



Expedition Adventure: *Nightfall on Sorrowdusk*

**A One-Round DUNGEONS & DRAGONS[®] EXPEDITION
Adventure Packet for 10th to 12th-Level Characters
EXPEDITION ADVENTURE for the XEN'DRIK EXPEDITIONS[™]
Campaign**

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Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, and Peter Adkison.

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Adventure Title: Nightfall on Sorrowdusk

Optimized Level: Level 10

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Sources: Players Guide to Eberron [James Wyatt, Keith Baker, Luke Johnson, Stan!], Eberron Campaign Setting [Keith Baker], Secrets of Xen'drik [Keith Baker], Stormwrack [Richard Baker, Joseph Carriker, Jr. and Jennifer Clarke Wilkes], Miniatures Handbook [Mike Donais, Skaff Elias, Rob Heinsoo, Jonathan Tweet], Magic of Eberron [Bruce R. Cordell, Stephen Schubert, Chris Thomasson], Monster Manual II, Monster Manual III, Players Handbook II [David Noonan], Monster Manual V [David Noonan], The Forge of War [James Wyatt, Wolfgang Baur, Ari Marmell], Heroes of Battle [David Noonan, Will McDermott, Stephen Schubert].

Adventure Background

When the pirate siege against the city was repelled, most of Stormreach once again felt safe. It was only the knowledge of a select few, inextricably tied to the prophecy that dared push beyond the Ebon Siren's motives. There was danger still, they knew, and forces further removed that set the pirate queen's plot in motion. She was armed, supplied, given locations and intelligence—someone or some thing had to be behind the attacks. The question is: why? Laying siege to the bastion of civilization on Eberron's most ruthless continent just to settle a blood feud hardly makes sense, even for a ruthless pirate. And so the factions began to probe deeper into the purpose of the attacks. With cooperation and the help of the Prophecy, they had a lead...

Adventure Synopsis

This Expedition Adventure sets the factions up in a cooperative attempt to learn more, and perhaps even destroy the forces behind the Ebon Siren's bloody assault on Stormreach. Only putting aside their differences and working as a cohesive unit can they summon the resources and strength necessary to unravel the mystery behind the attacks.

They begin on Sorrowdusk Isle, the former meeting place of a major Blackwheel Company internal coup attempt. With the remnants of the Company's officers providing the initial support, it's made known to the adventurers that a ship at the bottom of the sea is the key to finding the siege's true mastermind. The factions know a general location, but the only access is a cave deep beneath the Thunder Sea.

From there, the team provides reconnaissance and protection for the repair crew as they dive deep beneath the sea and discover the *Tidal Wraith*—an elemental ship designed for travel under the waves. Unfortunately, the presence of such a high-magic vessel resting on the ocean floor has also attracted the attention of a savage Sahuagin tribe dedicated to the Devourer and to recovering the ship at any cost.

If the team can successfully salvage the Tidal Wraith, they immediately begin their journey to the location indicated by the prophecy: The Grotto of Perfect Solitude. With the element of surprise on their side thanks to the technological marvel transporting them, the PC's are tasked with entering the legendary cave and discovering more about the forces behind the siege on Stormreach. As they arrive they find a very curious storage depot filled with weapons, armor, building materials, and supplies. These materials are all of much finer quality than those used by the pirates, and appear to be ready for transportation of some kind. As the PC's probe through the camp and depot, they discover the Grotto's steward: A high-ranking dragonmarked heir being assisted by a dragon. In the end, the PC's are left with a bigger question than they started with: What is the role of the Dragonmarked Houses in all of this?

Troubleshooting

Very long read-aloud text: Several sections of the adventure have lengthy read-aloud text. Use changes in your inflection or tone to vary the information. Encourage the PC's to participate in the conversation or instruction, and don't be afraid to improvise when necessary.

The pace of combat: At several points during the adventure the text instructs you to preserve the PC's initial initiative roll. This is done to speed up combat as much as possible. This adventure should feel like one giant frenetic combat. It will run long if you allow the PC's to tarry and debate over every maneuver. Average the foe's initiative rolls and allow them all to go at once, have foe stats on quick-reference or index cards, keep the PC's moving at a good clip, and don't be afraid to remind them at every turn that time is of the essence in their mission.

Long on combat, short on roleplay: The pace of combat during this adventure can come at the expense of roleplay. While speed is important, don't discourage roleplay. Roleplay to complete faction-specific missions or with Sgt. Crash, Glib, or Aetorian are great opportunities for players to flex their creative muscles.

Underwater Combat: 3-dimensional combat can get very complicated. Poker chips or other stackable tokens that can represent units of height are a great boon to any DM. Use any method that makes it easier on you to keep track of height and distance. Be sure to familiarize yourself with the rules for underwater combat and drowning before the adventure begins.

Adventure Secret: In this particular adventure you can choose to award one of two adventure secrets at your discretion: 1) The knowledge that the factions are beginning to grow suspicious of the Dragonmarked Houses, 2) Or the knowledge that the supply depot appears to be part of a preparation for some large battle.

Adventure Start

The adventure begins at dusk along the bleak shores of Sorrowdusk Isle.

Part One: Nightfall

Among all of the beautiful and majestic sights to witness on the coasts bordering the Thunder Sea, nightfall on Sorrowdusk Isle is not one of them. In fact, the bleak wasteland of an island is perhaps the most appropriately named piece of territory in recorded history. As the sun sinks below the jagged teeth of the western crags, drab grey shadows creep forebodingly across the desolate rust-colored rock. That life chooses to exist on the aesthetic void that is this ashen quarry is the true miracle.

But life does exist here—and at the moment, it has become the center of your attention. The message from your faction was cryptic—but then again—when are they not. Worse still, the only reason to use a location as remote and barren as Sorrowdusk means that whatever is to come is far more challenging than the usual label of 'secret' or 'dangerous.' As you were hustled off to the mages, the result of the teleport spell was as unpredictable as what was to follow. If suddenly appearing on Sorrowdusk near nightfall wasn't enough, the briefing that followed was downright bizarre:

Finally the Caldryn Fragments had yielded a pair of portents that came to pass in the immediate present. First the attack on Stormreach by the zealous Ebon Pirates, and now—apparently—the location of whomever gave the formerly ragtag pirates the intelligence, organization, and resources necessary to lay siege to a city as large as Stormreach. Coming through the teleport to see a hulking minotaur clad in a sharp black leather uniform was a surprise, but what he had to say was more surprising still.

