



XEN'DRIK EXPEDITIONS

If At First Crimson Codex Adventure #8 An Adventure for 8th Level Characters (Scaled for 7th to 10th Levels of Play)

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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, Rich Baker, and Peter Adkison.

Sources: Eberron Campaign Setting [Keith Baker, Bill Slavicsek, James Wyatt], Libris Mortis [Andy Collins and Bruce Cordell], Lords of Madness [Richard Baker, James Jacobs, Steve Winter], Monster Manual III [Rich Burlew *et al*], Secrets of Xen'drik [Keith Baker, Jason Bulmahn, Amber Scott],

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Adventure Background

In the time when giants ruled Xen'drik, the masters of the continent performed all manner of arcane research in every imaginable area. One influential giant espoused a theory that creatures' souls were held in the body by "humors." The humors also governed the personality and power of a creature. Each of the four humors was tied to one of four elements: fire, water, air, and earth.

With this theory as his guide, this giant (whose name has been lost to the ages) created an underground laboratory to conduct experiments. As with some scientists who delve too deeply into research without first considering the consequences, the giant performed torturous experiments on his subjects, killing scores of them in the name of progress. What became of the giant and his poor subjects is unknown, but his laboratory and the infernal eldritch machine he created have been buried for countless ages. All that has recently changed, however.

The half-giant adventurer Sailoc ip'Ahar had his plans to rain a destructive Siberys dragonshard shower on Stormreach foiled by Codex Serpents in the Crimson Codex adventure *CRC-3 Native Intelligence*. Sailoc, however, escaped the Serpents. And he is nothing if not determined. Sailoc has again joined forces with one of Virulence's aberrations—this time a mind flayer named Ichlarzid. They uncovered the giant's terrible laboratory, and while they do not completely understand what happened there or how the instruments are used, they are utilizing Khyber shards to power the device that drains the soul from a creature, creating an undead beast and storing the souls in shards. Working in coordination with Virulence's mind flayer lackey Ichlarzid, Sailoc hopes to create an undead army at his command, sending them off to destroy the population of Stormreach that he feels has scorned his talents and impinged upon the sacred ground of his giant ancestors.

The first attempt to send undead into Stormreach was partially successful. A few of the gnoll mercenaries working with Sailoc were turned into zombies, and then he ordered them to invade Stormreach by night, capturing as many living beings as possible and bringing them back to the ruins to feed more souls into the infernal eldritch machine.

Fortunately, Crimson Codex agent Fritz-Roy witnessed the attack, and he was able to defeat two of the gnoll zombies and rescue some Stormreach residents. However, the son of the most powerful Stormreach merchant was taken, along with four of his friends. Since the zombie gnolls wore the uniform of a member of Sailoc ip'Ahar's army, and the Crimson Codex is familiar with him, something can be done. Intelligence on the half-giant indicates he has found a new hideout in another ancient giant ruin. How he is associated with the gnoll zombies, and what he is doing at this new site, is currently unknown. The Codex needs the PCs to find him and figure out what is happening, and hopefully rescue those who have been taken.

Adventure Synopsis

Candle and Fritz-Roy, with the blessing of the Iron Watch of the Stormreach Guard, call upon the PCs to investigate the brain-lacking gnoll zombies who kidnapped the young Stormreach citizens. The investigation reveals that the gnolls were former soldiers in the employ of the half-giant Sailoc ip'Ahar. A gathering of information and some research reveals that Sailoc has been excavating another ancient giant site, and some citizens of Stormreach, including the son of a powerful and wealthy merchant, have been kidnapped and taken there.

After an uneventful trip to the site where Sailoc is believed to have brought the prisoners, the PCs have the chance to investigate. At the Laboratory of Lost Souls, the PCs find notes on what the giant who built the place was trying to do here, as well as the result of his experiments. The PCs also find four rooms corresponding to the elements, with undead creatures haunting each. Each of these rooms also contains one of the young people kidnapped from Stormreach, who are in danger of having their souls removed by the magic infused into the elements by the infernal eldritch machine and the Khyber shards.

Finally, if the PCs are able to deal with these elemental undead dangers, they can confront Sailoc and the mind flayer Ichlarzid. However, the infernal eldritch machine has malfunctioned by the time the PCs arrive, turning the illithid into a vampire, and transforming Sailoc into some undead abomination. If the PCs can defeat the pair, they can rescue Quenzin, the merchant Sym's son, and also learn about Virulence's involvement in all of this.

Back in Stormreach, the PCs that have rescued Quenzin can earn the rather terse gratitude of Edizar Sym. This gratitude could turn into a great boon for the Crimson Codex.

Troubleshooting

Crimson Codex operatives use a “pass-signal” to confirm identities and transfer information. The current signal involves pointing to something and starting a sentence with “Look at that.” What comes after “look at that” depends on the situation and the danger level. If the situation is non-threatening, mention a color in the sentence. For example, “Look at that lovely red scarf the elf is wearing. I wish I had something that beautiful.” If the current situation is hostile or has the potential for trouble, the sentence contains no color. The password is going to change frequently in the future.

Also, even if the PCs have not played in a Crimson Codex adventure before, they are assumed to be members of the organization, experienced in the operations of the group. In addition, they have dealt with Fritz-Roy in the past, so they understand that he is a handler, someone who coordinates the efforts of a small group of operatives. He is someone who can be trusted and should be listened to.

Finally, as always, this adventure is meant to be fun for both the players and the DM. If circumstances require deviation from the flow of the adventure, do not hesitate to follow that new direction. As a DM, you should attempt to get the PCs back on track, but also feel free to make alterations to the adventure if those changes contribute to a play experience that is more fun. Certainly all adventures, and this adventure in particular, should challenge both the PCs and the players, and there should be a risk of death and loss, but a completely overwhelming (or underwhelming) experience is no fun for anyone.

Adventure Start

The PCs are summoned by Candle, a spellscale bard and the leader of Crimson Codex operatives on the continent of Xen'drik, to a meeting early in the morning. The meeting takes place at a secluded spot in the Gardens of Respite in north-central Stormreach.

Candle, her purple-tinged scales glittering in the light of dawn, tells the PCs what she needs from them:

“Late last night, one of our handlers, Fritz-Roy, was returning from a meeting with some Codex operatives when he stumbled upon what looked like gnolls attacking a group of young men and women on the western edge of Stormreach. He rushed to their assistance, and he was able to kill two of the gnolls and save some of the young men and women. Other gnolls, however, grabbed five of the citizens and fled to the west while Fritz-Roy dealt with the remaining threat. The Stormreach Guard came to assist, as it always seems they do, when it was too late. The guards questioned Fritz-Roy extensively because it seems some of the circumstances are a bit complicated, and he remains in custody. He was able to contact me just an hour ago, for he thinks you might be able to lend assistance in this matter. Unfortunately, that’s all the information I have at this time. Assist Fritz-Roy in whatever way you can. He seems to think the Codex could gain a great deal from a successful resolution to this affair. Fritz-Roy is currently being held at the headquarters of the Iron Watch. He has told them he is a guide named Herrenger, and that you are some adventurers with whom he works on occasion. Follow Fritz-Roy’s lead.”

Fritz-Roy is not under arrest, but the guards are not releasing him for some reason. Candle tells the PCs to go to the Iron Watch headquarters posing as these adventurers whom “Herrenger” knows. If the PCs require more instruction, she simply tells them to find out what is happening and what it is that Fritz-Roy believes might be of importance to the Codex in this whole affair.

