

XMH-1



MARK OF HEROES

DEATH IN DARGUUN

**A One-Round Dungeons and Dragons® Adventure
for 1st-Level Characters**

Design: Charles Peacock, William Muench, Shawn Merwin, Richard Marflak, David Lotempio, and
Kevin Lawson

Editing and Development: Shawn Merwin and Stephen Radney-MacFarland

Illustrations: David Lotempio

Cartography: Joseph Marflak and Matthew Stevens

Eberron Created by Keith Baker

Playtesters: Jeffrey Barnes, Michael Barnes, Charles Lotempio, Beth Merwin

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. The Eberron setting created by Keith Baker. Eberron game design by Keith Baker, Bill Slavicsek, and James Wyatt

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For rules questions specific to this document and the MARK OF HEROES campaign email rpgahq@wizards.com

Introduction

This adventure is optimized for 1st-level characters. This means that it's designed and balanced for a group of four to five 1st-level characters. If your group deviates from this size and strength, each encounter features a section titled "Scaling the Encounter" so that you, the Dungeon Master (DM), can create a more balanced encounter. If there are only four of five PCs of the same level it is easy to use this section: just use the level entry that corresponds with the PCs' level (the optimized entry is given in the main adventure text). For groups of mixed levels and groups with six PCs, determine the average level of the PCs, and add increase that average by one for groups of six PCs. Treat that level as the groups level. That said, as DM you have discretion when it comes to fitting the challenges of the adventure. If the PCs are having too hard or too easy of a time, feel free to increase or decrease the level of challenge. The goal is to challenge the PCs, and entertain the players, not to overwhelm or even underwhelm them. The most enjoyable D&D games are ones where failure and character death are possible, but success and reward are attainable through daring and smart play.

This adventure has been designed to be part of the RPGA DUNGEON & DRAGONS: CAMPAIGNS—MARK OF HEROES program. Like all DUNGEONS & DRAGONS CAMPAIGNS adventures, it's recommended that parties undertaking its challenges have at least one arcane spellcaster, a divine spellcaster (preferably a cleric), a strong warrior, and a rogue. Parties missing these valuable adventuring components may find *Death in Darguun* very challenging, and the percentages of character death higher. Please warn the players of this before play starts. DUNGEONS & DRAGONS CAMPAIGNS allow players to "take one for the team;" that is to play a fastplay wizard, fighter, rogue, or cleric in place of one of their characters, and gain experience point for their character. If the group lacks one of these vital four classes, suggest to your players to take advantage of this option.

RPGA-Sanctioned Play

This adventures was designed for play at WINTER FANTASY 2005, and the RPGA EXTENDED PREMIERE events following WINTER FANTASY 2005.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table DM (or usually just DM). Sometimes (and almost all the time in the cases of home

events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a few things. First, it allows the PCs participating in play to accumulate experience points (XP) and gold pieces (gp) to advance their MARK OF HEROES characters. Second, it allows the RPGA to track and record what character did during the adventure, and future adventures a written with what the majority of player did in mind—in this way characters' action shape the future of the campaign. Lastly, player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth four (4) points.

This adventure retires from RPGA sanctioned play on April 1, 2005.

To learn more about the DUNGEONS & DRAGONS CAMPAIGNS: MARK OF HEROES character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

Players Read No Farther

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

Preparing for Play

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, and the *Eberron Campaign Setting*. It is also a good idea to have a copy of the *RPGA Extend Psionics Handbook Primer*, a PDF document that you can find on the RPGA website (www.rpga.com) as it is possible that some character playing in this adventure will be kalashtar utilizing the psionics rules. This adventure also features so psionic challenges, so it is good to be familiar as possible with the basics of those rules.

Throughout this adventure, ***bold italics*** provide player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs

and monsters are given in a section directly after each encounter, or can be found in the *Monster Manual*.

Attached to this adventure, you'll find a special RPGA Table Tracking sheet tailored for this adventure. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play.

Miniature Suggestions:

Area 1: Giants of Legend #6/Warforged Fighter, Aberrations #20/Sharn Cutthroat.

Area 2: Giants of Legend #6/Warforged Fighter.

Area 3: Aberrations #19/Longtooth Barbarian, Aberrations #44/Carrion Tribe Barbarian

Area 4: Archfiends #30/Warrior Skeleton

Area 5: Archfiends #18/Halfling Wizard

Area 6: Harbinger #5/Evoker's Apprentice

Area 7: Dragoneye #32/Goblin Warrior, Dragoneye #31/6 Goblin Skirmishers (if needed)

Area 8: Harbinger #47/Human Thug

Area 3b: Archfiends #30/7 Warrior Skeletons

Area 4: Giants of Legend #29/Blue, Giants of Legend #20/2 Medium Astral Constructs

Area 5: Archfiends #35/Human Cleric of Bane, Aberrations #30/3 Emerald Claw Soldiers

Area 6: Giants of Legend #57/Quasit

Adventure Background

During the collapse of the Dhakaani Empire over 5000 years ago, a powerful hobgoblin warlord named Juulak Vrek realized his entire clan was about to be destroyed as a result of the mass warfare and infighting that ultimately decimated that empire. Understanding his own life would undoubtedly be forfeit when his clan fell, Vrek used a powerful Khyber dragonshard to trap his own soul, hoping that he could be released to live again when the situation was more stable. His followers, acting on his orders, placed the dragonshard deep within a vault protected by magical and mechanical traps. Vrek instructed his followers to retrieve the dragonshard and release his soul into a willing host once the danger had passed.

His clan's bards created records of this sealing, but the destruction of the clan and the collapse of the Dhakaani Empire led to chaos and the loss of much of the goblinoid civilization, including the records of the soul's entrapment and the location of the vault that held the dragonshard.

When the Lhesh Haruuc began his reunification of the goblinoid clans and established the nation of Darguun 29 years ago, the Dhakaani clan known as Kech Volaar unearthed these records. The legend of the dragonshard and the trapped warlord finally reached the ears of the Heirs of Dhakaan, and they used divinations and historical documents to learn the tomb was

somewhere under the present-day capital of Darguun—Rhukaan Draal. The Heirs believe this dragonshard—and the warlord trapped inside it—might be the key to overthrowing Haruuc and the rule of the Ghaal'dar clan, and then the glory of the Dhakaani Empire truly can be restored.

Other groups have also learned of the location of the dragonshard—specifically the Order of the Emerald Claw and Morgrave University researchers working in Darguun. Morgrave University has decided to hire a group of inexperienced but eager adventurers (the PCs) to travel to Rhukaan Draal and bring back the dragonshard. Morgrave University has an interested, but unknown (at least to the PCs) buyer. The Emerald Claw believes that the shard might be used as the focus for a spell or magical item that can steal souls and transfer life energy to the wielder. Thus, the Emerald Claw also moves to secure the dragonshard for its own fell purposes.

Into the maelstrom stumble the PCs. The adventure begins with the PCs' arrival at the outskirts of Rhukaan Draal, a metropolis deep within the goblinoid nation. A celebration is currently taking place there—the 29th anniversary of the revolt that led to the establishment of the nation of Darguun. While the PCs are not in any immediate danger from the goblinoids, Rhukaan Draal is an even less comfortable place for nongoblinoids right now than usual.

Adventure Summary

The PCs are members of the Morgrave University Digger's Union. By way of their current patron (Probably Matron Martra) they discover that a Morgrave University professor has learned of a potentially important archeological find beneath the city of Rhukaan Draal in the goblinoid nation of Darguun. Their patron sends the PCs a message from the professor to meet with a warforged contact on a bridge in one of the nongoblinoid ghettos of the sprawling metropolis. (Give PCs a copy of Handout 1). This leads them to Part One: Jhollo Ghetto.

The PCs have been instructed to meet their warforged contact on a bridge in one of the humanoid (nongoblinoid) ghettos of Rhukaan Draal. The warforged is waiting for them there in the rain; however, the contact is an impostor—a changeling working with the Emerald Claw, who rendered inert the real warforged contact and took his place. The PCs have a chance of penetrating the disguise and getting on the right track immediately or following the directions of the impostor and getting on the wrong track.

If the PCs realize their contact is an imposter and capture her, they can either question her or find clues on her body, thus learning the real warforged contact is located at the mill. Searching the mill, the PCs can find and reactivate their true contact, and he can point them

to the entrance of the underground tomb where the dragonshard is secured. Traps guard the entrance.

If the PCs fail to realize the changeling contact is an imposter, or if they kill the imposter and cannot follow the clues to the real warforged contact at the mill, the PCs might follow the wrong trail. The imposter sends the PCs through an alley to an old Cyran church. A shifter mugger and his accomplice attack the PCs, and a Kharrnathi skeleton left by the Order of the Emerald Claw guards the church. The Emerald Claw breached the church floor, which opened into a side passage of the tomb area. There are four other buildings of interest in the urban setting, allowing PCs to gather a bit more information, get healed, buy mundane but useful items, and interact with the local population to possibly secure help or run afoul of those who might threaten them. From there, the proceed on to Part Two: Juulak Vrek's Tomb

The tomb under Rhukaan Draal is a series of long-buried passages and rooms created by the ancient Dhakaani to protect the dragonshard containing the soul of their warlord Juulak Vrek. The PCs initially encounter some traps left to defeat anyone trying to rob the tomb. The PCs have the opportunity to gain the friendship and assistance of a goblin Blue, who asks the PCs to stop the Emerald Claw from gaining possession of the dragonshard. If the PCs can defeat the Emerald Claw, they can retrieve the dragonshard, which triggers the collapse of the underground complex. The PCs must then fight a running battle with a furtive filcher while trying to escape the destruction. After swimming out of the tomb, the PCs must decide whether to give the dragonshard to the goblin blue, return to Morgrave University with it, or keep it for themselves.

Troubleshooting the Adventure

Time Limit

If the PCs rest for 8 hours or more in the urban section, they suffer no adverse affects. However, if they rest longer than that, the Emerald Claw retrieves the dragonshard and escapes. The collapse of the tomb still occurs. Once the PCs enter the dungeon section (Part Two), resting for 8 hours triggers the success of the Emerald Claw in gaining the dragonshard, as well as the collapse of the tomb area. The PCs are then possibly caught in the collapse, so there could be a running battle with the Emerald Claw amid the collapsing tomb.

The Atmosphere in Rhukaan Draal

In the metropolis of Rhukaan Draal at the time when the encounters of *Death in Darguun* take place, there is a festival underway. This festival celebrates the 29th anniversary of the establishment of the nation of Darguun by the Lhesh Haruuc. Goblinoid revelers celebrating the anniversary have overrun the non-

goblinoid ghetto of Jhollok, usually inhabited by mostly humans, dwarves, gnomes, halflings, and other non-goblinoid humanoids. For this reason, the normal residents are in hiding or have fled for the length of the celebration.

The goblinoids, though loud and raucous, are not necessarily violent or even rude to non-goblinoids. In fact, the normal goblinoids that are everywhere in the Jhollok ghetto ignore the PCs completely unless the PCs initiate the interaction. For example, if the PCs attack the changeling Moll on the bridge or fight with the muggers in the alleyway, the goblins effectively ignore the altercation. The only time this changes is if the PCs assault a goblinoid. Then woe to the poor PCs . . .

If the PCs physically assault a goblinoid in the view of the revelers, a mob quickly forms. The PCs are chased out of Rhukaan Draal if they choose to run. If they refuse to run, the goblinoids pummel them into unconsciousness and carry them out of the city. The adventure is over for those PCs. Before a PC assaults a goblinoid in such a manner, give the PC sufficient warning about the potential consequences.

Adventure Start: An Anniversary Celebration

The PCs have used the retained to pay for travel and lodging, so now they only have their Coin on Hand to buy goods.

Read or paraphrase the following after giving the PCs Handout 1 and allowing them to read it:

If the adventure that awaits you in the metropolis of Rhukaan Draal is any more harrowing than the trip here, the excitement just may kill you. After receiving the note from Professor Jorgenvelt, you hopped on the lightning rail at the nearest station and made your way to Sterngate, located on the far eastern border of Breland. There you met a House Orien trade caravan, which led you through the ever-dangerous Marguul Pass. Barely escaping the attacks of the goblinoid raiders threatening that area, you and the caravan finally arrived in Rhukaan Draal. You were able to rest the night on the outskirts of the metropolis, and now you are here to meet your contact.

The PCs should now place their miniatures on one of the six predetermined spaces marked on the western portion of the map. The PCs reach this place at dawn (8 a.m.).

Part One: Jhollo Ghetto

Area 1 – At the Bridge (EL 3)

Light: Morning sunlight through rainclouds.

Sound: Frequent shouts and cheers from goblinoids celebrating.

Auras: None.

Reaction: The changeling impostor simply wants to get the PCs to go to the church, where the trap is waiting to be sprung.

