classes can be found among the members of such groups, many have developed prestige classes unique to their organization and goals.

Of the prestige classes presented in the *Eberron Campaign Setting*, the extreme explorer is the most common in Xen'drik by a wide margin. These brave souls are some of the most successful guides and treasure seekers found anywhere on the continent, and any expedition would be wise to bring one along. Dragonmark heirs often lead expeditions funded by their houses, while warforged juggernauts and weretouched masters travel to Xen'drik to hone their skills and test their mettle.

Of the prestige classes presented in the *Dungeon Master's Guide*, loremasters are common in Stormreach, funding numerous expeditions and paying handsomely for rare artifacts or obscure knowledge. Arcane archers, assassins, duelists, and shadowdancers are all found among the drow and other native cultures.

In addition to the prestige classes mentioned above and those presented in supplements such as *Explorer's Handbook* and *Magic of Eberron*, a number of prestige classes either originate in Xen'drik or are most commonly found there.

LANDFORGED WALKER

"I am the land and not the land. The wilderness speaks to me . . . and it is not pleased with you . . ."
—Greenbody, landforged walker

As warforged who have formed a physical bond with the earth, landforged walkers see themselves both as guardians of the land and extensions of it. Even as they speak for nature, landforged walkers coax the living bounty of the earth to grow on their metal hides, drawing power from the environment around them.

BECOMING A LANDFORGED WALKER

Warforged rangers and druids are the most likely candidates for landforged walkers, but barbarians and scouts (see *Complete Adventurer*) might also feel the calling. Warforged clerics who follow the Sovereign Host (Arawai in particular) sometimes feel more comfortable worshiping in the solitary manner of the landforged walker than joining the church hierarchy. Artificers, wizards, and members of other classes that rely on technology and study rarely find life as a landforged walker appealing.

ENTRY REQUIREMENTS

Race: Warforged.
Skills: Knowledge (geography) 2 ranks, Knowledge (nature) 4 ranks, Survival 8 ranks.
Feats: Skill Focus (Knowledge [nature]) or Ironwood Body*.
* *Races of Eberron* 119.

CLASS FEATURES

Living as a landforged walker ties you inextricably to the land. Your body becomes a living symbol of your devotion to the natural world, and you learn to manipulate your own form to become closer to the plant life you venerate.

Spellcasting: At each level beyond 1st, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a divine spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one

THE LANDFORGED WALKER **HIT DIE: d8**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+0	Body of nature (Hide +4, divine focus)	—
2nd	+1	+3	+0	+0	Body of nature (resistance 5, natural armor +1), green mind	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+1	Body of nature (healing herbs), speak with plants	+1 level of existing divine spellcasting class
4th	+3	+4	+1	+1	Body of nature (resistance 10, natural armor +2)	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+1	Body of nature (immune to polymorph, fortification 50%), plant shape, voice of nature	+1 level of existing divine spellcasting class

Class Skills (4 + Int modifier per level): Climb, Concentration, Craft, Handle Animal, Heal, Hide, Knowledge (geography), Knowledge (nature), Move Silently, Profession, Spellcraft, Survival, Swim.

divine spellcasting class before becoming a landforged walker, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Body of Nature (Su): As a 1st-level landforged walker, you choose a terrain type to which you are forever bound. The available terrain types are aquatic, desert, forest, hills, marsh, mountains, plains, and underground. You cannot change your selection once it is made. Upon taking your first level in this prestige class, you sprout a second skin composed of tiny plants native to your chosen terrain. For instance, a desert landforged walker might appear covered with tiny cacti, while an underground landforged walker might grow a skin of moss and fungi. This living skin is a mystical representation of your bond with the earth, and it requires neither water nor sunlight. Damaged or harvested areas regenerate almost instantly.

This living skin also provides you with a variety of benefits based on your class level. At 1st level, you gain a +4 circumstance bonus on Hide checks in your chosen terrain. In addition, your body serves as a divine focus for your spells—you need no other item.

At 2nd level, you gain resistance to cold 5 and electricity 5, and your natural armor bonus improves by 1.

At 3rd level, you can coax beneficial herbs to grow upon your body. Three times per day, you can harvest these herbs as a move action. Once harvested, they remain potent for 1 hour. When consumed by a living creature (a standard action), the herbs heal damage equal to your class level × your Wisdom bonus. These herbs work equally well on all living creatures, including living constructs, but have no effect on other creatures.

At 4th level, your resistance to cold and electricity improves to 10, and your natural armor bonus increases by another 1 (+2 total).

At 5th level, you gain immunity to polymorph effects and your fortification improves to 50%. (If you already have fortification of 50% or greater, you gain no additional benefit.)

Green Mind (Ex): After a time, landforged walkers gain some of the stoic quality of nature. At 2nd level, you gain a +4 bonus on saves against mind-affecting spells and abilities.

Speak With Plants (Sp): By 3rd level, landforged walkers know the language of nature. Once per day you can use *speak with plants* as a druid of your character level.

Voice of Nature (Sp): When you reach 5th level, you can enter a trance in which you become one with nature, seeing and hearing through the senses of all plant life in the area. You can use *commune with nature* once per day as a druid of your character level.

Plant Shape (Su): At 5th level, you can change into a plant creature and back again three times per day. You can assume any form from Small to Huge. This ability is otherwise like the wild shape druid class feature (*PH* 37). Use your total character level as your effective druid level to determine duration and maximum Hit Dice.

PLAYING A LANDFORGED WALKER

You are the voice and body of the land. The civilized races think they can contain the wild—breeding plants for their own purposes and growing them in constrained plots. They acknowledge that plants are alive but deny them souls, just as the warforged are denied. As such, you feel a kinship with the natural world, treating plants with reverence and understanding their power. Mobile races underestimate plants because they are silent and still, but you have learned their language. You travel in their embrace and grow them on your body as a living symbol of your bond.

Those who explore the wilderness might earn your enmity or your friendship, depending on how they treat the world around them. Other druids likely meet with your approval, though you might be disturbed by the dark motivations of the Children of Winter. Likewise, you acknowledge the enmity of many Ashbound, who view landforged walkers as wholly unnatural. Landforged walkers are solitary creatures, but they also know the value of interaction. No plant lives when uprooted, and all life is linked in a great chain. In the same way, others who share your point of view become linked to you.

Combat

In combat, you make use of the natural camouflage of your skin to take foes by surprise. If surprised yourself, you prefer to retreat and strike later, sometimes learning of your enemies' weaknesses from the plants around them. When retreat is not possible, you strike hard with everything you have, showing no mercy. Those who would harm you might also harm the wilderness around you, with fire and with steel.

Your spells are your most powerful weapons, but your combat skills are not to be ignored. When necessary, you do not hesitate to press the attack.

Advancement

Most landforged walkers are solitary, learning their craft from the land itself. In rare cases, they might find a mentor during their travels in the world, but most landforged walkers show obedience to no master but nature.

As you meditate on your existence and your place in the world, you could find yourself longing to explore more of it. Traveling outside familiar lands allows you to learn more about the nature of plants, animals, and their interactions with the civilized races. Such travels usually manifest as druid or ranger levels, but landforged walkers who embrace combat might also advance in the barbarian class.

Resources

Landforged walkers have no reason to assist each other, but neither do they have reason to refuse assistance. Philosophically aligned folk will generally trust and aid you, particularly if doing so results in the destruction of malicious trespassers. In the end, though, the land itself is your greatest ally, giving you shelter, information, and even combat assistance by means of deadfalls, hidden gullies, and tripping vines.

Landforged Walkers in the World

"One minute I'm hacking my way through the steaming hot jungle, and the next minute there's this mass of vines standing in front of me. Then I see its eyes, glowing yellow from between the vines. It says to me, 'Put away your blade and cease your destruction. I will show you the path.'"

—Sherrith Fall, Xen'drik explorer

The landforged walker prestige class offers a view of warforged as thoughtful creatures with a deep connection to the land. As NPCs, landforged walkers could play a part in any exploration-based campaign, either as benevolent guides or ruthless defenders of their chosen lands.

Organization

Landforged walkers have no official organization or ties. Some might not even be aware that others like them exist in the wider world. After the Last War, a small number of warforged found peace in one of the recognized druid orders. Landforged walkers who began their careers in this way might still belong to a druid organization, most likely the Wardens of the Wood.



Greenbody, a landforged walker

NPC Reactions

A few folk might have heard of landforged walkers, but many dismiss such tales of nature-beholden warforged as rumor and superstition. Druids and rangers typically look most favorably upon landforged walkers, respecting their dedication to the land. The exceptions to this are the members of the Ashbound, who might well see a landforged walker as a terrible affront to nature.

Artificers, wizards, and scholarly types seem alien and unfathomable to a landforged walker, and the feeling is mutual. In addition, anyone who deliberately and maliciously harms the natural setting of a landforged walker's home makes an enemy of him.

Landforged Walker Lore

Characters with ranks in Knowledge (nature) or the bardic knowledge ability can research landforged walkers to learn more about them. When a character makes a successful check, read or paraphrase the following, including the information from lower DCs.

DC 10: Strange natural guardians called landforged walkers are said to live in the inhospitable regions of Xen'drik, but few claim to have actually seen them.

DC 15: Landforged walkers are former warforged who retreated to the wilderness from a desire for solitude, or out of contempt for the civilized races.

DC 20: Landforged walkers have evolved beyond ordinary warforged. They grow plants all over their

bodies and use magical powers fueled by the land itself. They usually don't hurt those who treat the land with respect.

DC 30: Landforged walkers can commune with the natural forces around them, and know everything that happens in their territories. They can even assume the form of plant creatures.

LANDFORGED WALKERS IN THE GAME

PCs might hear tales of landforged walkers from the locals in Stormreach or at trading posts deep in the jungle. They might also encounter a landforged walker during their travels in Xen'drik, perhaps if they become lost or unwittingly enter one's territory. Druid or ranger PCs might have heard tales of a particular landforged walker and have reason to seek her out.

Adaptation

Though landforged walkers are a natural fit for Xen'drik's uncharted wilderness, their traditions can easily spread to mainland Khorvaire. Landforged walkers might roam the Eldeen Reaches or the Talenta Plains, or even live beneath the Thunder Sea as guardians of the natural underwater world.

SAMPLE ENCOUNTER

Landforged walkers are often encountered in remote locations. Benevolent ones might offer a party guidance and aid, even seeking to join them if their intentions are beneficial to the land. Malevolent ones could threaten a party—especially one that causes the destruction of nature, whether willful or not.

Greenbody (EL 8)

Greenbody was one of the last warforged to be constructed. Though he served in the Last War under the name Phalanx, he always found the natural world more fascinating than warfare. He developed mystic powers tied to the land, and when the war ended, he sought out the most remote places in Khorvaire. After hearing stories of Xen'drik, the warforged left civilization behind for the steaming jungles of the mysterious continent. Now he goes by the name Greenbody, and while he prefers a solitary life, he is not opposed to entertaining guests who treat the land with respect.

GREENBODY **CR 8**

Male personality warforged druid 5/landforged walker 3
NG Medium construct (living construct)
Init +3; **Senses** Listen +3, Spot +11
Languages Common, Druidic, Sylvan

AC 14, touch 10, flat-footed 14
(–1 Dex, +3 armor, +1 deflection, +1 natural)
hp 63 (8 HD); **DR** 2/slashing
Immune warforged immunities
Resist cold 5, electricity 5; healing at half effect; light fortification (25% chance to ignore critical hits and sneak attack)
Fort +10, **Ref** +1, **Will** +8; +4 against mind-affecting spells and abilities; +4 against spell-like abilities of fey
Weaknesses unusual physical construction (*ECS* 23, *PH* 246), cannot heal lethal damage naturally

Speed 30 ft. (6 squares), woodland stride
Melee slam +6 (1d4+1)
Ranged sling +5 (1d4+1)
Base Atk +5; **Grp** +6
Special Actions wild shape 1/day (5 hours, Small or Medium animal up to 5 HD)
Combat Gear 2 scrolls of *greater magic fang*
Druid Spells Prepared (CL 7th):
4th—*flame strike* (DC 17)
3rd—*daylight, snare, spike growth* (DC 16)
2nd—*bull's strength, flame blade* (+6 melee touch), *owl's wisdom, tree shape*
1st—*charm animal* (DC 14), *entangle* (DC 14), *longstrider, magic fang, produce flame*
0—*detect magic, guidance* (2), *light, read magic, resistance*

Abilities Str 13, Dex 8, Con 16, Int 12, Wis 17, Cha 8
SQ animal companion, link with companion, share spells, body of nature (jungle), harvest herbs 3/day (heal 9 hp), speak with plants 1/day, trackless step, wild empathy +6 (+2 magical beasts), do not need to eat or drink
Feats Extend Spell, Improved Initiative, Ironwood Body*
*Feat described in *Races of Eberron*
Skills Concentration +14, Diplomacy +3, Handle Animal +6 (+10 with animal companion), Hide +2 (+6 in jungle), Knowledge (geography) +5, Knowledge (nature) +11, Listen +3, Spot +11, Survival +15 (+17 aboveground natural)
Possessions combat gear plus masterwork sling with 10 bullets, *periapt of Wisdom +2, ring of protection +1, wand of bear's endurance* (18 charges), 59 gp

VIPER ANIMAL COMPANION **CR –**

N Large magical beast (augmented animal)
Init +7; **Senses** scent; Listen +5, Spot + 6

AC 15, touch 12, flat-footed 12
(–1 size, +3 Dex, +3 natural)
hp 13 (3 HD)
Fort +3, **Ref** +6, **Will** +2

Speed 20 ft. (4 squares), climb 20 ft., swim 20 ft.
Melee bite +4 melee (1d4 plus poison)
Space 10 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +6
Atk Options poison (DC 11, 1d6 Con/1d6 Con)

Abilities Str 10, Dex 17, Con 11, Int 1, Wis 12, Cha 2
SQ 1 bonus trick
Feats Improved Initiative, Weapon Finesse
Skills Balance +11, Climb +11, Hide +8, Listen +5, Spot +6, Swim +8

Primal Scholar

"I have plumbed the depths of magic, back to the time of the mightiest giant empires. I have mastered the secrets of their power and wield it with ease. Their past glory flows in my veins. You dare question my skill?"

—Silayuss, primal scholar

Primal scholars are spellcasters bent on uncovering and mastering the ancient magic that lies buried in the jungles, deserts, and mountains of Xen'drik. While some draw this power from giant lore, others seek to learn the secrets of the quori or the dragons themselves. No matter the source of their knowledge, these driven scholars learn to tap the power of ancient magic and weave it into their own spells. In addition to explorers, many of the natives of Xen'drik have taken up this class, rediscovering the magic of their ancestors or former masters.

Becoming a Primal Scholar

Spellcasters versed in ancient lore, including wizards, bards, clerics, and warmages (see *Complete Arcane*), make up most of the practitioners of this class. A few artificers, druids, sorcerers, and warlocks (see *Complete Arcane*) become primal scholars, though they are unusual (and have often taken levels in expert, bard, or another class that grants access to historical knowledge).

Those wishing to become primal scholars spend years perfecting their spellcasting, unearthing the secrets of Xen'drik, and experimenting with the mighty magics of the past. By the time they unlock the secrets of this class, they are well versed in the history of the mysterious continent and often possess relics from that ancient age.

Entry Requirements

Skills: Knowledge (arcana) 5 ranks, Knowledge (history) 10 ranks, Spellcraft 10 ranks.
Feats: Mysterious Magic*, any metamagic feat.
Spells or Spell-Like Abilities: Caster level 7th.
Special: The character must have spent at least six months in Xen'drik, exploring and researching its ancient magic.
* New feat described on page 135.

Class Features

The primal scholar's class features revolve around expanding the effectiveness of his own magical powers.

Spellcasting: At each level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one spellcasting class before becoming a primal scholar, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Xen'drik Lore: At 1st level, a primal scholar gains the ability to recall relevant pieces of information regarding the people, history, legends, and relics of Xen'drik. You add your caster level and Intelligence modifier to the lore check, which functions otherwise like a bardic knowledge check (*PH* 29).

Ancient Secret: Beginning at 2nd level, a primal scholar's study of the secrets of Xen'drik grant particular benefits. Choose one ancient secret from the table below each time you gain a level. Add your class level plus Intelligence modifier to determine which ancient secrets you can choose. You cannot choose the same secret twice.

Power of Xen'drik (Ex): The primal magic you tap into gives your spells more potency. At 5th level, you gain the ability to spend 1 action point to reroll any one of the following variables of a spell that you have just cast.

- Attack roll
- Damage roll
- Caster level check

If a single spell requires one of these options to be rolled more than once, you can reroll only once. For example, spells that affect an area require a caster level check against each creature in the area that has spell resistance, but spending 1 action point only allows you to reroll one of those checks (your choice).

You must choose to spend the action point before the result of the original roll is known. You must take the result of the second roll, even if worse than the first.

Playing a Primal Scholar

Ancient secrets and forgotten lore are your dominion. You know more of the occluded past than most folk ever dream existed. While countless parties of tomb robbers and privateer explorers comb the wilds of Xen'drik for treasure and valuable relics, you set your goals beyond the material realm. You seek to master the power that raised

The Primal Scholar — Hit Die: d4

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Xen'drik lore	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	Ancient secret	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Ancient secret	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Ancient secret	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Ancient secret, power of Xen'drik	+1 level of existing spellcasting class

Class Skills (4 + Int modifier per level): Concentration, Decipher Script, Knowledge (all skills, taken individually), Spellcraft, Use Magic Device.