Sgt. Crash he called himself, whatever that meant; a gleaming swath of medals and ribbons cut a wide path across his massive chest. The massive minotaur spoke with amazing eloquence and was as articulate as he was imposing. Although his presence was quizzical, the mission was clear:

An unprecedented cooperative effort between certain organizations had yielded an interpretation of the prophecy that gave a specific location for the force behind the assault on Stormreach. Your team has been handpicked from every corner of Xen'drik with one goal: Find that force and destroy it.

The minotaur left you with several minutes to think about it while he hauled over a large box and pulled out some parchment. As he returns to you he sits atop the box and his sightless eyes sweep over the assembled group, as if staring right through you.

His voice is a low, melodic rumble:

"The mission is indeed simple. What is complex is how you will need to execute your task. The location of the target is precisely known, but has never been seen before. It lies in a pocket cave, deep beneath the sea. Ordinarily, we'd be unable to assault a location like this, but by the grace of the Dragon Above we've been given a fighting chance."

The minotaur tilts his head towards you, his nostrils flaring.

"You all have earned the trust of your faction, as such, you're being given this information in the strictest confidence. They expect that it will never leave your lips beyond this endeavor."

He gestures out towards the unusually calm sea.

"Not half a mile from here, several hundred feet beneath the waves, lies our answer. An undersea elemental ship that was recently scuttled on her maiden voyage. Fortunately, we've learned that the damage is mostly superficial and that all of the elementals were left intact and are now lying dormant. We've assembled a repair crew from the very team that helped create the ship, and based upon the report of its loss, they feel strongly that we can salvage the ship with haste. With the ship sea, or undersea, worthy again, we should be able to use it to drop your team in on the cave with the element of surprise. If we can determine whomever or whatever is behind the attack on Stormreach we should be able to solve a critical part of the prophecy... Or at least work to thwart any further attempts against the city and our respective factions."

"Resistance is unknown at this time... The most important part of the first phase of your mission is that you clear the way for our repair team. With that much magic lying at the bottom of the Thunder Sea, the ship is likely to attract the attention of something, whether Sahuagin or things far worse. It's been down there less than a week, so it shouldn't be too bad—but then again, that's why we're sending you."

"Once you clear the way, signal for the repair crew and keep them safe until they complete the repairs necessary to get the ship running again. If the repair crew deems the ship worthy, they'll pilot your team to the cave. Given the location, we couldn't imagine a scenario in which they'd be expecting anyone or anything, whoever 'they' are. Your first task is reconnaissance. Figure out where you are and what's going on. Then do your damndest to shut down whatever is going on there or to wipe out who or what ever is in charge. If that's not possible or if resistance is overwhelming, get back on the ship and get out of there. Now from the outside, that ship is an undersea fortress, but don't push your luck. If things go badly, get out of there, don't risk losing it a second time."

"The repair crew is making their final preparations and you'll depart with them at dawn's first light. You'll find them at the loading docks, lead by a goblin named Glib. He'll brief you on exactly how you'll be getting down to the ship and some of the other mission details. We've prepared a small camp near the docks where you can rest and prepare. Before you leave, take these missives from your faction leader. Good luck, in solving this mystery, you may discover the key to the fate of Xen'drik."

At this point, hand the PC's the respective secret missions (complete version) for their faction. Afterwards Sgt. Crash quickly heads toward the nearby docks, carrying with him the large crate. He'll chat casually with the PC's—and is understandably more friendly towards Blackwheel Company members, and exceptionally friendly if they have worked together in the past. He won't reveal (and doesn't have) many details about the

ship itself—on that it is like an airship, but designed for underwater travel. As soon as the PC's arrive at the makeshift camp, Sgt. Crash excuses himself.

Shortly after the PC's reach the camp, read the following:

Shortly after reaching the camp a short, thin figure comes bounding toward you. The creature, instantly recognizable as a goblin sports nearly purple skin and an array of tribal markings and runes on his face. With a wide, toothy grin and exuberance, he instantly starts shaking your hands.

Glib speaks extremely quickly and asks a lot of questions, almost all of them rhetorically, and almost never waits for an answer. He tends to run on and occasionally ramble as he speaks, and gestures frantically all the while.

"Hi I'm Glib. You probably didn't know that did you? But you know now. I'm the lead for the repair crew that's going down to get the Tidal Wraith. That's the name of the ship, I bet you didn't know that either. The Tidal Wraith is an elemental kraken. Do you know what that is? It's a ship made to travel under the water. Did you know that it was powered by elementals? That's right, just like airships. Did you know it's the only one ever made? I helped build it, did you know that? That's right, lots of my brothers from the Dhakaani tribes helped, along with some elemental binders from Zilargo. Have you ever seen a gnome? Have you been to Zilargo before? One day I'm going to go there. So you guys are going to go down there with us huh? Have you ever been underwater before? I bet you'd like to see your tents? I'll take you right there, I've been told you need to rest. Did you know we were leaving at first light? We're in a big hurry once the sun comes up—you should probably get a good night's rest. Do you think there could be sharks down there? Or what about a real kraken? Do you know how to fight? Can you fight a kraken? What about koa-toa? I read about them in a book once. Do you think you'll see any? Do you like to re..."

And suddenly, and mercifully, a massive hand clamps over the goblin's tiny mouth. As Sgt. Crash continues to restrain the goblin, it seems to keep trying to talk right through his hand.

"You'll have to forgive young master Glib." Intones the minotaur.

"He's a bit excited about the upcoming mission. Now, I strongly suggest you head to your tents, they're the grey ones at the center of the camp. You'll need plenty of rest if you're going to be able to answer all of Glib's questions in the morning. Now hurry along before I uncork him."