After the PCs approach the bridge closer to the bridge, show the players “Illustration 1.”

The PCs begin play at the edge of the map, with the bridge nearer the center. On the bridge is a figure that seems to be their warforged contact. It is, however, a changeling who has taken his form in order to send the PCs into a trap.

Through the gray rain spattering the streets of Rhukaan Draal, the rose-colored marble of the imperial tower of Khaar Mbar’ost appears an unsettling arterial red in the distance. The fortress’s dim reflection in the rain-filled gutters resembles nothing so much as an open wound. The inhospitable atmosphere has not quenched the passions of the Darguun locals, though. This day—their Independence Day—stokes their revels. The goblins, bugbears, and hobgoblins cavort with unbridled ferocity and shout of their triumph over the ghosts of Cyre to the bleak sky, which is fortunate for you. Consumed by their celebration, they have taken no notice of your presence.

The throngs thin a bit as you approach the designated meeting place: a stone bridge spanning a tributary of the Ghaal River. Around the bridge, you see a rude clash of slums and derelict, vandalized Cyran structures. The steeple of an old church of the Silver Flame rises tenuously above a series of broken brick and mud huts. Human parishioners have abandoned the structure to cutthroats and vermin. Some buildings are intact and in good repair, although most have been recently abandoned and boarded in preparation for the goblins’ raucous celebration. A shingle carved with the device of House Jorasco swings wanly in the wind before an old Cyran mansion past the bridge. Further on, a mill grinds under pressure from the muddy Ghaal River. Several goblins stand outside a butcher’s shop, staring longingly at the sausages that hang in his window. A goblin merchant stands in front of his storefront and invites you to come inspect his wares, while a ragtag goblin band plays a snappy and patriotic march.

At the center of the bridge stands a stout, cloaked figure, tall for a man. As you approach, it turns toward you. In the shadowy folds of its cloak you make out the distinctive metal and wood features of a warforged matching the description of your contact given by the professor from Morgrave

University. “Papers please,” it demands in a voice without emotion.

Situation: The changeling Moll works for the Order of the Emerald Claw and has replaced the warforged contact Chopper (see Area 2, below). Because the changeling is impersonating a warforged and has difficulty moving or sounding like a living construct, it takes a -10 penalty on its Disguise check. Players can make a Spot check (DC 18) to see through the disguise, but they must ask to make the check. They automatically get a Listen check (DC 18) to hear that the warforged doesn’t sound quite right. Don’t forget there is a -1 to the Listen check for each 10 feet away from Moll. Moll inspects the papers from Morgrave University (Player Handout 1) and then directs players to go through a dangerous section of town to the old Church of the Silver Flame where a trap is waiting to be sprung.

Moll impersonates the warforged by speaking in a monotone, stilled manner. She moves stiffly and shows no emotion or inflection. (Anyone who knows Chopper, such as the goblin merchant Lhushush or the halfling healer Norissa, can tell the PCs that Chopper actually speaks in an animated manner and makes a lot of clunking and grinding sounds when he walks.)

“Glad you got here. The Lhesh Haruuc—he is coming from Khaar Mbar’ost soon to lead a big parade. You best be quick about your business. His clan better not find you poaching where you don’t belong. The place you come to see is in the old church. Looking for stone for my mill there I came across a big crack in the floor one day. There are funny markings inside, the kind you see tattooed on the Dhakaani goblinfolk. I don’t know what waits further in, but the church is deserted, so you can investigate without worrying about goblins. When you get finished, come to the mill and I’ll see about sneaking you out of town.”

Development: If the PCs realize Moll is impersonating their warforged contact and confront her in any way (including just asking suspicious questions that calls her disguise into doubt), she attacks and then tries to escape. If the PCs capture her, they can question her and possibly discover the location of the true contact (Area 2). Moll wears a simple iron key on a chain around her neck. This is a key to the mill, and was taken from Chopper.

If they fail to penetrate her disguise or are unable to ascertain the location of the true contact, PCs most likely proceed to the church, as that is where Moll instructed them to go. She returns to the mill to wait. Moll waits in the mill for 8 hours, after which she leaves the city.

If Moll is captured and questioned, PCs must make an Intimidate check (DC 12) to get her to reveal details

about her mission, allies, or the true location of the entrance. (Roll secretly so the PCs won't know if they succeeded.) If the PCs are unable to intimidate her, she attempts to lie and confuse them:

- ***“The butcher put me up to this. He knew you were coming.”*** She hopes to lure PCs into the open and use the opportunity to change into goblinoid form and escape into the crowd.
- ***“I know the way in. You’ll never make it through without me.”*** She plans to lure the PCs into the church and escape their clutches when they encounter the Karnatthi skeleton archer.

If the Intimidate check is successful, Moll pleads for her life then reveals the following:

- ***“The warforged, Chopper, is in the mill.”***
- ***“There’s a trap in the Church. The Emerald Claw left one of their soldiers there.”***
- ***“The Emerald Claw say the Khyber dragonshard holds the soul of an ancient Dhakaani warlord.”***

If the PCs kill Moll, they may not be able to find their real contact at the mill. Searching Moll's body with the Investigate feat (Search check DC 10) reveals a fine white powder on the cloak she was wearing. A further DC 15 check reveals the white powder powder is fresh flour dust, as one might find at a mill.

Moll: Changeling rogue 3; hp 14; see “Combat Statistics,” below.

Tactics: If she gains initiative, Moll attempts to bull rush (and follow) a susceptible PC off the bridge into the mucky water below. The bridge is 15 feet above water level, and neither Moll nor her victim take damage from the fall, though both are covered in muck. The water near the bridge is only 6 feet deep, and a move action is needed to emerge. Moll attempts to change forms to resemble the bull rushed PC and confuse her enemies. PCs must succeed at a Spot check (DC 18) to discern the true enemy. Adjust this check based on situation, granting circumstance modifiers (up to a +10) if a PC points out reasons that the changeling couldn't possibly be the PC. For example, the changeling is still wearing the same clothes as before, so if a PC states he is looking at their clothes, give that PC a +10 modifier to his Spot check. If the weapon wielded by her opposite number is different from her own, she claims “the changeling wrestled it from me.” Moll flees the combat when her hit points drop below 8, and she tries to lose herself by changing into a hobgoblin and running into the crowd. Thereafter, she withdraws to the mill (Area 2), where she uses her Hide and Move Silently skills to prepare sneak attacks against opponents who follow her that far. She leaves the mill after 8 hours to escape the city completely.

Combat Statistics

MOLL, CHANGELING INFILTRATOR CR 3

Female Changeling Rog3

N Medium Humanoid (Shapechanger)

Init +6; **Senses** Normal vision; Listen -1, Spot +5.

Auras faint abjuration (from *mage armor*)

Languages Common; Goblin

AC 16, touch 12, flat-footed 14

hp 14 (3 HD)

Fort +1, **Ref** +5, **Will** +0; +2 racial bonus on saving throws vs. *sleep* and charm effects

Spd 30 ft. (6 squares)

Atk melee masterwork dagger +5 (1d4+1/19-20)

Base Atk +2; **Grp** +3

Special Atk sneak attack +2d6

Abilities Str 12, Dex 14, Con 10, Int 13, Wis 8, Cha 15

Feats Improved Initiative, Weapon Finesse

Skills Balance +4, Bluff +10, Diplomacy +6, Disguise +8 (+10 acting, +18 using minor shape change, +20 using minor shape change and acting), Escape Artist +8, Forgery +7, Hide +8, Intimidate +6, Jump +3, Sense Motive +7, Sleight of Hand +10, Spot +5, Tumble +8, Use Rope +2 (+4 binding)

Possessions masterwork dagger, ~~*potion of mage armor*~~, miller's clothing, leather apron, 8 gp, 13 sp.

Changeling Traits: Changelings have a +2 racial bonus on saving throws against sleep and charm effects.

Area 2 – At the Mill

Light: Morning sunlight outside; dim light filtering into the mill through windows.

Sound: Frequent shouts and cheers from goblinoids celebrating outside; silent inside.

Auras: None.

Reaction: The changeling impostor, if she escaped from the PCs at the bridge in Area 1, waits to attack them here. If 8 hours have passed since the start of the event, the changeling has fled. Chopper, the true warforged contact, is inert beneath a bench.

If the PCs are able to question the imposter Moll and/or follow clues back to the mill, they can find Chopper, the real warforged contact. Chopper was created late in the war and only served a short time before the Thronehold Accords. After spending a brief time as an adventurer, he used his earnings to purchase this old mill, where he now earns his keep milling grain for local residents and businesses.

The mill is situated along the banks of the Ghaal River, which drives the wheel. The building is old but well maintained by Chopper, whom the goblins fear and respect. The structure is made of rough stone (Climb DC 10) and has three stories with several open windows. The

first floor contains the mill proper, the second floor is Chopper's living space, and the third floor is devoted to storage. The basement of the mill is detailed in Area 1. A pair of wooden doors serves as the entrance to the mill.

Locked Wooden Door: 1-inch thick; hardness 5, hp 20; Break DC 25; Average lock (Open Lock DC 25).

The mill is churning. Graffiti is absent from this building, and the structure is well maintained in contrast to the slovenly properties in the area.

Players can open the doors easily if they captured Moll and found the key. If Moll escaped to the mill, she has extinguished any lanterns and is hiding among the many shadows, unless she had already fled.

Tactics: If Moll escaped the PCs and is still present, she attempts to sneak attack the first player who steps through the door. This is Moll's last stand, and she fights to the death.

Small windows high on the walls dimly light the interior of the mill. The main room is devoted largely to the millstone. Sacks of grain are stacked neatly along the walls. Two tool benches are situated against the walls. To the right, a stone staircase climbs to the dark upper story.

Creature: Agents of the Emerald Claw attacked Chopper and replaced him with Moll. Chopper is now inert (-1 hp) beneath one of the tool benches, covered by a blanket. A Search check of DC 10 is required to find Chopper. A successful DC 10 Craft check from an appropriate craft (armorsmithing, blacksmithing, gemcutting, or sculpting). Once repaired, he awakens. He is disorientated after nearly being destroyed by the agents.

Chopper: Male-personality warforged fighter 1/expert 2; hp 21; see below.

Development: If the PCs are able to reactivate Chopper, he can show them the portal in the basement of his mill. This leads the PCs immediately to Area 1.

Chopper thanks the PCs for reactivating him. If the PCs have no means to heal him, they can find help at some of the other places in the Jhollok ghetto: the Jorasco healer (Area 5) or the magewright (Area 7) specifically. If the PCs are able to reactivate Chopper, read the following. Chopper's voice is deep but animated, unlike the stereotypical warforged:

"Thank you. I'm not sure what happened to me. I was talking to some humans about contracting to provide them with flour, and suddenly they attacked me. That's all I remember. I was supposed to meet with some members of the Digger's Union this morning! What time is it?"

If the PCs assure him that they are the adventurers he was supposed to be meeting, he continues:

"Thank goodness you are safe. Someone else must have learned about the tomb. They may have already entered. Follow me!"

Chopper hurries into the damp basement, urging the PCs to follow him. Go to Part Two, area 1.

CHOPPER, WARFORGED CONTACT CR 2

Male-Personality Warforged Ftr1/Exp2

N Medium Living Construct

Init -1; **Senses** Normal vision; Listen +1, Spot +1

Languages Common; Goblin

AC 11, touch 9, flat-footed 11

hp 21 (3 HD)

Immune poison, *sleep* effects, paralysis, disease, nausea, fatigue, exhaustion, effects that cause the sickened condition, energy drain.

Fort +3, **Ref** -1, **Will** +4

Weakness affected by *heat metal*, *chill metal*, *repel metal* or *stone*, *repel wood*, *rusting grasp*

Spd 30 ft. (6 squares)

Atk melee slam +4 (1d4+2)

Base Atk +2; **Grp** +4

Atk Option Power Attack

Abilities Str 14, Dex 8, Con 12, Int 13, Wis 13, Cha 12

Feats Power Attack, Skill Focus (Profession [Miller]), Weapon Focus (longsword)^B

Skills Appraise +3, Bluff +3, Climb +6, Diplomacy +3, Jump +6, Profession (Miller) +10, Sense Motive +3, Swim +6

Possessions None

Area 3 - Mugged (EL 4)

In order to get to the church, the PCs must pass through an area used by a shifter and his henchman to prey on likely targets. They ambush any group that walks through the alleys adjacent to the Church. All the alleys are filled with filth and debris, and is difficult terrain. The alley walls are brick and dried mud covered with filth and slime (Climb check DC 23). Don't allow the PCs to leave the playmat. Tell them areas off the playmat are either walls or structures that impede progress.