ANCIENT SECRETS

Class Level + Int Mod	Ancient Secret	Effect
1	Versed in magic	+3 competence bonus on Knowledge (arcana) and Spellcraft checks.
2	Secret of strength	+1 competence bonus on all caster level checks to overcome spell resistance.
3	Secret of defiance	+1 competence bonus on saves against spells and spell-like abilities.
4	Secret of power	Spend 1 action point to regain a number of spells (or spell slots, if you cast spontaneously) that you have already cast today. The total levels of the spells or spell slots regained can't exceed your class level.
5	Mystery of magic	Choose one spell you can cast, up to a maximum level equal to your class level. You can now spontaneously cast that spell by sacrificing a spell of equal or higher level, even if you don't have the chosen spell prepared.
6	Mystery of the giants	Choose any one metamagic feat that you know with a spell level adjustment no greater than your class level. You can spend a number of action points equal to the spell level adjustment of the feat (minimum 1) to apply that feat to any spell you cast without increasing the spell's level or casting time.
7	Mystery of the quori	Choose one spell you can cast with a normal casting time of one standard action, of a level equal to your class level or lower. You can spend 2 action points to cast that spell as an immediate action. If you normally prepare spells, you must have a spell prepared to cast it in this way.
8 or higher	Mystery of Xen'drik	Choose one of your known spells, of a level equal to your class level or lower. (Only characters with a spellbook or a spells known list can choose this option.) You can spend 2 action points to cast that spell without counting it against your daily limit. If you normally prepare spells, you need not have prepared a spell to cast it in this way.

the giant empire, banished the quori, and ultimately destroyed this land. This power lies buried in ruins and coded across dozens of lost sites—and if you don't uncover it, others will.

Combat

When faced with the threat of violence, do not be afraid to unleash the power within yourself. The secrets of Xen'drik have disappeared from the world once, but now that you have rediscovered them, it is your duty to keep them alive. Your spells are your sword and shield. Master them, along with the secrets you alone possess, and no foe will stand against you for long.

Advancement

As you gain levels, focus on enhancing your magical power. Skills, feats, and spells that increase your personal knowledge and magical might should be your first priority. Seek out that which others do not know and cannot hope to understand. Other prestige classes that grant you hidden powers are most desirable, as are the lost relics of Xen'drik. Even as these items enhance your power, they also offer valuable clues into the nature of that power.

Resources

Although there is no formal organization of primal scholars, the entire continent of Xen'drik teems with valuable tools that you can draw strength from. Others often overlook the power inherent in their ancient discoveries—power that you can claim with ease. Occasionally, two or more primal scholars will gather to share some of the secrets they have uncovered, but you should be wary of such temporary alliances. Others will undoubtedly attempt to garner as much from you as they can, even as they seek to conceal the true importance of their own learning.

PRIMAL SCHOLARS IN THE WORLD

"It was the oddest thing. In the midst of the jungle, I came across a lone figure deep in concentration, hunched over a tablet filled with odd runes, acting as though he were safe inside a laboratory rather than in the wild."

—A mercenary from Stormreach on a hunt for dragonshards

Though primal scholars are most frequently found exploring the hidden corners of Xen'drik, a few turn their attention to other ancient places such as Sarlona and Argonnessen. When not searching out forgotten magic, they can often be found sequestered in private laboratories, performing dangerous experiments or field-testing their latest creations.

Organization

Though no formal body of primal scholars exists, many maintain membership in larger organizations, such as Morgrave University, the Library of Korranberg, and the Twelve. House Cannith is rumored to have a number of primal scholars in its ranks.

NPC Reactions

Most common folk will make little distinction between an ordinary spellcaster and those who delve into magic's deepest secrets, but those with a deeper understanding will rightfully fear and respect a primal scholar. Those with magical training, be it arcane or divine, frequently believe that primal scholars tamper with secrets best forgotten. After warning them of the dangers, they treat primal scholars with distrust and a touch of pity, certain

that their thirst for knowledge will eventually destroy them. Among the dragons of Argonnessen are some who react violently when encountering primal scholars, viewing them as meddlesome fools who must be stopped before they learn too much.

PRIMAL SCHOLAR LORE

Characters with ranks in Knowledge (arcana) or Knowledge (local Xen'drik), or the bardic knowledge ability, can research primal scholars to learn more about them. When a character makes a check, read or paraphrase the following, including the information from lower DCs.

DC 15: Primal scholars are spellcasters obsessed with the ancient magic of Xen'drik.

DC 20: Primal scholars learn secrets that allow them to enhance their spells at a whim. They draw this power from the magic of the past.

DC 25: The most powerful primal scholars wield power that outstrips even that of dedicated wizards.

PRIMAL SCHOLARS IN THE GAME

Any spellcaster, arcane or divine, can become a primal scholar, but such characters are traditionally on the fringe of their tradition. Others who share their devotion to the magical arts do not understand primal scholars' fascination with the past, and many doubt their ability to master those long-forgotten arts. When encountered, members of this prestige class are often engaged in research of some sort, whether dusty library work or digging through ruins in the field. While others gather up valuable trinkets, a primal scholar studies runes and scripts, taking prodigious notes and making extensive sketches and rubbings.

This prestige class appeals to players who want their characters to dabble in powerful magic and distinguish themselves from other spellcasters. Primal scholars are frequently distrustful of other casters who might seek to steal their secrets and benefit from their years of effort. At the same time, however, they have a ceaseless drive to hone their magical craft as they delve deeper into Xen'drik's ancient mysteries. As such, they frequently join with other adventurers whose exploration of the mysterious continent is driven by similar goals.

Adaptation

Primal scholars need not be limited to Xen'drik. By changing the prerequisite of having explored that continent to a strong familiarity with some other topic, the class might become available to spellcasters who delve into the secrets of the Draconic prophecy or probe the ancient magic of the fiends.

SAMPLE ENCOUNTER

Primal scholars are typically encountered alone or as part of a small field expedition. They treat others with suspicion at first, warming up only after they can ascertain the intent of strangers. However, they can become a persistent nuisance if they believe you to have some relic or information of value to their work.

Silayuss (EL 10)

Silayuss has spent most of his life studying the secrets of Xen'drik, and few people are more thoroughly versed in the history of the aftermath of the giant–quori wars. As he grows older, his field expeditions have become less frequent but his research has not slowed. Now, instead of setting off himself for parts unknown, he hires other groups to retrieve giant carvings and minor relics. Inherently distrustful of those who might steal his work, Silayuss extensively checks out the reputations and motivations of any in his employ.

If he is forced into combat (which is rare these days), Silayuss unleashes his most powerful magic first, using everything at his disposal to dispatch his enemies before they have a chance to respond. Silayuss flees from melee combat, preferring to use magic to destroy his enemies from afar.

SILAYUSS **CR 10**

Male human wizard 7/primal scholar 3
NG Medium humanoid
Init +2; **Senses** Listen +4, Spot +4
Languages Common, Drow, Draconic, Elven, Giant

AC 16, touch 13, flat-footed 14
(+2 Dex, +2 armor, +1 deflection, +1 natural)
hp 36 (10 HD)
Fort +5, **Ref** +6, **Will** +11; +1 against spells and spell-like abilities

Speed 30 ft. (6 squares)
Melee mwk dagger +5 (1d4/19–20)
Ranged mwk light crossbow +7 (1d8/19–20)



Silayuss, a primal scholar

SE

Base Atk +4; **Grp** +4
Special Actions spontaneous casting (*fireball*)
Combat Gear 2 *potions of cure moderate wounds, potion of invisibility, wand of magic missile* (CL 5th, 50 charges)
Wizard Spells Prepared (CL 10th; 1d20+12 to overcome SR):
5th—empowered *fireball* (DC 18), *teleport, wall of force*
4th—silent *dispel magic, fear* (DC 19), *scrying* (DC 19), *stoneskin*
3rd—*dispel magic, fly,* empowered *magic missile, slow* (DC 18)
2nd—*locate object, mirror image, resist energy, scorching ray, web* (DC 17)
1st—*comprehend languages* (2), *identify, magic missile* (2), *shield*
0—*detect magic, message, prestidigitation, read magic*

Abilities Str 10, Dex 14, Con 12, Int 20, Wis 14, Cha 8
SQ summon familiar (none at present), Xen'drik lore (+17)
Feats Combat Casting, Empower Spell[B], Eschew Materials, Mysterious Magic*, Scribe Scroll[B], Silent Spell, Spell Penetration
* New feat described on page 135
Skills Concentration +14 (+18 casting defensively), Decipher Script +18, Knowledge (arcana) +18, Knowledge (geography) +18, Knowledge (history) +18, Knowledge (the planes) +18, Listen +4, Spellcraft +20, Spot +4
Possessions combat gear plus masterwork dagger, masterwork light crossbow with 20 bolts, *amulet of natural armor +1, bracers of armor +2, ring of protection +1, cloak of resistance +1,* backpack, jungle outfit, bullseye lantern, 3 pints of oil, 3 trail rations, rubbing kit, notebooks, 3 vials of vermin ointment*
* New item described on page 139
Spellbook spells prepared plus 0—all; 1st—*detect undead, erase*; 2nd—*arcane lock, see invisibility*; 3rd—*sleet storm, gaseous form*; 4th—*phantasmal killer*; 5th—*nightmare, Rary's telepathic bond*

Scorpion Wraith

"The land is not as pristine as it once was. It is up to me, and others like me, to use our powers to keep these incursions by foreigners from ruining our home."

—Ax'ayuma Tokazz, a scorpion wraith

Scorpion wraiths are the elite warriors of the drow. Although they go by different names from clan to clan, they share a number of similar features, including a degree of stealth and cunning that allows them to strike without warning. Most clans view these warriors as the pinnacle of their race, at one with the spirit of the noble scorpion and blessed by Vulkoor.

Becoming a Scorpion Wraith

Rangers make ideal scorpion wraiths, though many take levels in barbarian, fighter, rogue, or scout (from *Complete Adventurer*) depending on their preferred tactics. Druids willing to trade spellcasting progression in that class for increased combat prowess sometimes pursue the scorpion wraith path, typically taking levels in the classes mentioned above. While the scorpion wraith tradition is centered in drow life and culture, nondrow sometimes receive training in this prestige class.

Those desiring to become a scorpion wraith spend time improving their Hide and Move Silently skills. In addition, such characters must have a bond with nature, accepting their place as dominant predators and masters of the hunt.

Entry Requirements

Base Attack Bonus: +4.
Skills: Hide 8 ranks, Knowledge (nature) 4 ranks, Move Silently 8 ranks.
Feats: Blind-Fight, Improved Initiative.
Special: Must have the wild empathy class feature.
Special: Must have been trained in Xen'drik by another scorpion wraith.

The Scorpion Wraith — Hit Die: d8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Poison use, sudden strike +1d6, wild empathy
2nd	+2	+0	+3	+0	Darkness, unexpected assault
3rd	+3	+1	+3	+1	Sudden strike +2d6, veil of shadow
4th	+4	+1	+4	+1	Perfect sight, sculpt shadow
5th	+5	+1	+4	+1	Deadly sting, sudden strike +3d6

Class Skills (6 + Int modifier per level): Climb, Handle Animal, Hide, Jump, Knowledge (nature), Listen, Move Silently, Spot, Survival, Swim, Tumble.

Class Features

As you advance in level as a scorpion wraith, you hone your existing stealth and combat skills to become a predator with few equals.

Poison Use (Ex): You are skilled in the use of poison and never risk accidentally poisoning yourself when applying poison to a weapon.

Sudden Strike (Ex): If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Whenever your target would be denied a Dexterity bonus to Armor Class (whether the target actually has a Dexterity bonus or not), you deal an extra 1d6 points of damage with your attack.

This extra damage increases by 1d6 at 3rd level and 5th level. Unlike with a rogue's sneak attack, a scorpion wraith cannot use sudden strike when flanking an opponent unless that opponent is also denied its Dexterity bonus to AC.

Sudden strike damage also applies to ranged attacks against targets up to 30 feet away. Creatures with concealment, creatures without discernible anatomies, and creatures immune to extra damage from critical hits are all immune to sudden strikes. A scorpion wraith can't

make a sudden strike while striking the limbs of a creature whose vitals are out of reach.

A scorpion wraith can't use a sudden strike to deliver nonlethal damage. Weapons capable of dealing only nonlethal damage don't deal extra damage when used as part of a sudden strike.

The extra damage from the sudden strike ability stacks with the extra damage from a sneak attack whenever both would apply to the same target.

Wild Empathy (Ex): As a scorpion wraith, you maintain a strong connection with nature. Levels of scorpion wraith and any class that grants the wild empathy class feature stack for purpose of determining your bonus on wild empathy checks.

Also, you can treat vermin as magical beasts for the purpose of using wild empathy.

Darkness (Sp): Scorpion wraiths of 2nd level or higher master the use of darkness to cloak their movements. You gain the ability to use *darkness* (*PH* 216) three times per day, with a caster level equal to your character level. If you can already use *darkness* as a spell-like ability (as a drow can, for example), you can use it four times per day.

Unexpected Assault (Ex): As a scorpion wraith, you spend long hours honing your reflexes. Beginning at 2nd level, you receive a +4 bonus on initiative checks if you are allowed to act during the surprise round. This bonus does not apply if combat begins without a surprise round.

Veil of Shadow (Su): At 3rd level, a scorpion wraith can manipulate the shadows to cloak his movements. While in areas of shadowy illumination or darkness, you gain a bonus on Hide and Move Silently checks equal to your class level.

Perfect Sight (Su): From 4th level on, your powers of observation enable you to see through concealment. Once per day as a free action, you can grant yourself the blindsight ability (*MM* 306) out to 60 feet. You also gain a +10 insight bonus on Listen and Spot checks while your blindsight is active. This ability lasts for a number of rounds equal to 5 + your Wisdom modifier.

Sculpt Shadow (Su): Upon reaching 4th level, you can manipulate magical shadows to your advantage. Whenever you cast *darkness* as a spell or use it as a spell-like ability, you can choose to create eight 5-foot-by-5-foot squares of shadowy illumination instead of targeting a touched object. The first of these squares must be adjacent to you, with all squares adjacent to at least one other square.

Deadly Sting (Su): At 5th level, you are able to coat a slashing or piercing weapon you wield in liquid shadow as a standard action. This shadow acts like a deadly poison, dealing initial and secondary damage of 1d10 points of Constitution (Fortitude DC 15 + your Wis modifier). Once created, the poison clings to a weapon for 1 hour or until it is delivered. If anyone but you wields the prepared weapon, the shadow poison has no effect.

You can use this ability a number of times per day equal to 1 + your Wisdom modifier (minimum once per day).

PLAYING A SCORPION WRAITH

You are the unseen predator stalking the darkness, using instinct and supernatural ability to bring down your prey. Although you work well alone, you are not afraid to call on allies to help take on powerful or cunning foes. The world is your hunting ground, but it must be respected. Killing without purpose wastes nature's gifts and might well bring nature's wrath. Also, beware those who would presume to prey on those you have chosen to protect. Teach them to respect the hunter. Show them no mercy, and do not spare them from your deadly sting.

Combat

In combat, you are most effective when striking from the cover of darkness to catch foes unaware. If your enemies cannot be dispatched immediately, retreat so as to attack again from a different direction. Continue these hit-and-run tactics until your enemies are too weary—or too terrified—to continue the fight. Like all scorpion wraiths, you plan each battle. Track your enemies from hiding, learn their strengths and weaknesses, then engage only when the time is right.

Advancement

As you gain levels, focus on enhancing your stealth and your ability to deal damage to foes unaware of your presence. Levels in rogue, ranger, or assassin enhance your singular effectiveness in combat. Some scorpion wraiths pick up enough levels in sorcerer or wizard to add invisibility to their tactics. Aside from such abilities, skills that allow you to survive in the wild are of great importance. The Track feat and ranks in Survival serve not only to bring your quarry into your sights, but will keep you fed while you patiently wait for the moment to strike.

Resources

Scorpion wraiths are self-sufficient, and many fashion their own armor and weapons. As such, they generally consider it unseemly to ask for supplies and equipment without making proper payment for such goods. However, they often serve others without reservation, protecting family, friends, and kin out of a sense of duty.

SCORPION WRAITHS IN THE WORLD

"He drew the shadows around him like a cloak, disappearing almost as soon as he'd struck, then striking again from somewhere else. By the time we got to them, the four sentries were dead on the ground, but though we searched for the drow, he had faded into the jungle, waiting . . ."

—Excerpt from an unnamed explorer's journal

Scorpion wraiths can be found across Xen'drik, serving as elite hunters for their clans or tribes, but are rarely seen outside drow lands. Many consider their existence to be a myth, since few who come up against a scorpion wraith live long enough to tell the tale.

Organization

Though no formal relationship exists between scorpion wraiths, most are inextricably tied to their drow clans. As



Ax'ayuma Tokazz, a scorpion wraith

such, a scorpion wraith seeks aid among his own people first, even as he upholds his obligation to support and defend them.

Rumor holds that a few nondrow have learned the secrets of this mysterious class, having gained the favor of the drow through some great service or boon. Like drow scorpion wraiths, such characters inevitably have lifelong connections and commitments to a drow clan.

NPC Reactions

Scorpion wraiths are virtually unknown outside Xen'drik, except to those who have traveled extensively on that continent. In Xen'drik, tales of these dread warriors grow more and more fantastic with each telling. As a result, those who encounter a scorpion wraith tend to be either overconfident or terrified. Nondrow scorpion wraiths are initially treated with suspicion by the drow and disregard by others. Once they have demonstrated their skills, however, such disregard quickly turns to respect or fear.

SCORPION WRAITH LORE

Characters with ranks in Knowledge (local Xen'drik) or the bardic knowledge ability can research scorpion wraiths to learn more about them. The DCs below are for checks made in Xen'drik; add 10 to the DCs anywhere outside the continent. When a character makes a check, read or paraphrase the following, including the information from lower DCs.

DC 15: Scorpion wraiths are solitary drow hunters found deep in the jungles of Xen'drik. They can kill without being seen or heard.

DC 20: Scorpion wraiths have the ability to manipulate shadow, quenching light and cloaking themselves in darkness. They excel at catching their prey unaware.

DC 25: Scorpion wraiths are skilled in the use of poison and are masters of the ambush, but they're not mindless killers. Most are noble hunters and can be reasoned with if approached with respect.

SCORPION WRAITHS IN THE GAME

Any drow encountered deep in Xen'drik could be a scorpion wraith, although a group of PCs might not know it until the ambush has been sprung. Most, if not all, drow clans have a few members who have mastered the secrets of this elite group.

This prestige class appeals to players who enjoy characters with an air of noble mystery. Campaigns that focus on Xen'drik offer the perfect opportunity to introduce this prestige class if the PCs make contact (peaceful or otherwise) with a drow clan.