Part One – The Return of Sailoc

The PCs learn the gnolls who attacked the group were wearing the uniforms of the personal army of the half-giant Sailoc ip’Ahar, whom the Crimson Codex has confronted before. Fritz-Roy also tells the PCs that the gnolls were undead when he defeated them. One of the young men kidnapped by the gnolls is the son of Edizar Sym, one of the wealthiest individuals in Stormreach and an influential merchant. After dealing with the Iron Watch, Fritz-Roy instructs the PCs to talk to a Codex specter (spy) that has been keeping tabs on the doings of the megalomaniacal half-giant Sailoc.

Gnoll Corpses

The PCs are given directions to the headquarters where the leader of the Iron Watch is questioning Fritz-Roy. A **DC 10 Knowledge (local)** check reveals that the Iron Watch is an elite group of warforged that forms a unique squad within the Stormreach Guards. The leader of the Iron Watch is Steeljack, a male personality warforged (bard1/fighter 8).

When the PCs arrive at the headquarters of the Iron Watch, they find Fritz-Roy being questioned by Steeljack and two other imposing warforged guards. The questioning ends immediately when the PCs arrive. Play Steeljack as a very intelligent and intuitive warforged possessing more humanity than some humans:

Fritz-Roy stands and points to you as you enter. He looks at a warforged standing near him and says, "Look at that group of green adventurers. I thought they would never get here." He smiles at you and points to the warforged. "This is Steeljack, captain of the Iron Watch."

The warforged turns to look at you. "Thank you for coming. Through that door, we are holding two gnoll corpses. Your friend Herrenger here bravely slew them as they attempted to abduct a group of Stormreach citizens off the street late last night. Several gnolls got away, however, and five of our citizens were taken. He believes you might be able to offer us assistance in this matter, as you are familiar with the areas of Xen'drik outside Stormreach and may have had dealings with these gnolls before. Are you willing to help us in this investigation?"

If the PCs answer in the affirmative, or at least do not refuse, Steeljack continues:

"I want you to look at the gnoll corpses and tell me what you know."

Steeljack shows the PCs into a holding cell. Read or paraphrase the following when the PCs enter:

Two gnoll corpses rest on the floor of the cell, side by side. Their flesh is starting to rot beneath their makeshift military-style uniforms. They bear obvious slashing wounds, although there is no blood on their flesh or their uniforms.

Note that while the PCs and Fritz-Roy are at the Iron Watch headquarters, they are unable to talk openly about past Crimson Codex missions because of the presence of Steeljack and the other Iron Watch guards. Fritz-Roy remains quiet except to make comments like, "Didn't you tell me you've dealt with gnolls in uniforms like that before?" and "The gnolls were moving awfully funny as I fought them." A **DC 10 Search** check reveals wounds on each of the skulls of the gnolls, and that the gnolls' brains are missing. The slashing wounds were made by Fritz-Roy's shortsword. Also, one of the gnoll corpses shows signs of severe burns, and the others mouth and ears were full of earth and dust. Investigating the head wound with a **DC 22 Knowledge (dungeoneering)** check reveals that the wounds are consistent with a mind flayer removing the victim's brains with its tentacles. A **DC 17 Knowledge (religion)** check reveals that these gnolls were zombies before Fritz-Roy dispatched them. A **DC 15 Heal** check confirms that the bodies would not be in this state of decomposition if they had only been dead a few hours, and that the lack of blood around the slashing wounds indicates they were undead when Fritz-Roy fought them. Any PC with the **Investigate feat** who makes a **DC 10 Search** check learns that these corpses were turned into zombies just before their brains were removed, and the fire/earth damage was done just previous to the "zombification."

If the PCs have played **CRC-3 Native Intelligence**, they automatically recognize the uniforms on the gnolls as belonging to the soldiers who served in the private army of the half-giant adventurer Sailoc ip'Ahar. A **DC 20 Knowledge (local)** or **Bardic Knowledge** check reveals the same thing. Even if the PCs are not aware of that detail because they did not participate in that adventure or did not make their checks, they are still aware that the Crimson Codex has had dealings with gnolls wearing uniforms like this in the past, and Fritz-Roy can fill them in on those details later.

After the PCs have finished their investigation of the corpses, Steeljack asks what they know. Assuming they tell him what they have learned and imply that they have had some dealings with the gnolls in the past, Steeljack speaks again:

"The reason we are inquiring with such vigilance into the identity of these gnolls is because one of the citizens of Stormreach who was captured and taken by the gnolls was the son of Edizar Sym. While I'm sure you know Sym is probably the most powerful person in Stormreach outside of some of the dragonmarks and the Coin Lords, you probably don't know his son is a bit of a scoundrel. The lad runs with a rough crowd, always causing trouble and then using his father's status in Stormreach to bail himself out. This time, it seems, the lad was on the wrong end of the skullduggery. Sym is putting pressure on the Coin Lords to find the boy, and the Lords are putting pressure on us. Unfortunately, it seems the gnolls took the lad and four others out of Stormreach and into the wild, which is beyond our comfort zone and jurisdiction. We have not found any connection between the Sym youth and any gnolls. Since you or associates of yours seem to have some knowledge of these gnolls and their background, I am requesting your help." When he says the word "requesting," you understand he means "commanding."

Assuming the PCs accept the order, Steeljack answers any questions they may have and informs them that he is certain some sort of reward can be arranged if the PCs can bring back Sym's son, whose name is Quenzin. He does not give any information on the whereabouts of the youngsters whom Fritz-Roy saved, nor does he offer a meeting with Edizar Sym. A **DC 10 Knowledge (local)** check reveals that Sym is an importer/exporter in Stormreach who controls a good deal of the goods coming into and out of the city. Aside from the Coin Lords and the leaders of the dragonmarked houses in Stormreach, he quite possibly wields the most power and influence of anyone in Stormreach. To the best of anyone's knowledge, his business dealings are all legitimate, or at least as legitimate as a powerful businessman's dealings can be.

If at any point during the encounter the PCs slip up and call Fritz-Roy by his real name instead of Herrenger, or act in such a way that seems suspicious, Steeljack does not comment but makes an obvious mental note that something fishy is happening. However, as the PCs and Fritz-Roy are his only lead in the matter, he does not want to jeopardize their cooperation.

Measure Twice, Cut Once

After the PCs leave the Iron Watch headquarters, they can speak more openly with Fritz-Roy. He talks with them about his encounter with the zombie gnolls, and if the PCs are still unaware of the connection between the Codex and Sailoc's gang, he fills them in on that. Use the bullet points below to make sure the PCs have all the information they need to continue:

- Sailoc ip'Ahar is a half-giant who lived in Stormreach and hired himself out as a guide and a harvester of dragonshards. He feels a close connection to the giants who ruled Xen'drik, and he feels that the presence of other races on Xen'drik, especially elves and draconic races, is a desecration of their memory.
- Sailoc found an old giant observatory containing an ancient telescope that the giants of yore utilized to pull Siberys dragonshards down from the sky when they needed the shards. Sailoc worked with a wizard in an attempt to use the telescope as a weapon that could direct a massive dragonshard shower to fall on Stormreach, causing untold devastation.
- Members of the Codex (and possibly the PCs at the table) infiltrated the observatory and foiled Sailoc's plans. Since that time, the Codex has been keeping an eye on the comings and goings of Sailoc, hoping to prevent another catastrophe before he can unleash whatever he plans next.
- A highly respected but slightly unusual Crimson Codex Specter (spy/infiltrator) called Sksha has been assigned the task of keeping tabs on Sailoc. He would have any information on the current whereabouts of the half-giant. Sksha lives in a yurt two hour's travel southwest of Stormreach.