At this point the PC's should be strongly encouraged to head to their tents and prepare for the morning. Wandering around the camp reveals nothing except a smattering of gnomes and goblins along with a couple of bugbear guards. None of them will be in the mood to talk much as they'll all be busy readying the equipment or getting ready to turn in for the night.

Seaward

The journey out was surprisingly short. In fact, you were rowed out as opposed to sailed, so close was the destination, and the sun has just begun to send trickles of light scattering across the unusually calm Thunder Sea. The goblin Glib was far to happy to greet you in the morning, but kept most of his conversation to the point. Your descent below the waves was to be facilitated by way of specially made potions. Each bluish-green potion contained a pulsing dragonshard sliver within it. These shards would dissolve when the potions were opened. The magic itself would grant slightly over an hour's worth of water breathing and would help protect against the pressure of the depths. Glib assured you that you wouldn't be going down far enough to 'squish your skull like a grape' but the magic was deemed necessary nonetheless. The potions are also designed to specifically assist with swimming.

You've also been given a Wand of Fireballs that has been crafted to work underwater. When you secure the ship, you're to shoot a fireball upwards toward the surface as a signal for the repair crew. The repair crew is an interesting bunch. Several homunculi accompany what you assume are half-a-dozen gnome artificers. Glowing cubes of what appear to be liquid metal are stacked along the deck of the ship along side ropes, crates, and a huge array of tools, most of which you've never seen before. As the rowing stops, you figure you must be fairly close to your destination.

The potion grants *water breathing* as the spell. In addition, the potion protects against any pressure damage related to the depths and grants a swim speed of 10'. Be sure to note the presence of a swim speed during any underwater combat.

Event Treasure: The wand also acts as an underwater torch, shining bright illumination at will, even when all of the *fireball* charges are expended. The wand is crafted as a 5th level wand of *fireball* with 5 charges remaining and one non-damaging flare charge. The *fireballs* function underwater and the flare charge can be used by any PC regardless of class. The wand continues to glow even after all charges are expended.

Into the depths

It hardly seems possible that a ship the size the repair crew is touting could have been lost this close to shore. You can count the shorebirds nestled into the rocky crags from this close to land, but the green seawater yields no clue to its depths. You've been given your wand and your potions, and everyone is waiting expectantly for you to take the leap beneath the gently lapping waves. As you hesitate for a moment, Glib begins to approach you with an excited look on his face, his mouth already moving. If you needed any further encouragement, now would be the time to jump.

Encourage the PC's to leap into the water if necessary. If not, bore and/or annoy them with an endless barrage of questions from Glib. If any of the PC's are worried about buoyancy, they are offered a metal weight belt to assist them in sinking. When the team is ready, have them drink their potions and flop overboard, then read the following.

The water is surprisingly warm, perhaps made to feel more so by the slight morning chill that is still in the air. As you sink beneath the waves, you can see why you waited until dawn. Even with the light from the modified wand and the sun's first rays breaking over the horizon, you're still limited to about fifteen feet of visibility in the inky green salt water. Your orders were to drop straight down, not that you had terribly much control over that. You only hope that your superiors above planned for the treacherous currents of the Thunder Sea. Then again, maybe that's why they dropped you so close to shore. Perhaps they felt the trade-currents this time of year would rip you a full two miles out to sea before you hit the bottom.

Purposefully descending is a stranger feeling than you would have thought. Perhaps even stranger than breathing water, which was a relatively quick adjustment after a few deep breaths. The sun above casts scattered columns of light down through the dense curtain of murky green. As you gaze downward, a sparkling kaleidoscope of tiny particles and brine spiral past as you sink further into the depths. In the span of several minutes, the glary ceiling created by the reflective surface of the sea, fades, and the light of your wand becomes the only source of illumination. Within another few moments it becomes impossible to gauge time or your rate of descent. The journey seems to go on endlessly, and though you know that your potion has protected you from the pressures exerted by the deep ocean, you can still feel the suffocating density of the depths as they beckon you deeper still.