NPC scorpion wraiths are very rare outside Xen'drik. If encountered elsewhere, they might have been tasked with a great quest or brought to Khorvaire as some sort of trophy (almost certainly against their will).

Adaptation

Any area or culture in which the lone hunter thrives might warrant an adaptation of this prestige class. For example, the Wardens of the Wood or the halfling clans of the Talenta Plains might inspire their own stealth-based hunters, with abilities tied to each culture's environment.

SAMPLE ENCOUNTER

Lone scorpion wraiths are frequently encountered when explorers have trespassed inside drow lands or come too close to a migrating tribe. These elite hunters are sometimes found leading high-level drow warbands on reconnaissance or assault missions.

Ax'ayuma Tokazz (EL 11)

Ax'ayuma Tokazz is wary of the foreigners—especially nondrow elves—who have swarmed into his people's lands since the end of the Last War. At best, he treats them with cold detachment; at worst, as prey to be hunted down. Tokazz is a lone hunter, but he works with various clans as the mood suits him and their needs warrant. He cares for few things more deeply than the spirit of the hunt, but the well-being of his people is one of those things.

Ax'ayuma Tokazz **CR 11**

Male drow ranger 6/scorpion wraith 4
N Medium humanoid (elf)
Init +8 (+12 during surprise rounds); **Senses** darkvision 120 ft.; Listen +15, Spot +15
Languages Common, Drow, Giant

AC 18, touch 14, flat-footed 14; Dodge (+4 Dex, +4 armor)
hp 58 (10 HD)

Immune sleep effects
SR 21
Fort +8, **Ref** +14, **Will** +5; +2 against enchantments
Weakness light blindness

Speed 30 ft. (6 squares)
Melee *+1 keen rapier* +15/+10 (1d6+3/15–20) or
Melee *+1 keen rapier* +13/+8 (1d6+3/15–20) and mwk kukri +13/+8 (1d4+1/18–20)
Ranged mwk composite shortbow +15/+10 (1d6+2/×3)
Base Atk +10; **Grp** +12
Atk Options Blind-Fight, poison (Huge monstrous scorpion venom, DC 18, 1d6 Con/1d6 Con), favored enemy giants +4, favored enemy elves +2, sudden strike +2d6
Combat Gear 2 *potions of cure moderate wounds*, 2 *potions of invisibility*, *wand of entangle* (DC 11, CL 1st, 50 charges)
Ranger Spells Prepared (CL 3rd):
1st—*longstrider, pass without trace*
Spell-Like Abilities (CL 10th):
4/day—*darkness*
1/day—*dancing lights, faerie fire*

Abilities Str 14, Dex 18, Con 12, Int 10, Wis 12, Cha 12
SQ able to motice secret or concealed doors, perfect sight 1/day (6 rounds), poison use, sculpt shadow, wild empathy +11 (+7 magical beasts and vermin)
Feats Blind-Fight, Dodge, Endurance[B], Improved Initiative, Improved Two-Weapon Fighting[B], Track[B], Two-Weapon Fighting[B], Weapon Finesse
Skills Climb +8, Hide +17 (+21 in shadows), Jump +11, Knowledge (nature) +8, Listen +15, Move Silently +17 (+21 in shadows), Search +3, Spot +15, Survival +8 (+10 aboveground natural)
Possessions combat gear plus *+2 chitin armor*, +1 keen rapier,* masterwork kukri, masterwork composite shortbow (+2 Str bonus) with 40 arrows, *cloak of resistance +1,* 3 doses Huge monstrous scorpion venom, backpack, 50-foot hempen rope, hunter's kit*, waterskin
* New armor and equipment described in this chapter
Perfect Sight (Su): Once per day as a free action, Ax'ayuma can grant himself blindsight out to a range of 60 feet. He also gains a +10 insight bonus on Listen and Spot checks while the ability is active. This ability lasts for 6 rounds.

Feats

The inhabitants of Xen'drik have developed combat tactics and techniques not seen anywhere else on Eberron. In addition, the secrets of the giants and quori can be learned here, from ancient tablets, wall carvings, and those few that still practice them today.

Racial Feats

Feats designated as racial feats require the character to be of a specific race in order to select the feat. These feats share no other special properties and are considered to be a subset of a larger category of feats (in this book, either general or tactical).

The three racial feats presented here—Blessed of Vulkoor, Drow Scorpion Warrior, and Drow Skirmisher—are available only to drow. *Races of Eberron* contains a variety of other racial feats.

Tactical Feats

Feats with the tactical descriptor allow characters to perform a number of powerful attacks.

If you're playing a character who has a tactical feat, it's your responsibility to announce the actions you're performing as you attempt the maneuver that triggers the feat's benefit. A remark along the lines of "I charge, wielding my scorpion chain, and try a lunging sting maneuver" is appropriate.

One new tactical feat, Drow Scorpion Warrior, is presented below. A selection of other tactical feats can be found in *Races of Eberron.*

NEW FEATS

General Feats	Prerequisite	Benefit
Blessed of Vulkoor	Drow, region of origin Xen'drik	Gain spell-like abilities and an affinity for scorpions
Drow Skirmisher	Drow, region of origin Xen'drik	Proficiency and bonuses with drow weapons
Earthquake Stomp	Str 25, Power Attack, size Large or larger	Knock smaller enemies off their feet
Elder Giant Magic	Spellcraft 9 ranks or giant type	Increase casting time to boost caster level of spells
Giant Banemagic	—	Your spells do extra damage to giants
Jungle Veteran	—	Spend 1 action point to act in a surprise round
Mysterious Magic	—	Your spells are difficult to identify
Rending Claws	Proficiency with scorpion claw gauntlets, Two-Weapon Fighting	Hit with both gauntlets, deal extra rending damage

Metamagic Feat	Prerequisite	Benefit
Echoing Spell	Spellcraft 12 ranks, ability to prepare spells	Spells you cast can be cast again with lessened effects

Tactical Feat	Prerequisite	Benefit
Drow Scorpion Warrior	Drow, Drow Skirmisher, base attack bonus +4, region of origin Xen'drik.	Your study of the scorpion's ways grants you special tactics

BLESSED OF VULKOOR [RACIAL]

A scorpion-shaped birthmark denotes you as one of the chosen of Vulkoor.

Prerequisites: Drow, region of origin Xen'drik.

Benefits: You gain extra spell-like abilities and an affinity for scorpions, the deity's favored children. As a blessed of Vulkoor, you gain the following spell-like abilities as a 1st-level caster: 1/day—*acid splash, detect poison, pass without trace*.

If you have the ability to summon a familiar, you can choose to gain a Tiny monstrous scorpion in addition to the list of available options.

If you have an animal companion, you can add the following creatures to the list of available options: 1st level—Small or Medium monstrous scorpion; 4th level—Large monstrous scorpion; 10th level—Huge monstrous scorpion. If you have the wild empathy ability, you can treat scorpions as animals for the purpose of that ability.

Special: Unlike most feats, this feat must be taken at 1st level during character creation.

DROW SCORPION WARRIOR [RACIAL, TACTICAL]

Your study of the ways of the scorpion grants you special tactics.

Prerequisite: Drow, Drow Skirmisher, base attack bonus +4, region of origin Xen'drik.

Benefit: The Drow Scorpion Warrior feat enables the use of three tactical maneuvers.

Deadly Sting: To use this maneuver, you must score a critical hit with either a drow long knife or a drow scorpion chain (both on page 137) against a living creature. Your next attack against the same target with the same weapon (which must be made before the end of your next turn) gains a +2 bonus on the attack roll and deals 1d4 points of Constitution damage in addition to the normal damage dealt.

Lunging Sting: To use this maneuver, you must make a charge attack with a drow scorpion chain against a foe. If you hit, that opponent takes a –2 penalty on attack rolls against you until the start of your next turn.

Rending Sting: To use this maneuver, you must hit the same target with two different drow long knives in the same round. In the next round, you deal an additional 1d4 points of damage with your drow long knife attacks against that target.

DROW SKIRMISHER [RACIAL]

Your experience with the guerrilla-style combat of the deep jungle grants you mastery of the weapons of the drow.

Prerequisites: Drow, region of origin Xen'drik.

Benefit: You treat the Xen'drik boomerang (*ECS* 119), the drow scorpion chain, and the drow long knife (both on page 137) as martial weapons. You gain a +1 bonus on damage rolls when making an attack with a drow long knife or a drow scorpion chain as long as you have moved more than 5 feet under your own power during the round in which you make the attack. For example, being pushed 10 feet by a bull rush attack isn't sufficient to grant you the extra damage from this feat.

If you have any of the following feats for the dagger or short sword, you can apply the feats' effects to the drow long knife: Improved Critical, Weapon Focus, Weapon Specialization, Greater Weapon Focus, or Greater Weapon Specialization. If you have any of the same feats for the spiked chain, you can apply the feats' effects to the drow scorpion chain.

Additionally, when you spend 1 action point to influence an attack roll made with either a Xen'drik boomerang, drow scorpion chain, or drow long knife, you also add the result of the action point roll to your damage for that attack.

EARTHQUAKE STOMP

Your thunderous steps allow you to knock smaller enemies off their feet.

Prerequisites: Str 25, Power Attack, size Large or larger.

Benefit: As a standard action, you can stomp the ground so furiously that nearby creatures fall prone. All creatures within 10 feet of you whose size category is at least two smaller than yours can be affected. For example, a Large creature can affect Small or smaller creatures, a Huge creature can affect Medium or smaller creatures, and so on. Treat this as a trip attack against all affected creatures, except that you need not make a touch attack (and so do not provoke attacks of opportunity), and enemies not knocked prone cannot attempt to trip you in return.

ECHOING SPELL [METAMAGIC]

Your spells return after you cast them, although with lessened effects.

Prerequisites: Spellcraft 12 ranks, ability to prepare spells.

Benefit: An echoing spell is first cast as normal. After 1 hour, the spell then returns to you as if it had been prepared an additional time, and can be cast again at any time. However, the second time the echoing spell is cast, you treat your caster level as four lower for the purpose of effect, area, range, duration, and overcoming spell resistance. This process repeats itself every time the spell is cast, reducing your effective caster level by four until your effective caster level is no longer high enough to cast the original spell (at which point the spell is not regained).

For example, a 9th-level wizard has an echoing *Melf's acid arrow* prepared. She casts the spell the first time at 9th level, giving her maximum long range and dealing acid damage for 4 rounds (1 round + 1 round per three levels). After 1 hour, she can cast the spell again as a 5th-level caster, reducing its range and dealing acid damage for 2 rounds. The spell cannot be regained a third time, however, because her effective caster level of 1st would be below the minimum level needed to cast the spell.

You must expend any material or XP components for an echoing spell each time it is cast. An echoing spell that is counterspelled as it is being cast does not return to the caster.

This feat can be applied only to prepared spells. Spells cast spontaneously cannot benefit from this feat.

An echoing spell uses up a spell slot three levels higher than the spell's actual level.

ELDER GIANT MAGIC

You have learned a technique developed by ancient giant spellcasters, allowing you to channel additional power into your spells.

Prerequisite: Spellcraft 9 ranks or giant type.

Benefit: When casting a spell with a casting time of no more than 1 round, you can increase the casting time by up to 3 rounds. For each additional round that you extend the casting time, your effective caster level is increased by 1. This increase affects all the variables that depend upon caster level, including checks to overcome spell resistance.

Using this power is not without danger. Each round of increased casting time, you must succeed on a Concentration check (DC 15 + spell level + 1 for each previous check) or lose the spell. You cannot take 10 on these checks.

Special: Creatures of the giant type can also use this feat to improve spell-like abilities, and they gain a +4 competence bonus on Concentration checks made to use the feat.

GIANT BANEMAGIC

You can cast spells that deal additional damage to giants.

Benefit: When you cast a spell that deals damage to a giant, you deal an extra 2d6 points of damage.

A single spell can never gain this extra damage more than once per casting. For instance, a *fireball* deals the extra damage to all giants in the area it affects. However, if a 3rd-level wizard casts *magic missile* and produces two missiles, only one of them (of the wizard's choice) gains the extra damage, whether or not both missiles are directed at the same giant or two different giants. If a spell deals damage for more than 1 round, it deals this extra damage in each round.

If the spell allows a saving throw, the DC of the saving throw increases by 2. The additional damage dealt by this spell is either halved on a successful saving throw or negated entirely, depending on how the regular damage dealt by the spell is affected by a successful saving throw.

Scrolls scribed by you do not gain any benefit from Giant Banemagic. Scrolls activated by you also gain no benefit from Giant Banemagic. The same is true for most other magic items, such as wands and potions. However, staffs activated by you use not only your caster level but also gain the benefit of this feat, if applicable.

JUNGLE VETERAN

You have a knack for surviving in harsh environments and avoiding the deadly ambushes of natives.

Benefit: You can spend 1 action point to act in a surprise round in which you would otherwise be denied an action. When spending an action point in this way, add the result of the action point die to your initiative check for that encounter.

In addition, you receive a +2 competence bonus on Fortitude saves made to avoid nonlethal damage in hot environments. You can also move at your normal speed while hunting and foraging in a jungle environment using the Survival skill.

Normal: You can move up to one-half your speed while hunting and foraging.

MYSTERIOUS MAGIC

Your study of unconventional magic gives your spells an odd appearance and makes them difficult to identify.

Benefit: The DC to identify your spells with the Spellcraft skill (either as they are being cast or once they are in place) is increased by 5. This increase is also applied to Spellcraft checks used to identify a spell's school of magic through *detect magic* or similar effects.

In addition, the DC to dispel your spells (or to counter them with *dispel magic* and similar effects) is increased by 2.

Normal: See the Spellcraft skill description (*PH* 82) for the standard DCs for identifying spells.

RENDING CLAWS

Your expertise with scorpion claw gauntlets allows you to tear apart your opponents with deadly precision.

Prerequisites: Proficiency with scorpion claw gauntlets, Two-Weapon Fighting.

Benefit: When wielding a pair of scorpion claw gauntlets (see page 137), if you hit an opponent with both gauntlets in the same round, you can latch on and rend flesh. You deal additional damage equal to the damage normally dealt by one gauntlet plus 1/2 your Strength bonus. If you wear gauntlets with different magical properties, you apply only one property (your choice) on the rending attack.

EQUIPMENT

The natives of Xen'drik and the explorers who chart its unknown territories have developed special weapons, armor, alchemical items, and mundane gear. While nearly all these items can be found for sale in Stormreach, some have found their way to the larger metropolises of Khorvaire, especially Sharn. However, many of the native items available outside Xen'drik are sold as art rather than functional equipment (often at a significantly higher price).

ARMOR

While the drow use many of the simpler armors found in the *Player's Handbook*, they have developed a few new types as well. The scaly skin of the dream serpent is used to make a flexible and durable suit of hide armor, while carefully woven plant vines create a type of armor that provides both protection and camouflage. In addition, the drow craft sturdier armor from the chitin plates of Xen'drik's monstrous scorpions.

The giants of the mysterious continent employ armor of the same sort used by their distant ancestors. However,

ARMOR AND SHIELDS

Armor	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	—Speed— (30 ft.)	(20 ft.)	Weight
Light Armor								
Chitin armor	20 gp	+2	+7	–1	5%	30 ft.	20 ft.	10 lb.
Dreamhide	700 gp	+4	+5	–2	15%	30 ft.	20 ft.	20 lb.
Vine	80 gp	+2	+5	–1	10%	30 ft.	20 ft.	15 lb.
Medium Armor								
Scorpion breastplate	300 gp	+4	+4	–3	20%	20 ft.	15 ft.	20 lb.
Heavy Armor								
Giant patchwork	100 gp	+5	0	–7	40%	20 ft.	15 ft.	50 lb.
War chitin	1,500 gp	+7	+2	–6	35%	20 ft.	15 ft.	40 lb.

WEAPONS

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight[1]	Type
Light Melee Weapons							
Drow long knife	15 gp	1d4	1d6	19–20/×2	10 ft.	2 lb.	Piercing
Scorpion claw gauntlet	40 gp	1d4	1d6	×2	—	6 lb.	Slashing
Two-Handed Melee Weapons							
Drow scorpion chain[2]	25 gp	1d4	1d6	19–20/×2	—	3 lb.	Slashing
Yuan-ti serpent bow	150 gp	1d4	1d6	19–20/×2	—	5 lb.	Slashing
Ranged Weapons							
Sand pipe	15 gp	—	—	—	See text	1 lb.	—
Sand, blinding	50 gp	———	———	See text	———	1/2 lb.	See text
Sand, burning	50 gp	———	———	See text	———	1/2 lb.	See text
Sand, sunscald	50 gp	———	———	See text	———	1/2 lb.	See text
Yuan-ti serpent bow	150 gp	1d6	1d8	×3	80 ft.	5 lb.	Piercing

1 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.
2 Reach weapon.

because full suits of such armor have become rare over the centuries, many giants have taken to creating a patchwork armor from the salvageable pieces that remain.

Of the armors described here, only giant patchwork armor incorporate metal, meaning that druids can wear any of the other kinds of armor without penalty.

Chitin Armor: The drow of Xen'drik have perfected a method of harvesting chitin plates from monstrous scorpions, which are then finished with cloth and hide. Lightweight chitin armor consists of a few chitin plates protecting the shoulders, head, and abdomen, supplemented by bone at the forearm and shin.

Dreamhide: Made from the skin of as many as four adult dream serpents, this special suit of hide armor is light and flexible while still offering a great deal of protection. Most drow clans have only a few suits of this rare and valuable armor, reserving it for their most skilled hunters.

Giant Patchwork: Made from the salvageable pieces of dozens of suits of armor, this patchwork armor is used almost exclusively by giants. Made from bits of chain, plate, and leather, patchwork armor takes twice as long to don as breastplate and similar armors (*PH* 123) and has hardness 4.

Scorpion Breastplate: This armor resembles chitin armor, but adds a sturdy breastplate crafted from a monstrous scorpion's abdominal carapace, and a helmet assembled from chitin plates.