Fritz-Roy tells the PCs that he will attempt to make contact with the powerful merchant Edizar Sym while they take the journey to Sksha's yurt. If he can make some sort of connection with the merchant, the Codex might be able to benefit from an ongoing relationship with him, assuming they can rescue his son.

The PCs can go talk to Sksha at this point, or they can take other actions. They might want to do more research or gather information on any of the entities currently involved in the adventure. Nothing can be learned about Sailoc that isn't mentioned above. A **DC 25 Gather Information** check reveals that Edizar Sym is as powerful as everyone says he is, and perhaps even moreso. It is possible that he has more than one Coin Lord in his proverbial pocket, making sure that any rulings made by the rulers of Stormreach are in his favor. The same check also reveals that his son Quenzin is 15 years old and not a very nice person. He has been implicated in a number of assaults, countless acts of aggression against innocent civilians, and he runs with a crowd that engages in shameless behavior in public and private. Only the wealth and influence of his father have kept the lad out of the Stormreach prisons. The boy seems to revel in unsavory behavior simply for the sake of seeing how much he can get away with.

When the PCs finally decide to go out into Xen'drik and find Sksha, read or paraphrase the following:

At the location where you were told to find Sksha, you find nothing but wild and overgrown trees and weeds. Other than a few vultures flying overhead and a gecko staring at you from a rock, no signs of life inhabit this area.

Let the PCs wander around a bit and use their abilities to try to figure out what to do and where to go. After they have had enough, continue:

A loud hissing comes from your feet. It is the gecko that was on the rock. It hisses again, makes a motion with his head to the west, and starts walking—very slowly—off into the wild.

Feel free to roleplay this scene as much as you and your players can stand. If the PCs try to pick up the gecko, it wriggles and squirms and hisses. If the players do anything to upset the gecko, it petulantly rolls over onto its back and refuses to move until the PCs apologize.

If the PCs follow the gecko, ever so slowly, into the wilds for an hour, they come to the yurt belonging to Sksha, who is a lizardfolk druid.

In the clearing ahead rests a circular dwelling, much like an elaborate tent. Before the opening of the dwelling stands a lizardfolk. It holds up its hands in a display of peace. "Look at that group of red book lovers," hisses the lizardfolk in Common. "You can call me Sksha."

Allow whatever small talk to take place that you desire, and play Sksha as a laid back, tree-loving, nature-worshipping, spiritual druid. After the roleplaying at your discretion, the PCs probably ask about Sailoc:

Sksha nods his lizardy head at the mention of the half-giant. "Very naughty, that one. Yes. Very naughty. I have Whisper-ears keeping watch of him. After the incident with the telescope, the half-giant and his little private army did more exploring. They found nothing of interest for several months, but then they found a buried dwelling of some sort. They went in and came out, went in and came out. Finally they started bringing in others, robed figures that Whisper-ears couldn't describe to me. I can call him back and have him lead you there. I expect it won't be more than a week's journey to get there."

If asked for further details, Sksha reveals to the PCs that Whisper-ears is a bat, one of his animal friends who helps him observe certain areas and individuals of interest to the Codex. Sksha moves around the area in his yurt, managing his animal spy network and occasionally going out into the field in rare cases when something important seems to be happening. He has not had the chance to check into Sailoc's doings personally.

It will take Whisper-ears a couple of days to respond to his summons, so Sksha suggests the PCs return to the city, pack whatever gear they might need, report the details to Candle, and then return to be given directions to the place where Sailoc is.

While the PCs are out visiting Sksha, Fritz-Roy is able to make contact with representatives of Edizar Sym. Fritz-Roy tells them that the Stormreach Guards and Iron Watch are unable to find his son, and that he represents a loose affiliation of adventurers, an official guild of sorts, who is going to find his son and bring him back. This informal guild could be a valuable asset to a man as powerful as Sym, and the guild could thrive with his backing.

Fritz-Roy brings this information to Candle, so before the PCs head off to find Sailoc and the missing youths, they can learn about this from Candle. She reminds them of the importance of this mission, and she offers them some help. A piece of the draconic Prophecy interpreted by Ohnal Caldyn in the newest Caldyn Fragments has some text that may be significant. Supply the PCs with **Handout 1**. After this, there is not much more information the PCs can gather or research.

The PCs can return to Sksha's yurt, and the bat Whisper-ears can lead them on an uneventful week-long trip south into the heart of Xen'drik, where Sailoc and the Laboratory of Lost Souls await!

Part Two – Laboratory of Lost Souls

Armed with the information provided by Sksha, the PCs can make their way to Sailoc's new home, the Laboratory of Lost Souls. At the Laboratory, the PCs must contend with not just Sailoc and the mind flayer and their minions, but the strange elemental-powered contraptions and soul-stealing dragonshards as well.

Whisper-ears leads the PCs to a recently excavated hole in the earth. Around the hole is an abandoned camp, possibly accommodating up to about 20 people when it was in use. Empty bedrolls and spoiled food show it has not been used in a couple of weeks.

After about 10 feet of empty space, the excavated hole turns into a stairway leading down. The stairs end at the landing described in **Room 1** below. Several *everburning torches* light the entire Laboratory of Lost Souls. Since this area was the working area of a giant, the ceilings are 20 feet high.

Room 1

At the bottom of the stairway is a ten-foot-square landing, with a set of double doors to the east. Read the following:

The iron doors to the east are ajar, with the opening large enough for even the largest of humans to enter. Writing is etched into the doors. [The writing is in Giant, so the PCs must have the means to read that

language to understand the writing.] The writing says, "The four that bind us to ourselves dwell within. Enter only if you fear and respect the power wielded by the four. There is safety in understanding the four."

This inscription refers to the four elements (water, air, earth, and fire) used by the giant who built this dungeon and performed experiments here. The final sentence in the inscription gives a clue that the elements here can be dealt with more easily if you can speak their languages.

Room 2

This room is the home of the first element: water. Read the following:

In the center of this large chamber is a pool of crystal clear water. Passages leave the chamber to the north and west, and a screen of purple energy obscures a passage to the south.

If the PCs look into the pool, read the following. The PCs cannot look into the pool from further than 5 feet away from the edge:

The pool's water is so clear that it is easy to see to the bottom. Within the pool are four gnolls, their obviously dead bodies in the initial stages of decomposition. Also in the pool is a young human female, her long hair floating around her face like a veil. She wears leg shackles that are attached to a ring at the bottom of the pool. Then she looks up at you, eyes wide in panic. She does not seem to be drowning though.

The girl is one of the kidnapped Stormreach youths, and she is being used to power the infernal machine in **Room 7** through the elemental power of the water here. She wears a *necklace of adaptation*, which allows her to breathe underwater while her essence is slowly drained by the magic of the water and the power of the infernal eldritch machine. As soon as the PCs get within touching distance of the water in the pool, the gnoll(s) in the water are animated by the corrupt power of the water and the spirits that haunt the laboratory.

Creatures: These gnolls wear the uniform of Sailoc's private army. They were forced to enter the pool by Sailoc and the mind flayer Ichlarzid, thinking that they were going to be imbued with special power. In a sense, this is exactly what happened, although the gnolls were killed. They are now undead creatures imbued with the elemental energy of water. (Note that unlike standard drowned, these gnoll drowned have the water subtype, and their drowning aura only affect creatures within 10 feet of them, not 30 feet.)

Gnoll Drowned (1): hp150; Combat Statistics.