The smell of the filth from the alleys is overpowering, and so powerful that it stings the eyes. Piles of trash impede foot travel. A strange oily substance is smeared on the walls. It is difficult to breathe here.

Other features of the alleys:

Light: The alleys are clearly lit during the day.

Sound: There is the sound of celebration carrying throughout the area.

Auras: Faint evil (Tarval), and faint chaos (Alemey).

Reaction: The two are muggers, and they attack PCs as per the Tactics section below.

If the PCs do not penetrate the disguise and lies of Moll at the bridge, they may have to pass through the alleys to get to the church. **Movement** is restricted to ½ speed in the alley. A shifter and his human companion beset them *en route* to the abandoned church. It is also possible that the butcher Brgas Blanthu (Area 8) has recommended the alley as quick passage to the Church. He is in cahoots with the muggers: they take the money and he disposes of the bodies.

Tarvral: Male beasthide shifter ranger 2/rouge 1; hp 23; see “Combat Statistics,” below.

Alamey: Male human warrior 2; hp 17; see “Combat Statistics,” below.

Tactics: Alamey is hiding atop an adjacent roof (DC 15 Spot check to see him). Before the first character exits the alley, he drops a smokestick on the character closest to the middle of the group. He wants to separate the group while he and Tarvral finish off the leaders. Tarvral is hiding behind a building ahead of the PCs. He shifts into his beasthide form before making a ranged attack at the lead PC with one of his masterwork throwing axes. In the second round of combat, Alamey jumps down from the 10-foot-high roof near the smokestick (Jump check DC 15 to avoid taking damage and falling prone) and attacks any PCs between the smoke and the lead PC, hoping to flank with Tarvral. Tarvral engages in two-weapon melee with the lead PC. If Tarvral dies, Alamey attempts to flee.

Treasure: Tarvral has a potion of *cure light wounds*.

Developments: If questioned, neither Tarvral nor Alamey know of the Emerald Claw presence in the Church. They have seen the crack in the church floor but have never bothered to investigate it. They are unhelpful to the PCs. If they knock out or kill any of the PCs, the muggers do not coup de grace until other PCs have fled. Then they loot the bodies completely, kill any remaining unconscious PCs, and carry the corpses—wrapped in tarps—to the butcher’s shop.

Combat Statistics

TARVRAL, SHIFTER THUG

CR 3

Male Beasthide Shifter Rgr2/Rog1

NE Medium Humanoid (Shapechanger)

Init +2; **Senses** low-light vision; Listen +7, Spot +7.

Aura faint evil

Languages Common

AC 15, touch 12, flat-footed 13

hp 23 (3 HD)

Fort +5, **Ref** +7, **Will** +1

Spd 30 ft. (6 squares)

Atk melee masterwork throwing axe +5 (1d6+2) or
melee masterwork throwing axe +3 (1d6+2) and
masterwork throwing axe +3 (1d6+1)

ranged masterwork throwing axe +5 (1d6+2) or
ranged masterwork throwing axe +3 (1d6+2) and
masterwork throwing axe +3 (1d6+1)

Base Atk +2; **Grp** +4

Atk Option Beasthide Shifter Trait (Su): While shifting, this warrior gains a +2 bonus to Con and gains a +4 natural armor bonus to AC. He can shift 2/day and it lasts 8 rounds. When the shifting ends, he heals 3 hit points due to his Healing Factor feat.

Special Atk Favored Enemy (Human +2), Sneak Attack +1d6

Combat Gear masterwork throwing axe x3, *potion of cure light wounds*

Abilities Str 15, Dex 15, Con 14, Int 8, Wis 12, Cha 6

Feats Beasthide Elite, Healing Factor, Track^B, Two-Weapon Fighting^B

Skills Balance +4, Climb +4, Hide +8, Jump +4, Listen +7, Move Silently +8, Spot +7, Survival +7, Tumble +4

Possessions masterwork studded leather, combat gear

ALAMEY, HUMAN THUG

CR 1

Male Human War2

CN Medium Humanoid (Human)

Init +1; **Senses** Normal; Listen +1, Spot +1.

Aura faint chaos

Languages Common.

AC 17, touch 11, flat-footed 16; Dodge.

hp 17 (2 HD)

Fort +5, **Ref** +1, **Will** +1

Spd 30 ft. (6 squares)

Atk melee masterwork Morningstar +6 (1d8+2)

Base Atk +2; **Grp** +4

Combat Gear masterwork Morningstar, smokestick

Abilities Str 15, Dex 13, Con 14, Int 8, Wis 12, Cha 10

Feats Dodge, Weapon Focus (Morningstar)

Skills Intimidate +4, Jump +7

Possessions chain shirt, heavy wooden shield, combat gear

Area 4 – At the Church (EL 3)

Light: Plenty of light streams in from the broken windows. Players can find bits of wood to make torches if necessary.

Sound: Except for the squawking of birds that have made a home in the bell tower, the church is silent.

Auras: moderate evil (Karnathi skeleton).

Reaction: Sergeant Ossien, a Karnathi skeleton, hides among debris atop the loft (Spot check DC 18 to see him). Sergeant Ossien waits until the first two PCs descend safely into the hole in the floor before attacking those remaining.

The church is in a sad state of disrepair. The steeple teeters, threatening to crush the hovels in its shadow.

Graffiti and refuse befouls this once proud edifice. Blood is caked upon the stout wooden doors and shards of stained glass ring the window frames like broken teeth. It is apparent that there is no love lost between the goblins of Darguun and the former human rulers of this city.

The Order of the Emerald Claw broke through the floor of this abandoned Church of the Silver Flame and found a passageway leading to the hobgoblin burial chambers. The walls and floor are made of stone (Climb check DC 20). The ceiling is 40 feet high at its peak and 20 feet high at the walls. The front doors are made of wood and iron; they aren't locked but have obviously been jammed shut to keep people from entering.

Stuck Wooden Doors: 1-inch thick; hardness 5, hp 10; Break DC 15.

Light streams in through the broken stained-glass windows. A staircase and archway are located immediately to the left of the front doors. The archway leads to the bell tower. The iron bell sits on the floor of the bell tower, its anchors long since rusted away. A staircase climbs up inside the tower, but many of the planks are rotten. Players can climb them at one-half movement but must make a Reflex save (DC 15) halfway up or they fall to the floor (damage 2d6 for the 20-foot fall). Players receive a dramatic view of Rhukaan Draal and Khaar Mbar'ost at the top.

The staircase and archway to the right of the doors leads up 20 feet to a wooden loft littered with debris. These stairs are in the same rotten shape as stairs in the bell tower (one-half movement rate; Reflex save DC 15 or fall). The floor of the loft is relatively stable. The loft is held up by four wooden beams (Break DC 24, hardness 5, 30 hp). Sundering a beam results in the collapse of a 10-foot section of the loft. Any character directly beneath the loft must make a Reflex save (DC 15) to avoid 1d6 damage from the falling debris. Anyone atop the loft when it falls takes 2d6 damage from the 20-foot fall, as does the Karrnathi skeleton.

Directly ahead of you, four stout wooden pillars support a wooden loft. To the right, you see a set of stairs leading to the loft. To the left is a second flight of stairs leading to the bell tower. The bell from the tower has fallen and rests on the floor. Directly in the center of the church floor is a rift 3 feet wide and 10 feet long, which has been partially excavated with a pick. An iron spike has been driven into the floor beside the crack. A knotted rope leads from the spike down into hole. The church is otherwise vacant; its pews, altar and reliquary have been long since stolen.

Creature: The agents of the Emerald Claw left a Karrnathi skeleton here to make sure no one followed them into the tomb. Sgt. Ossien, a Karrnathi skeleton,

hides among debris atop the loft (Spot check DC 18). Sgt. Ossien waits until the first two PCs descend safely into the hole before attacking.

Sergeant Ossien: Karrnathi skeleton archer; hp 19, see "Combat Statistics," below.

Tactics: Sergeant Ossien lets out a piercing screech with his first attack. He prefers to attack clerics but if none are present he directs arrows at arcane casters. His job is to stand guard and eliminate intruders. He only engages in melee if players corner him. Sergeant Ossien is the last member of the Screeching Skulls, an elite squad of undead who famously fought in the Last War. Undeath has made him fairly belligerent toward the living, and he freely taunts his foes:

"Stand still so Sergeant Ossy can pop you like a melon" or "Hug the ground, breathers! I like to see flesh crawl" or "The Screeching Skulls take no prisoners."

He only descends from the loft and follows intruders that descended into the crack after he kills those remaining on the main floor. He's confident his superiors can handle two or three adventurers on their own.

Developments: If captured, Sergeant Ossien only reveals his name, rank, and the triumphs of the Screeching Skulls during the Last War. He doesn't know anything about the shard or the warforged. Defeating the Karrnathi skeleton gives the PCs unhindered access to the rift in the church floor, leading to Area 3a.

Treasure: Sergeant Ossien has a mighty [+2] composite longbow with 20 arrows, two masterwork scimitars, and a masterwork chain shirt.

Combat Statistics

SERGEANT OSSIEN

MODIFIED KARRNATHI SKELETON ARCHER

CR 3

LE Medium Undead

Init +2; Senses darkvision 60 ft.; Listen +6, Spot +6.

Aura faint evil, faint law

Languages Common

AC 20, touch 12, flat-footed 18

hp 19 (3 HD); **DR** 5/bludgeoning

Immune cold

Fort +1, Ref +3, Will +3

Spd 30 ft. (6 squares)

Atk ranged mighty [+2] composite longbow +3 (1d8+2/x3) or
melee masterwork scimitar +4 (1d6+2/18-20 or
melee masterwork scimitar +0 (1d6+2/18-20) and
masterwork scimitar +0 (1d6+2/18-20)

Base Atk +1; **Grp** +3

Atk Option Point Blank Shot, Two-Weapon Fighting

Combat Gear mighty [+2] composite longbow, 20 arrows, two masterwork scimitars

Abilities Str 15, Dex 15, Con -, Int 11, Wis 10, Cha 1

Feats Point Blank Shot, Two-Weapon Fighting

Skills Climb +4, Jump +4, Listen +6, Search +4, Spot +6

Possessions masterwork chain shirt, combat gear

Area 5 – A Jorasco Healer

Light: The entire guildhouse is well lit.

Sound: Unless someone is talking, the only sound in the guildhouse is Norissa's familiar Bitey chewing on a bone atop the contribution box.

Reaction: Norissa is happy to see some non-goblinoids.

A small, run-down Healer's Guildhouse exists in this part of Rhukaan Draal. A female halfling bearing the Lesser Mark of Healing operates the guildhouse, although she feels her assignment is more a prison sentence than a career. PCs find healing available here.

House Jorasco has apparently established a Guild house in this well-built old Cyran home. A bugbear stumbles out of the guildhouse door. He is bandaged, bloody, and bruised, likely from the day's violent festivities. A female halfling leaps out of the Guildhouse and scans the street. She spots the bugbear, runs up to him and cruelly rips off one of the dressings from his left arm, plus a good chunk of hair. A swift kick in the backside knocks him against the wall. "No freebies!" yells the halfling as she stomps back to her business.

If players enter the guildhouse, they find a large public room that has seen better days:

A trio of chairs with primitive reclining mechanisms sits against the left wall. Three workbenches flank the chairs; the healing kits on the benches are half-stocked. Several dilapidated benches and stools surround the room. Some goblin regulars must have begun using the right wall for dagger throwing practice, as many cuts are chopped into the wood. Dried blood, torn bandages, and other matter litters the floor. A rat sits atop the contribution box, gnawing a piece of bone. The halfling is forlornly sweeping bits of bandage into a pile. A back door leads to other rooms in the building.

The rat is Norissa's familiar Bitey. The other rooms contain nothing of value or importance.

Creature: Norissa is a highly opinionated and talented adept in the House Jorasco. At one time, she envisioned a grand, luxurious career in the House, based on her savvy business skills, charisma and dragonmark. Unfortunately, she offended one too many peers and supervisors with her snooty attitude and was ostensibly sent to Darguun to build the Jorasco franchise. She can't stand the goblinoids, and they don't particularly like her

either. Norissa, who is glad to encounter "civilized folk," greets the party jubilantly. She presses the group on their business in Rhukaan Draal and freely offers her opinion on how they should conduct the mission.

Norissa, Jorasco Healer: Female halfling adept 4 (Boldrei)/Dragonmark Heir2: hp 34, see below.

Norissa's Rat Familiar, Bitey: hp 17, see below.

Developments: If the players bring the inert Chopper to Norissa, she casts *cure light wounds* on him free of charge, since he has helped her in the past with unruly patrons. She charges players for any other healing per House Jorasco rates (*Eberron Campaign Setting* page 121). She has two fresh healer kits in her back room, and she offers to sell one at the standard price (50 gp; see *Player's Handbook* page 128).