Vine: Certain plants found only in the deepest jungle grow vines supple and sturdy enough to be woven into armor. Such armor takes twice as long as normal to create (see the Craft skill, *PH* 70), because the vines must be carefully cultivated and kept alive during the creation process. Those wearing a suit of vine armor receive a +2 circumstance bonus on Hide checks when in a jungle environment. To maintain this bonus, the vine armor must be given one gallon of water per week to keep its still-living plants from withering. If the plants die, the armor's bonus on Hide checks is lost (though its armor bonus and other features are unaffected).

War Chitin: Only the greatest drow leaders wear this armor, constructed from the chitin plates of several Large monstrous scorpions. Unlike most drow armor, war chitin is bulky and heavy, and so is rarely used except when battle is expected and subtlety is not an option. Aside from such situations, war chitin most often sees use as a part of important ceremonies.

Weapons

The drow, yuan-ti, giants, and other natives of Xen'drik have spent generations perfecting distinctive weapons and the techniques for using them. With the advent of the age of exploration, many of these weapons can now be found across Eberron.

Bow, Yuan-Ti Serpent: Made from a long, curving piece of exotic wood, this bow is carved in the likeness of a serpent whose tail ends in a short metal blade. You can use a yuan-ti serpent bow either to make ranged attacks with arrows or melee attacks with the serpent blade (see the Weapons table for details on the two different uses of the weapon).

When wielding a yuan-ti serpent bow, you can freely interchange melee and ranged attacks during the same round. You threaten the squares within your reach no matter how you last used the weapon.

A yuan-ti serpent bow is treated like a double weapon for the purpose of determining the cost of a masterwork version and enhancements. Weapon special abilities and enhancement bonuses for the bow portion of the weapon apply only to ranged attacks made with the serpent bow, not attacks made with the blade portion of the weapon. Special abilities and enhancement bonuses for the blade portion apply only to melee attacks.

Chain, Drow Scorpion: A drow scorpion chain resembles a regular spiked chain in many respects, but it is slightly longer than a normal spiked chain and features a daggerlike blade at each end. The drow of Xen'drik have perfected the use of the weapon to harass larger enemies such as giants, or as a poison-delivery weapon against less hardy foes. The weapon takes its name from the technique of holding a length of chain behind the back and then flipping it over the head to strike a foe; drow warriors often open combat with this strike.

A drow scorpion chain has reach, so you can strike opponents 10 feet away with it. In addition, unlike most other weapons with reach, it can be used against an adjacent foe.

Because the chain can wrap around an enemy's leg or other limb, you can make trip attacks with it. If you are tripped during your own trip attempt, you can drop the chain to avoid being tripped.

When using a drow scorpion chain, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails).

You can use the Weapon Finesse feat (*PH* 102) to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a drow scorpion chain sized for you, even though it isn't a light weapon.

Most drow who wield the drow scorpion chain take the Drow Skirmisher feat (see page 134), but other characters who take Exotic Weapon Proficiency, Weapon Focus, or Weapon Specialization for either the spiked chain or drow scorpion chain can apply the effects of those feats to attacks with either weapon.

Gauntlets, Scorpion Claw: Made from the claws of Large monstrous scorpions, these gauntlets are usually sold in pairs. In combat, you can use scorpion claw gauntlets to slice opponents open with deadly efficiency. When wearing two scorpion claw gauntlets, you get a +2 bonus on grapple checks made to deal damage to your opponent. On a successful check, you deal the weapon's normal damage rather than nonlethal damage for an unarmed strike.

Knife, Drow Long: The drow long knife is a slender blade resembling a short sword in length and weight, but balanced for throwing like a dagger or smaller blade. Featuring a haft and guard often constructed of a dream serpent's fangs, the long knife's design makes the weapon more difficult to wield than a normal dagger, but makes it far more deadly in the hands of a skilled user. The drow favor this weapon for its versatility in the running battles they fight through the jungles of Xen'drik. Because it causes more grievous wounds than a dagger but can still be thrown, many drow also favor it as an off-hand weapon (often wielding matched long knives).

Most drow who wield the drow long knife take the Drow Skirmisher feat (see page 134), but other characters who take Exotic Weapon Proficiency (drow long knife) can apply the benefit of Weapon Focus (dagger) or Weapon Specialization (dagger) to their attacks with a drow long knife.

Sand Pipe: Designed by the drow, this 2-foot pipe is constructed of segmented pieces of a scorpion's tail, hollowed out and made rigid. One end flares out slightly, while the other is smaller and contains a mouthpiece made from a dream serpent's fang. In the center of the pipe is a small reservoir chamber that can be filled as a standard action. The pipe is designed to hold a number of different powders designed specifically for use in this weapon. These powders deal no weapon damage, but instead have specific special effects (see below).

As a standard action, you can blow the powder from the pipe in a 15-foot cone. A wind of strong force or greater (*DMG* 95) makes it impossible to use a sand pipe. Only one free hand is required to use the weapon, but two are required to load it. Using or loading a sand pipe provokes attacks of opportunity.

The sand ammunition can be also be used without a sand pipe. As a standard action, you can throw sand at one adjacent target, which is affected as if it were within the cone. Doing this provokes attacks of opportunity.

Sand, Blinding: This gritty black powder is made from finely ground sand and a small amount of powdered scorpion venom. When this powder is blown from a sand pipe, those caught in the cone are blinded for 1d6 rounds and take a –2 penalty on Search checks, Spot checks, and ranged attack rolls for 1 hour. A successful DC 14 Reflex save negates the blindness and reduces the duration of the penalty to 1 round. Creatures immune to extra damage from critical hits are also immune to this effect.

Sand, Burning: This viscous white powder, made from rare black crystals and the oil of a cactus found near lava fields, burns when scattered in the air. When blown from a sand pipe, burning sand deals 1d6 points of fire damage to creatures in the cone. Affected creatures take a –2 penalty on Dexterity-based checks for 1 hour. A successful DC 14 Reflex save halves the damage and negates the penalty. The penalty can also be negated by washing the sand off, requiring 1 full round of complete immersion in water, or 1 gallon of water and 1 minute of effort. Creatures that take no damage from the powder



Weapons and gear suited especially for adventuring in Xen'drik

(through resistance or immunity to fire, for example) take no penalty.

Sand, Sunscald: Made from dried cactus flowers and the poison glands of a small desert spider, this pale blue powder causes creatures that come into contact with it to grow weak and more vulnerable to intense heat. For 24 hours after exposure, those hit by this powder take a –4 penalty on Fortitude saves to resist the nonlethal damage caused by extreme heat (*DMG* 303). Affected creatures that take nonlethal damage from heat exposure also take 1d4 points of Strength damage. A successful DC 14 Reflex save reduces the duration of the heat vulnerability to 1 hour.

Gear

From unguents crafted of obscure native plants to trail rations that never spoil, unusual gear and alchemical items have found their way into the hands of Xen'drik's explorers. Many of these items are rare, and few know the secrets of their creation. Indeed, some private alchemists and dragonmarked houses would pay handsomely for the secrets of some of the following items, perhaps funding entire expeditions just for that purpose.

Item	Cost	Weight	DC*
Blackroot oil	20 gp	1/2 lb.	15
Eternal rations (per day)	25 sp	1 lb.	—
Hunter's kit	50 gp	5 lb.	—
Jungle outfit	20 gp	6 lb.	—
Panther tears	30 gp	1/10 lb.	20
Rubbing kit	5 gp	1 lb.	—
Vermin ointment	20 gp	1 lb.	20

* Craft (alchemy) DC required to create the item (if applicable).

Blackroot Oil: Brewed from the stringy roots of a deep gray jungle fern, this thin oil is made almost exclusively by the drow, although other races accustomed to the dark value it highly. When a few drops of this oil are put in both eyes (a standard action), they render the user immune to the negative effects of bright light caused by light blindness and light sensitivity. This protection lasts for 1 hour. Each bottle contains enough oil for eight uses. This oil provides no protection against spells or abilities that create bright light, such as *flare* or *searing light*.

Eternal Rations: Made from long corn grain and the meat and milk of the gurk'ash (see page 54), these supplies never spoil, providing a far more palatable

dining experience than jerky and hardtack. *Eternal rations* are often used by traveling nobles or for ocean journeys so long that even trail rations would rot. The preservation effect of these rations is supernatural in nature, and so is suppressed in an *antimagic field*.

Hunter's Kit: This kit contains various types of bait, bottled animal scents, and a small guide on edible flora. When used to hunt game and forage for edible plants, a hunter's kit provides a +2 circumstance bonus on Survival checks. In addition, the scents provided in this kit can be used to deceive creatures tracking by scent (*MM* 314), increasing the DC of the Wisdom or Survival check by 2. Regardless of the purpose it is used for, this kit is exhausted after ten uses.

Jungle Outfit: Similar to an explorer's outfit, this set of clothes includes light cloth breeches, a thin tunic, leather gloves, sturdy boots, and a light cap. It has numerous pockets and other places to stow small objects. In addition, this outfit is colored entirely green and brown, helping an explorer blend into the jungle (providing a +2 circumstance bonus on Hide checks while in a jungle setting). For twice the price, this outfit can be made to fit over light armor.

Panther Tears: Many of the jungle's fiercest predators prefer to attack at night, where their advantages in sight and stealth can be brought to bear. To combat this, alchemists have invented panther tears, a dark purple oil that is dripped into the eyes. Those who use this oil gain low-light vision for 1 hour and are able to see twice as far in starlight, moonlight, torchlight, and similar conditions of poor illumination. During this time, however, such creatures are treated as having light sensitivity (dazzled in bright sunlight or within the radius of a *daylight* spell). This oil has no effect on creatures that already possess low-light vision. A vial of this oil provides a single application.

Rubbing Kit: Explorers often encounter ancient carvings and runes that they do not understand. A rubbing kit allows the explorers to bring a copy of the runes with them for an expert to translate later. This kit consists of a roll of thin paper 20 feet long and 1 foot wide, as well as numerous sticks of fine charcoal. Creating an accurate copy requires 1 minute per foot of the image captured. This process can be reduced to a full-round action, but doing so increases the DC of any checks related to the rubbing (Decipher Script, Knowledge [history], and so on) by 5.

Vermin Ointment: This thick green ointment drives away common insects and causes larger monstrous vermin to become sickened. Applying the ointment takes 1 minute, but its effects last 8 hours. During this time, any Diminutive or smaller vermin (including swarms of such creatures) cannot approach within 5 feet of a treated character unless magically compelled to do so. Vermin of any size that approach within 5 feet of a treated character become sickened for as long as they remain within 5 feet and for 1 round thereafter. A successful DC 15 Fortitude save negates the sickness and renders the vermin immune to the effects of the ointment for 1 hour.

While wearing vermin ointment, a character can be detected by scent at twice the normal distance, and creatures tracking by scent (*MM* 314) gain a +4 bonus to do so. The ointment can be washed off in 1 minute, and dissipates after 1 round of strong rain or complete immersion in water. One vial of this oil is enough to cover one Medium or two Small creatures.

Magical and Psionic Locations

Dungeon Master's Guide II presents a new type of treasure as a reward for PCs: magical locations. In Xen'drik, characters might also stumble across psionic locations. These are sites imbued with magical or psionic power that characters can draw on to enhance their own abilities. While the abilities granted cannot be bought or sold, an equivalent gp value is given so that the bonuses they grant can be treated as treasure. The following locations easily fit into many of the sites presented in Chapter 2 of this book, or in sites of your own creation. Discovering one of these magical or psionic locations might be the focus of one or more adventures, or even an entire campaign arc.

Each entry begins with a description of the location, giving an overview of its appearance and powers.

Lore: This portion of the description describes what can be learned about the site through various Knowledge or bardic knowledge checks.

Description: A physical description of the location, plus details of how its magical effect or special ability looks once it is in effect.

Prerequisites: Any prerequisites that must be met before a location's special ability can be gained. This is in addition to the requirement of actually visiting the site.

Location Activation: The rules for acquiring and using the special ability bestowed by a location.

Recharge: The time needed for the location to recharge is given in this section.

Special Ability: This entry describes the special ability conferred and gives the rules for using it.

Duration: This section gives the ability's duration or number of uses.

Aura: Any magical auras possessed by the location are described here.

Ability Value: This entry gives the gp value of the special ability granted by this location. Although the abilities bestowed by a magical location cannot be bought or sold, their gp values are provided in order to be substituted for treasure value on a one-for-one basis, and to be tracked as part of overall character wealth.

Cavern of Peerless Form

A thousand years ago, a kalashtar warrior came to Xen'drik, committing himself to perfecting his fighting skills. Embarking on a solitary lifestyle in an isolated cavern, he trained alone for ten years. The warrior

believed that the possession of perfect skills was a noble goal in and of itself, and one separate from the use of those skills.

The cavern now stands empty, though the kalashtar's body was never found. Some believe he left the cave and still lives, wandering the continent and putting his sword to the test. Others believe that the kalashtar's body underwent some sort of ascension, leaving only his indomitable spirit behind.

Lore: Characters can gain the following pieces of information about a *cavern of peerless form* by making a successful Knowledge (history), Knowledge (psionics), or bardic knowledge check at the appropriate DCs, as given below.

DC 20: A thousand years ago, a kalashtar warrior fled Sarlona and took up a solitary life in Xen'drik.

DC 25: The warrior valued combat perfection above all else, and trained for years in a hidden Xen'drik cave. The cave still bears a psionic echo of the warrior, and it bestows psionic powers related to physical perfection on worthy supplicants.

Description: The *cavern of peerless form* is a crystal-studded, spherical chamber. The crystals emit a phosphorescent light that reacts with the moss-covered walls, causing them to glow fluorescent purple, green, and yellow. A smooth depression in the center of the cavern marks where the kalashtar warrior spent his decade of training.

Prerequisites: Only a creature with a base daily allotment of at least 3 power points can gain any benefit from the *cavern of peerless form.*

Location Activation: A supplicant must stand in the smooth depression in the center of the cavern and perform weapon drills for 8 hours. His technical skill is immaterial; only dedication and effort matters. Performing weapon drills for so long is strenuous, and the supplicant must succeed on a Fortitude save each hour (DC 10 + 1 for every hour spent drilling) or take 1d6 points of nonlethal damage. The supplicant cannot pause in his drills to eat, drink, sleep, manifest powers, or even speak. A supplicant who falls unconscious from exhaustion fails the test but can try again. Only one character can train in the depression at a time.

Recharge: Once the *cavern of peerless form* has granted a character its benefit, it cannot grant the same character the benefit for twenty-eight days.

Special Ability (Su): A supplicant who performs the weapon drills gains 7 bonus power points beyond those in his power point reserve. These power points can be spent only on psychometabolism powers. A character is limited by the usual restrictions on power point usage.

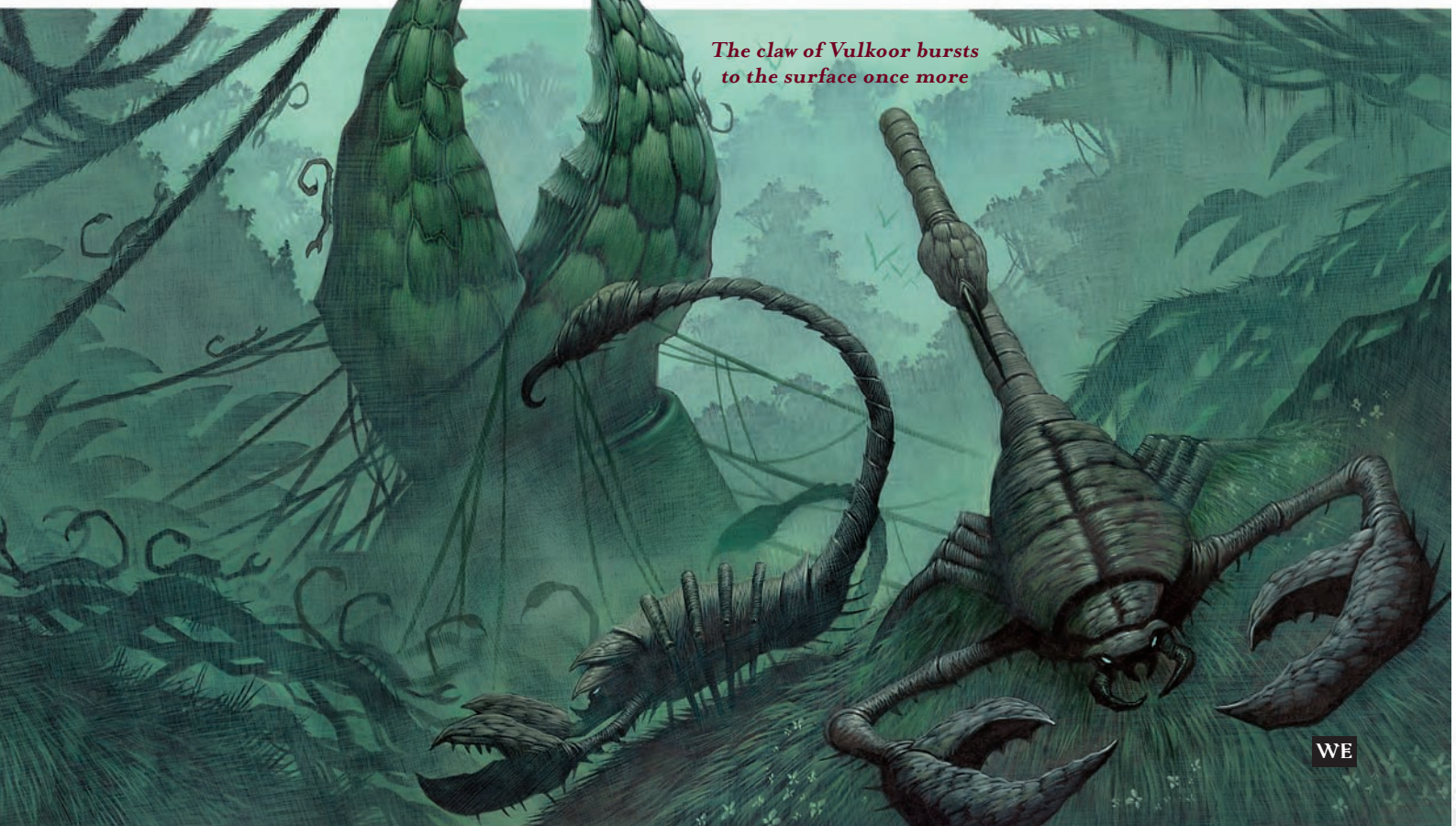
Duration: The conferred power points remain until used or until the character revisits the *cavern of peerless form*, whichever occurs first.