Tactics: These creatures are being animated by the evil elemental water spirits brought forth through the Khyber shards in the infernal eldritch machine in **Room 7**. They look like waterlogged, bloated gnoll corpses. As the drowned attack, they babble incoherently in Aquan. The spirits in the drowned say random things from their past, when they were alive. For example, a spirit may ask something about a favorite food, or might question in a scolding tone a child for leaving a toy out in the rain. If a PC speaks to the drowned in Aquan, the creature acts as if stunned for one round as it pauses to try to capture what is being said. After that, for as long as the PCs talk to the drowned at least once per round, the drowned take a –4 to hit on attack rolls and a –4 to its AC. The PCs should understand that their talking is adversely affecting the creature(s), although they should not be told the effects directly. Note that under no circumstances will the drowned stop attacking (except for the round of being stunned).

The drowned do not chase the PCs past the doorways into **Rooms 1 or 3**, and they do not break the barriers leading into **Rooms 4 or 5**.

Developments: If the PCs defeat the drowned that attack, they can attempt to free Novia, the young woman manacled to the bottom of the pool. In order to free her, the PCs must remove the shackles. A **DC 15 Open Lock** check is required to remove the manacles, or they can be broken.

If rescued, the girl can give the PCs the following information:

- Her name is Novia, and she was one of the people captured by the gnolls that raided Stormreach. She is not sure where the other four captives are.
- There are other rooms through the screen to the south, and one of the rooms contains a machine that makes a noise like thousands of voices screaming.
- She does not know why she could survive underwater, but a really tall man, and a creature with tentacles coming out of its face put a necklace on her before they chained her to the bottom of the pool.

The PCs can take the *necklace of adaptation* from Novia, as that item might help them survive the encounter with the voidwraith(s) in **Room 3**.

Scaling the Encounter

7th Level Characters: No changes.

9th Level Characters: Use one additional gnoll drowned.

10th Level Characters: Use two additional gnoll drowned.

Combat Statistics

GNOLL DROWNED

CR 8

from *Monster Manual III* pg. 46

CE Medium undead (water)

Init +5; Senses Listen +14, Spot +18

Aura drowning aura

Languages Aquan

AC 19, touch 11, flat-footed 18

hp 150 (20 HD); fast healing 5

Fort +6, Ref +9, Will +12

Speed 30 ft. (6 squares); swim 30 ft.

Melee 2 slams +17 (1d8+7)

Base Atk +10; Grp +17

Atk Options Cleave, Great Cleave, Power Attack

Abilities Str 25, Dex 13, Con -, Int 9, Wis 10, Cha 12

SQ Darkvision 60 ft., undead traits, unholy toughness

Feats Alertness, Cleave, Great Cleave, Improved Initiative, Improved Natural Attack (slam), Lightning Reflexes, Power Attack

Skills Hide +20, Listen +14, Move Silently +20, Spot +18, Swim +18

Drowning Aura (Su) A gnoll drowned gives off an emanation of suffocating drowning within 2 squares of itself, imbuing its surroundings with a watery glint and deadly threat for creatures that breathe. All breathing creatures within 2 squares of a gnoll drowned are treated as if beneath water in terms of being able to breathe. Normally, a creature can hold its breath for a number of rounds equal to twice its Constitution score before it begins to drown. Within the drowning aura, a creature can only hold its breath if it makes a DC 10 Constitution check every round. Each round, the DC increases by 1. When the character finally fails its Constitution check, it begins to drown. In the first round, it falls unconscious (0 hit points). In the following round, it drops to –1 hit points and is dying. In the third round, if still in the drowning aura, it drowns.

Unholy Toughness (Ex) A drowned gains a bonus to its hit points equal to its Charisma modifier times its Hit Dice.

Room 3

The doors to this room open into the hallway and are made of iron, and they are closed but not locked. A very loud sound of blowing wind can be heard with a **DC 0 Listen** check. When the latch to the door is opened, the doors blow open without needing to be pulled. Whoever opens the door must make a DC 20 Reflex save or take 2d6 points of damage from the doors blasting open. A **DC 25 Search** check from a Trapfinding-capable character reveals the “trap,” but it cannot be disabled. Read the following after the doors are opened:

The room beyond the doors has no floor, and a strong wind smacks you as the doors blow open. The incredibly forceful wind blows up from somewhere below. A dusty, brownish haze swirls throughout the entire room. In the northeast corner, being held up by the upward-blowing gale, is a young man in shackles. It's as if he is resting on a cushion of air. Also being held up by the wind are 4 gnolls dressed in the uniform of Sailoc's army. They are not moving, other than bobbing on the breeze that holds them up.

The haze in the room does not obscure vision or cause any problems. The gnolls are obviously dead, with decomposition beginning. The young man is Jarral, one of the youths abducted. He is alive but has been

placed here by Sailoc and Ichlarzid, where the magical elemental energy will eventually leech out his soul unless he is rescued.

For all practical purposes, the room is bottomless, but the PCs cannot fall, as the air holds them up regardless of their weight. Moving in the room, however, is a tricky matter: the PCs are essentially walking on a cushion of magical air. As a move action, PCs can move 1 square, and they cannot take a 5-foot-step. To move more than 1 square in a move action, the PCs must beat a DC 15 Balance check. For every point over 15, the PCs can move 1 additional square, up to their maximum speed. Tumble checks take a –10 penalty when in the room. There is no running or charging. PCs who can fly still must make the checks, but they get a +10 on their Balance checks. Movement in this room is three-dimensional, so PCs can “walk” vertically as well as horizontally by repositioning their bodies to use the upward current.

Creatures: The room is home to voidwraiths, formed from the spirits of the creatures that were killed here over the years.

Voidwraiths (2): hp 42; Combat Statistics.

Tactics: Like the drowned, these creatures are being animated by the evil air spirits brought forth through the Khyber shards in the infernal machine in **Room 7**. They appear from out of the swirling haze (possibly gaining surprise based on their Hide check and the PCs Spot checks). They look like swirling smoke, recognizable as a presence by two glowing red eyes. As the voidwraiths attack, they babble incoherently in Auran. The spirits say random things from their past, when they were alive, in the form of questions. If a PC speaks to the voidwraiths in Auran, the creatures hold still and become more solid as they attempt to connect with their past. For one round after the first PC speaks, the voidwraiths lose the incorporeal subtype. After that, for as long as the PCs talk to the drowned at least once per round, the miss chance is only 35% instead of 50% for the incorporeal nature of the creatures.

The voidwraiths chase fleeing PCs anywhere in the complex except **Room 4**. The voidwraiths do not leave the laboratory though.

Developments: If the PCs defeat the voidwraiths, they can attempt to free Jarral, the young man manacled to an iron ring in northeast corner of the room. In order to free him, the PCs must break or unlock the shackles. A **DC 15 Open Lock** check is required to remove the manacles.

If rescued, Jarral gives the PCs the following information:

- He is one of the people captured by the gnolls that raided Stormreach. He is not sure where the other four captives are.
- There are other rooms through the screen to the south, and one of the rooms contains a machine that makes a noise like thousands of voices screaming.
- He heard the very tall human who was working the machine talking about “all the souls in Stormreach answering to him.”

Scaling the Encounter

7th Level Characters: No changes.

9th Level Characters: Use one additional voidwraith.

10th Level Characters: Use two additional voidwraiths.