If Norissa learns about the Khyber dragonshard, she recommends that players return with it directly to the guildhouse so she can aid them. In truth, she knows an opportunity when she sees one and wants to use the shard as a means of reestablishing her career. If given the shard, she asks to examine it and then says she needs to grab a fresh healer's kit from the back room. She uses the opportunity to leave out the backdoor and into the streets of Rhukaan Draal with the shard in hand.

Tactics: Necessity has made Norissa into a scrappy fighter. She'll prefer to use her strong personality to charm or intimidate individuals, but she gladly uses her dagger if cornered. Bitey comes to her aid if necessary. She doesn't typically have protection or defensive spells prepared.

Treasure: small dagger, healer's outfit, 2 healer's kits, arcane signet ring (House Jorasco), identification papers, 2 potions of *cure light wounds*

NORISSA D'JORASCO, JORASCO HEALER CR 5

Female Halfling Adp4 (Boldrei)/Dragonmark Heir2 (Jorasco)

NG Small Humanoid (Halfling)

"Hold still, you big baby. This'll just hurt for a moment."

Init +0; **Senses** Normal; Listen +5, Spot +3.

Aura faint good

Languages Common, Halfling; Goblin.

AC 11, touch 11, flat-footed 11

hp 34 (6 HD)

Fort +8, **Ref** +5, **Will** +11

Spd 20 ft. (4 squares)

Atk melee dagger +3 (1d3-1/19-20)

Base Atk +3; **Grp** -2

Combat Gear small dagger, *potion of cure light wounds* (2)

Adept Spells Prepared (CL 4; 1d20+4 to overcome SR)

2nd – *cure moderate wounds* (DC 15)

1st – *cure light wounds* (3) (DC 14)

0 – create water, *cure minor wounds* x2 (DC 13)

Domains: Protection (protective ward 1/day, adds +4 resistance bonus to the target's next saving throw, lasts 1 hour).

Spell-Like Abilities (CL 8; 1d20+8 to overcome SR): 2/day – cure light wounds (DC 13), 1/day – cure serious wounds (DC 15), lesser restoration.

Abilities Str 8, Dex 10, Con 12, Int 13, Wis 16, Cha 14

Feats Brew Potion, Favored in House, Least Dragonmark, Lesser Dragonmark^B

Skills Concentration +8, Gather Information +7, Heal +14, Profession (herbalist) +10, Sense Motive +8

Possessions healer's outfit, healer's kit, arcane signet ring (House Jorasco), identification papers, combat gear

Summon Familiar: Norissa has a rat familiar named Bitey.

Area 6 – Paranoid Magewright (EL 2)

Blik, a reclusive gnomish magewright, runs a business here. A few years of living in the goblin nation, and the threats of robbery or worse by some of its inhabitants has made him extremely paranoid. He has trapped his home with annoying but nonlethal traps, and he has a few items that could assist PCs in their mission.

Light: The house is poorly lit except around the workbenches, which have covered lanterns containing *continual flame* spells.

Sound: PCs hear Blik muttering to himself while he works if they are able to approach his shop without setting off the traps. Otherwise he comes out yelling at the PCs to get away from his shop.

Reaction: Blik is focusing on his work. The loud explosions of the traps tell him if anyone is trying to enter his home. If he does here someone near his home and thinks they are trying to enter, he attacks with his *goblin candle*.

The Church is surrounded by several goblin hovels, but one stands out from the others. This foreboding structure is gloomy but in better repair than the surrounding slums. Damage to the building seems more a consequence of neglect than vandalism. Unlike the other structures in this area, it is not festooned for the festival. All windows are shuttered. A sign is affixed to the front door that reads "GO AWAY!" in both Goblin and Common.

The hovel is made of are brick and dried mud (Climb DC 17). The door is made of good wood and is locked. The shutters are made of wood and secured from the inside.

Barred Wooden Doors: 1-inch thick; hardness 5, hp 15; Break DC 18.

Barred Shutters: 1-inch thick; hardness 5, hp 5, Break DC 12.

The interior of Blik's home is cluttered with spell components, several work benches, and other strange equipment. There is a main room and a bedroom; both

converted into workspaces. Blik sleeps on the floor of the main room. The main room is 15 feet by 15 feet and the bedroom is 5 feet by 15 feet.

Creature: Blik ir'Goobin is extremely paranoid, as he believes a secret cadre of goblin assassins stalks him. He is positive that Cyre's Day of Mourning was one of their failed attempts. Living alone in Darguun for so long has only aggravated his condition. He is enraged by the goblin festivities and would much prefer a nice, quiet, rainy day to ply his experiments. The notion of a parade really has him so irked that he plans to disrupt it as it passes his house.

Blik ir'Goobin: Gnome magewright 4: hp 10; see below.

Development: Blik has trapped the area immediately surrounding within 5 feet his abode with several stink bombs spaced at 10-foot intervals. They do not cause any damage but unleash a 10-foot cloud of noxious smoke. Once a trap is sprung, Blik comes out firing his *goblin candle*.

Stink Bomb Trap: CR 1; magic; proximity trigger; no reset; Fortitude DC 15 or suffer nausea for 1d4 rounds, Search DC 12, Disable Device DC 12.

Tactics: If a trap is sprung, Blik rushes out the front door on the third round with his *goblin candle*, a modified version of an alchemist's spark. The *goblin candle* has 6 charges. Once it is lit, the goblin candle shoots one charge per round and cannot be shut off. Each charge is a ranged touch attack that fires a flaming ball of alchemical materials that does 1d4 points of electricity damage. It lets off a terrible racket before it fires. Blik attacks the closest PC when he emerges. He yells at the PCs to get off of his property and follows them until they leave. Blik is so irrational that he may accidentally set off his own traps.

Treasure: 1 noxious smokestick (*Eberron Campaign Setting* page 121); 3 alchemist's sparks (*Eberron Campaign Setting* page 120). Players find an overdue bill from Lhushush Acks'on (Area 7) for unusual spell components.

Development: With a DC 20 Diplomacy check, Blik can be calmed enough to be dealt with rationally. Defeating Blik results in a +2 circumstance bonus to negotiations with Lhushush Acks'on (Area 7), who dislikes the gnome greatly. Blik is aware of the muggers in Area 3 because they buy smokesticks from him. He knows about their relationship with the butcher as well. He has seen some activity around the church recently and suspects the (imaginary) goblin assassins are spying upon him from the bell tower.

BLIK, GNOME FREELANCE MAGEWRIGHT

CR 3

Male Gnome Mag4

NG Small Humanoid (Gnome)

Init +1; **Senses** Low-light vision; Listen +1, Spot -1

Aura faint good

Languages Common, Gnome; Goblin.

AC 12, touch 12, flat-footed 11

hp 15 (4 HD)

Fort +1, **Ref** +2, **Will** +3; +1 vs. Illusions

Spd 20 ft. (4 squares)

Atk melee light mace +2 melee (1d4-1)

Base Atk +2; **Grp** -3

Combat Gear light mace, goblin candle

Magewright Spells Prepared (CL 4; 1d20+4 to overcome SR)

2nd – *make whole*

1st – *magecraft* x2, *unseen servant*

0 – *arcane mark* x3

Spell-Like Abilities (CL 1; 1d20+1 to overcome SR):
1/day – *dancing lights* (10), *ghost sound* (10),
prestidigitation, *speak with animals* (burrowing mammals only)

Abilities Str 9, Dex 12, Con 11, Int 14, Wis 8, Cha 10

Feats Skill Focus (Craft [Alchemy]), Skill Focus (Knowledge [History]), Toughness

Skills Concentration +1, Craft (alchemy) +14, Knowledge (history) +12, Spellcraft +9

Possessions various alchemical supplies for sale (see text), *potion of repair light damage*, combat gear

[Gnome Traits](#)

Area 7 – Goblin Market (EL 2)

A shady goblin merchant has set up shop in Jhollok. Lhushush Acks'on is a merchant of cheap wares who fancies himself as the *de facto* mayor of Jhollok. Among the junk and trinkets of his shop are some potentially useful spell components.

Light: The area in and around the store is well lit.

Sound: Musicians in front of his store are making a big racket. Listen checks suffer a -2 circumstance penalty.

Reaction: Lhushush Acks'on understands that the PCs probably have more money to spend than anyone he might see over the course of a month. He tries to sell them anything he can and is very pushy about it.

When the PCs interact with Lhushush, show the players “Illustration 2.”

Festive banners and stalls line the front of this shop. Residents bounce from stall to stall, purchasing gaudy trinkets and loud noisemakers. A band of goblin musicians play beneath a large tarp, keeping an unorthodox rhythm with the frantic pace of the dripping rain. Large bunting and streamers proudly display the national flag of Darguun. The grim visage of the Lhesh Huraac stares down at the milling crowds from a mural extending across the side of the store. In the midst of this fervor, a swarthy goblin dressed in sumptuous clothes directs the sellers and buyers like a general. Occasionally, he stops to kiss a hobgoblin or hug a bugbear, who responds accordingly. His eyes sparkle in the gray

light as he sees your group passing. He beckons you to enter his shop.

Creatures: Lhushush Acks'on is everything he appears to be: a “charming salesman” of cheap trinkets. He sees the PCs as good marks since they likely have more money than the locals. He knows much about local politics and all of the NPCs in the immediate area. For instance, he knows that Brgas the butcher is involved with criminals and not to be trusted. He gives information truthfully but only for a price; he lets the PCs decide what they're willing to spend. He tries to ingratiate himself to one or two players with praise and affection.

- *“You remind me of a dog I had once. She was – how you say it – tasty? No, no, I meant lovely, just like you. Lovely, not tasty.”*
- *“Is that studded leather? You make it look like silk! I have a beautiful scarf that would match those studs.”*

Lhushush Acks'on: Male goblin expert 3: hp 11, see below.

Goblin (6): hp 5, see *Monster Manual* page 133.

Tactics: Lhushush is no fighter. He calls to his clerks or customers for aid if attacked. He is much loved in this section of town, and six goblins immediately come to protect him if he calls, then a mob forms to run the offending PCs out of town.

Developments: PCs can gain some useful clues about the immediate urban area and acquire some potentially useful spell components. If the PCs enter Lhushush's store after defeating Blik the Magewright (Area 6) or the muggers (Area 3), he gives one of the special spell components (player's choice) to the party for free. This offer is only available once.

PCs can purchase normal equipment from the *Players Handbook* and *Eberron Campaign Setting* that costs below 100 gp and is allowed by the Mark of Heroes Campaign Standards. A Spot check (DC 15)—or a Search check (DC 10) if the PCs are actively looking through the goods in the shop—allows a PC to notice a box of odd spell components. Lhushush has a vague idea of their worth because he ordered them for the eccentric magewright Blik (Area 6). He gladly sells them at list price to the players, although it breaks his heart, or so he says:

“You're stealing from me! It's a good thing I love you like family.”

If the PCs try to sell anything to him, he never offers more than 1 gp for any item, regardless of how much it is worth. And he only purchases 5 gp worth of goods.

Spell components available for purchase (see *Eberron Campaign Setting* pages 90-92 for further details on these spell components):

- 2 Laskin Horns: 55gp each; Benefit – 40% chance of +1 to touch attack spells.
- 2 Irian Crystals: 115gp each; Benefit – 15% chance of maximizing conjuration (healing) spells.
- 2 Dragonseye Acorns: 60gp each; Benefit – 10% chance of empowering evocation spells with an energy descriptor.
- Scroll of Repair Light Wounds: 25gp. (Caster Level 1)

LHUSHUSH ACKS'ON, GOBLIN MERCHANT CR 2

Male Goblin Exp3
NE Small Humanoid (Goblinoid)

“My goods are the finest in all of Khorvaire. And my prices cannot be beat. How do I do it?! Volume, my friend!”

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

Aura faint evil

Languages Common, Goblin; Draconic

AC 13, touch 13, flat-footed 11

hp 11 (3 HD)

Fort +0, **Ref** +3, **Will** +4

Spd 30 ft. (6 squares)

Atk melee club +1 (1d4-1)

Base Atk +2; **Grp** -3

Combat Gear small club

Abilities Str 7, Dex 12, Con 8, Int 13, Wis 12, Cha 11

Feats Negotiator, Persuasive

Skills Appraise +7, Bluff +8, Diplomacy +12, Gather Information +6, Intimidate +10, Knowledge (lcaol) +7, Sense Motive +9

Possessions small club
Goblin traits

Area 8 – The Butcher (EL 3)

The human butcher residing here specializes in sausage. It is a favored delicacy of the local goblinoid population. This is because the butcher often uses more than animal flesh in his sausages. He can share some rumors with the PCs, trying to urge them toward the old church where the muggers can attack them and provide him with more stuffing for his sausage. He may also attack PCs who come into his shop alone.