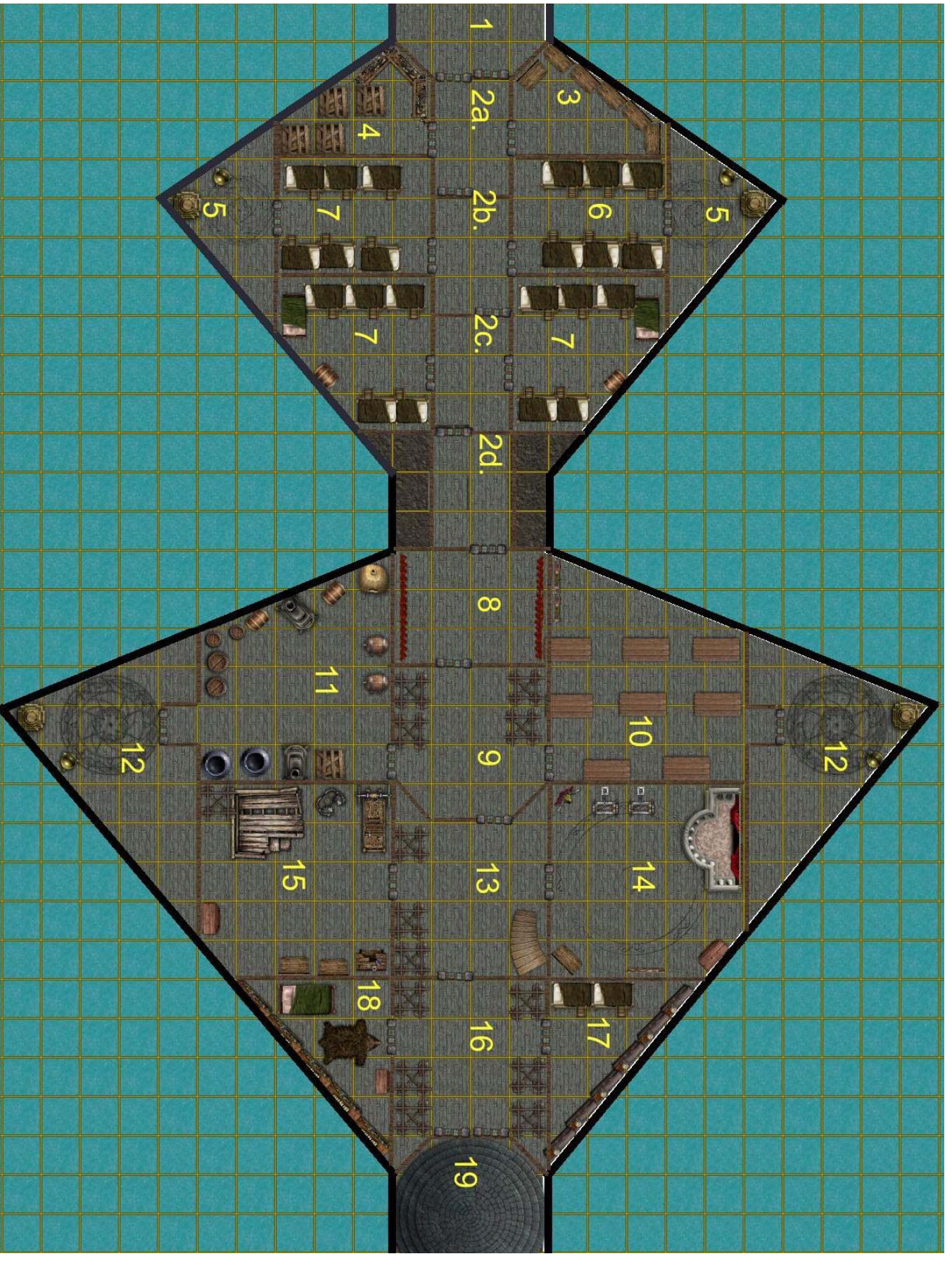
After what seems an abbreviated eternity, the first hints of the seafloor begin to show. Momentary echoes of light reflecting from below and occasional shadows where before there was only void are sure indicators that you're approaching your target. After a few more moments, a broad sweeping shape, dark and light-absorbing begins to stand out against the sandy seafloor that is now reflecting your light source. Finally, from the murky depths below emerges a wide pair of back-to-back wedge shapes. Like a massive stingray, the ship lies partially buried in the sandy seafloor, its rear section slightly deeper than its nose. Even in the dim, scattered light, you can see the midnight black ship appears to be mostly wood, gilded in some sort of metallic skeleton.

A quick scan of the area reveals no sign of any hostile life, nor any obvious signs that the ship itself has been disturbed. Of course, a wooden sign planted on deck by the sahuagin that says "OURS!" might be a little too unsubtle, even for them. There are plenty of other signs of life, however. Even though you were told the ship has been down only about a week, there are already patches of algae and sea plants starting to sprout up on its surface. Schools of small fish dart around the ship's deck, while several crustaceans can be seen crawling over its surface. As your descent ends and you gently settle onto the ship's outer surface, you spot what looks like the main hatch, open just a short distance away. As you near the hatch, several small fish dart out, surprised at your approach.

At this point the PC's will need to check the interior of the ship before they should signal for the repair team. If the PC's want to explore around the exterior of the ship a bit, allow them. The damaged section that needs to be patched is at the rear of the ship, buried under the sand. The PC's don't have unlimited time underwater, so eventually you should encourage them to move inside and secure the ship.

Part Two: The *Tidal Wraith*.





- 1. Aft Containment Chamber**
- 2. Primary Gangway**
- 3. Engineering**
- 4. Main Hold**
- 5. Aft Binding Chamber**
- 6. Crew Quarters**
- 7. Crew Quarters**
- 8. Primary Gangway: Amidships**
- 9. Central Passage**
- 10. Mess**
- 11. Galley and Storage**
- 12. Foredeck Elemental Binding Chamber**
- 13. Foredeck Nexus**
- 14. The Communication Room**
- 15. Armory and Forward Stowage**
- 16. Forward Hold**
- 17. Officers' Quarters**
- 18. Lt. General's Quarters**
- 19. Forward Docking Bay**
- 20. Navigation Deck**
- 21. Escape Bubble (missing)**

Entering the ship is fairly straightforward. A narrow hatch on a domed portion raised above the ship's main deck appears to lead downward. From the top of the hatch, shining your light downward, you can see the grayish wooden floor of the ship's interior below. From your vantage point, the chamber below appears empty except for a few stray patches of algae.

Navigation Deck

This room is covered in charts and maps, many of which are now starting to disintegrate. A pair of oddly shaped lenses sit just above an elaborate chair that seems to make up some sort of official state. A steeply angled ladder appears to be the only passage to the room below.

The room is empty except for some very minor sea life. Peering down the ladder reveals an apparently empty room below.

Foredeck Nexus

The foredeck nexus is the room that connects all of the essential components of the fore of the ship. Doors occupy every wall of the room, and they are all open. There appears to be less sea life here than above deck; in fact, the floors and walls are completely free of algae or any other debris for that matter.

This chamber contains nothing of immediate value to the PCs. This is also the sight of the main encounter aboard the ship. As soon as a PC occupies the center of the room, the Thing in the Hold launches its surprise attack if it has not otherwise been detected.

Foes: An opportunistic creature has moved into the ship, using it as an ambush point for sea life and the sahuagin that have come to explore. The Thing in the Hold lies in wait in location 14 (the Communication Room) while the bloodbloaters approach from their hiding place in room 15.

The Thing in the Hold: hp 240; Combat Statistic
Bloodbloaters (4): hp 23, 22, 22, 19

Tactics: The Thing in the Hold begins with a surprise round if it has not been detected as soon as it spots a PC. It uses spring attack and its mucus pseudopod attack to attempt to immobilize one of the PC's. Immediately afterward, the bloodbloaters pour in hoping for fresh blood.

Scaling the Encounter:

11th-level: No change.

12th-level: The Thing in the Hold begins with an additional +2 deflection bonus to AC.

THE THING IN THE HOLD (ADVANCED ADULT KYTHON) CR 9

Something massive surges and surges toward the nexus, unfolding itself to reveal a horde of chitin plates and a gaping maw of sharp teeth.