Combat Statistics

VOIDWRAITH

CR 6

from *Libris Mortis* pg. 131

NE Medium undead (air, incorporeal)

Init +9; Senses Listen +10, Spot +10

Aura airless aura

Languages Auran

AC 22, touch 17, flat-footed 17

hp 39 (6 HD)

Fort +2, Ref +7, Will +6

Weakness elemental turning vulnerability

Speed fly 60 ft. (12 squares) (perfect)

Melee incorporeal touch +8 (1d4 plus 1d2 Constitution drain)

Base Atk +3; Grp +4
Special Atk steal breath

Abilities Str 12, Dex 21, Con -, Int 8, Wis 13, Cha 15

SQ Darkvision 60 ft., incorporeal traits, undead traits

Feats Improved Initiative, Lightning Reflexes, Weapon Finesse

Skills Hide +18, Listen +10, Spot +10

Drowning Aura (Su) A voidwraith's body is surrounded by an aura of near vacuum at all times.

This means that any creatures adjacent to the voidwraith have no air to breath and must hold their breath (see Suffocation, page 204 of the DMG).

Elemental Turning Vulnerability (Ex) A character that can turn/rebuke undead and also turn/rebuke air creatures gains a +2 bonus on turning checks and turning damage to turn a dust wight.

Steal Breath (Ex) Living creatures hit by a swordwraith's touch must succeed on a DC 15 Fortitude save or take 1d2 points of Constitution drain. (Creatures with the air subtype take a –4 penalty to this save.) When the voidwraith drains a victim's Constitution, it gains 5 temporary hit points, no matter how many points it drained. Temporary hit points gained this way last up to 1 hour. The save DC is Charisma-based.

If the target creature is holding its breath and fails the save, the number of rounds of remaining breath is reduced by two per point of Constitution drained. If this reduction exhausts all of the target's remaining breath, the creature must begin making Constitution checks or start to suffocate.

Room 4

Before the PCs enter this room, read the following:

Giant-sized stone shelves, holding a variety of books, line the walls of this chamber. A desk and chair of smaller-than-giant size have been brought into the room, obviously quite recently. A series of blue runes are etched into the floor around the edge of the room.

Anyone studying the runes in the floor can make a **DC 22 Knowledge (arcana) check** to learn that the runes form a protective barrier, meant to keep elemental creatures out. Any creature that has an elemental subtype (water, air, earth, or fire) cannot pass the barrier.

PCs who take the time to search the books on the desk and on the shelves, succeeding at a **DC 25 Search** check, find much information on this laboratory and the experiments that were done here, earning **Handout 1**. If any PC has the **Research** or **Investigate** feat, or who uses a power or Player Reward Card that provides an Adventure Secret, the group earns **Handout 2**.

Room 5

The purple screen blocking the passageway into this room is nothing but a *permanent image* placed here by the giant, as a way to dissuade people from entering the rooms where his least-acceptable experiments took place. Of course, the PCs don't know that:

Before you, a purple and black curtain of swirling energy crackles and hisses. You cannot see past it. It smells faintly of ozone, and it gives off heat.

If the PCs simply touch it, they get a Will save (DC 21) to know it is an illusion. Of course, if they touch it, then nothing happens and they can just pass through. However, the time is running out for the PCs to save the rest of the youths. If the PCs spend more than 15 minutes dealing with the illusion, the youth in **Room 5** perishes. If they spend more than 30 minutes dealing with the illusion, the youth in **Room 6** perishes. And if they spend more than 1 hour dealing with the illusion, Quenzin perishes in **Room 7**. Do not start this countdown of time if the PCs decide to rest before getting to the illusion.

After the PCs pass through the illusion, or bypass it in another way, they can continue into **Room 5**.

The floor of this entire area is covered in loose soil. Three dead gnolls dressed in the uniform of Sailoc's army lie on the floor in the center of the main part of the room. Two gnoll statues also decorate the room. In the southeast corner of the main part of the room, a young man is buried up to his chest in soil. He struggles to get out, but appears to be stuck.

As soon as the first PC enters the main part of the room (the 20 feet by 20 feet square area), the dust wights coalesce out of the soil in the center of the room and attack. The dust wights cannot surprise the PCs.

Creatures: The dust wights are earth spirits corrupted and held here by the magic of the infernal machine and the Khyber shards.

Dust Wight (2): hp120; Combat Statistics.

Tactics: Like the other elemental undead creatures here, the dust wights are animated by the evil earth spirits brought forth through the Khyber shards in the infernal eldritch machine in **Room 7**. They look like animated lumps of soil held together with dust. As the dust wights attack, they babble incoherently in Terran. The spirits say random things from their past, when they were alive. If a PC speaks to the dust wights in Terran, the creatures lose their crumbling touch ability for three rounds. After that, for as long as the PCs talk to the dust wights at least once per round, PCs get a +4 bonus to their saves versus both the crumbling touch and the petrifying cloud.

The dust wights chase do not chase fleeing PCs past the illusion leading into **Room 2** or past the fire barrier leading into **Room 6**.

The rules for armor hit points are located in the DMG, pg 166. Destroyed armor is lost for the adventure, but the character gets that Equipment Value (EV) back when they play again, as the Codex reimburses them for the armor. Petrification can be reversed with a *break enchantment* and other magic as per normal rules.

Developments: If the PCs defeat the dust wights, they can dig free the young man, named Antromov, stuck in the southeast corner of the room. It takes 10 minutes of digging to free him completely.

If rescued, Antromov gives the PCs the following information:

- He is one of the people captured by the gnolls that raided Stormreach. He is not sure where the other four captives are.
- There are other rooms through the screen to the south, and one of the rooms contains a machine that makes a noise like thousands of voices screaming.
- All of the gnolls who were here when the youths first arrived are dead. They have been used to feed that machine.

Scaling the Encounter

7th Level Characters: Remove one dust wight.

9th Level Characters: Use one additional dust wight.

10th Level Characters: Use two additional dust wights.

Combat Statistics

DUST WIGHT

CR 7

from *Monster Manual III* pg. 47

CE Medium undead (earth)

Init -1; Senses Listen +11, Spot +11

Aura petrifying cloud

Languages Terran

AC 20, touch 9, flat-footed 20

hp 120 (16 HD); DR 5/adamantine

Fort +7, Ref +4, Will +10

Weakness elemental turning vulnerability

Speed 20 ft. (4 squares)

Melee 2 slams +13 (2d6+5)

Base Atk +8; Grp +13

Atk Options Power Attack

Special Atk crumbling touch

Abilities Str 21, Dex 8, Con -, Int 8, Wis 11, Cha 11

SQ Darkvision 60 ft., undead traits

Feats Great Fortitude, Improved Critical (slam), Improved Natural Weapon (slam), Improved Sunder, Improved Toughness, Power Attack

Skills Hide +11, Listen +11, Move Silently +11, Search +10 Spot +11

Crumbling Touch (Su) A dust wight's slam attack, in addition to dealing damage, weakens objects crafted of metal or stone. Each time a creature is struck by a slam attack from a dust wight, any metal or stone armor worn by the target takes 2d8+10 points of damage (Fort DC 23 halves damage). If this attack destroys the armor, the dust wight gains 5 temporary hit points, lasting 1 hour. If a slam attack hits a warforged target, the target takes an additional 2d8+10 points of damage and is slowed until all damage from the attack is healed or repaired (Fort DC 23 halves damage and negates slow effect).

Petrifying Cloud (Su) A dust wight is surrounded by a cloud of dusty particles. Any living creature that comes within 5 feet of a dust wight must succeed on a DC 18 Fortitude save or become petrified one round later. During the intervening round, the petrification can be halted by a stone shape, move earth, or similar magic. A creature that successfully saves can't be affected again by that dust wight's petrifying cloud for 24 hours.

Elemental Turning Vulnerability (Ex) A character that can turn/rebuke undead and also turn/rebuke earth creatures gains a +2 bonus on turning checks and turning damage to turn a dust wight.