Light: The area in and around the store is well lit.

Sound: There is no noise of note in the butcher's shop.

Auras: Faint evil (Brgas).

Reaction: Brgas is desperate for the goblins to patronize his shop again, and for that to happen he knows he needs some “special meat” for his sausages. He does everything in his power to get the PCs to go through the alley (Area 3), and he attacks any PC whom he can get alone.

A mob of goblins and hobgoblins are yelling angry epithets at the local butcher shop. The proprietor—a burly human with a meat cleaver for a right hand—is hollering at the crowd to leave him alone. A chant (of “Boycott Brgas” if the PCs speak Goblin) slowly begins among the protestors. The butcher steps into the crowd swinging his cleaver-ed arm, but doesn't hit anyone. A young goblin breaks from the crowd and passes the butcher. He grabs a small old bench sitting outside the shop and, as the crowd cheers him on, he tosses it through the shop's front window, scattering glass and sausage links. Content with the carnage, the crowd jubilantly tosses the boy in the air and head toward the nearest tavern. The butcher is left trying to scare away the stray dogs that run from the storefront trailing lengths of sausage links.

Creature: Brgas the butcher is a notorious butcher in this section of town, famous for his savory sausages. The locals began truly enjoying his sausage one day when Brgas accidentally lopped off his own hand, which ended up in the sausage meat. His supply of “special meat” has dwindled, and the locals are upset at the drop in the quality and taste of his new batch of sausages. It hasn't helped that Brgas has a belligerent, crooked demeanor. Brgas has an alliance with a pair of criminals—Tarvral and Alamey—who mug unsuspecting visitors and then dispose of the bodies with Brgas. The trio is eager to add the PCs to their list of victims.

Brgas Blanthu: Male human commoner 4: hp 12; see below.

Brgas gladly accepts any help from PCs and treat them with rough goodwill. He knows about many rumors and bits of information, including the following:

- A crazy magewright lives near the church, and PCs should avoid his house
- Rumors say a hole in the church leads to tunnels below the town.
- An unusual goblin with deep blue skin has been lurking around the slums, looking for something. Rumor has it that the goblin is a member of the Dhakaani clan.
- Members of the Razor Crown clan jumped the strange goblin. Only a single warrior survived. He claimed the Dhakaani conjured demons from the air.
- Rumors of a group of Karnathi who also have been investigating the area. They had a tall, pasty guy with them.
- If PCs ask about the church, Brgas recommends that they cut through the alleys to the church.

Tactics: Brgas won't engage the PCs as a group. He attacks a single PC if he successfully lures her into his store alone, or if he finds a PC lurking in his shop. He'd much rather let Tarvral and Alamey handle the rough stuff.

Developments: Players can learn important bits of information about the area, but Brgas uses this information as a means of earning the trust of the PCs. He recommends that the players approach the church via the alleys, which are watched by his mugger associates.

BRGAS BLANTHU, HUMAN BUTCHER CR 3
Female Human Com4
NE Humanoid (Human)

“Sausage is my business. Would you like to try a sample of my best meat?”

Init -1; Senses Normal; Listen +0, Spot +3

Languages Common; Goblin

AC 9, touch 9, flat-footed 9

hp 16 (4 HD)

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

Spd 30 ft. (6 squares)

Atk melee butcher's knife (handaxe) +3 (1d6+1/x3)

Base Atk +2; **Gp** +3

Combat Gear butcher's knife (as handaxe)

Abilities Str 13, Dex 9, Con 12, Int 10, Wis 11, Cha 8

Feats Endurance, Great Fortitude, Skill Focus (Profession [butcher])

Skills Craft (blacksmith) +4, Profession (butcher) +10, Spot +3

Possessions Combat gear

Part Two: Juulak Vrek's Tomb

Area 1 – Water Chutes (EL 2)

Light: Four lanterns light the mill's basement, although they may need to be lit.

Sound: There is the noticeable sound of running water and the mill's waterwheel creaking nearby.

Auras: faint evocation magic (*burning hands* trap on the door).

Having learned about the true entrance to the ancient Dhakaani tomb, the PCs can descend into the basement of the mill. Here they find the magical door and can attempt to solve the riddle in order to gain access to the tomb.

Descending the stone stairs, this place is damp, and smells of an oppressively offensive odor. The dampness upon your skin and a strong musty odor in your nose are oppressive as you descend a set of well-made stone stairs. The sound of rushing water and the creaking of the millstone and waterwheel are ever-present. The basement foundation, though made of stone, weeps moisture that pools upon the hard-packed floor. The refuse of many years of mill operation has collected here, and navigating to the far side of the basement is like traveling a maze. Upon reaching the far wall, a sight presents itself to startle even the most well traveled adventurer. A section of the stone foundation has collapsed away to

reveal a strangely crafted door. Though it appears to have been encased behind rock for a long time, no scratches or pitting mar the metal door. Even in the meager light available, an impressive gleam reflects from its mirror polished surface. The portal could have easily been crafted yesterday, gauging from its pristine appearance. No lock or hinge is noticeable. The door has strange text engraved upon its surface.

The PCs might have some questions at this point for Chopper. The following are the relevant points that the warforged knows:

- He bought the mill two years ago after making a small sum adventuring. He wanted to get in touch with the earth, but he found farming boring. The mill lets him work both with crops and complex machinery.
- He was rooting around in the basement when he saw some loose stones in the foundation. Some fell away easily, and he noticed the door.
- He knows how to speak Goblin but he can't read it, and he has done enough work for Morgrave University to realize that this might be something important, so he contacted them right away.

The text on the door is in Goblin. The PCs may not be able to read Goblin, but they have other options. They can ask the goblin merchant what it means, although he charges them 5 gold pieces to do the translating. They can find possibly ask one of the other NPCs to translate, as many of them speak Goblin. Give the PCs “Handout 2” to show how the untranslated text appears. If the PCs find some way to read or translate, show them “Translation for Handout 2,” which reads as follows:

*Perseverance was challenged by strength
While pursuing his true course
Though pinned for a moment or millennium
He continued none the worse*

*In the end he won out
And continued on his way
What he could not win right now
He would win another day*

*Let the element of perseverance flow
Against this shining strength you see
Then follow in his truest path
A step closer you will be*

To open the door, a PC must splash or pour water on the portal. Making contact with the door in any other way sets off the trap in a 15-foot cone in front of the door.

Burning Hands Trap: CR 2; magical device; touch trigger; automatic reset; spell effect (*burning hands*, 1st level wizard, 1d4 fire, DC 11 Reflex save half damage); Search DC 20, Disable Device 26.

If an incorrect solution is used or if the PCs make contact with the door in another way, read the following text:

Azure flames of great intensity are propelled from the door, springing from the very words carved into the door. The heat washes over you in a painful embrace.

After three unsuccessful tries, allow PCs to roll a Knowledge (arcana), Knowledge (nature), or Intelligence check against DC 15. A successful check indicates to the PC that water is involved in the solution of the puzzle.

Once the riddle is successfully solved, the PCs see the following:

Upon providing the solution to the riddle by splashing water upon the door, the metallic door swings open noiselessly, as if of its own volition. Behind the doors are three round openings. Water gushes into each of them from somewhere above, the clear liquid cascading down some sort of chute or flume. Each circular passage leads downward at a steep angle, one sloping and curving to the right, one to the left, and the center one plummeting straight ahead.

The penultimate line of the door riddle indicates which chute is the correct one—the center chute, as the truest path of flowing water is a straight line. Those characters choosing to slide down either of the incorrect chutes should be read the following:

Sliding down at an ever-increasing speed and drenched in frigid water, you catch fleeting glimpses of a creature that defied description at the far edges of your vision. You are being propelled into the waiting claws of a nameless horror.

Any character that has chosen to enter an incorrect (left or right) chute passes through a magical trap (*bane* spell). Anyone failing the save is under the effect of a *bane* spell for as long as they remain in the dungeon section. Concentrating long enough to search or disable the trap in the chute is impossible as the water cascades down upon the PC. Once a PC goes down a chute, they cannot be heard over the rushing water by those still in the mill basement. Attempts to tie a rope to someone going down a chute fail—either the rope breaks, or the rope is pulled from the hands of the person holding the rope, or the person is yanked off his feet and pulled down the same chute. Use your best judgment in finding a way to thwart PC attempts to finagle their way around being brave and embracing the pulp action of the water chutes.

Bane Trap: CR 2; magical device; proximity trigger; automatic reset; spell effect (*bane*, 1st level cleric, DC 11 Will save resists); Search DC 20, Disable Device 26.

Those PCs who choose the correct center passage can be read the following description:

A feeling of warmth and acceptance washes over you as you hurtle down the chute. The water seems to purify you in some way. An indescribable feeling of wellness settles upon you before you exit into the light at the end of the tunnel.

Any PC that enters the correct chute is under the effect of a *disguise self* for as long as they remain in the dungeon. This illusion makes the character appear to be a hobgoblin Dhakaani warrior outfitted in an ancient style of armor and weapons. The PCs are not allowed a saving throw and the effect cannot be dispelled or covered by magic. The PCs' equipment functions normally. A successful Will save (DC 15) lets PCs see the effect is an illusion. PCs realize that while it looks like they are dressed differently and have different weapons, they really have all their own possessions.

Do not tell the PCs about these effects until all of the PCs have traveled down the water chutes. Even if a PC is already a goblinoid, his appearance still changes to show him in ancient Dhakaani gear.

The reason for this that creators of this tomb understood that nongoblinoids might be the ones to find the tomb. Their beliefs stated that only goblinoids could enter the tomb and carry out the retrieval and release of Juulak Vrek. This illusion magic was put in place to turn anyone who answered the riddles and passed the tests into metaphorical hobgoblins, thus hoping to facilitate the release of Vrek even if the individuals who found the shard were not true goblins.

Area 2 – Invisible Bridges (EL 2)

Light: *Continual flame* urns light the chamber fully.

Sound: Water drips from the walls into the standing water around the central platform.

Auras: The *continual flame* spells in the urns radiate faint evocation magic. The urns cannot be removed.

When all of the PCs have entered the room via the chutes, show the players Illustration 3.

This room is 35 feet by 35 feet with a 15-foot octagonal platform in the middle surrounded by water. As the PCs slide down the chutes, stone troughs extend from the mouths of the hobgoblin statues (see description below and Illustration 3). Each PC is propelled from the water chutes through these stone troughs with sufficient force to land on the platform, regardless of which chute they chose. The fall is not far enough to deal damage. The troughs then retract quickly into the mouths of the hobgoblin statues.

As soon as the PCs have all landed on the platform, read the following:

Awash in the glow of continual flame urns placed on the walls and ceiling, this room is a study in opposites. The most striking feature is the three enormous bas-relief statues of hobgoblin warriors that spew water from their mouths—and from which you were recently spat out into this room. Along each wall are carved stone panels. Each panel depicts a scene from the ancient Dhakaani Empire. The reliefs show the rise of the hobgoblin race, the unification of the various tribes, the conquests of the empire at the height of its power and, finally, its decline resulting from war with strange demons leading hosts of horrid aberrations. In stark contrast to the ancient carvings, large metal rods with hinges and gears attached to them, not unlike those found on House Orien's Lightning Rail, rest in the corners of the room.

Your landing appears to have triggered something. The mechanical devices in the corners begin to pump up and down. At the same time, the water in the room begins to drain away. As the water level drops, stone panels in the mouths of the statues slide down and close off the openings. The water chutes that unceremoniously dumped you here are now completely covered! At the same time, the carved panels that covered the north, east, and west walls begin to rise.

If you haven't already, this is a good time to inform those PCs who chose the correct path that they now appear to be hobgoblins adorned in ancient gear. This may present the opportunity for some interesting role-playing, and their new appearance may be especially helpful later in the module.

Now that the water has been emptied from the room, you can see that the floor is only eight feet below the level of the platform upon which you stand. The rise of the stone panel has revealed three exits from the room—archways on the east, west, and north walls. Each archway has a large symbol engraved above it. There is also text engraved beneath your feet on the platform.

The text is in Ancient Goblin:

**From the platform you must choose
Earth or Water or Air
Choose well and walk with courage
To that which is no longer there**

Give the PCs "Handout 3," and if they can read the text in Goblin on the platform, show them "Translation of Handout 3." The symbols over the archways are ancient

but still recognizable symbols for Earth (west), Water (north) and Air (east). PCs who make a DC 7 Knowledge (history) or bardic knowledge check, or a DC 10 Intelligence check, recognize the symbols and what those symbols represent.

The riddle provides the clue to determine which exit is the proper path to take. The exit marked with the Water symbol is the correct choice. Invisible force bridges connect the platform to all three archways. Thus PCs can simply march out onto these invisible bridges to any of the archways.