NE Large aberration

Init +7; Senses Darkvision 60' Listen +12, Spot +2

AC 23 (+12 natural, +2 Dex, -1 size), touch 11, flat-footed 24, Dodge, Mobility

hp 240 (22 HD)

Immune acid, cold

Resist electricity 20, fire 20

Fort +12, Ref +9, Will +15

Speed Swim 45 ft. (9 squares); Spring Attack

Melee bite +23 (4d6+8/19-20 plus poison) and 3 claws +22 each (2d6+4) and claw +22 (2d6+4 plus mucus pod)

Base Atk +16; Grp +28

Space/Reach: 10 ft./10 ft.

Atk Options mucus pod, poison (Fort DC 21, 1d6 Str/1d6 Str), power attack, cleave

Abilities Str 27, Dex 14, Con 20, Int 10, Wis 14, Cha 11

Feats Dash, Dodge, Mobility, Improved Critical (bite), Improved Initiative, Multiattack, Spring Attack, Power Attack, Cleave, Weapon Focus (claw)

Skills Escape Artist +13, Hide +14, Jump +12, Listen +12, Move Silently +17, Spot +2, Swim +18, Use Rope +2 (+4 bindings)

Mucus Pod (Ex): A target struck by a kython's fourth claw attack is sprayed with a yellow mucus from a pod on the creature's arm. The target must succeed on a DC 26 Reflex save or become entangled for 1d6+4 rounds. Alcohol dissolves the entangling mucus.

BLOODBLOATERS

CR 1

A quivering red blob, resembling a gory jellyfish undulates its way toward you.

NE medium ooze (aquatic, swarm)

Init +1; Senses Blindsight 60' Listen -5, Spot -5

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

hp 22 (2 HD)

Immune critical hits, flanking, mind-affecting spells, weapon damage, single-target spells, vision based effects, poison, sleep, paralysis, polymorph, stunning

Fort +6, Ref +1, Will -5

Weakness vulnerability to area spells and fire

Speed 5' (1 square) Swim 30 ft. (6 squares)

Melee swarm (1d6 plus blood drain)

Base Atk +1; Grp +1

Space/Reach: 5 ft./0 ft.

Atk Options blood drain

SA distraction

Abilities Str 10, Dex 13, Con 22, Int -, Wis 1, Cha 1

SQ amphibious, ooze traits, swarm traits

Feats -

Skills Listen -5, Spot -5, Swim +8

Blood Drain (Ex): In each round when a bloodbloaters swarm deals at least 1 point of damage to a target, it also drains blood and causes 1 point of Str damage.

Distraction (Ex): Any PC who begins his turn with a swarm in his square must make a DC 17 Fort save or be nauseated for 1 round.

Spellcasting or concentrating on spells requires a successful Concentration check (DC 20 + spell level). Using skills involving patience and concentration requires a DC 20 Concentration check.

Resolution: Once the PC's defeat The Thing in the Hold, they will have cleared the ship. All that remains is for them to quickly survey the ship. Once they find the remainder of the ship empty, they should signal for the repair crew with their wand's flare charge. When the PC's go to explore the rest of the ship, read the following:

Apparently whatever that thing was kept the interior of the ship jealously guarded. You found a small stash of what appeared to be sahuagin weapons in the room it originally attacked you from, apparently the monster proved too much for them. Aside from the mundane equipment and debris in the ship, a room to room search reveals it to be completely empty. It's difficult to tell if there are signs of passage from other creatures, given the damaged and scattered state of the ship's interior. You feel fairly certain, however, that the creature you just faced picked it clean of any remaining organic matter. Looking deeper in the ship, a few other things of value emerge.

Event Treasure: 2 potions of lesser restoration, potion of heroism, wand of repair light damage (5 charges), scroll of cure critical wounds, ring of protection +1, Cloak of Resistance +1.

Allow the PC's a final minute for any other preparation and then read the following when they are ready to launch their flare.

Having secured the ship, you're looking forward to firing off the wand's flare charge. At least down here you'll be able to gauge how long the initial descent was by seeing how long it takes the repair crew to arrive. Looking up, there's no sign light from the surface and no other life around. As the wand is held aloft, a brilliant, sparking charge erupts from it and begins to streak toward the surface. As you watch the bright flare fade into the tiniest pinpoint of light in the distance, you begin to rethink the wisdom of using such an obvious signal. The repair team will know that you're here, and so will everything else within a few miles.