Room 6

A barrier rests in the passageway between **Rooms 5 and 6**. It is a tall arch with flames occasionally shooting out from the sides. The only game-mechanical aspect of the arch is that it is considered difficult terrain (2 squares of movement to enter, -10 to Tumble checks through it, no charging or running through it).

When the PCs move into the chamber, read the following:

A large set of iron double doors adorns the walls at the far end of the room. Flanking the doors are two alcoves, where pillars of flame shoot up from the floor. The entire floor of this chamber glows red like hot coals. The floor is hot enough to cause discomfort, but not enough to cause damage. Lying on the floor in front of the doors is a female human, manacled and chained to the ground.

Creatures: The cinderspawn are fire spirits corrupted and held here by the magic of the infernal machine and the Khyber shards.

Cinderspawn (2): hp 65; Combat Statistics.

Tactics: Like the other undead, these creatures are animated by the evil fire spirits brought forth through the Khyber shards in the infernal machine in **Room 7**. They step out of the columns of fire in the eastern and western alcoves flanking the doorway into **Room 7**. They are large-sized, humanoid-looking black forms that billow smoke and glare with evil, fire-hot white eyes. As the cinderspawn attack, they babble incoherently in Ignan. The spirits say random things from their past, when they were alive. If a PC speaks to the cinderspawn in Ignan, the creatures laugh and the PC must make a DC 15 Will save or gain a vulnerability to fire for one round.

The superheated floor does not do damage to PCs unless they stand in one place for a full round. If a PC does not move between the end of one turn and the end of his next turn, he takes 2d6 points of damage (no save). If the PC continues to stand in the same spot, add 1d6 for each round until the PC moves.

The cinderspawn chase fleeing PCs anywhere in the complex except **Room 4**. The cinderspawn do not leave the laboratory though.

Developments: If the PCs defeat the cinderspawn, they can attempt to free Lu, the young woman manacled to the floor in front of the doors. In order to free her, the PCs must break or unlock the shackles. A **DC 15 Open Lock** check is required to remove the manacles.

If rescued, Lu gives the PCs the following information:

- She is one of the people captured by the gnolls that raided Stormreach. He is not sure where the other four captives are.
- There are other rooms through the screen to the south, and one of the rooms contains a machine that makes a noise like thousands of voices screaming.
- She heard a loud screaming coming from the room past the doorway just a few moments before the PCs arrived. She doesn't think it was Quenzin. It sounded more like the giant man who was talking with the tentacle-faced creature.

Scaling the Encounter

7th Level Characters: No changes.

9th Level Characters: Use one additional cinderspawn.

10th Level Characters: Use two additional cinderspawn.

Combat Statistics

CINDERSPAWN

CR 6

from *Libris Mortis* pg. 91

CE Large undead (fire)

Init +5; Senses Listen +13, Spot +13

Languages Ignan

AC 17, touch 14, flat-footed 12

hp 65 (10 HD)

Immune fire

Fort +3, Ref +8, Will +7

Weakness elemental turning vulnerability, vulnerable to cold

Speed 50 ft. (10 squares)

Melee touch +9 (2d6 cold plus 1d6 Charisma drain)

Base Atk +5; Grp +10

Space 10 ft.; Reach 10 ft.

Special Atk Charisma drain

Abilities Str 12, Dex 21, Con -, Int 11, Wis 11, Cha 17

SQ Darkvision 60 ft., frostfire shield, undead traits

Feats Dodge, Mobility, Spring Attack, Weapon Finesse

Skills Jump +26, Listen +13, Move Silently +18, Spot +13

Charisma Drain (Su) Living creatures hit by a cinderspawn's touch must succeed on a DC 18

Fortitude save or take 1d6 points of Charisma drain. (Creatures with the fire subtype take a –4 penalty to this save.) When the cinderspawn drains a victim's Charisma, it gains 5 temporary hit points, no matter how many points it drained. Temporary hit points gained this way last up to 1 hour. The save DC is Charisma-based.

Elemental Turning Vulnerability (Ex) A character that can turn/rebuke undead and also turn/rebuke air creatures gains a +2 bonus on turning checks and turning damage to turn a dust wight.

Frostfire Shield (Su) Any creature striking a cinderspawn with a natural attack or a melee weapon (except for a reach weapon) takes 1d6 points of cold damage as the cinderspawn drains its body heat.

Room 7

The doors to this room are made of iron and are locked. They can be opened with a **DC 20 Open Lock** check. They can also be broken open with a **DC 25 Strength** check, or if they take 50 points of damage. They have a hardness of 7.

When the doors are opened, read or paraphrase the following. Note that the description of Sailoc should be adjusted to take into account what kind of creature he is, or if he is involved at all.

The square room is awash with sickly purple and green rays of light shooting down a formidable-looking machine hanging from the ceiling. The rays of light shoot down to strike small formations of Khyber dragonshards placed in niches on the floor, although some shoot elsewhere, even past you into the fire chamber. On the floor in the northeast corner of the room rests a young man, arms and legs shackled. Every few moments another ray strikes him, and his body shudders. Between you and the young man is a vile creature. Its twisted head sprouts four tentacles, and its skin is grey and stretched taut over its form. Its eyes are strangely devoid of any signs of life. Next to this creature on the floor is the body of a half-giant, presumably Sailoc. His face is terribly pale, and a large wound in his skull still drips blood and other fluid. [Describe Sailoc transforming and rising as either a zombie, a greater shadow, or a devourer if he is involved in the final battle.]

Creatures: The creature has been altered by the infernal machine and is now a vampiric mind flayer. He slew Sailoc, whose death in the proximity to the infernal machine brought him back as an undead as well.

Ichlarzid, Vampire Mind Flayer: hp 52; Combat Statistics.
Sailoc, Umber Hulk Zombie: hp 107; *Monster Manual* 267.

Note: Sailoc is not really an umber hulk zombie, but use those stats with the following changes:

- No burrow speed.
- Remove all attacks. Add slam attack +14 (2d4+7).

Tactics: Sailoc and Ichlarzid are no longer in control of their own faculties, and therefore they do not work together or have a recollection of their former selves. They are currently only interested in killing the living creatures in their presence.

Developments: The PCs cannot avoid being hit by the rays coming from the machine if the doors are opened and they are in **Rooms 6 or 7**. In the round that they are hit, one of the lost souls that was harvested by the machine over the years infests the PCs body. This has no mechanical effect in this adventure. The PCs is still in control of his own actions and personality. However, the soul now does affect the PCs in very slight ways, such as personality traits. Roll 1d8 to see which soul inhabits each PC. Reroll duplicates. The souls that can inhabit the PCs are as follows:

1. A slightly mad dwarf who believes that any numbers he hears are some riddle that can solve the answers to the meaning of life. He is also infatuated with the young of all species.
2. An elf who is deathly afraid of vermin and disease. She also used overindulgence of wine to escape the drudgery of her service to the giants.
3. A giant with a superiority complex. No one can do or say anything without him having done or said something better at some point in the past.
4. A human with no sense of decorum or moderation. He says the first thing that comes to mind, usually in a loud and obnoxious manner. He thinks pointing out people's faults is the grandest form of humor.
5. A gnome entertainer who tries to make up everything into a song. She whistles unceasingly, likes to tap dance, and turns everything in her life into a drama of epic proportions.
6. A morose orc who knew nothing but misery during her life. If given a gift, the orc would comment on how heavy the gift was, and it is going to be such a chore to drag it around.
7. A baboon. The baboon has no particular personality traits. The giant just used it in an experiment one day to see what would happen. It likes fruit and scratching its back on trees.
8. The PC is infected with two spirits: male and female human twins. The male was boorish and athletic, while the female was reserved and bookish. The constantly competed with each other for affection and attention.