Passing through the correct portal (the one in the north wall) grants the PCs the ability to speak, understand and read Goblin for the remainder of this adventure. Any PC who exits by either of the other two openings (east or west) is outlined in a *faerie fire* spell (no save) for as long as they remain in the dungeon. (The *faerie fire* can give the PCs some faint light in unlit rooms.)

The archways out of this chamber seal once the PCs leave, so there is no way back into this room once exited. Also, PCs who enter the underground complex via the Church of the Silver Flame cannot enter this room.

Area 3a – From the Church

Light: There are no light sources in the fissure.

Sound: No sounds are evident to the PCs while in the fissure.

Give the following description only to those parties entering the dungeon from the abandoned Church of the Silver Flame (Area 4).

This natural fissure appears to have been recently expanded by further excavation. Despite the efforts to widen this passage, it is still necessary to squeeze through certain sections. After a long, sloping descent, the fissure runs into a worked stone tunnel, and cold, stale air drifts past you from that hallway. Through an open stone door looms an ornate crypt.

Area 3b - Honor Guard (EL 2)

Light: There are no light sources.

Sound: No sound is evident to the PCs until they enter the room—then they hear the sound of bone scraping on stone.

Auras: faint evil and undead (skeletons), faint necromancy magic (scroll fragment).

Reaction: The hobgoblin skeletons attack as soon as the first PC enters the crypt.

When the PCs enter the crypt area, either from the water chute room or the passage from the Church of the Silver Flame, read or paraphrase the following:

Seven niches are hollowed out on the east and west sides of this room. Faded tapestries over each niche proclaim that the occupants of each sarcophagus

were of a different hobgoblin clan. A carving along the east wall depicts seven Dhakaani warriors prostrating themselves before a regal looking hobgoblin wearing royal robes. Opposite this sculpture and text is an exit on the west wall.

The Emerald Claw agents have already passed through this area, using *animate dead* on the skeletons of Juulak Vrek's former honor guard to stop any other adventurers from following them into the dungeon. As soon as the first PC enters the crypt, the skeletons stand up from their sarcophagi as a move action in the surprise round. On the following round, they can charge from their niches to attack.

Creatures: The skeletons are the remains of Vrek's bodyguards, who were interred with the dragonshard as a form of symbolic protection. They wield ancient longswords in two hands.

Hobgoblin Skeletons (7): hp 6, 6, 6, 6, 6, 6, 6; see "Combat Statistics," below.

The only item of interest in the room, besides the longswords wielded by the skeletons, is a used scroll lying on the floor near the exit. The scroll contained the *animate dead* spell used on the skeletons, and still lets off a faint necromancy aura if magic is detected on it.

While it is possible that the party may investigate the long hallway and submerged chamber before continuing toward the final resting place of Juulak Vrek, this area has no importance until the end of the adventure. Should the PCs explore the water chamber before crossing the chasm (Area 4), give them the following description:

The long, winding corridor ends in a room that is mostly submerged in water. The floor angles downward from the entrance. A rotted wooden pier rests beneath the surface of the water. A current flows beneath the water from your right to your left as you look into the room. The broken remains of an ancient skiff lies washed up on the ramp—indicating this complex could be connected to the Ghaal River.

If any PC ventures into and under the water at this time, she finds tunnel openings on the east and west walls of the room. These tunnels are currently 6 feet underwater. Any PC attempting to explore the tunnel now is swept away by the current unless she is tethered by a rope or make a DC 15 Swim check. Should any character be swept down the tunnel, the character must hold his breath for 10 rounds to avoid drowning. That PC is safe but effectively removed from play for the rest of the adventure. See more about this room in area 8 below.

Combat Statistics

HOBGOBLIN SKELETONS

CR 1/6

N Medium Undead (Augmented Humanoid, [goblinoid])

Init +6; Senses darkvision 60 ft.

Auras faint evil and undead

Languages --

AC 14, touch 12, flat-footed 12

hp 6 (1 HD); DR 5/bludgeoning

Immune cold, sleep, charm, mind-affecting spells

Fort +0, Ref +2, Will +2

Spd 30 ft. (6 squares)

Atk melee longsword +1 (1d8+1/19-20)

Base Atk +0; Grp +1

Combat Gear longsword

Abilities Str 13, Dex 15, Con --, Int --, Wis 10, Cha 1

Feats Improved Initiative

Possessions combat gear

Area 4 - Bottomless Chasm (EL 2)

Light: There are no light sources in this room.

Sound: No sound is evident to the PCs.

Auras: The floating columns radiate strong universal magic (*permanency*) and moderate evocation magic (*levitate*).

A canyon of unfathomable depth cuts across your path as if gouged by the gods themselves. Curiously, a series of stone columns, each engraved with a single symbol that is repeated many times across its surface, rise from the blackness and appear to be your only means across this divide. At the edge of the precipice, a metal plaque is inlaid into the stone floor.

The plaque is written in Goblin and states the following:

*By now you know who Perseverance is
To not would be a shame
For to pass this chasm deep
You must follow his name*

Give the PCs "Handout 4." If they can read Goblin, show the PCs the "Translation to Handout 4." The correct path across the chasm follows the symbols representing the letters W, A, T, E, and R. The riddle provides the clue for determining the correct path across the columns. Jumping from one column to an adjacent column is considered an automatic success and does not require a Jump check. The symbols for each column are on the map. If they can read Goblin, show them the translation text.

Trap: All of the incorrect columns are magically trapped. Any character stepping onto an incorrect column triggers the trap.

Ray of Frost Trap: CR 1; magical device; proximity trigger (*alarm*); automatic reset; Atk +1 ranged touch; spell effect (*ray of frost*, 6th level wizard, 1d3 cold; Search DC 20, Disable Device 26).

It is unlikely that the party has the capability to dispel or disable the trap. Any attempt to cover the columns in order to make it easier to cross, such as a ladder or a

plank, still triggers the trap as soon as a PC passes over an incorrect column.

If a character attempts to jump across the entire canyon, whether naturally or aided by a spell, determine the PCs path over the columns. Any incorrect column that is crossed triggers the trap. A PC may try to jump to non-adjacent columns. If this is attempted, have the PC indicate between which 2 rows of columns he intends to jump. Check the path against the map. If the Jump check is not successful, the PC plummets to his death into the seemingly bottomless chasm unless he is tied off or otherwise protected from the fall. A *feather fall* spell does not save the PC, as the spell's duration runs out before the PC reaches the bottom of the bottomless chasm. If the Jump check is successful, draw a straight line between the two points of the jump. Any incorrect columns passed over trigger the traps on those columns.

Area 5 – He's Blue (EL 4)

The goblin blue learned about the tomb from the Heirs of Dhakaan, and he immediately came to explore the place and attempt retrieve the dragonshard. He entered the tomb via the church before the Emerald Claw. They caught up to him here, where a pitched battle recently took place. Blue is slightly battered and his psionic power is mostly depleted.

Light: The room is lit with torches placed around the room.

Sound: No noise initially, and then the astral constructs attacking is the most prevalent noise.

Reaction: The astral constructs attack immediately when the PCs enter the room. The goblin blue calls off the astral constructs in certain circumstances. The goblin blue is willing to parley with the PCs.

Auras: faint metacreativity (astral constructs)

Illustration: When the goblin Blue appears, show the players Illustration 4.

The door beyond the chasm is ajar, and it bears a high quality locking system that has obviously been smashed. Past the door is an entryway, and then another smashed door. Beyond that door is pillared room. The corners of the room have collapsed into great piles of rubble, and there is another door in the middle of the north wall. Two bloody humans dressed in armor and holding flails rest crumpled on the floor in the center of the room

Upon entering this room, the party is set upon by two astral constructs summoned by a goblin blue—a member of the Heirs of Dhakaan. The constructs hide in the southwest and northeast corners of the room. Unless the entire party appears to be hobgoblins, the party must defeat the constructs before they can encounter the

goblin blue—who has been seriously weakened a previous fight with Emerald Claw agents. If the PCs do appear to be hobgoblins, Blue shows himself and calls off his astral constructs after two rounds of combat.

Creatures: A pair of extended 2nd-level astral constructs created with the Boost Construct feat stand between the PCs and the hidden Blue. Blue used both his own psionic focus and the psionic focus embedded in his psicrystal to extend and boost two astral constructs. Assume the constructs were created 4 rounds before the PCs entered the room—thus they last for 6 rounds of combat once the PCs first enter the room. This time can change depending on the actions of the PCs.

Boosted 2nd-Level Astral Construct (2): hp 31, 31; see “Combat Statistics,” below.

Development: Blue hides in the northwest corner of the room, amid some rubble. He assumes that the approaching figures are more Emerald Claw agents coming to finish him off. If the PCs appear as hobgoblins due to the magic of the water chute, he calls off the astral constructs after two rounds of combat. If the PCs defeat the constructs or survive until the constructs disappear, Blue steps out of his hiding place to confront them, thinking the PCs are Emerald Claw agents.

A strange goblin with blue-tinted skin stands up from the rubble in the northwestern part of the room and speaks in a strange language.

If the party cannot understand Goblin, he repeats himself in Common after a few seconds.

“More scum serving the Emerald Claw, I see. I am afraid that I cannot allow you to continue with your foul efforts. Your friends may have won their way past this point, but you shall not join them! You will die like these two!”

Give the party a chance to understand that blue could be an ally. To tell that blue lacks confidence and would be willing to negotiate rather than fight, the PCs may make Sense Motive checks (DC 10).

If the PCs wish to negotiate with the blue, they may roll Diplomacy checks (DC 10). Read the following only if the PCs attempt to negotiate and convince the blue that they are not Emerald Claw with a successful Diplomacy check. (Blue takes the time to listen to the PCs before attacking, so the Diplomacy check does not have to be rushed. Also give up to +4 circumstance bonuses to PCs who put forth a convincing and sincere argument for a peaceful end to the standoff.)

“What choice have I but to trust you?” ponders the strange goblin. “I came here to retrieve the dragonshard that rests beyond. It belongs to my people. If you would help me protect it from the

Emerald Claw, I may be able to offer you something just as valuable to you. If you could defeat them and retrieve the shard, I have a most interesting item I could trade. Here is some healing magic, if you are in need of it, but you must hurry. They continued past this chamber and may have already taken the shard”.

The item the blue offers is a treasure map. He’s not sure where it leads to, but he knows it has something to do with a valuable shipment of gems buried in Cyre just before the Day of Mourning. One of the Heirs of Dhakaan came across it during some archaeological digging, and it was given to Blue to investigate. As far as Blue knows, it is genuine.

PCs unwilling to negotiate must fight the blue, whose resources have been greatly depleted. He has 3 *potions of cure light wounds* available to aid injured PCs, whether obtained by diplomacy or taken as spoils. PCs who agree to a deal with the goblin blue but then later renege earn the enmity of the Heirs of Dhakaan.

If all the PCs appear to be hobgoblins, the blue automatically parleys with them, giving them the following speech:

“Victory shall be ours! Hurry into the next chamber and defeat the humans who come to plunder our treasure. The Dhakaani Empire shall rise again. Retrieve the dragonshard and bring it to me, and you shall be heroes forever! Your reward shall be a treasure map, offering you the gold and riches of an emperor.”

Male Goblin Blue Psion5 (Shaper): hp 26 plus 15 temporary hp; see “Combat Statistics,” below.

* The goblin Blue has previously manifested four extended 2nd-level astral constructs (5 PP each), an augmented *inertial armor* (5 PP), and an extended augmented *vigor* (5 PP). This includes the two astral constructs facing the PCs currently. He normally has 36 PP, but he has only 6 left.

To summarize, Blue does anything in his power to help the PCs if they agree to help him defeat the Emerald Claw agents and retrieve the dragonshard for him. If they refuse to help him and try to get past him to the shard room, he summons another extended 2nd-level astral construct and attacks.

Assuming the PCs befriend Blue and agree to help him, he waits here until the tomb begins to collapse, at which time he flees through the underground rivers and waits for the PCs there. If asked to accompany the PCs to fight the Emerald Claw and retrieve the dragonshard, he admits he has no more power left (which isn’t quite true, but almost).

Combat Statistics

GOBLIN BLUE, HEIR OF DHAKAAN PSION

CR 5

Male Goblin Blue Psion5 (Shaper)
LN Small Humanoid (Goblin)

“For the greater glory of the Dhakaani! The empire shall rise again!”