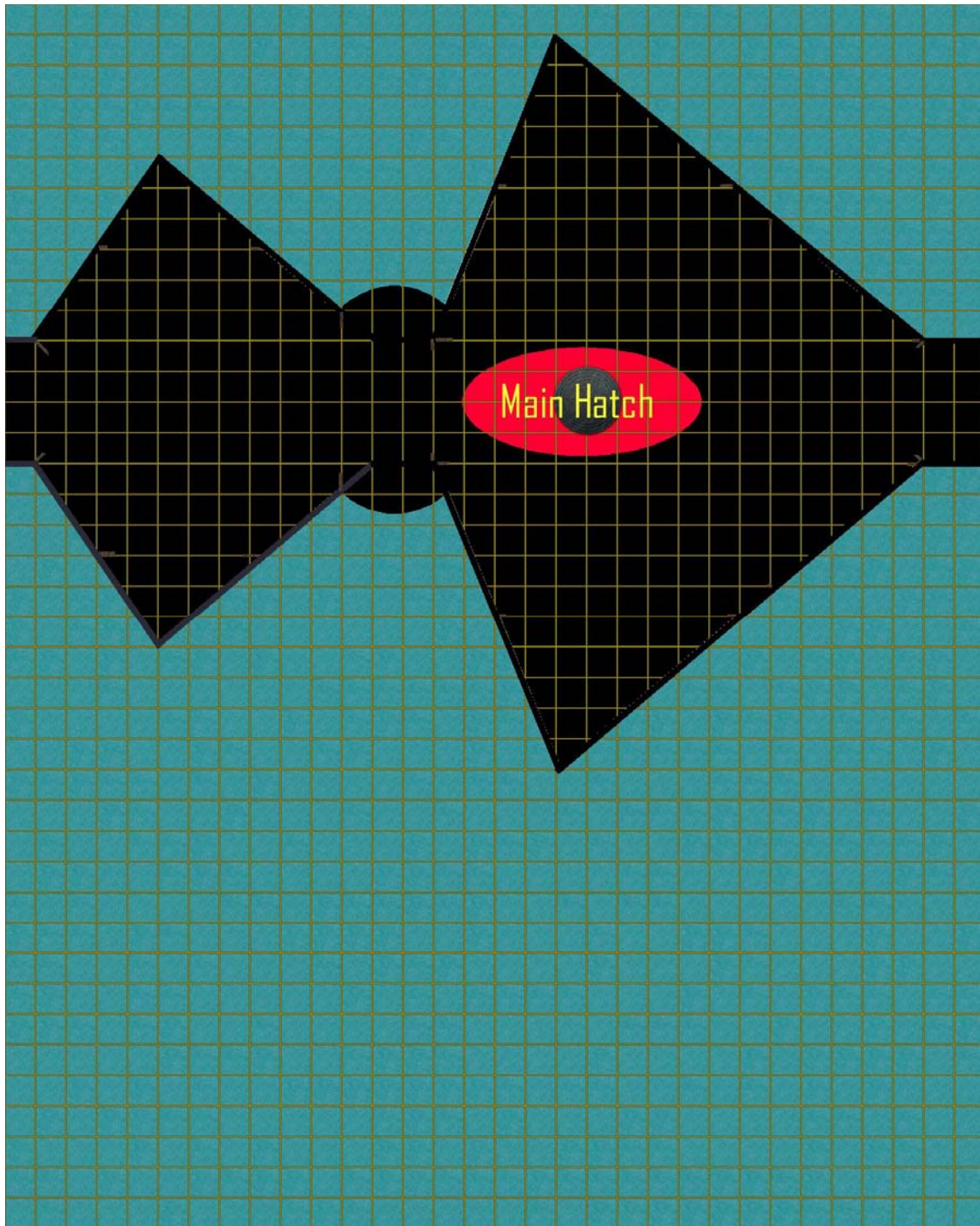
The Repair Crew Arrives

After what you'd estimate to be just over twenty minutes or so, a shimmer of light appears in the distance. You keep a wary eye on the light as it draws closer. Eventually, humanoid shapes begin to emerge from the grey-green curtain of darkness. The repair team is descending with several large crates and other interesting objects. One of the lead figures, a small goblin waves exuberantly at you as they draw closer. The team wastes no time when they hit the deck, and several of them trudge across the seafloor from the distance, having missed their mark slightly. An array of gnomes and goblins, fifteen in all, begin a minor swarm around the ship's deck. They unpack the crates and without hesitation begin to start loading equipment into the ship.

Suddenly, a voice buzzes in your head. You'd wondered about the communication difficulties of an underwater operation, and apparently telepathy is the answer.

"Hey. HEY! It's me Glib. I'm talking inside your head. Did you know that? Isn't it fun? If you just try and think out loud, you can talk back to me. Don't try to talk underwater though, a fish might swim in your mouth. Do you like fish? Anyway, the repairs are starting, isn't that exciting? I hope there wasn't anything dangerous inside. Do you like danger? The repairs shouldn't be dangerous, they need to patch a hole at the back of the ship. Did you know that artificers can patch holes from the inside too? I like artificers. Then, when the hole is patched, they figured out how to get the elemental to work inside the ship. Did you know that there were seven elementals on the ship? Seven! Elementals are neat. But, they can use the air elementals inside the ship to start filling the ship with air. It'll be like making a big bubble inside, and that should start pushing water out the top hatch. Once most of the water is out, we can close the hatch. Then the ship can be pumped out of the rest of the water. They think patching the hole will take about half an hour. I need to help them, so I can't stay and talk long, but if I get a break, I'll be sure to come back. We'll make sure we come get you before we close the hatch, but we need you to keep a watch out until the repairs are done."

Glib is more than happy to tarry and chat a bit if the PC's have questions. He knows a lot of technical information about the ship itself, but isn't too sure beyond "magic" how the artificers are planning on patching the hole or how they're going to manipulate the elementals. Otherwise he'll make small talk or ask about what the PC's fought inside the ship. Eventually he'll drift off to assist the repair crew.



The Sahuagin Arrive

After what feels like about fifteen minutes of blessed silence, staring out into the dizzying greenish black curtain around you, the buzzing returns to your head as Glib pops out from the main hatch.

"They gave me a break! I came to tell you that the repairs are about halfway done. Soon we'll only have one hole in the ship and then we can start making the air bubble. Do you think it will tickle if I stand in the bubble? Will I be able to breath air right away? Did you see anything out here? Sharks? Whales? Kraken? I

hope you haven't seen any kraken. I hear they have really creepy tentacles? Have you ever be grabbed by a tentacle? I hear they can squeeze you so hard your eyes pop out. Hey, what's that?"

The garrulous goblin gestures out into the distance. The repair crew brought along additional illumination, and even in the improved light, you can barely make out vaguely humanoid figures swimming towards you in the distance. They appear to be moving quite quickly and it takes only a moment before they are close enough for you to recognize them: Sahuagin, and they appear to have brought along a friend.

Suddenly the buzzing in your head returns.

"Are those sahuagin? Are those sahuagin? ARE THOSE SAHUAGIN! Keep them out! We have to give the team time to work. Once we're done, there's no way those things can hurt the ship, even that giant shark would chip his teeth, but you have to give us time to finish, hold them off until we're done. Now I have to get back to work. Work, work, work! Don't let them past!"

And with that, you and your comrades find yourself alone... with the sahuagin... and with what may be the largest shark you've ever seen.

Unlike many along the Thunder Sea, these sahuagin are not interested in parlay. They are from more hostile, barbaric tribe, and want nothing but flesh trophies and the ship itself. As their purpose is to fight, they'll happily bring the battle to the PC's.