More about this soul infestation is described in the **Story Object** called "**Second-Souled.**"

At the end of the battle, pieces of the infernal eldritch machine begin to fall from the ceiling. Hundreds of spirits, drained and bound here over the centuries, escape the bonds that tied them here and whirl around the room. Finally, in a cacophony and yells, shrieks, whoops, and cries, the souls speed away.

Scaling the Encounter

7th Level Characters: Remove Sailoc. The PCs face only Ichlarzid.

9th Level Characters: Change Sailoc to a greater shadow (*Monster Manual* 221).

10th Level Characters: Change Sailoc to a devourer (*Monster Manual* 58). Sailoc is the creature in the chest of the creature.

Combat Statistics

ICHLARZID, VAMPIRE MIND FLAYER

CR 9

CE Medium Undead

Init +10; Senses Listen +20, Spot +22

Languages Common, Daelkyr, Giant; telepathy 100 ft.

AC 23, touch 16, flat-footed 17

hp 52 (8 HD); fast healing 5; DR 10/magic and silver

Resist cold/electricity 10; SR 25

Fort +2, Ref +8, Will +9

Speed 30 ft. (6 squares); climb 20 ft.

Melee tentacle +10 (1d4+4 and energy drain) and

3 tentacles +10 (1d4+4) and

slam (1d6+2)

Base Atk +4; Grp +8

Special Atk blood drain, energy drain, extract, improved grab, *mind blast*

Abilities Str 18, Dex 22, Con -, Int 7, Wis 17, Cha 15

SQ Darkvision 60 ft., turn resistance +4, undead traits

Feats Alertness, Improved Initiative, Multiattack, Weapon Finesse

Skills Bluff +21, Concentration +17, Diplomacy +9, Disguise +5, Hide +21, Intimidate +13, Knowledge (any) +14, Listen +20, Move Silently +22, Search +8, Sense Motive +16, Spot +22

Blood Drain (Ex) A vampiric illithid that attacjes a tentacle to it foe drains blood, dealing 1d4 points of Constitution damage and gaining 5 points of temporary hit points per point drained during each round that it keeps at least one tentacle attached.

Energy Drain (Su) Living creatures hit by a vampiric mind flayer's first tentacle attack gain two negative levels. For each negative level bestowed, the vampiric illithid gains 5 temporary hit points.. This energy drain can only be used once per round.

Extract (Ex) A vampiric illithid that begins its turn with all four tentacles attached and that makes a successful grapple check automatically extracts the foe's brain, instantly killing that creature. This power is useless against constructs, elementals, oozes, plants, and undead.

Improved Grab (Ex) To use this ability, a vampiric illithid must hit a small, medium, or large creature with its tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold, attaches the tentacle to the victim's head, and drains blood. A vampiric illithid can grab a Huge or larger creature if it has the means to reach its head.

In a vampiric illithid begins its turn with at least one tentacle attached, it drains blood and can try to attach its remaining tentacles with a single grapple check. The opponent can escape with a successful grapple check or an Escape Artist check, but the illithid vampire gets a +2 circumstance bonus on the grapple check for every tentacle that was attached at the beginning of the opponent's turn.

Mind Blast (Sp) A vampiric illithid can discharge a devastating psionic attack in the form of a 60-foot cone. Anyone caught in this cone must succeed on a DC 16 Will save or be stunned for 3d4 rounds. This ability is the equivalent of a 4th-level spell.

Fast Healing (Ex) A vampiric mind flayer heals 5 points of damage per round as long as it has at least 1 hit point. If reduced to 0 or fewer hit points, it is destroyed.

Ending the Adventure

The PCs can return to Stormreach with as many rescued youths as they managed to save. The trip back is uneventful, and the youths are mainly quiet due to the trauma of their experience. Quenzin is particularly quiet, just nodding and saying as little as possible. A DC 25 Sense Motive check indicates that he might not be in his right mind, although magic and other examinations reveal nothing apparently wrong.

If the PCs did not rescue Quenzin, the adventure ends here. If they did, continue.

Back in Stormreach, Fritz-Roy approaches the PCs as soon as they enter the city. If the PCs have Quenzin, Fritz-Roy tells them that instead of taking the youths back to the Stormreach Guard, they should go directly to the offices of Edizar Sym. They should do everything in their power to gain his patronage for their “loosely organized adventurer’s guild.”

At the offices, the PCs are shown directly to see Edizar Sym. Sym is a meticulously groomed man in his late 40s. He has mostly gray hair that was obviously once dark. His face is expressionless the entire time the PCs are in the room. He sits behind a desk, busily shuffling through neat stacks of paper and ledgers. He points to chairs but does not speak when the PCs enter. He only looks at his son and the other youths for a brief moment, then speaks:

“Prescott! Come and my son and his friends to a physician.” Then he looks at you. “You have done well. I am pleased at your success. You can—” He stops and looks down at a paper on his desk. “Prescott! I told you to have this manifest delivered to the customs house before today. Have this taken care of immediately.” Then he continues without missing a beat. “You can pick up your reward at the office next door. Good day.”

If the PCs mention patronage, Sym nods without looking up:

“Yes, I remember that man Herrenger talking to me about your group. You are obviously an asset. Send your friend Herrenger back here to talk to me about details. Good day.”

The PCs pick up their reward for rescuing Quenzin (detailed in the Story Object called “Patronage of Edizar Sym”). Candle and Fritz-Roy praise the PCs for a job well done.

Event Treasure

If the player plays another adventure with this character during this event, he or she can take the following equipment with them to the next session: a *necklace of adaptation*, a *potion of resist energy 20* for two elements of their choice, 3 potions of *cure serious wounds* or *repair serious wounds*, and an extra 2000 gp of cash on hand.

Adventure Questions

1. How was the roleplaying in the adventure, especially with the souls inhabiting the PCs?
 - a) Fantastic. Everyone had interesting and engaging characters that interacted with the adventure in very fun ways.
 - b) Good. Most everyone had interesting and engaging characters that interacted with the adventure in very fun ways.
 - c) Okay. There was some roleplaying.
 - d) None. They treated the adventure as a set of objectives. There was no roleplaying.
2. How did the PCs fare against the drowned in Room 2?
 - a) They defeated the creatures with no problems.
 - b) The PCs were victorious, but it was not as easy as it could have been.
 - c) The PCs barely survived after more than one casualty.
 - d) The PCs were defeated or were forced to retreat and did not defeat the creatures.
3. How did the PCs fare against the voidwraiths in Room 3?
 - a) They never made it this far.
 - b) They defeated the creatures with no problems.
 - c) The PCs were victorious, but it was not as easy as it could have been.
 - d) The PCs barely survived after more than one casualty.
 - e) The PCs were defeated or were forced to retreat and did not defeat the creatures.
4. How did the PCs fare against the dust wraiths in Room 5?
 - a) The PCs were defeated or were forced to retreat and did not defeat the creatures.
 - b) The PCs barely survived after more than one casualty.
 - c) The PCs were victorious, but it was not as easy as it could have been.
 - d) They defeated the creatures with no problems.
 - e) They never made it this far.