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

Aura faint law

Languages Common, goblin; draconic, elven, orc

AC 18, touch 12, flat-footed 17

hp 26 plus 15 temporary HP (5 HD)

Fort +3, **Ref** +2, **Will** +4

Spd 30 ft. (6 squares)

Atk melee masterwork club +2 (1d4-2)

ranged psionic power +4

Base Atk +2; **Grp** -4

Special Atk Psionic Powers

Combat Gear masterwork club

Psionic Powers Known (ML 5; 1d20+5 to overcome SR; PP 6*)

3rd – *ectoplasmic cocoon* (DC 17), *greater concealing amphora*

2nd – *ego whip* (DC 16), *identify* (psionic), *mental disruption* (DC 16)

1st – *astral construct*, *daze* (psionic) (DC 15), *energy ray* (DC 15), *entangling ectoplasm* (DC 15), *inertial armor*, *vigor*

* The goblin Blue has already manifested four extended 2nd-level astral constructs (5 PP each), an augmented *inertial armor* (5 PP), and an extended augmented *vigor* (5 PP). He normally has 36 PP.

Abilities Str 6, Dex 13, Con 14, Int 17, Wis 10, Cha 10

Feats Boost Construct^B, Extend Power^B, Psicrystal Affinity, Psicrystal Containment

Skills Autohypnosis +1, Concentration +10, Knowledge (history) +12, Knowledge (psionics) +12, Move Silently +9, Psicraft +12

Possessions Masterwork studded leather armor, combat gear.

BOOSTED 2ND-LEVEL ASTRAL CONSTRUCT

CR 2

N Medium Construct

Astral constructs perform the will of their summoner.

Init +2; **Senses** Darkvision 60 ft., low-light vision; Listen +0, Spot +0

Aura faint metacreativity

Languages None

AC 18, touch 12, flat-footed 16

hp 31 (2 HD)

Fort +0, **Ref** +2, **Will** +0

Spd 40 ft. (8 squares)

Atk melee slam +4 (1d6+4)

Base Atk +1; **Grp** +4

Atk Option Improved Bull Rush

Special Atk Trip (Ex): If the astral construct hits with its slam attack, it can attempt to trip the opponent as a

free action without making a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the astral construct.

Abilities Str 17, Dex 15, Con –, Int –, Wis 11, Cha 10
Feats Improved Bull Rush
Skills None

Area 6 – The Shard Room (EL 4 plus EL 1 Trap)

Light: Torches have been placed around the room, lighting the room thoroughly.

Sound: The Emerald Claw agents are talking examining the pedestal that the shard rests on.

Reaction: Only one Emerald Claw warrior is watching the door, so the PCs might be able to sneak in. Once the PCs are noticed, the Emerald Claw agents attack immediately.

When the players approach the shard pedestal, show them Illustration 5.

The entrance before you must be the destination you seek. The doorway's architecture is a testament to the glory and ingenuity of the ancient hobgoblin empire's culture and sophistication. Stern looking stone sentinels with elaborate headdresses and alien wardrobe flank the opening. The depiction of a large Khyber dragonshard with glorious beams emanating from it has been carved into the lintel over the door. The center of the dragonshard has been inscribed with the goblinoid letters JV.

The PCs must approach and look into the room to see the following:

The inside of the room is just as stunning. The walls have been etched into a panorama that illustrates the whole of Darguun as if viewed from the heights of the Seawall Mountains. Fluted columns of polished green marble have been stylized to represent the powerful goblinoid ancestors that the Dhakaani revered. The columns surround a three-foot-tall pedestal. The pedestal, located in the center of the room, has been carved to resemble two Dhakaani warriors facing each other with arms outstretched. The pedestal has been recently defaced, as there are chips of marble littering the floor around it. Atop the pedestal rests an enormous dark jewel shining with a light too bright to be just a reflection.

If the PCs have been able to sneak this far, they see the cleric Melex and one of the warriors (Hort) crouching down to examine the shard and the pedestal. The other warrior (Wyn) is supposed to be watching the door, but occasionally he peers around the room in wonder (no bonus or penalty to his Spot check to see PCs

approaching). If the PCs are spotted or heard, upon entering the room, read the following:

Although this spectacle bears further investigation, there are other occupants of the room who could be less than thrilled by your appearance.

Creatures: In the room, agents of the Emerald Claw are preparing to obtain the Khyber dragonshard. If any PC attempts to enter the room by stealth, roll Spot and Listen checks for the one Emerald Claw warrior, opposed by PC's Hide and Move Silently rolls. The Emerald Claw agents do not negotiate and attack the party as soon as they become aware of them.

Melex, Emerald Claw Cleric: Male human Blood of Vol cleric 2; hp 16; see "Combat Statistics," below.

Hort and Wyn, Emerald Claw Warrior: Male human warrior 2; hp 14, 14; see "Combat Statistics," below.

Tactics: The cleric uses his offensive spells first (*ray of enfeeblement* and *cause fear*), while his two warrior escorts protect him. Then the cleric casts *bless* and joins the warriors in melee. The cleric can convert his *comprehend languages* spell into an *inflict light wounds* if the situation warrants.

Development: Although the room might be a curiosity for PCs interested in history and archeology, the only object of consequence is the pedestal in the middle of the room containing the dragonshard (and in it the soul of the ancient hobgoblin warlord.) The Emerald Claw agents have erased the fifth part of the riddle before the party entered this chamber, leaving the PCs to their own devices from this point forward. A removable trap on the shard can be overcome to allow the party to take possession of the shard. Another trap—this one virtually undetectable—is set off as soon as the shard is removed from the chamber.

Trap: There are two traps on the pedestal. The first is fairly obvious to even an inexperienced rogue. The second, however, is magical and triggers the collapse of the underground tomb area. As soon as the dragonshard is removed the pedestal, the second trap is triggered.

Fusillade of Darts: CR 1; mechanical; touch trigger; manual reset; Atk +6 ranged (1d4+1, dart); multiple targets (fires 1d4 darts at each target in 4 adjacent 5-ft. squares surrounding pedestal); Search DC 12; Disable Device 12.

Earthquake Trap: CR 7; magic device; touch trigger; bypass hidden lock (Search DC 35, Open Lock DC 40); no reset; Search DC 39, Disable Device DC 39.

Note: Replacing the dragonshard on the pedestal does not stop the collapse of the tomb once it has begun.

Once a PC removes the Khyber dragonshard from the pedestal, read or paraphrase the following:

A feeling of great power surges through you, and a great silence fills the room. The silence lasts for one second, then another, until something catches your attention. The room has gotten very dusty quite suddenly. Then more dust falls, then some tiny pebbles clatter from the ceiling to the floor. The room shifts violently as the walls begin to collapse and the statues topple around you.

If a PC tries to grab the dragonshard before the battle with the Emerald Claw faction has ended, then there could be a running battle, as the Emerald Claw members do not wait around to be crushed. They immediately run for the exit. If the tomb begins to collapse and any Emerald Claw members are still alive, have a huge block of stone crush one as he tries to escape. This should serve as a proper warning for the PCs that it is time to leave quickly.

Combat Statistic

MELEX, EMERALD CLAW CLERIC **CR 2**
Male Human Clr2
LE Medium Humanoid (Human)
Init +2; **Senses** Normal; Listen +2, Spot +2
Aura faint evil, faint law
Languages Common; Draconic

AC 20, touch 12, flat-footed 18
hp 16 (2 HD)
Fort +4, **Ref** +2, **Will** +7

Spd 20 ft. (4 squares)
Atk melee masterwork flail +3 (1d8)
ranged masterwork light crossbow +5 (1d8/19-20)
Base Atk +2; **Grp** +2
Atk Option Improved Disarm
Combat Gear masterwork flail, masterwork light crossbow, 20 bolts
Divine Spells Prepared (CL 2; 1d20+2 to overcome SR)
0—Cure Minor Wounds; Detect Magic; Light; Read Magic
1st— Bless; Cause Fear (DC 13); Comprehend Languages, Ray of Enfeeblement^D
D: Domain spell. Domains: Death, Necromancer

Abilities Str 10, Dex 14, Con 12, Int 13, Wis 15, Cha 8
Feats Iron Will, Weapon Focus (flail)
Skills Intimidate +4, Knowledge (religion) +3, Ride +7
Possessions +1 chainmail, heavy wooden shield, sunrod, tabard, pouch with 7 sp and 5 gp, identification papers (two sets, one false).

HORT AND WYN, EMERALD CLAW WARRIORS **CR 1**
Male Human War2
LE Medium Humanoid (Human)
Init +0; **Senses** Normal; Listen +0, Spot +0
Aura faint evil, faint law

Languages Common

AC 17, touch 10, flat-footed 17
hp 14 (2 HD)
Fort +4, **Ref** +0, **Will** +0

Spd 20 ft. (4 squares)
Atk melee flail +3 (1d8+1)
ranged light crossbow +2 (1d8/19-20)
Base Atk +2; **Grp** +3
Atk Option Power Attack
Combat Gear flail, light crossbow, 20 bolts

Abilities Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8
Feats Power Attack, Toughness
Skills Intimidate +3, Knowledge (religion) +1, Ride +3
Possessions chainmail, heavy wooden shield, sunrod, tabard, pouch with 7 sp and 5 gp, identification papers (two sets, one false).

Area 7 – RUN! (EL 1)

Light: No light sources.

Sound: Rumbling and crashing of collapsing tomb.

Auras: None.

Reaction: The furtive filcher is tasked to retrieve the Khyber dragonshard and return it to its place on the tomb.

As soon as the trap in Area 6 is triggered, the entire complex begins to shake and starts to fall apart. The description of this effect is purely cinematic as long as the PCs move toward the exit. Meant to scare the PCs, this situation is not meant to injure them as a result of the falling debris. Just don't let the players know this! At this point start looking at your watch, make a point of tracking rounds, and roll some random dice to give the PCs the impression that they have limited time.

All the magnificent accomplishments of the ancient Dhakaani builders begin to come crashing down around you. What has lasted for millennia is being erased in a matter of seconds. The repository of the Khyber dragonshard may just become your tomb. Stone statues crumble and crash to your right and left. The doorway to this room starts to buckle and give way. Mere seconds may separate you between freedom and an eternity buried beneath tons of rubble.

As the PCs flee back toward the entrance to the tomb, keep describing the rocks and debris falling around them. When they get back to the room where they encountered Blue, he is gone (unless the PCs killed him or altered his plans in some other way). He has escaped back to the surface to wait for the PCs. In the room with the floating columns over the chasm, only the proper, untrapped columns remain. All the others have fallen away into the chasm.

When they enter the long corridor outside the Chasm Puzzle Room, the PCs see that the passage to the east, the one from whence they came, has collapsed and is completely blocked off. The only escape route is to the west.

Creature: The triggering of the earthquake trap has also activated one final defense. A furtive filcher has been released (appearing at the spot marked X on the DM's Map) to attempt to retrieve the dragonshard. It was intended that Juulak Vrek's soul would be released from the shard to inhabit another body. The builders of the tomb created the filcher and set it to activate and retrieve the shard should it be stolen by someone who activated the earthquake trap in the process. The furtive filcher has a connection to the shard, so it knows which PC is carrying it and where on the PC's person the shard has been secured.

Advanced Furtive Filcher: hp 15, see "Combat Statistics," below.

Development: The filcher follows the party, attempting to use its Sleight of Hand skill to steal the shard off whichever character is carrying it. If the PC carrying the shard has stashed it in a backpack or a sack, the filcher follows the party to the water and attempts to snatch the shard as the party prepares to swim to the surface. If the filcher is successful in obtaining the shard, it attempts to return the shard to its original resting place.

First, have the party roll Spot checks opposed by the filcher's Hide check to see if the Filcher is observed. Move Silently check against the PC's Listen checks are not allowed as the sound of the crashing debris makes it impossible to hear the filcher sneaking up. If the filcher is not spotted, it attempts to steal the shard at an opportune moment. The check for the filcher to swipe the shard off a PC by Sleight of Hand is DC 20, although this DC can be modified depending on where the shard was placed. Have the entire party roll a Spot check against the filcher's Sleight of Hand roll to see if anyone is alerted to its attempted theft of the shard. If the Filcher is successful and escapes unobserved allow the PC who was carrying the shard to make a Search check (DC 10) to realize the shard is missing. A Survival check of DC 12 allows the party to follow the Filcher back toward the shard room. If the filcher is observed, then continue with combat normally. If the filcher is unable to steal the shard using Sleight of Hand, it attempts to use the Disarm action in combat to take the shard away from the PC. Give the PC appropriate modifiers if the shard is stowed very securely (such as in a locked chest). If the shard is in a container like a belt pouch, sack, or backpack, the Filcher simply tries to take the whole container.

Any PC that spots the filcher is given the following description. Alter the text as needed:

A wisp of smoke moves toward you with unnatural precision. Upon closer inspection, you see a vaguely

humanoid shadow about 18 inches tall lunging for the dragonshard.