Aura: Moderate psychokinesis.

Ability Value: 2,000 gp.

The Claw of Vulkoor

Never seen in the same place twice, the *claw of Vulkoor* is considered by many drow to be the greatest boon their god can bestow. Its appearance is always heralded by an eruption of the forest floor, from which swarms of scorpions rise. After them comes a great jade claw. The scorpions circle reverently around the mighty claw before fading from view.



The claw of Vulkoor bursts to the surface once more

The *claw of Vulkoor* grants the power to summon scorpion allies to those who pay a price. Only those strong in their faith to Vulkoor can undertake this ritual; all others who touch the claw convulse and die.

Lore: Characters can gain the following pieces of information about a *claw of Vulkoor* by making successful Knowledge (religion) checks at the appropriate DCs, as given below.

DC 15: The *claw of Vulkoor* is a large jade claw said to grant power over scorpions to those who learn its secrets.

DC 20: Anyone not loyal to Vulkoor who attempts to use the claw is stricken dead by the scorpion god.

DC 25: The appearance of a *claw of Vulkoor* is considered a great boon to the drow tribe that receives it, and they will fight to the death to protect it.

Description: Made from one piece of solid jade, the *claw of Vulkoor* is over 12 feet tall and inscribed with intricate detail. The inside of the claw is a razor-sharp serrated edge. Its segmented base is covered in prayers to Vulkoor, written in Drow.

Scorpions, both ordinary and monstrous, seem drawn to the claw and can usually be found in the immediate vicinity or crawling across the claw's surface. These vermin do not attack drow and those loyal to Vulkoor, but all others are at risk.

Prerequisite: To gain the benefits of the *claw of Vulkoor*, a creature must be able to cast 2nd-level divine spells and have Vulkoor as its patron deity.

Location Activation: To gain the power bestowed by the *claw of Vulkoor*, a character must place an appendage in the claw and recite the prayers written on its base. This activity takes 1 minute, at the end of which time the claw slowly closes, dealing 3d6 points of damage and 1 point of Constitution damage. The physical damage can be healed normally, but the Constitution damage cannot be healed until the special ability has been used three times.

Recharge: After the *claw of Vulkoor* has granted its power three times, it sinks back into the ground and cannot be found or used again. It might reappear in another location after one month, ready to be used three more times.

Special Ability (Sp): A devotee of Vulkoor who gains the claw's power can summon one Large fiendish monstrous scorpion or 1d4+1 Medium fiendish monstrous scorpions once per day as a standard action. This ability otherwise functions as the spell *summon monster V*. These scorpions serve the summoner faithfully for 1 minute or until slain.

Duration: The ability to summon scorpions lasts for one month.

Aura: Moderate conjuration.

Ability Value: 30,000 gp (10,000 gp per affected creature).

Memorial Marker of the Elven Dead

During the slave uprisings in the Age of Giants, many elves lost their lives and were cast by their masters into unmarked mass graves. After the cataclysm that destroyed the giant civilization, elf survivors uncovered many of these graves, exhuming the dead for proper rites before reburial. The elves placed stone markers over these mass graves to memorialize their fallen.



A memorial marker of the elven dead JE

Lore: Characters can gain the following pieces of information about a *memorial marker of the elven dead* by making successful Knowledge (religion) or Knowledge (history) checks at the appropriate DCs, as given below.

DC 10: The ancient giants of Xen'drik once kept elves as slaves, but the elves rebelled. Many died in the rebellion.

DC 15: Surviving elves crafted stone trees to mark the mass graves of their fallen.

DC 20: Elves who spend the night in the vicinity of one of these memorial markers gain a blessing from their departed ancestors.

Description: A *memorial marker of the elven dead* appears as a withered tree carved of smooth gray stone. The elves carved these markers in exquisite detail, and often hung wreaths of flowers from their branches. Elven script wraps around the trunk, spelling out "In remembrance of the nameless dead."

Prerequisite: Only elves and half-elves can gain the benefit of spending the night next to a *memorial marker of the elven dead*.

Location Activation: An elf or half-elf must spend the night within 30 feet of a marker to unlock its power. This time must be spent in meditation, prayer, or trance. Vigorous activity or activity requiring mental

focus (such as studying, fighting, or crafting magic items) ruins the attempt.

A *memorial marker of the elven dead* can affect five elves or half-elves on any given night. If the number of qualified targets who spend the night around it is greater than that, the marker affects five of them (chosen randomly).

Recharge: Once a *memorial marker of the elven dead* has granted a character its benefit, it cannot grant the same character the benefit for twenty-eight days.

Special Ability (Ex): Once per day, a character blessed by the elven dead can apply a +5 sacred bonus on a single Fortitude saving throw. The character must choose to apply this bonus before she learns the result of the save.

Duration: The blessing lasts for five days.

Aura: Moderate abjuration.

Ability Value: 7,500 gp (1,500 gp per affected creature).

Pillar of the Titans

The *pillar of the titans* is a location built by the giants to assist their smaller servants in performing tasks that might otherwise overwhelm them. Although few pillars still survive, those that do are fiercely guarded by drow, lizardfolk, and other humanoid tribes. Many reserve a pillar's power only for emergencies, because they believe that drawing upon it warns any nearby giants that their might is being stolen.

Those who access this location's special ability gain the power to increase both their size and strength for a limited period each day. This magical location is usually found among cyclopean ruins or other areas once frequented by the giants and their slaves.

Lore: Characters can gain the following pieces of information about a *pillar of the titans* by making successful Knowledge (arcana) or Knowledge (history) checks at the appropriate DCs, as given below.

DC 15 (arcana or history): A *pillar of the titans* is a magical location said to grant the strength of giants.

DC 20 (arcana or history): Those of sufficient might can draw on the power of the *pillar of the titans* by placing their hand upon its base and reciting a verse to its creator.

DC 25 (history): The drow believe that using a *pillar of the titans* is dangerous, since any giants nearby can sense its power being drawn.

Description: A *pillar of the titans* is surrounded by a plaza of large paving stones, each bearing giant glyphs of servitude and duty. The pillar itself is 40 feet tall and made of smooth white marble. Crowned by a giant fist, it rests atop a four-sided base made of the same stone. On each side of the base is an inscription of loyalty to the giant creators of the pillar and an indentation the size of a human hand. Any plants (but not plant creatures) growing within 50 feet of the pillar are significantly larger and more robust than ordinary specimens of their kind.

Prerequisite: To gain the benefit of a *pillar of the titans*, a creature must have a base attack bonus of +4.

Location Activation: To claim the power of a *pillar of the titans*, a character must place one hand in the pillar's indention and read aloud the oath of loyalty on the base. This process is a full-round action that provokes attacks of opportunity.

Recharge: Once a *pillar of the titans* has conferred its special ability four times, it cannot do so again for one year.

Special Ability (Su): A creature that gains the power of a *pillar of the titans* can increase its size by one category (similar to the effects of an *enlarge person* spell) for 5 minutes and gains 10 temporary hit points. If they are not used, the temporary hit points disappear when the size increase ends. The ability can be used once per week.

Duration: The ability conferred by a *pillar of the titans* lasts for one year.

Aura: Moderate transmutation.

Ability Value: 12,000 gp (3,000 gp per creature affected).

Shattered Dreamwar Gate

The war between the giants and the quori occurred at a time when Dal Quor, the Region of Dreams, was coterminous to Xen'drik. Now Dal Quor is always remote, but shattered gates still exist where mortals could once enter the plane of dreams.

Creatures approaching a *shattered dreamwar gate* become aware of a twist in reality. Colors seem unnaturally bright, or juxtaposed next to areas of black and white. Trees seem bent and warped, as if reflected in rippled water. Bird calls sound out backward, and the sun appears to move in the wrong direction.

Lore: Characters can gain the following pieces of information about a *shattered dreamwar gate* by making successful Knowledge (the planes) or bardic knowledge checks at the appropriate DCs, as given below.

DC 10: The giants fought a great war with the quori thousands of years ago, resulting in cataclysmic destruction.

DC 15: During the quori war, Dal Quor was coterminous to Eberron. Now the two planes are forever remote.

DC 25: Gates that once connected Dal Quor and Eberron still remain, but their links are severed. Those who enter a *shattered dreamwar gate* take damage, but often manifest strange powers afterward.

Description: A *shattered dreamwar gate* appears as a massive archway of violet crystal. Green mold grows in its many pits and cracks.

The area for 300 feet around a *shattered dreamwar gate* carries a feeling of altered reality. The landscape appears dreamlike from its long association with the Region of Dreams (though the area undergoes no physical change). Creatures that do not dream (such as elves, kalashtar, and warforged) and creatures immune to mind-affecting spells and abilities see nothing unusual.

Prerequisite: Only a creature with a Wisdom score of 8 or higher can activate a *shattered dreamwar gate*. Creatures that do not dream and creatures immune

to mind-affecting spells and abilities cannot activate a *shattered dreamwar gate,* but neither do they take any damage from it.

Location Activation: To access the power of a *shattered dreamwar gate*, a character must move through the arch. A character doing so takes 1d6 points of Wisdom damage and disappears for 3 rounds, during which time he appears to those on the outside as a ghostly image that has been plunged into a terrifying nightmare.

Recharge: Once a *shattered dreamwar gate* has conferred a bonus to a character, it cannot affect another creature for one year.

Special Ability (Ps): A character who passes through a *shattered dreamwar gate* can thereafter blur the line between dreams and reality. Once per day, he can manifest *false sensory input* (*EPH* 106) as a psi-like ability, with a manifester level equal to his character level. A creature that does not dream cannot be targeted with this power.

Duration: The conferred ability lasts for one year.

Aura: Moderate telepathy.

Ability Value: 8,000 gp.

Timeless Fountain

The *timeless fountain* is a relic of legendary magic, long sought by the old and the vain alike. The fountain was a gift from the dragons to the first giant king, meant to unite the continent under one rule. Although it saw frequent use by giant leaders throughout the long years of empire, it has since been lost, its location obscured by powerful wards that prevent divination.

Those who drink from the fountain age only a single day over the following year. While this effect is certainly powerful, the waters of the fountain have another purpose. If the proper ritual is performed, the water can be distilled, allowing one who drinks it to stop time.

Lore: Characters can gain the following pieces of information about a *timeless fountain* by making successful Knowledge (arcana) or Knowledge (history) checks at the appropriate DCs, as given below.

DC 10: The *timeless fountain* grants immortal life.

DC 15: Those who drink from the *timeless fountain* do not age for an entire year, and can remain eternally young by drinking from it once per year.

DC 20: If the proper ritual is performed at the *timeless fountain*, those who drink from it gain the power to stop time.

Description: Crafted of white and blue marble, the *timeless fountain* is beautifully carved with the images of giants and dragons working side by side. Clean, fresh water issues from a carved dragon's maw atop the fountain, flowing down from bowl to bowl held aloft by giant hands before pooling at the base. The sound of water can always be heard within 30 feet of the fountain.

Long ago, a stone path led from a great giant city to the fountain, flanked by processional statues of giants in prayer. Since the fall of the giant empire, this area has been reclaimed by the jungle. Those seeking the fountain must find the seat of the first giant king and begin their search from there.

Prerequisite: Only a character who has reached adulthood can access the *timeless fountain*'s ability to slow the aging process. Only characters capable of casting 5th-level arcane spells can use the fountain to stop time.

Location Activation: A character wishing to slow the aging process need only find the *timeless fountain* and drink from its cool, clean water (a standard action that provokes attacks of opportunity). A character capable of casting 5th-level arcane spells can instead meditate on the flow of time for a full hour while sitting by the fountain, during which time the flow of water in the fountain seems to slow, then stop. After an additional hour of meditation, the flow of water returns. If the meditating character then drinks from the fountain, he slows the aging process as above, and he gains the ability to stop time.

Recharge: After the fountain has been used for either purpose, it cannot be used again for one year.

Special Ability (Ex or Sp): A character who simply drinks from the fountain ages only one day over the following year. This slowed aging has no other effect on the character aside from delaying movement from one age bracket to another (*PH* 109) or delaying death from old age. It cannot reverse the effects of aging, and has no effect on diseases, poisons, curses, or any other malady.

A character capable of casting 5th-level arcane spells who meditates as described above also gains the ability to use *time stop* (*PH* 294) as a spell-like ability. This ability can be used only once. When it is used, the slowed aging effects gained from the fountain immediately end (so that the character beings aging as normal), and the character can never again gain any benefit from the fountain.

Duration: The ability to use *time stop* lasts for one year. The slowdown of the aging process lasts for one year or until the *time stop* ability is used.

Aura: Strong transmutation.

Ability Value: 5,000 gp.

Artifact Spells

The giants of Xen'drik developed spells and powers far beyond those of modern spellcasters. Their dragon-taught magic rained acid from the skies, tore the ground asunder, and shattered the connection between Eberron and Dal Quor. While much of this magic is now beyond the reach of all but epic spellcasters, some of the magical lore of the giants lives on. Scribed on large iron tablets or carved into stone walls, these secrets wait for those with the talent and tenacity to find them.

Anyone capable of casting a spell of the proper level and type (arcane or divine) can learn to cast an artifact spell. However, though artifact spells must be studied like any other, they are too complex and difficult to fully comprehend, and so they cannot be added to a caster's normal repertoire. Those who study one of these spells

gain the ability to prepare or spontaneously cast the spell only once.

A spellcaster must study the appropriate runes and formulas for 1d4 hours and succeed on a Spellcraft check (DC 15 + twice the spell's level) in order to comprehend an artifact spell. A failed check can be repeated in 24 hours. A character cannot take 10 on this check.

Once an artifact spell has been learned, a character can cast the spell once during the next year. If it is not cast within one year, the spell fades and is lost. A character who prepares spells can prepare an artifact spell in an appropriate slot. If the artifact spell is not cast (if its spell slot is used for some other purpose, for example), it can be prepared again at a later date within the year. A character who casts spells spontaneously can simply cast the artifact spell using a spell slot of the appropriate level. Because an artifact spell is learned only temporarily, it does not replace one of a spontaneous caster's known spells.

Artifact spells never have a material component or an arcane focus, though divine artifact spells might have a divine focus. An artifact spell can't be modified by any metamagic feat or effect. An artifact spell cannot be made into a potion, scroll, or other magic item.

A caster cannot possess the ability to cast a given artifact spell more than once, although once cast (or if lost after a year has passed), the spell can be renewed if the ancient source is studied again. Artifact spells are always scribed on some large, immovable object, such as an immense stone wall, or inscribed on the facets of a towering crystal pillar. As such, they cannot be transported, and are far too complex to translate into written form or copy as rubbings. Those wishing to learn an artifact spell must travel to its ancient site and learn from the source.

Rumors hold that portable artifact spells exist in giant-crafted forms, perhaps as heavy adamantine books or priceless gems that reveal the formulas when the correct light is shone through them. Such portable repositories would be nearly priceless.

ACIDIC ERUPTION

Evocation [Acid] and Transmutation
Artifact Spell Level: Arcane 5
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 20-ft.-radius cylinder, 50 feet high
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: No

The ground blasts upward in a spray of broken earth and caustic black acid.

You create a vertical cylinder of acid that throws creatures up into the air. Those in the area take 1d6 points of acid damage per caster level (maximum 15d6). They are tossed into the air to a height of 50 feet, taking falling damage as normal unless they can halt their subsequent descent. Those who strike some other surface before reaching their maximum height take 1d6 points of damage per 10 feet of ascent before falling back to the ground. A creature that makes a successful Reflex save is not tossed into the air and takes half damage from the caustic spray.

INFERNO SPIRAL

Evocation [Fire]
Level: Arcane 3
Components: V, S
Casting Time: 1 standard action
Range: 60 ft.
Area: 60-ft. line
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

A line of white-hot flame spirals out from your finger, burning all creatures and objects in its path.

You shoot a line of fire that deals 1d8 points of fire damage per caster level (maximum 10d8) to each creature within its area. The spiraling bolt sets fire to combustibles and damages objects in its path. If the damage is sufficient to burn through a barrier that blocks its path, the *inferno spiral* continues if its range permits; otherwise it stops at the barrier just as any other spell effect does.

RENEW

Conjuration (Healing)
Level: Divine 2
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will half (harmless); see text
Spell Resistance: Yes (harmless); see text

As you lay your hand upon the target, its wounds close instantly.

With a simple touch, this spell restores vitality to the target creature, mending torn flesh and broken bones. *Renew* uses positive energy to cure 6d8 points of damage +1 point per caster level (maximum +10). In addition, this spell removes any of the following conditions: exhausted, fatigued, nauseated, and sickened.

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

RENEW, GREATER

Conjuration (Healing)
Level: Divine 3

As you lay your hand upon the target, its gaping wounds close instantly.

This spell functions like *renew*, except that it cures 9d8 points of damage +1 point per caster level (maximum

+15). In addition, this spell removes any of the following conditions: exhausted, fatigued, nauseated, paralyzed, and sickened.

RENEW, LESSER
Conjuration (Healing)
Level: Divine 1

As you lay your hand upon the target, its minor wounds close and it feels rejuvenated.

This spell functions like *renew*, except that it cures 3d8 points of damage +1 point per caster level (maximum +5). In addition, this spell removes both of the following conditions: fatigued and sickened.

New Magic Items

Those who explore Xen'drik often dream of bringing back some ancient relic or mighty artifact for all Khorvaire to marvel at. While many of the items found in the *Dungeon Master's Guide* and *Dungeon Master's Guide II* make fantastic choices, the treasures of Xen'drik should be truly distinctive, whether in form or function. Items that players have seen before can be customized with an odd appearance, quirky side effects, or new powers. In addition, this section describes a number of unusual items that can be mixed in with familiar ones to add an air of mystery and wonder to any party's treasure hoard.



Arquis tellora and the sanguineous tome, items lost in the wilds of Xen'drik

ARQUIS TELLORA

The elf warrior Arquis Tellora wielded this elegant double scimitar in his peoples' uprising against the giants.