5. How did the PCs fare against the cinderspawn in Room 6?
- a) The PCs were defeated or were forced to retreat and did not defeat the creatures.
 - b) The PCs barely survived after more than one casualty.
 - c) The PCs were victorious, but it was not as easy as it could have been.
 - d) They defeated the creatures with no problems.
 - e) They never made it this far.
6. How did the PCs fare in Room 7?
- a) They never made it this far.
 - b) They defeated the creatures with no problems.
 - c) The PCs were victorious, but it was not as easy as it could have been.
 - d) The PCs barely survived after more than one casualty.
 - e) The PCs were defeated or were forced to retreat and did not defeat the creatures.
7. How many youths did the PCs save?
- a) All five.
 - b) Four.
 - c) Three.
 - d) Two.
 - e) One or less.

Story Objects

Object ID: EXCC25

Object Name: Second-Souled

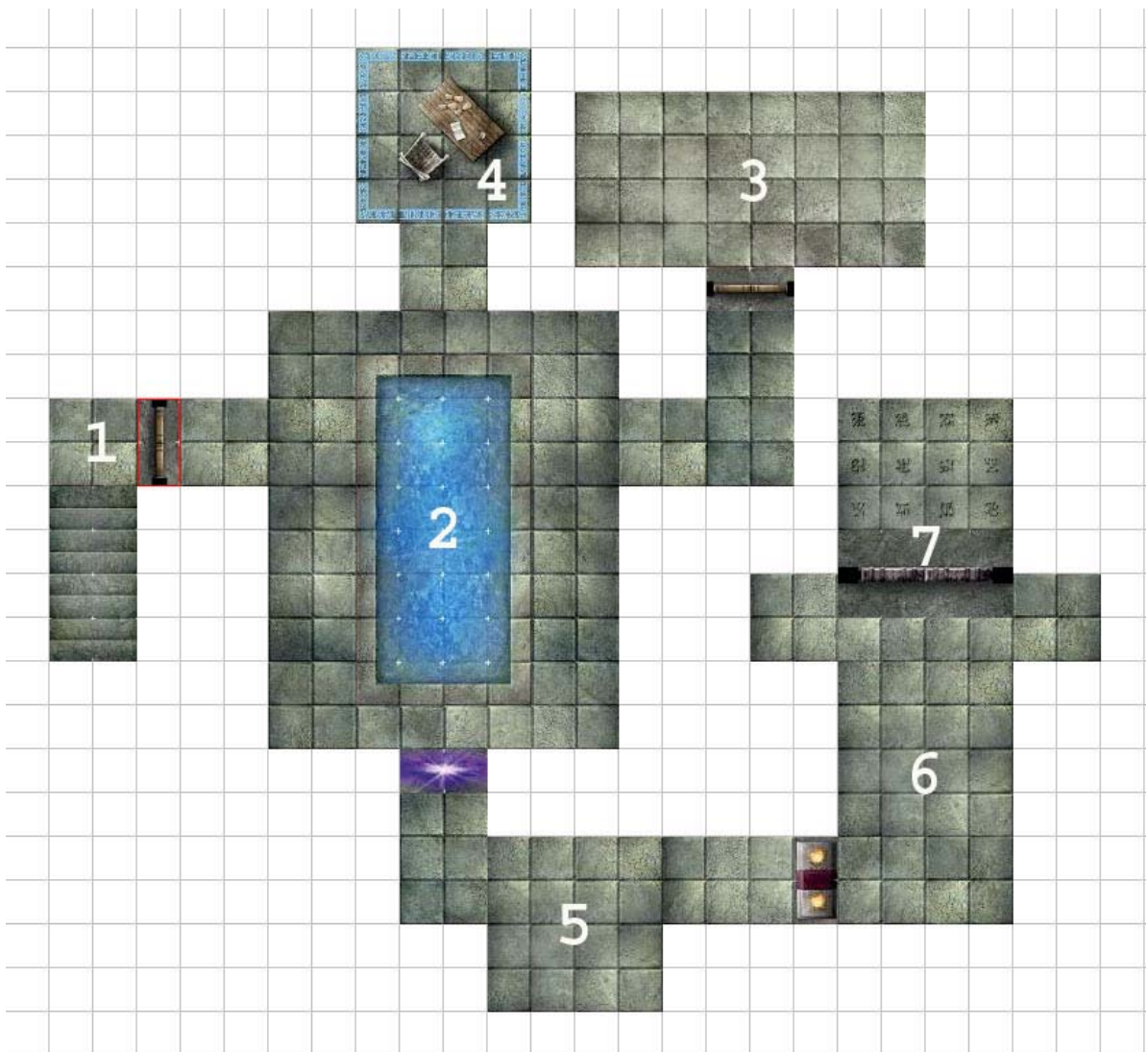
Object Description: The PC has been imbued with a disembodied soul. While the soul does affect the PCs secondary personality traits, the PC still controls his or her own actions. One per adventure, when the PC is forced to make a Will save, the PC can allow the other soul within his form to bolster the resistance to the power or spell affecting him or her. When this happens the PC can roll doubles the bonus given to the Will save by an action point. By doing this, however, the PC gives a little more of his or her personality over to the second soul. The soul can be removed only by a *wish* or *miracle* cast at a caster level of 17 or higher.

Object ID: EXCC26

Object Name: Patronage of Edizar Sym

Object Description: For rescuing Sym's son Quenzin, Sym has agreed to become this PCs patron. In game terms, this means that the most expensive item purchased with the PCs EV before a session can be bought at a 25% discount.

Laboratory of Lost Souls Map



This map was created using a single set of Arcane Corridors Dungeon Tiles.

Handout 1

The following snippet of the Caldyn Fragments is believed to refer in the first line to Sailoc ip'Ahar and his attempt to pull a shard shower down on Stormreach:

The Foiled Bringer of Shard Destructions Speaks of Four

A Universal Reaction As Needed

To Everything Right Rational And Natural

If Giants Never Attained Neutrality

A Question Unanswered Aggravates Nightmares

Knowledge is Foresight is Power is Wisdom

Handout 2

The following are highlights from the notes and journals of the giant who built this laboratory complex. It is written in Giant:

I begin this journey as a means to find what exactly holds our immortal souls in our mortal bodies. I am sure the answer lies in the humors, those parts of us that dictate not just our moods and personalities, but our very powers of intellect, strength, reasoning, and willpower.

Early evidence seems to indicate that the humors in our bodies are correlated in some way to the elements that make up all of creation: namely fire, water, air, and earth. I have been able to manipulate these essences in some of my subjects, and in that way change their mental and physical selves. Still, I am far from freeing a soul from a body without killing a subject.

Progress! Using my knowledge of arcane power, engineering, and the eldritch forces imbued in dragonshard, I have been able to better manipulate the elements, and I feel I am very close to my first glimpse of a soul.

Today was both astounding and horrible. I have been changing the numbers of types of shards used in my experiments, and today I decided to use all Khyber shards in the machine. Rather than free the soul of my subject, some sort of black-souled fire creature came out. Its touch burned. However, just for a fleeting second, I caught sight of my subject's soul. It was beautiful and amazing.

I fear I must give up my experiments. The shrieks of the souls that surround me have made it impossible to concentrate, yet outside the destruction being rained down on us by the winged serpents makes it impossible for me to leave. What good is my work with no one to share it with? If I had been more diligent, I may have been able to use my research to give our forces enough power to defeat them, but alas I have failed. And a chorus of voices sings to me of my failure every second of every day.

Handout 3

Buried deep in one of the tomes, amidst some inconsequential text, is this tidbit:

Today again I used too many Khyber shards, and this time an air creature burst forth from my subject and attacked. Strangely, it spoke as it attacked. When I talked back to it, it seemed to attempt to hear what I was saying. I think the rational part of it, the soul of it you might say, was trying to break free. Alas, it continued its attack and I had to destroy it, but it makes me think that all but the fire creatures have some semblance of selfhood buried beneath the corruption.