If the PCs lose the shard to the filcher and attempt to go back and retrieve the shard, they are taking their lives into their own hands. For each round a PC spends back in the underground complex after the filcher has stolen the shard (except in the flooded chamber), roll percentile dice for that PC. On a roll of 01–10, a gigantic chunk of stone falls directly toward the PC. The PC then gets to attempt a DC 12 Reflex save. On a failed save, the PC is crushed by the stone and killed instantly. (If the PC is carrying the shard when this happens, the PC's hand or other body part where the shard is located is sticking out from beneath the rock, allowing another PC to grab it.)

Combat Statistics

ADVANCED FURTIVE FILCHER
LN Tiny Construct

CR 1

The Filcher's only purpose is to return the shard to its rightful spot on the pedestal.

Init +8; Senses Darkvision 60 ft., low-light vision

Languages None

AC 16, touch 16, flat-footed 12

hp 15 (3 HD)

Fort +1, Ref +5, Will +1

Spd 50 ft. (10 squares)

Atk melee bite +1 (1d4-1)

Space 2 ½; **Reach** 0

Base Atk +1; **Grp** -7

Abilities Str 8, Dex 19, Con —, Int 12, Wis 10, Cha 7

Feats Stealthy, Improved Initiative

Skills Hide +18, Move Silently +10, Sleight of Hand +8

Area 8 – SWIM! (EL 1)

Light: No light sources.

Sound: The light splashing of water before the earthquake; the loud rushing of water after the earthquake.

Just as the party thinks they have navigated the worst of the collapsing tomb, they come to the flooded chamber and must swim to find an exit before they are crushed and entombed within the collapsing underground complex. The party is able to prepare to enter the water (strip off armor, secure possessions, etc.) without being attacked or crushed as long as the furtive filcher and the Emerald Claw members have been dealt with. Continue to give the impression that time is being tracked to keep the players nervous.

The long, winding corridor ends in a room that is partly submerged in water. The floor angles down from the entrance. A rotted wooden pier rests on the floor—the wood glistens as if it was recently

submerged. A rushing current flows beneath the water from right to left, entering and exiting the chamber through a partially submerged tunnel. The broken remains of an ancient skiff lies washed up on the ramp—indicating this complex could be connected to the Ghaal River.

If the PCs saw this room earlier, read or paraphrase the following:

The rushing water before you appears to be the only way out. The violent upheavals have caused the water level to drop and have not yet collapsed the tunnel that this underground river courses through. It appears that water level is low enough that you can now swim with your head above water if you use the tunnel to make your escape.

Some players may choose to swim without removing their armor. This is not a sound idea but do not strenuously discourage it. The players may think to use the wood planks of the skiff or the pier to help keep them afloat.

If the PCs decide to remove their armor, see Table 7-7 on page 123 of the *Player's Handbook* for time needed to remove armor.

The current carries any character that chooses to float down the tunnel clinging to something—but doing so requires a Reflex save (DC 10). Failure results in 1d4 points of nonlethal damage as that character is slammed against the tunnel wall by the force of the current.

PCs that use the Swim skill must to succeed at a DC 15 check because of the swiftness of the current. Those characters that are swimming do not have to make saves to avoid slamming into the tunnel walls, but they still can be sucked underwater if they fail their swim check by 5 or more. The distance to the tunnel exit is 100 feet, but the PCs can swim at twice the normal speed due to the current pushing them out. Even if they fail the swim check in a round, the PCs are pushed 10 feet closer to the exit and to freedom that round.

The swim is a short one that leads to the surface of the Ghaal River, but the PCs do not know that until they swim or float for a few rounds in tense anticipation.

After being bounced around in the water like a ship in a storm, the sweet light of salvation can be seen just ahead. The brightness at the end of the tunnel is not a lightning rail heading in your direction but rather an exit out to the Ghaal River. After what you've gone through, this adventure better be worth something extraordinary!

Conclusion

Assuming the PCs escape from the hobgoblin burial chamber with the shard, they have the option of giving the shard back to the goblin blue (if they parleyed with him) and receiving the map he promised in trade; giving it to Morgrave University and receiving their payment; or attempting to keep the shard for themselves. Various outcomes for a PC are supplied based on the group's decision.

Read or paraphrase the following as the PCs emerge from their swim out of the tomb:

Soaked through to the bone and gasping for the stale air of the Jhollok ghetto, you pull yourselves from the Ghaal River. A small section of slum housing has collapsed into the great hole that was once the tomb. Dozens of goblins, hobgoblins, bugbears, and a couple of humans watch you emerge. They are pointing at the devastation and shouting in awe. Fortunately, all of the inhabitants of those houses fled the area because of the goblin holiday, and no one was probably injured. You do have several dozen pair of goblinoid eyes staring at you though.

If the PCs made no deal with Blue or killed him, they are free to walk away. Read the following, altering the text as appropriate:

Battered, bloodied, but finally triumphant, you hold the Khyber dragonshard in your hand. Even the least cerebral of your group realizes the great power that must be held within such an object. A long road lies between you and your award awaiting you at Morgrave University, but as adventure is its own reward, you can leave the goblin nation with a sense of pride.

If the PCs agreed to help Blue, he is waiting for them, similarly wet but smiling and ecstatic. Those who appeared to be hobgoblins due to the magic of the tomb now appear as themselves. This development does not bother the goblin blue, as he understands that the power of the tomb transformed others into hobgoblins:

The strange blue goblin that you spoke with in the tomb stands at the edge of the river. He steps forward as you extract yourselves from the cold water. "Heroes! The Heirs of Dhakaan can never repay your bravery. The glory of the new Dhakaani Empire that is foretold shall go forward with you at the vanguard!" He holds out his hand for the shard, offering you the map in his other hand.

If the PCs hand over the shard to Blue and take the map, read or paraphrase the following:

Battered, bloodied, but finally triumphant, you hold the strange treasure map in your hand. You don't know what you are going to tell your employer at Morgrave University, but adventure is its own reward, and you can leave the goblin nation with a sense of pride.

If the PCs refuse to hand over the shard, read or paraphrase the following:

The strange blue goblin realizes that you are not going to give him the shard. His face wrinkles in fury, and he points at you. "Thieves!" He looks at the gathered goblinoid crowd. "These ingrates have come to steal our treasures. And during our celebration of independence! We cannot let them escape!" A murmuring of the crowd grows slowly into a wild roar, and the crowd surges toward you.

Let the PCs know they can probably outrun the crowd. As long as the PCs don't hesitate, they can escape with the shard. If they try to be tricky, such as trying to get the treasure map away from the Blue, they are grabbed by the mob, beaten, stripped of all possessions, and deposited on the outskirts of the city. If the PC holding the shard is captured, the PCs do not the shard and are therefore not rewarded for it.

The judge is going to have to use discretion and common sense when dealing with any unusual conclusions that might come about as a result of misfortune, unusual player choices, or other circumstances.

Adventure Question

DUNGEONS & DRAGONS CAMPAIGNS (of which MARK OF HEORES is part of) tracks character progress digitally. At the adventure's end, you report what the characters did, by answering a number of questions. The answers to those questions are tallied, and determine not only what happens in the campaign, but also the experience points (XP) and gold piece (gp) value increase each character gains.

At the end of this adventure, you'll find the RPGA Session Tracking form, tailored for this adventure. On the section titled "Adventure Questions" fill in the bubble that corresponds to the best answer for the questions below.

Many times the questions ask whether or not the PCs defeated an encounter. Defeating doesn't necessarily mean killing all enemies, but many times such an event suffices as defeating an encounter. Sometimes PCs merely bypass an encounter. Through luck or circumstance a group of PCs can avoid encounters unscathed. Does bypassing an encounter earn the XP that

defeating it would? No. The reward for getting past an encounter without actually interacting with it is having extra resources to bear in the next encounter. Where is the line? You are going to have to make that decision, because you are the DM.

For traps, PCs get experience points just for encountering them, whether or not they have been disabled.

Sometimes the PCs' actions don't really fit the actions of a particular adventure question perfectly. This especially happens when you play the adventure using the "Scaling the Encounter" options. In these cases find the answer that best fits the spirit of their results.

1. Did the PCs discover that Chopper was replaced with the changeling Moll?

- a. No. The changeling snowed them.
- b. Yes. They were able to penetrate the changeling's disguise.

2. By which entrance did the PCs enter Juulak Vrek's Tomb?

- a. By way of the Mill
- b. By way of the ruined Church of the Silver Flame
- c. They never entered the tomb.

3. Did the PCs defeat the hobgoblin skeletons?

- a. No. They were defeated by the guardians left by the Order of the Emerald Claw.
- b. Yes. Pesky undead were nothing to these guys.
- c. They never got this far.

4. Were the PCs able to solve the bottomless chasm puzzle?

- a. Yes. They were a canny group.
- b. No, but they fumbled though all the same.
- c. The puzzle either defeated the PCs or they never got this far.

5. How did the PCs deal with the blue?

- a. They fought and defeated the strange goblinoid.
- b. They were able to parley or deal with the blue.

- c. The blue defeated the PCs or they never got this far.

6. Did the PCs defeat the Order of the Emerald Claw agents?

- a. No. Either they didn't get this far, or the order agents defeated them.
- b. Yes. No servants of evil could stand between the PCs and their final goal.

7. What was the fate of the Khyber dragonshard holding the soul of Juulak Vrek?

- a. The PCs were defeated, and the shard is in the hands of the Emerald Claw
- b. The PCs handed the shard over to the blue
- c. The PCs took the shard back to Morgrave University.

6. Rate the group's roleplaying.

- a. Fantastic. Everyone had interesting and engaging characters the interacted with the adventure in very fun ways.
- b. Good. Most everyone had interesting and engaging character that interacted with the adventure in very fun ways.
- c. Okay. There was some roleplaying.
- d. None. They treated the adventure only as a set of objectives. There was no roleplaying.

Handout 1: Message from Lilla Jorgenvelt

Brave and Talented Diggers,

A most rare and wondrous discovery has caught the attention of all of us here in the Dhakaani Studies department. A warforged adventurer named Chopper—who once did field work for me—has settled down in the metropolis of Rhukaan Draal, the capital of goblinoid nation of Darguun. By the most fortuitous set of circumstances, he came across an ancient tomb that he believes to date back to the original Dhakaani Empire of 5000 years ago.

While the unearthing of an ancient Dhakaani tomb would be something monumental in its own right, this particular tomb may be something far beyond that. If my calculations are correct, this tomb may house a Khyber dragonshard of immeasurable historical value. Its existence may be connected to the downfall of a very powerful Dhakaani clan that disappeared from the historical records during the collapse of the Dhakaani Empire. I have no reason to believe the dragonshard itself poses any threat, however.

The mission is not without danger, of course, which is why I call on you. While Darguun is more civilized than one might expect, there might be some resistance to the excavation and exportation of an artifact dating back to the Dhakaani Empire. Your mission should remain as secret as possible, and you should make your stay in Rhukaan Draal as brief as possible. The other standard hazards of the exploration of ancient tombs and travel in unfriendly territories can be expected, but I'm sure a group with talents such as yours should have no problems.

You are to meet Chopper at sunrise on the first Wir of Olarune in the Jhollok ghetto of Rhukaan Draal, on the bridge where a small tributary of the Ghaal River passes through the metropolis. This section of the city houses a large nongoblinoid population, so you might be able to find suitable merchants or even Dragonmark House offices within the city. Enclosed is a retainer to pay for your travels and lodging; the rest will be paid upon deliver of the dragonshard. I have also scheduled you to travel with an Orien trade caravan through the Marguul Pass. I have enclosed proper traveling papers, and I look forward to speaking with you in person soon.

Professor Lilla Jorgenvelt
Morgrave University

The text is in Goblin:

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Handout 3 – Writing on the Platform

The text is in Goblin:

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The symbols over the archways look like (West, North, and East walls respectively):

Ɔ Ɔ Ɔ

The text is in Goblin:

[illegible]

Translation for Handout 2 – Writing on the Mill Basement Door

Perseverance was challenged by strength
While pursuing his true course
Though pinned for a moment or millennium
He continued none the worse

In the end he won out
And continued on his way
What he could not win right now
He would win another day

Let the element of perseverance flow
Against this shining strength you see
Then follow in his truest path
A step closer you will be

Translation for Handout 3 – Writing on the Platform

From the platform you must chose
Earth or Water or Air
Chose well and walk with courage
On that which is no longer there

The symbols over the archways look like:

E

Earth

W

Water

A

Air

Translation for Handout 4 – Writing in the Floating Column Room

By now you know who Perseverance is
To not would be a shame
For to pass this chasm deep
You must know his name

The PCs must cross the chasm using the follow symbols in order:



Translation of Runes on the Floating Columns

D	S	H	N	R
E	L	T	E	A
E	W	R	M	T
P	T	O	A	S
S	H	W	B	E

PARTY STARTS ON THIS SIDE

Map 1 – Part One: Jhollo Ghetto



Map 2 – Part Two: Juulak Verk's Tomb