Foes: The Sahuagin and their aquatic accomplices will arrive in waves, this is the first, and most difficult wave. Unbeknownst to the PC's they've also brought along a giant octopus, who is attempting to sneak up on the combat after the first round, or jet in and make a full attack the following round.

Sahuagin (9): hp 18, 18, 17, 15, 15, 15, 14, 14, 12; MM217

Dire Shark: hp 155; MM64

Giant Octopus: hp 60; MM276

Terrain: Use the overhead map of the *Tidal Wraith*. Assume that the deck of the *Wraith* is flat, and sits 20' off the sea floor. The sahuagin are not afraid to take advantage of three dimensional terrain, and can attack the PC's from above or below (if they leave the deck) should you choose. They sahuagin start approximately 50' away and spread apart at least 15-20' in an arc.

Tactics: The sahuagin quickly attempt to swim above and behind the PC's using their superior swim speed to their advantage. The shark simply attacks the closest target and attempts to use its improved grab to eventually swallow it whole. During the 2nd round, the giant octopus jets in (does not provoke attacks of opportunity) to the middle of combat. The follow round it will attack and attempt to set up a constrict against any nearby PC's.

Development: These sahuagin are part of the first wave. Preserve initiative between waves, and give the PC's three rounds before the next wave hits. The waves are unending, but after the 3rd wave, as the 4th wave is approaching, Glib returns to summon the PC's inside the ship. At the end of the 3rd wave, inform the PC's that the 4th wave is approaching, but then proceed to the "Repairs Complete" section below. Each wave consists of 8 sahuagin, and one huge shark (MM279) or one giant octopus, your choice.

Scaling the Encounter:

11th-level: Add an additional 4 sahuagin to each wave.

12th-level: As above, but add the huge shark and a giant octopus to all waves after the first.

Repairs Complete!

As you look off into the distance, another sahuagin patrol approaches. You begin to prepare yourself for their approach when suddenly the buzzing returns to your head. As a goblin pops his head cautiously over the main hatch, the voice shouts:

"We're done, we're done! Are you still alive? Get in here fast before any of them can get in! The ship is ready!"

Assuming the PC's follow continue reading:

As you approach the hatch you notice that it is now gushing forth a steady stream of bubbles, and a thick meniscus of air has formed over its surface. You actually have to climb down the hatch to enter the ship, which appears to be completely devoid of water, at least at this level. As the last of you enters, Glib flashes up the ladder and slams the hatch shut, securing it. Glib then clambers down the ladder and runs to an oval shaped stone in the wall. Touching it he suddenly screams into your head telepathically,

"They're in let's go!"

He grins, and then shakes his head, speaking out loud this time, into the stone, which echoes through the ship.

"They're in, let's go!"

With that, thin beaded strands of lights, seemingly built into the walls and ceilings begin to pulse with an eerie green light. A rumbling sound issues forth and the deck beneath your feet begins to vibrate heavily. Then a voice rings out over the ship's sending stones,

"Elementals secured and bound, blow the ballasts!"

The ship strains for a moment and then you begin to feel weightless again for a moment as it starts to ascend. It takes only a moment to get used to the sensation, and your feet are again beneath you. Glib takes a giant sigh of relief and approaches you.

"Welcome onboard the Tidal Wraith. I didn't name the ship, but that is a pretty scary name. Hey, have you ever seen a wraith? I haven't... The artificers say that the ship is in perfect condition! Can you imagine that? Crashed on the bottom of the sea for a week, and it still works perfectly. I like magic! This must be really good construction too. No elves could build a ship like this. Did I tell you that I helped build it? I get to give you a tour of it too. Have you ever been inside an elemental kraken before? I guess not, since this is the only one. Well we'll have lots of time to show you how it works. The undersea cave we're taking you to is about a day's journey away, we think... It's actually kind of close to Stormreach. Have you ever been to Molou's in Stormreach? Do you drink much? Maybe I should go see if there's anything to drink here? Come on, I'll show you to your quarters, then I'll go look."

At this point, Glib shows the PC's to their quarters (location 6 on the map) and from there the PC's can explore or rest as necessary. It takes about a full day's travel to reach the target destination, so the PC's should have plenty of time to recuperate and prepare. The crew are friendly and helpful, but they are also very low on supplies. They have basic survival supplies and rations aboard, and that is about it.

Part Three: Grotto of Perfect Solitude

As your journey draws to a close, Glib has finally decided to provide you with some useful information. As he summons you to the navigation deck to let you know that you're about an hour out from your destination, he continues:

"The place we're going was in some kind of prophecy. It's called the Grotto of Perfect Solitude. What does solitude mean? Anyway, have you ever been in a cavern? Lots of my Dhakaani brothers live in caverns. Not all goblins live in caves though, did you know that? So, there was this legend that like a thousand years ago a kalashtar monk wanted to discover the test for perfection. Like, making sure his skills were the most perfect they could possibly be. And so he used his mind to search the world for a place that could be a really tough challenge. Kalashtar are weird like that. So the legend says, his mind found this place, a cavern with air in it, beneath the sea! Wow. I guess the challenge was in seeing if he could survive the swim all the way down. Nobody knows if he made it because nobody ever found him or heard from him again. Or that's how the story goes. Sounds like a pretty boring story to me, stories about kalashtar usually are."

The next hour is fairly uneventful, although it is a bit strange not to be able to see where you're going. The excitement begins when you're only a few minutes out as the gnomes and goblins begin to chatter about the difficulty of navigating the narrow entrance to the hidden cavern. The ship's wide berth apparently caused some problems in navigation, and at one point it was broadcast over the ship's sending stones that everyone should hold tight as the ship rotated 45 degrees, pressing everyone against the starboard wall to navigate a particularly difficult pass. Then, suddenly, the ship drifted to a stop.

Glib runs over to the navigator and hurriedly chats something to him in goblin and then runs back.