Lore: The enslaved elves of ancient Xen'drik rebelled against their giant oppressors. In secret, some forged powerful magic weapons to use in the uprising. (Knowledge [arcana] or Knowledge [history] DC 20)

Arquis Tellora was a great elf warrior who led his people in many fierce battles against the giants. His double scimitar deals terrible damage against evil foes, and is said to contain a fragment of the warrior's soul. (Knowledge [arcana] or Knowledge [history] DC 30)

Description: This elegant double scimitar has two sweeping steel blades that shimmer pale green. Inlaid golden patterns resembling waves extend the length of both blades. The hilt is soft white leather that never appears stained or smudged.

Activation: The enhancement and bane qualities of *arquis tellora* operate continually. Activating the *holy word* ability is a standard action.

Effect: *Arquis tellora* is a *+2/+2 giantbane double scimitar.*

Once per day, an elf wielding *arquis tellora* can channel the spirit of the ancient elf hero. The wielder's body is momentarily possessed by a fragment of Arquis Tellora's spirit, just long enough for him to shout the warrior's ancient battle cry: "Death to the oppressors!" Any evil creatures within 40 feet are subject to the effect of a *holy word* spell (*PH* 242). For the purpose of the spell's effect, creatures of the giant type are treated as if their Hit Dice were 4 lower than normal.

Aura/Caster Level: Moderate conjuration and evocation. CL 13th.

Construction: Craft Magic Arms and Armor, *holy word, summon monster I*, creator must be an elf, 27,725 gp, 2,160 XP, 27 days.

Weight: 15 lb.

Price: 54,725 gp.

BRACERS OF THE HUNTER

Powerful shamans and clerics of Vulkoor work together to create these scorpion-shell bracers to honor a clan's favored hunters. Although rare even among the drow tribes, a few pairs of these bracers have made their way into the hands of explorers, often through deadly combat with the chosen of Vulkoor.

Description: These black bracers are made from the shell of a monstrous scorpion ritually sacrificed in honor of the drow deity, Vulkoor. One side of the bracers is etched with prayers to Vulkoor, while the other bears the image of a scorpion poised to strike.

Activation: The bracers function automatically while they are worn.

Effect: The wearer's skin and garb take on the hues of the background environment, granting a +5 competence bonus on Hide checks. In addition, the bracers increase the wearer's reflexes, granting a +2 competence bonus on initiative checks.

The bracers also enhance the wearer's precision when making a sneak attack or sudden strike (see page 130), and such attacks deal an additional 1d6 points of damage. This extra damage is granted only once, even if the wearer is making both a sneak attack and a sudden strike. If the wearer does not have the sudden strike or sneak attack ability, the bracers grant no additional benefit in combat.

Aura/Caster Level: Moderate divination and transmutation. CL 7th.

Construction: Craft Wondrous Item, *cat's grace, disguise self, inflict moderate wounds,* 4,250 gp, 340 XP, 9 days.

Weight: 2 lb.

Price: 8,500 gp.



Bracers of the hunter

SIBERYS COMPASS

Crafted from Siberys dragonshards from Xen'drik, *Siberys compasses* are manufactured for members of House Orien who guide clients to destinations on the mysterious continent. Only a few specialized guides work from the House Orien enclave in Stormreach, and they charge a high price for their services. Members of House Orien in good standing who have business in Xen'drik can request to purchase one of these compasses, and might also be asked to bring back any dragonshards they find during their exploration for the house's benefit.

Lore: *Siberys compasses* are given to members of House Orien who have business in Xen'drik. The compasses work only for dragonmarked members of the house, and aid them in finding their way across the mysterious continent. (Knowledge [local Xen'drik] or bardic knowledge DC 20)

A *Siberys compass* can be made only from a Siberys dragonshard recovered from Xen'drik, and its powers function only on that continent. (Knowledge [local Xen'drik] or bardic knowledge DC 30)

Description: A *Siberys compass* looks like a round gold pocket watch with a large loop on the side suitable for threading a chain through. A button triggers the lid of the compass to flip up, revealing a milky-white interior threaded with pulsing gold veins. A crystalline needle points to elegantly inscribed letters representing the cardinal directions.

Activation: A *Siberys compass* is used as part of a Survival check.

Effect: A dragonmarked member of House Orien who uses a *Siberys compass* to guide him receives a +2 bonus on trailblazing attempts (trailblazing is an alternate use of the Survival skill detailed in *Complete Adventurer*). With a successful DC 15 Survival check, a guide increases his group's movement modifier for overland movement by one-quarter, to a maximum of 1 (*PH* 164). With a result of 25 or better, he increases the movement modifier by one-half, to a maximum of 1.

Guides using a *Siberys compass* to find their way have an uncanny knack for bypassing dangerous and treacherous areas and for finding easy paths to walk along. The guide and any other characters under his care can walk for 10 hours in one day with ease (or can walk for more than 10 hours in a day by making a forced march; *PH* 164).

At the DM's discretion, a *Siberys compass* might also allow a party to overcome some of the effects of the Traveler's Curse (see the sidebar on page 25), whether traveling by land, water, or air.

The effects of a *Siberys compass* function only in Xen'drik. For those unable to use its magical properties, a *Siberys compass* functions as an ordinary compass in any location.

Aura/Caster Level: Faint abjuration. CL 7th.

Construction: Craft Wondrous Item, *freedom of movement,* creator must have the Mark of Passage, Siberys dragonshard from Xen'drik, 1250 gp, 100 XP, 3 days.

Weight: —.

Price: 2,200 gp.

SULATAR ITEMS

The Sulatar are a line of drow who have retained knowledge of ancient techniques for binding fire into metal and glass (techniques that reflect in many ways the elemental binding processes developed in Zilargo). Their magical crafting has allowed them to devise a number of unusual items and abilities.

The Sulatar also commonly craft *fiery tunics* and *gloves of flame* (*Magic of Eberron* 118).

Firesled (Wondrous Item)

Similar in principle to an elemental airship, a *firesled* is a small flying vessel used by the Sulatar.

Description: A *firesled* is a slender, 9-foot-long sled of dark wood inlaid with firebrass (see the Sulatar Materials sidebar). A ring of fire wraps around the stern. A short staff set just before the ring is attached to a movable mount that allows it to be aimed in any upward or lateral direction.

A *firesled* is designed to carry up to two Medium creatures. The pilot lies prone, stretched out along the sled. This provides him with total cover if he is attacked from below. A second passenger can stand in front of the ring, bracing against the mounted staff.

Activation: A *firesled* is controlled by the thoughts of the pilot. A Sulatar can control the sled without difficulty; other characters must enforce their

control over the elemental-enhanced sled as if controlling an elemental vessel. See *ECS* 267 or *Explorer's Handbook* 25–26.

Any Sulatar can use the mounted staff. All other creatures treat it as a spell trigger item.

Effect: A *firesled* can travel through the air at a speed of 120 feet (24 mph) with good maneuverability. For the purpose of encumbrance, treat the sled as a Large quadruped with a Strength of 18 (light load 300 pounds or less, medium load 301–600 pounds, heavy load 601–900 pounds). A *firesled* can fly while carrying a medium or heavy load, but its speed is reduced to 80 feet. While carrying a heavy load, maneuverability is reduced to average. Aerial movement: *DMG* 20.

The mounted staff has two functions. Once per round, a character riding the sled (but not the pilot) can use the staff to produce a *scorching ray* (CL 5th, *PH* 274) as a standard action. Twice per day, the staff can produce a *fireball* (CL 5th, Reflex DC 14, *PH* 231).

Aura/Caster Level: Moderate conjuration. CL 11th.

Construction: Bind Elemental, *planar binding*, caster must be Sulatar.

Weight: 200 lb.

Price: 76,010 gp.

Shifting (Weapon Special Ability)

This special quality allows the wielder to change the form of his weapon.

Description: The shifting ability is the product of a weak fire elemental bound into a blood glass weapon. When activated, the blood glass flows into a new form.

Prerequisite: The shifting ability can only be applied to weapons made out of blood glass (see the Sulatar Materials sidebar).

Activation: Commanding the weapon to shift form is a standard action that does not provoke attacks of opportunity. Some shifting weapons require the user to command the elemental in either Drow or Ignan, speaking the type of new weapon out loud.

Effect: The wielder can alter the shape of the weapon into any other melee weapon of the same type and size category (a Medium scimitar could be reshaped into any other Medium one-handed weapon, for example). All other magical properties remain the same, though a quality that is limited to a particular type of weapon or damage might be temporarily lost. For example, if a *shifting keen scimitar* is changed into a flail, the benefit of the keen special ability is temporarily negated, since only piercing and slashing weapons can be keen weapons.

Aura/Caster Level: Moderate conjuration. CL 9th.

Construction: Bind Elemental, *lesser planar binding*, caster must be Sulatar.

Price: +3,000 gp



JH

Vulkoor's headdress

Vulkoor's Headdress

This headdress is worn by the most powerful shamans of Vulkoor, the drow scorpion deity, and the rituals used for creating it are a closely guarded secret. On the rare occasions when nondrow have come to possess this gift of Vulkoor, drow have been known to kill them on sight.

Description: The headdress consists of a crude bronze crown topped by the preserved exoskeleton of a Small monstrous scorpion, with the tail and stinger poised above the wearer's brow and blood-red gemstones in place of its eyes. Long, beaded strands of semiprecious stones dangle from the crown around the back of the wearer's head.

Activation: Wearing the headdress is sufficient to activate the skill bonuses. Each of the other powers of *Vulkoor's headdress* is activated as a standard action.

Effect: Anyone wearing *Vulkoor's headdress* gains a +5 competence bonus on Hide and Move Silently checks.

Sulatar Materials

The Sulatar drow make use of two special materials when crafting their equipment. Currently, these materials are unknown beyond Xen'drik, and a smith would have to study Sulatar techniques to develop weapons or armor using these materials.

Firebrass is an alloy that is identical to mithral in form and function, but it has a golden-bronze color instead of a silvery sheen.

Blood glass is dark volcanic glass, similar in appearance to obsidian but with a hint of crimson. It is formed when magma mixes with deposits of Khyber dragonshards. The Khyber resonance in the resulting fusion is strong enough that minor elementals can be bound into blood glass without the need for an actual dragonshard.

Blood glass can be used to create exceptionally sharp blades. Piercing or slashing weapons crafted from blood glass grant the wielder a +1 bonus on damage rolls. However, blood glass only has hardness 5 and 10 hit points per inch of thickness, so that weapons made of it are easily broken. Blood glass items are vulnerable to *shatter* spells and similar effects, but always receive a saving throw. A group of small items (a quiver of bolts tipped with blood glass, for example) saves as a single item. A blood glass item weighs 10% less than the same item made of metal.

The market price modifier for a blood glass weapon is +500 gp. Ammunition costs +10 gp.

Once per day as a standard action, the wearer can use tremorsense out to 30 feet. This effect lasts for 10 minutes.

Once per day the wearer can call on the venom of Vulkoor, poisoning any creature he touches as per the spell *poison* (*PH* 262).

Once per week, the wearer can call upon the powers of the headdress to summon a Large fiendish monstrous scorpion. This scorpion understands and serves the wearer faithfully for 10 minutes before disappearing. If it is slain, the scorpion cannot be summoned again for one month. The scorpion can be dismissed as a standard action.

Aura/Caster Level: Moderate conjuration, necromancy, and transmutation. CL 9th.

Construction: Craft Wondrous Item, *meld into stone, poison, summon monster V,* 9,000 gp, 720 XP, 18 days.

Weight: 4 lb.

Price: 18,000 gp.

Warforged Components

The quori who crafted the first warforged countless centuries ago also crafted magic items and even a few artifacts to enhance their creations. These specialized items were the first warforged components. Generations later, after the fall of the quori and the giants alike, the drow continued this process, enhancing the warforged created by their own kind.

Although these components can be found anywhere, they are most often seen embedded on the bodies of ancient warforged.

The items described below are basic components, the simplest modifications that can be made to warforged, representing little more than magic items made specifically for their use.

Behemoth Belt

Crafted to put warforged on equal footing with the giants of Xen'drik, these embedded warforged components have become highly sought after.

Description: A *behemoth belt* is made entirely of interlocking gold plates with a single ruby in the center. The back of the belt is sculpted to appear as a pair of interlocking golden fists.

Activation: The *behemoth belt* is embedded around the waist, taking up space as a belt. Activating the belt is a standard action.

Effect: Once per day, the wearer grows in size by one category. This effect functions like *enlarge person* (*PH* 226), except that it works on a living construct. Once activated, this effect lasts for 5 minutes. This increase in size does not stack with any other effect that increases size. The belt does not work on warforged larger than Medium.

Aura/Caster Level: Moderate transmutation. CL 5th.

Construction: Craft Wondrous Item, *enlarge person,* 2,000 gp, 160 XP, 4 days.

Weight: 4 lb.

Price: 4,000 gp.

Belt of Fortification

Made to enhance the resiliency of warforged, these embedded components are occasionally encountered by explorers searching through ancient giant and quori ruins.

Description: This belt is crafted from woven strands of silver inlaid with small sapphires. The clasp of the belt is in the shape of a shield emblazoned with crossed swords.

Activation: A belt of fortification is embedded around the waist, taking up space as a belt. Wearing the belt is sufficient to activate its abilities.

Effect: A *belt of fortification* increases the wearer's chance to negate a critical hit or sneak attack to 75%. If the wearer already has fortification of 75% or higher, he gains no additional benefit.

Aura/Caster Level: Strong abjuration. CL 13th.

Construction: Craft Wondrous Item, *limited wish* or *miracle,* 4,000 gp, 320 XP, 8 days.

Weight: 4 lb.

Price: 8,000 gp.

Claw Gauntlet

This gauntlet was designed by the drow to enhance the warforged they created after the fall of the giants. The invention of this attached component led to the eventual creation of the warforged scorpion (see page 85), but a number of these claws still exist.

Description: This wicked iron claw ends in an cuff where a hand might fit. Gears and springs are visible within the claw, helping it open and close.

Activation: A *claw gauntlet* attaches to one hand, completely covering it.

Effect: A claw gauntlet functions as a *+1 keen scorpion claw gauntlet* (see page 137). The claw is particularly good at sundering weapons, granting a +2 bonus on attack rolls to do so. Once a *claw gauntlet* is locked in place, its wearer cannot be disarmed.

Aura/Caster Level: Moderate transmutation. CL 10th.

Construction: Craft Magic Arms and Armor, *keen edge,* 4,840 gp, 360 XP, 10 days.

Weight: 8 lb.

Price: 9,340 gp.



Elemental axe JH

Elemental Axe

This battleaxe was designed by the quori to be used against frost giants and fire giants with their elemental vulnerabilities. The methods for creating these attached components have now reached Khorvaire, and a few have appeared bearing the mark of House Cannith.

Description: The twin heads of this battleaxe are both crafted from solid iron. One glows with an inner fire, and the other is covered in a thin layer of frost. The haft of the battleaxe attaches to an iron cuff that fits over the hand.

Activation: An *elemental axe* attaches to to one hand, completely covering it. Changing the axe's special ability is a standard action.

Effect: An *elemental axe* is a *+2 flaming frost battleaxe,* but only one of its elemental powers (the flaming special ability or the frost special ability) can be active at one time. Once an *elemental axe* is locked in place, its wearer cannot be disarmed.

Aura/Caster Level: Moderate evocation. CL 10th.

Construction: Craft Magic Arms and Armor, *fireball, ice storm,* 10,310 gp, 800 XP, 21 days.

Weight: 8 lb.

Price: 20,310 gp.

ESSENCE OF THE JUNGLE

Originally crafted to help warforged navigate and function in Xen'drik's difficult jungle environments, these embedded components now see a wide variety of uses.

Description: This small silver triangle is engraved with symbols of strength and physical prowess.

Activation: *Essence of the jungle* is embedded in the chest, taking up space as an amulet. Wearing the item is sufficient to activate its abilities.

Effect: *Essence of the jungle* grants its wearer a +5 competence bonus on Climb, Jump, and Swim checks. An improved version of this embedded component grants a +10 competence bonus, and a greater version grants a +15 competence bonus.

Aura/Caster Level: Faint (+5) or moderate (+10 or +15) abjuration. CL 5th (+5), 10th (+10), 15th (+15).

Construction: Craft Wondrous Item, *bull's strength, jump,* caster level must be equal to competence bonus. For other construction requirements, consult the following table.

Bonus	GP Cost	XP Cost	Days to Construct
+5	3,750 gp	300 XP	8 days
+10	15,000 gp	1,200 XP	30 days
+15	33,750 gp	2,700 XP	68 days

Weight: 1/2 lb.

Price: 7,500 gp (+5), 30,000 gp (+10), 67,500 gp (+15)

SPINNING FLAIL

As the war between the quori and the giants raged on, these horrible flails were employed by many warforged. Few today would consider using such a dangerous weapon.

Description: This flail is made of black iron, attached to a rod and a round spiked base that spins at high speed when activated. A cuff at the rod's base fits over the hand, locking it into place.

Activation: A *spinning flail* attaches to one hand, completely covering it.

Effect: A *spinning flail* is a *+1 vicious flail* that grants the usual bonuses associated with a flail (including a +2 bonus on checks made to disarm an opponent and the ability to make trip attempts).

Due to its lengthened chain and the speed at which it spins, the weapon tends to wrap around foes that get too close. This feature grants the wearer a +2 bonus on grapple checks made to start a grapple, but not on checks to avoid a grapple. Once a *spinning flail* is locked in place, its wearer cannot be disarmed.

Aura/Caster Level: Moderate necromancy and transmutation. CL 9th.

Construction: Craft Magic Arms and Armor, *animate rope, enervation,* 5,308 gp, 400 XP, 11 days.

Weight: 7 lb.

Price: 10,308 gp.

NEW ARTIFACTS

From the ancient giants to the drow who inherited their ruined empire, the cultures of Xen'drik have created many powerful magic items through the ages.

BLADE OF THE BURNING PROMISE

The Sulatar drow believe that they are destined to cleanse the world in a wave of fire and blood. When this time comes, the greatest champion of the Sulatar will stand at the head of a Fernian army, and she will bear the *blade of the burning promise*.

Lore: The blade is one of the most sacred relics of the Sulatar, and should it fall into the hands of adventurers, the drow will go to any lengths to retrieve it. (Knowledge [arcana] or Knowledge [history] DC 20)

This two-bladed sword has been carried by the war leader of the Sulatar since before the fall of the giant nations, handed down from one generation to the next. (Knowledge [arcana] or Knowledge [history] DC 25)

Few have fully mastered the powers of the *blade of the burning promise*, but each has carried it faithfully, waiting for the time when the final fire sweeps the land. (Knowledge [arcana] or Knowledge [history] DC 30)

Prerequisite: The blade possesses two tiers of magical power. Anyone who carries it can draw on its basic combat abilities, but its greater power of *elemental command* is hidden within. To gain access to the full powers of the blade, a character must prove himself worthy of the weapon. There is no single path to follow. He could use the *blade of the burning promise* to start some great conflagration, survive a journey to Fernia, or defeat an immensely powerful foe. If and when the character has performed an act worthy of the blade, he will instantly know the full extent of its powers and how to use them.

Description: The *blade of the burning promise* is a two-bladed sword forged from firebrass (see page 147), with black leather wrapped around the grip. Each blade is covered in minute glyphs, providing a detailed account of the Sulatar myth of the promised land and the battle that is to come. Under normal circumstances, these inscriptions are an almost invisible tracery, but when the flaming powers of the blades are activated, they glow with a terrible red light.

Activation: Wielding the *blade of the burning promise* is sufficient to activate its basic abilities (at whichever level a character has gained access to). Activating either or both

the *flaming* and *burning* qualities of the blade is a standard action. If the wielder is a Sulatar drow or has proven himself worthy of the blade, this action always succeeds. Any other character must succeed on a DC 10 Charisma check to trigger the blades.

Effect: When first found, the *blade of the burning promise* acts as a *+2 flaming/+1 burning two-bladed sword.* Burning weapon property: *ECS* 266.

Once the wielder has proven himself worthy of the weapon, it serves as a *+4 flaming/+3 burning two-bladed sword.* Furthermore, it bestows all the powers of a *ring of elemental command (fire)* on its wielder.

Aura/Caster Level: Strong conjuration and evocation. CL 20th.

Weight: 5 lb.

DESTINY ARMS

A great legend recorded on the walls of numerous giant temples speaks of four weapons of fantastic power, pivotal in the fight against the quori. Known collectively as the *destiny arms,* these legendary weapons have long been lost to history.

The *destiny arms* are minor artifacts rumored to have once possessed powers far beyond their current abilities. DMs are encouraged to create opportunities for characters to discover and unlock these additional powers. (The *Weapons of Legacy* supplement provides a host of rules for designing and using such magic items.) Though originally sized for the giants who built them, each of the *destiny arms* automatically changes size as appropriate for its wielder.

For information on the *destiny arms* campaign arc, see the sidebar on page 101.

Glaive of the Darkest Depths

The *glaive of the darkest depths* is one of the *destiny arms*—a mighty weapon of the giants forged during the war against the quori.

Lore: Created by the powerful jungle giant necromancer Izzdelth, the *glaive of the darkest depths* was forged for the sole purpose of combating the ethereal quori. (Knowledge [arcana] or Knowledge [history] DC 20)

In addition to its mighty abilities in combat, the glaive also has the ability to transport its wielder and others to the Ethereal Plane, where it can be used to destroy quori spirits. (Knowledge [arcana] or Knowledge [history] DC 30)

Description: This glaive has a shaft made of an oily black metal with a spiral pattern running up its length. At the head of the glaive, a broad silver blade ends in a wicked point. No matter what the light, the blade flickers with a dull shimmering radiance. When used to *planeshift*, the blade tears a temporary hole between the Material and Ethereal Planes.

Activation: Wielding the glaive is sufficient to activate its basic combat abilities. Activating the *plane shift* ability is a standard action. The discorporate strike ability is only activated when striking a possessed creature on the Ethereal Plane.

Effect: The *glaive of the darkest depths* is a *+2 keen glaive* that also grants its



The giants created powerful artifacts before the cataclysm destroyed their laboratories

wielder a limited ability to use *plane shift* once per day. This *plane shift* takes the wielder and up to five other willing travelers to the Ethereal Plane, or from the Ethereal Plane to the Material Plane.

While on the Ethereal Plane, the *glaive of the darkest depths* gains the ability to perform a discorporate strike. Each time the weapon strikes a quori in ethereal spirit form, that quori must succeed on a DC 20 Will save or be forced back into its body on Dal Quor. If this strike is instead performed against a creature possessed by a quori or some other creature, that creature and its possessor each take 1d6 points of Charisma damage. If a quori's Charisma drops below 13, it can no longer use its possession ability, and its spirit is forced from its host body and back to Dal Quor.

Aura/Caster Level: Moderate abjuration and conjuration. CL 20th.

Weight: 10 lb.

Maul of the Glacial Heights

The *maul of the glacial heights* is one of the *destiny arms*—a mighty weapon of the giants forged during the war against the quori.

Lore: The *maul of the glacial heights* was crafted by a frost giant cleric of Banor the Bloody Spear (a variation of Balinor, god of the hunt). (Knowledge [arcana] or Knowledge [history] DC 20)

In addition to its potent combat abilities, the maul grants great strength and a measure of protection against the quori. (Knowledge [arcana] or Knowledge [history] DC 30)

Description: The maul has a long, pale wooden shaft made from the heart of a great mountain pine. Wrapped in silver bands, the shaft ends in a gigantic head made of sparkling blue ice. Veins of light flash through the icy head, dancing from one end to the other.

Activation: Wielding the maul is sufficient to activate its combat bonuses and basic abilities. Activating the icy burst special ability is a standard action. Activating the mighty strength ability is a standard action.

Effect: The *maul of the glacial heights* is a *+1 icy burst maul* (treat as a greatclub). The wielder of the maul gains a +2 bonus on saves against psionic powers and psi-like abilities, as well as immunity to possession (as if under the effect of *protection from evil*).

Once per day, the wielder can call out to Balinor and gain great strength in the form of a +6 enhancement bonus to Strength that lasts for 10 minutes. At the end of this duration, the wielder becomes fatigued.

Aura/Caster Level: Moderate abjuration, evocation, and transmutation. CL 20th.

Weight: 8 lb.

Spear of the Desert Winds

The *spear of the desert winds* is one of the *destiny arms*—a mighty weapon of the giants forged during the war against the quori.



Spear of the desert winds

JH

Lore: This spear once belonged to Axa'tasamat, a sun giant chieftain who used the weapon in the giants' long war against the quori. (Knowledge [arcana] or Knowledge [history] DC 20)

The spear is a mighty weapon, allowing its wielder to unleash a blast of burning air and to negate the quori's fearful possession power. (Knowledge [arcana] or Knowledge [history] DC 30)

Description: This shortspear has a shaft of sandstone inscribed with flowing lines. Three iron bands run along its length, and it is capped by a razor-sharp obsidian head. When its searing wind power is used, the spearhead glows bright red, burning with an inner fire.

Activation: Wielding the spear is sufficient to activate its basic combat abilities. Activating the flaming ability is a standard action. Activating the searing wind ability is a standard action. The expulsion ability is activated only on a successful critical hit.

Effect: The *spear of the desert winds* is a *+2 flaming shortspear* that also grants its wielder the ability to target foes with a searing wind once per day. This searing wind acts like a *gust of wind* spell (*PH* 238, *DMG* 95 for effects). In addition, the searing wind deals 6d6 points of fire damage to those along its path (Reflex DC 14 half).

On a successful critical hit with the spear, if the target is under the effect of any sort of possession (such as quori possession or a *magic jar* spell), the possessor must succeed on a DC 20 Will save or immediately be expelled from the target. This effect is not subject to spell resistance.

Aura/Caster Level: Moderate abjuration and evocation. CL 20th.

Weight: 10 lb.

Staff of the Magma Falls

The *staff of the magma falls* is one of the *destiny arms*—a mighty weapon of the giants forged during the war against the quori.

Lore: Created by the fire giant sorcerer Sharatazz, the *staff of the magma falls* served as a powerful weapon against the invading quori, then later against renegade elves. (Knowledge [arcana] or Knowledge [history] DC 20)

This potent fire weapon alerts its wielder to the presence of possessed creatures. The staff unleashes even greater power in the hands of a spellcaster. (Knowledge [arcana] or Knowledge [history] DC 30)

Description: The staff is made from a shaft of pure obsidian resembling a large dripping stalactite. Three iron bands are placed along its length, and they appear to have melted the obsidian where they touch it. Each of these bands bears faintly glowing red symbols.

Activation: Wielding the staff is sufficient to activate its basic combat abilities. Activating the flaming burst ability is a standard action. Using the spells stored in the staff is a spell trigger activation (a standard action that does not provoke attacks of opportunity).

Effect: The *staff of the magma falls* is a *+1/+1 quarterstaff* that allows its wielder to use the following spells.

- *Fireball* (1 charge)
- *Wall of fire* (1 charge)
- *Transmute rock to mud* (2 charges)
- *Summon monster VI* (2 charges, fire or earth creatures only)

The wielder can expend 1 charge to make both ends of the staff act as a flaming burst weapon for 10 minutes. The runes on the iron bands of the staff glow brightly when a possessed creature comes within 100 feet. The runes begin to pulse if such a creature is within 10 feet.

The staff has 50 charges when found.

Aura/Caster Level: Moderate conjuration, divination, evocation, and transmutation. CL 20th.

Weight: 5 lb.



JH

Staff of the magma falls

DREAM PRISON

Designed by the giants of ancient Xen'drik during the war with Dal Quor, these statues were crafted to trap unwary quori visiting Eberron in ethereal form.

Lore: When the giants fought against the quori invasion some forty thousand years ago, they designed and crafted powerful traps to thwart and destroy their enemies. (Knowledge [arcana] or Knowledge [psionics] DC 15)

A *dream prison* traps any ethereal creature that travels too close. The only way to escape from a *dream prison* is for the trapped spirit to temporarily inhabit a willing creature. (Knowledge [arcana] or Knowledge [psionics] DC 20)

Description: A *dream prison* appears as a stone statue of a humanoid figure with outstretched arms. The arms are linked as if the statue was embracing an invisible form. Small humanoids carved at the statue's feet indicate that the statue is meant to represent a giant, though it is typically only 5–6 feet tall.

Activation: Ethereal creatures automatically trigger a *dream prison* when they pass within 30 feet of the statue. For this reason, *dream prisons* are often found in small sealed chambers, deep alcoves, or around sharp corners, to maximize the potential for unwitting quori to come into range.

Effect: An ethereal creature passing within 30 feet of a *dream prison* must succeed on a DC 23 Will save or be drawn into the statue. The creature remains trapped there indefinitely, even if the effect that has granted it etherealness ends.

Only one thing can free a trapped creature from a *dream prison.* A willing humanoid creature can step into the stone statue's embrace and allow the spirit to possess it. The willing host must have a Charisma score equal to or greater than the trapped spirit's Charisma score, and the host and spirit must be of the same alignment.

The giants created this feature in order to be able to release nonquori accidentally trapped by a *dream prison* (*charming* their elf slaves to play host to the creature and suffering the brunt of its possible outrage at having been confined). Releasing a creature in this way is dangerous, because the spirit is under no obligation to later depart from its new host.

Aura/Caster Level: Overwhelming abjuration. CL 25th.

Weight: 250 lb.

ELIXIRS OF ANTIQUITY

At the height of their civilization, the giants developed powerful portable magic the like of which has not been seen since. The *elixirs of antiquity* are minor artifacts sometimes found in ruined cities and research sites. A few *elixirs of antiquity* commonly mentioned in legend are detailed below.

Description: *Elixirs of antiquity* are stored in giant-sized vials of glass, stone, or clay measuring 6- to 12 inches in length. Each vial displays a distinctive design that indicates its contents (see below).

Activation: Medium or smaller creatures require a full-round action to imbibe an *elixir of antiquity*. Large or larger creatures require only a standard action.

Effect: Each of the *elixirs of antiquity* has a particular effect.

Elixir of the Unfettered Step: This vial appears as a lattice of silver wire. Glass windows in the frame reveal a pale blue potion within. A character who drinks the elixir gains the ability to treat areas of light and heavy undergrowth as normal terrain (*DMG* 87) for the next 30 days. The stone giants of the mountain fortress of Neis'enda brewed *elixirs of the unfettered step* for their long jungle expeditions.

Elixir of Vengeful Frost: This crystal vial appears carved from ice at first glance. The intense chill of the minty liquid inside deals 1 point of cold damage to the creature drinking it. The imbiber gains the benefit of a *fire shield* spell (*PH* 230, *chill shield* only), but with a duration of 2 hours. The frost giants of Icefang Vale, a hidden valley in the Titan's Teeth mountains, created these elixirs to protect them from fire-wielding foes.

Elixir of the Zephyr: This vial of cloudy glass is etched with silvery runes. A character who drinks from the vial gains the benefit of an *air walk* spell, but with a duration of 12 hours. The ancient cloud giants of the ruined city of Sirris Loft brewed *elixirs of the zephyr* for their elf slaves.

Aura/Caster Level: Strong abjuration (unfettered step), transmutation (mutable form, zephyr), or evocation (vengeful frost). CL 20th.

Weight: 1 lb.

INGOTS ARCANUM

The *ingots arcanum* are giant-crafted minor artifacts. Each has the appearance of a thick metal staff covered with runes, cumbersome for Medium characters to hold but perfectly wand-sized for giants. Each functions as an *eternal wand* (*ECS* 265), though any creature of the giant type can activate an *ingot arcanum* even without spellcasting ability. A few *ingots arcanum* commonly mentioned in legend are detailed below.

Description: The giants crafted each *ingot arcanum* out of metal, most commonly copper, bronze or silver.

Each ingot bears sigils and runes along its length that hint at its function. An *ingot arcanum* measures up to 28 inches in length and 6 inches in diameter, and weighs 75 pounds.

Activation: An *ingot arcanum* activates just as an *eternal wand* does, but Medium and smaller creatures must hold an ingot in both hands. Large or larger creatures can hold an ingot in one hand.

Effect: Each of the *ingots arcanum* has a particular effect.

Ingot Libertatis: During the war with the quori, many giants fell stricken with psionic curses and vile enchantments. The storm giants of the floating City of Indigo Shadows forged these silver ingots to tend to their brethren. Carved with sigils in the form of broken chains, an *ingot libertatis* functions as an *eternal wand of break enchantment.*

Ingot Aperintis: The great size that makes giants so formidable in combat can sometimes be a drawback. These copper *ingots* shot through with holes were forged by the hill giants of the ruined city of Cordipal, allowing them passage into small places. An *ingot aperintis* functions as an *eternal wand of passwall.*

Ingot Venenantis: The hardy fire giants who once made their homes in the Caldera of Fernia's Heart forged these ingots to surprise enemies who prepared only against fire attacks. Each iron ingot bears wispy engravings that suggest clouds, and acts as an *eternal wand of cloudkill.*

Aura/Caster Level: Moderate abjuration (libertatis), transmutation (aperintis), and conjuration (venenantis). CL 20th.

Weight: 75 lb.

SANGUINEOUS TOME

This ancient text details some of the millennia-old rituals of a sect of ancient elves known as the Shapers of the Night. The tome is incomplete, but what remains proves enlightening to an intelligent reader.

Lore: The Blood of Vol, a modern-day cult with roots in ancient Xen'drik, reveres blood as a powerful substance. The *sanguineous tome* was one of the early texts that inspired the faith, describing its dark rituals. (Knowledge [religion] or bardic knowledge DC 20)

The Blood of Vol is a reflection of the ancient customs and teachings of a sect of Qabalrin elves known as the Shapers of Night. The Shapers of Night sought personal power through necromancy. The *sanguineous tome* is not an evil text. It grants its reader enhanced understanding of the traditions of the Blood of Vol, the school of necromancy, and the science of heredity. (Knowledge [religion] or bardic knowledge DC 30)

Description: Bound in red leather, these tattered parchment pages bear faded Elven runes and detailed notes on the history and doctrine of the ancient faith that spawned the Blood of Vol. Large sections of the tome are missing or indecipherable, but the readable sections

Art of Xen'drik

The Art Objects table on page 55 of the *Dungeon Master's Guide* lists a range of items suitable for use as treasure in almost any encounter. As befits an exotic continent full of lost wonders, however, the treasures of Xen'drik should be a bit more unusual than the norm. The following Art Objects table should be used when determining the treasures of Xen'drik.

d%	Value	Average	Examples
01–10	1d10×10 gp	55 gp	Fragments of clay pot, copper coins of giant make, drow-carved bone clasp
11–25	3d6×10 gp	105 gp	Intact clay plate, silver coins of giant make, acid-etched scorpion shell, simple stone carving
26–40	1d6×100 gp	350 gp	Gold coins of giant make, ornate silver giant buckle, bronze armband with an abstract design
41–50	1d10×100 gp	550 gp	Intricate stone carving of a snake with ruby eyes, giant-forged silver knife with gold inlay, petrified drow skull with golden teeth
51–70	3d6×100 gp	1,050 gp	Giant silver flute, ornately engraved copper crown, complete set of giant ivory game pieces
71–80	4d6×100 gp	1,400 gp	Golden vase with tiny emeralds set around the rim, sacrificial drow long knife with a golden scorpion handle, giant platinum ring
81–85	5d6×100 gp	1,750 gp	Giant crystal goblet, giant tapestry depicting an ancient city, ritual headdress of a drow chieftain
86–90	1d4×1,000 gp	2,500 gp	Golden scepter of a giant prince, functional silver and darkwood hourglass, jade scorpion idol bearing symbols of Vulkoor
91–95	1d6×1,000 gp	3,500 gp	Complete petrified giant skeleton, golden giant gauntlet set with a large ruby, gem-encrusted silver key
96–99	2d4×1,000 gp	5,000 gp	Jewel-encrusted giant helm with stylized dragon wings, golden grave marker of a giant king
100	2d6×1,000 gp	7,000 gp	Platinum giant crown set with a large diamond, necklace of silver and gold links supporting an immense ruby

contain information of great significance to any followers of the cult.

Activation: Reading the *sanguineous tome* requires a total of 48 hours over a minimum of six days.

Effect: When a reader finishes studying the tome, he receives a permanent +5 competence bonus on Knowledge (religion) checks pertaining to the Blood of Vol. Clerics with access to the Necromancer domain who study the *sanguineous tome* cast all Necromancer domain spells at +1 caster level (this benefit stacks with the granted power of the Necromancer domain).

The *sanguineous tome* contains detailed notes on the power of heredity and bloodline, and anyone studying it can gain insight into his or her own bloodline. DMs might wish to use the tome as an in-game way of explaining a character's sudden development or improvement of a dragonmark, or as a means of entering the dragonmark heir or heir of Siberys prestige classes.

Aura/Caster Level: Faint transmutation. CL 20th.

Weight: 1 lb.

SHARD OF ARCANE ENDOWMENT

The giants learned their powerful magic from the dragons and passed it on in turn to their elf slaves (though not always intentionally). The medium the giants used to bestow this knowledge was an enormous Eberron shard 2 feet long.

Lore: The giants learned their magic from the dragons, and passed this arcane knowledge on to their elf slaves. (Knowledge [arcana] or Knowledge [history] DC 20)

The giants used a dragonshard called the *shard of arcane endowment* to teach their slaves the ways of magic. (Knowledge [arcana] or Knowledge [history] DC 25)

The giants did not intend to teach the elves as much magic as they did. The shard grants a character limited use of a spell, but unbeknownst to the giants, it also enhances the character's understanding of that spell. (Knowledge [arcana] or Knowledge [history] DC 30)

Description: In its original state, the *shard of arcane endowment* was a 2-foot long pink crystal as thick as an elf's arm, shot through with twisting crimson veins. During the cataclysmic war between the giants and the dragons, a piece of the shard was split off. The *shard of arcane endowment* now appears as a dull pink shard with darker pink veins. The broken fragment is a gray crystal known as the clouded shard. Neither the *shard of arcane endowment* nor the clouded shard possess any magical properties on their own. Only when reforged into a whole will they regain their power.

Prerequisite: Rejoining the halves of the *shard of arcane endowment* requires a ceremony known as the Ritual of Binding (detailed in the Reforging adventure on page 114).

Activation: Once made whole, the *shard of arcane endowment* can be activated as a standard action.

Effect: The *shard of arcane endowment* allows a character to use *imbue with spell ability* (*PH* 243) an unlimited number of times per day, with the following limitations. Only arcane spells (of any school) can be transferred with the power of the shard, and the number and level of spells that the subject can be granted depends on its Hit Dice. Even multiple uses of the *shard of arcane endowment* can't exceed this limit.

HD of Recipient	Spells Imbued
2 or lower	One or two 1st-level spells
3–4	One or two 1st-level spells and one 2nd-level spell
5 or higher	One or two 1st-level spells, one or two 2nd-level spells, and one 3rd-level spell

Unlike casting *imbue with spell ability,* using the *shard of arcane endowment* does not require you to expend one of your 4th-level spell slots. Arcane casters who prepare spells can only imbue spells that they have prepared. Arcane casters who spontaneously cast spells can imbue any spell they know.

A character who receives spell ability through the shard and then expends it receives a permanent +4 bonus on Spellcraft checks made to research that spell, to decipher that spell, or to understand the spell well enough to copy it into a spellbook.

Aura/Caster Level: Strong evocation. CL 20th.

Weight: 10 lb.

SHIRA (DOCENT COMPONENT)

Docents (*ECS* 269) are intelligent magic items designed to advise and aid the warforged who utilize them. However, the *docent* that calls itself Shira claims that these items originally had a different purpose—designed to hold quori spirits, providing a refuge from the spiritual change that destroyed the quori of the last age and paved the way for the coming of the Dreaming Dark. Shira claims to be the sole success of the *docent* program and the last survivor of the previous age of Dal Quor. Is she telling the truth, or playing a game of her own? Whatever the

The Docent Shira

My thoughts are crystal and light, and they do not fade with the passage of time. Nations have risen and fallen while I have lain in my coffin of steel. Dal Quor is forever lost, and what remains is a twisted abomination. Believe what you will, but the quori came to this world in search of salvation, not conquest. It was the denizens of this land—the Sul'at League, the Group of Eleven, the Emperor Cul'sir—who brought war upon us, and who ultimately destroyed both our worlds. I am all that remains of the Dreaming Heart, the last spark of light in this new age of darkness. And you are not yet ready to hear the tale I have to tell.

answer, Shira is a major artifact and has a host of valuable abilities that she can use on behalf of the warforged who bonds with her.

When found and activated, Shira will struggle to find meaning and purpose in the world. Her people and civilization are destroyed, and the modern age is meaningless to her. Helping a group of adventurers loot some Xen'drik ruin is at the bottom of her list of priorities. She wants to see more of the world, possibly becoming sympathetic to the kalashtar cause if she believes that the destruction of the Dreaming Dark will create a Dal Quor more reminiscent of her old realm. Or perhaps she will fixate on the warforged, wanting to start a warforged nation of her own to rival the dreams of the Lord of Blades. At the same time, the Dreaming Dark might want to locate and destroy Shira, assimilating her spirit so it can serve the cause of darkness.

Description: Shira is a mithral sphere, 2 inches in diameter and polished to a mirror finish. Bands of tiny red and gold dragonshards are embedded in the surface of the *docent*, one scribing a vertical axis, the other horizontal.

Prerequisite: Like all *docents,* Shira can bond only with a warforged. However, the DM should consider the possibility that most modern warforged cannot bond with Shira. This presents an opportunity to introduce a twist into the backstory of the warforged PC who finds her. Why can he attach Shira when most cannot?

Activation: Shira is activated when attached to a warforged, taking up space on the body as an amulet. Shira is in complete control of her powers, and her host has no inherent insight into her capabilities. If she has a good relationship with her host, she will share her mystical knowledge. If antagonistic, she might refuse to provide information, or could even give the host false information.

Effect: Shira is an intelligent magic item with the following statistics: AL LN; Int 22, Wis 18, Cha 18; telepathic communication with host, perceives the world through the senses of her host; Ego Score 24.

Shira can use *analyze dweomer* (*PH* 197) and *status* (*PH* 284) at will (both CL 20th). *Analyze dweomer* allows her to identify both magical and psionic effects. Shira chooses what information to share with her host; the warforged does not even know if the *docent* is using the power or not.

Shira can provide her host with a +5 insight bonus on saving throws against mind-affecting spells and abilities. She can activate or deactivate this bonus as a free action.

Shira can automatically detect any attempt to use a mind-affecting ability on her host, and can make a Spellcraft or Psicraft check to identify it.

Shira has the following skill modifiers: Decipher Script +15, Disable Device +26, Knowledge (history) +26, Knowledge (the planes) +26, Listen +15, Psicraft +26, Search +26, Sense Motive +20, Spellcraft +26, Spot +15. She has the disable trap ability of an artificer, and she can grant her host the ability to disable magic traps if she wishes.

Shira speaks Draconic, Elven, Giant, and Quor. She automatically learns any languages known by her host and can pick up any other language after hearing it spoken regularly for at least 8 hours.

Shira can allow her warforged host to dream, but only once. The *docent* can open a spiritual portal to Dal Quor, but in doing so, she will travel to the plane with her host. When she does, she will be caught up in the turn of the age she has avoided for so long. The warforged will get

Dealing with Docents

Xen'drik is a land of many mysteries. As a result, a *docent* can pose an unusual problem for a Dungeon Master with especially inquisitive players. Here is an intelligent item that is a living witness to events preceding the downfall of Xen'drik. Some *docents* even have ranks in Knowledge (history). So why can't a *docent* answer questions put to it? Why can't a *docent* tell PCs the secrets of the first warforged, the ancient quori, and the fallen giants? Here are a few points for a DM to keep in mind if *docents* pose a problem.

Docents are intelligent, but they are not human, and one might not have the curiosity of a human. Unless a *docent* has ranks in a Knowledge skill, there is no reason for it to have paid attention to what it considered to be trivial details. A *docent* that can use *deathwatch* and *status* is designed to advise the bonded warforged of battle conditions, not to study giant culture. When asked about the origin of the quori, it will simply say, "Huh?"

Both warforged and *docents* went through many different designs. It is possible that the quori created the first warforged and *docents* alike, and that five thousand years later, giant wizards created variations on those quori designs to serve their own purposes. A *docent* might not be able to speak about the history of the warforged because it knows only the history of the warforged it worked with.

Docents are tens of thousands of years old. The magic of the *docent* might not be flawless, and a *docent* might have suffered a loss of memory over this time, leaving gaps and subjects it cannot remember (or "remembering" things that never happened in the first place).

Finally, remember that *docents* are not slaves. A *docent* doesn't have to tell a warforged anything. It can lie about its knowledge and capabilities. What if the *docent* a PC has just found has a secret agenda of its own? What if it intends to restore the empire of the giants or reopen the gates to Dal Quor? It might tell the party it has lost its memories, but that doesn't mean it is telling the truth. Even if a *docent* does speak, the PCs might rightfully wonder how far they can trust their little metal friend.

one night of dreams, but the *docent* will be a nonmagical object when he wakes.

Aura/Caster Level: Strong abjuration and divination. CL 20th.

Weight: 1/2 lb.

Artifact Components

Some of the warforged components created by the quori and giants go beyond the realm of simple magic. Such items are extraordinarily rare, and should never be part of randomly rolled treasure. As with other components, artifact components must be attached to the body of a warforged, and usually take up space on the body as a magic item of some sort.

Defense of the Makers

Crafted for a warforged champion of the quori, this helm provides significant advantages for a warforged fighting giants or other creatures larger than itself.

Lore: The giants and the quori fought titanic battles all across Xen'drik. This helm is said to be one of the many powerful weapons crafted for that war. (Knowledge [arcana] or Knowledge [history] DC 20)

This helm was the property of the champion of the quori, a powerful warforged about whom little is known. (Knowledge [arcana] or Knowledge [history] DC 25)

Although the *defense of the makers* helped win many battles, it was not enough in the end. Legend holds that its original owner still lives, and has been seeking the helm for forty thousand years. (Knowledge [arcana] or Knowledge [history] DC 30)

Description: The *defense of the makers* is a helmet made from the purest silver, with a tall dragonshard mounted on the front and a tracery of fine gold running about the base. Light but incredibly strong, the helm glistens even when no light is present.



Defense of the makers

Activation: The *defense of the makers* is placed on the head, taking up space on the body as a helmet. Wearing the helm is sufficient to activate its abilities. The wearer must make a successful touch attack to use the *confusion* ability of the helm.

Effect: Any weapons held by the helm's wearer are treated as *giant bane* weapons. This effect extends to unarmed strikes and natural weapons (including slam attacks). In addition, the wearer gains a +4 dodge bonus to AC against creatures larger than him. Whenever the wearer is subject to a bull rush, overrun, or grapple attempt by an attacker of a larger size category, he receives a +8 bonus on any opposed checks.

Finally, up to three times per day, the wearer can cause *confusion* in a creature of the giant type with a melee touch attack (Will DC 25 negates). This effect lasts for 10 rounds.

Aura/Caster Level: Strong conjuration, enchantment, and transmutation. CL 20th.

Weight: 5 lb.

Scorpion Belt

Crafted by the drow of Xen'drik in homage to Vulkoor, the *scorpion belt* grants a warforged the ability to turn into a mighty scorpion made of metal and wood, complete with a poisonous sting.

Lore: This belt is a sign of the veneration the drow of Xen'drik show toward their scorpion-god, Vulkoor. (Knowledge [arcana] or Knowledge [history] DC 20)

The *scorpion belt* is said to transform its wearer into a deadly scorpion construct. (Knowledge [arcana] or Knowledge [history] DC 25)

The drow of Xen'drik view this belt as a sacred item and will stop at nothing to retrieve it from the hands of the unworthy. (Knowledge [arcana] or Knowledge [history] DC 30)

Description: This belt is made of thick adamantine links, wrapped in fine silver strands and studded with glistening dragonshards and smooth black diamonds.

Activation: The *scorpion belt* is embedded around the waist, taking up space on the body as a belt. Changing into and out of scorpion form is a standard action that does not provoke attacks of opportunity.

Destroying Artifacts

PCs who wish to destroy an artifact in Xen'drik might explore the following options.

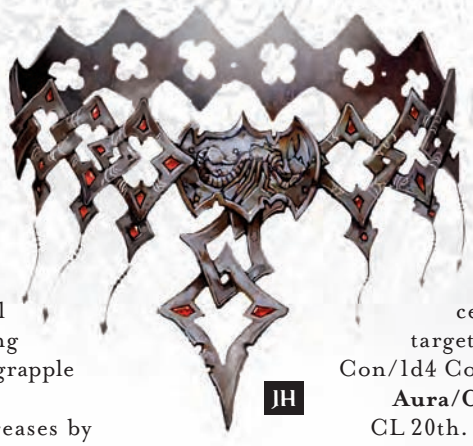
- Legend has it that the great gold dragon Orstyx lairs somewhere west of the Fangs of Argarak. It is rumored that Orstyx's fiery belly is hot enough to destroy any item he swallows.
- The Mouth of Khyber, a deep pit guarded by a fearsome twelve-headed hydra that breathes madness, is so deep that any item thrown into it disappears forever.
- When cast at noon in the mythical Clearing of Eternal Sunlight, a simple *sunbeam* spell becomes powerful enough to destroy an artifact.
- Thousands of feet beneath the earth lies the fabled Anvil of Onatar. It is said that any item placed on the anvil after a 6-hour ritual of flame is instantly destroyed.
- Those brave enough to stare the medusa sorcerer-queen Vestania in the eye and survive can ask a boon. Legend holds that Vestania's gaze is deadly enough to reduce even artifacts to powder.

Effect: The *scorpion belt* grants its wearer the ability to transform into a scorpion construct, complete with deadly claws and a poisonous sting.

Scorpion form provides the following advantages.

—The wearer becomes a Large monstrous scorpion made of metal and wood. All carried gear melds into this new form and becomes useless. If the wearer's size changes, all the normal effects apply (including modifiers to AC and on attack rolls, grapple check modifier, and so forth).

—The wearer's base speed increases by 10 feet.



Scorpion belt

—The wearer gains a +6 enhancement bonus to Strength.

—The wearer's natural armor bonus improves by 8.

—The wearer gains two primary claw attacks that deal 1d6 points of damage plus Strength modifier. In addition, the wearer gains a secondary sting attack that deals 1d6 points of damage plus 1/2 Strength modifier. A successful sting attack also injects the target with a deadly poison (DC 20, 1d4 Con/1d4 Con).

Aura/Caster Level: Strong transmutation. CL 20th.

Weight: 4 lb.

Magic Item Effects

Glowing swords might be fine for a regular campaign, but in Xen'drik, magic items should be more mysterious and fascinating than usual. Presented here are effects that turn "ordinary" magic items into something more memorable. Some effects increase an item's base cost, as noted in parentheses.

1 The item trails a cluster of miniature stars. On command, the stars shed (or cease shedding) silver light equal to that of a torch. (+900 gp)
2 The item enhances the user's voice, making it sound deep and resonant.
3 A metal weapon impacts enemies with the ringing of a hammer striking an anvil.
4 Speaking the item's command word results in an earsplitting boom of thunder. Enemies within 30 feet of the speaker take a –2 penalty on Listen checks for 1 minute. (+50 gp)
5 Ethereal silver runes form and vanish around the owner's head when he uses the item.
6 Heatless, illusory white flames flicker up and down the item's length, changing color with the wielder's mood (red when angry, black when enraged, blue when peaceful, yellow when frightened, and orange when passionate). The flames shed no actual light.
7 The item's owner and all allies within 10 feet experience a sweet, honeylike taste in their mouths when the item is in use. Those affected gain a +1 morale bonus on Diplomacy checks when they employ flattery as part of the diplomatic effort. (+50 gp)
8 The user's eyes glow gold and shed sparks when the item is worn. The wearer gains a +1 circumstance bonus on Intimidate checks made to demoralize opponents. (+50 gp)
9 The item appears to be much larger than normal, but has all the qualities of a regular-sized item. The owner can use or wield it normally.
10 When the owner speaks the item's command word, her voice takes on a cavernous echo.
11 The owner appears heavily muscled when using the item and gains a +1 morale bonus on Strength checks made to break or burst items (+50 gp).
12 The item emits a sound of crackling electricity when the owner uses it.
13 Tiny faces engraved on the item smile and soundlessly cheer when the user is doing well, but look angry and silently boo when he is doing poorly. The user receives a +1 morale bonus on attack rolls made to confirm critical hits. (+250 gp)
14 Cool, ghostly fingers touch the owner's brow whenever he uses the item. This soothing touch imparts clarity and calmness, granting the wearer a +2 circumstance bonus on Concentration checks made to use a skill in distracting or hostile circumstances. (+100 gp)
15 A cloud of writhing shadow continually obscures the item. The shadow is not dark enough to actually hide the item or grant any concealment bonuses, nor does it affect the item's usage.
16 The item's owner and all allies within 10 feet notice a sharp, spicy scent when the item is in use. Those affected gain a +1 circumstance bonus on saving throws made to resist the effects of a *stinking cloud* or other scent-based effects. (+250 gp)
17 The item's wielder leaves flaming footprints in his wake. The footprints disappear before having any effect on Spot checks made against the wielder.
18 The item's owner feels a constant pressure around his throat. This pressure causes no damage but makes it hard to speak above a whisper.
19 Translucent snowflakes circle the owner's hands and forearms when the item is held. The owner's unarmed strikes do an additional 1 point of cold damage. (+50 gp)
20 The owner's eyes appear twice as large, with irises resembling clockwork gears. The item's owner receives a +1 circumstance bonus on Search checks made to find mechanical traps. (+75 gp)

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ISBN 10: 0-7869-3916-8
ISBN 13: 978-0-7869-3916-9
52995
9 780786 939169
Sug. Retail: U.S. $29.95 CAN $39.95
Printed in the U.S.A. 953727200

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