"We're almost there, apparently the cave opening is directly above. There's kind of a tube of rock filled with seawater that leads upward until we break the surface," he whispers. Then he darts over to the sending stone and whispers in to it:

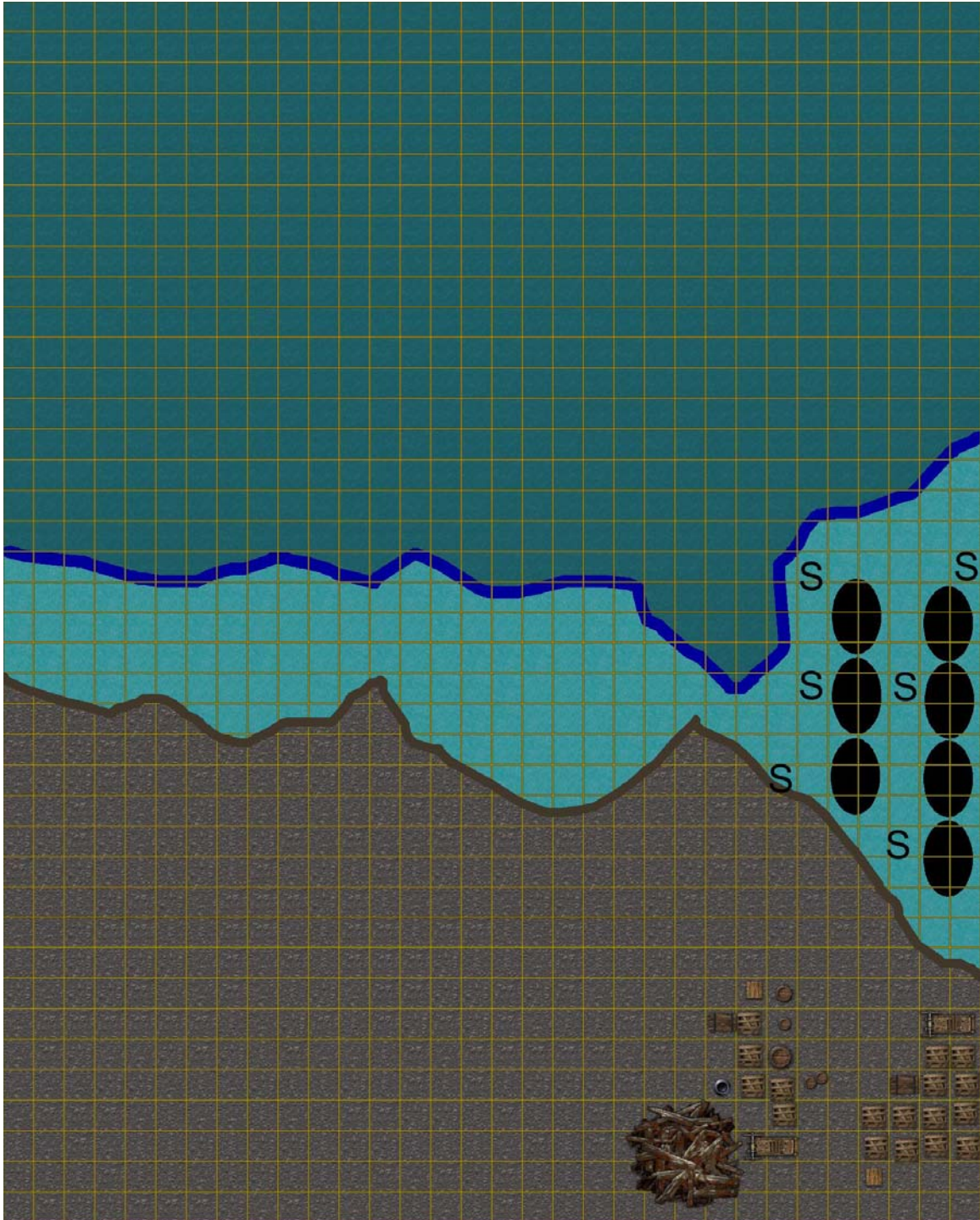
"200 meters, going quiet," and he presses his finger against his lips, nodding in your direction. He then makes exaggerated tip-toe motions over to the navigator's chair where he has a quiet debate, mouth-to-ear with the navigator. After a few minutes of hushed conversation, he grabs a small satchel from a table and returns.

"We're going to ascend the tube about one hundred and fifty meters and then hold. We figure you can swim the rest of the way up, it's a lot more quiet than an elemental kraken surfacing. Have you every heard one surface? There are a lot of bubbles! Don't want to give up the element of surprise... for whatever might be waiting up there. What do you think it will be? A lich? Maybe a demon? Dragons? Really evil goblins? Who would want to hurt Stormreach so bad? Maybe it's tax collectors? Well, we have more potions for you, not that you need to breathe water for 2 hours, but you never know. At least it will help you swim. After half an hour, we're going to surface anyways. We'll wait ten more minutes past that for you guys, and if we get no signal, we'll have to leave for a bit. We'll probably come back though. Do you think you'd get bored if you were in a cave for a couple of days? Well you'd better get ready, just be sure that you seal the bottom door to the hatch room before you open the hatch, or we'll be back at the bottom of the ocean again. Get ready, it's show time, how exciting!"

You can feel the elemental kraken's ascent slow and shortly thereafter, stop. Glib gives you a broad grin and jabs his index finger excitedly at the ceiling. It's time to go. The satchel of potions lies at your feet, and the ladder above to the hatch chamber awaits.

Give the PC's a few minutes to prepare before they ascend. Once they're ready, continue.

As the hatch above you unseals, water begins to rush in, first at an anxious trickle and then as the hatch comes full abroad, a gushing surge. The subtlest hint of dim light filters in from overhead and the surface bobs gently some 50 meters above. As you begin to ascend, you notice that what was believed to be a straight vertical tube actually has a gently sloping lip that angles toward the light source. The lip begins at about 15 meters deep and ascends gradually toward the surface.



Breaking the Surface

Even from inches beneath the surface the random vibration of tiny ripples makes seeing what lies above nearly impossible. Your first glimpse above the surface reveals a deep cavern with slick brown walls streaked with veins of purple. Quickly your attention is drawn to movement just ahead. Hulking humanoid with blue-green skin and huge webbed hands are dragging crates to the shore near some very unusual looking floating pods. Perhaps two dozen of these pods, four times as long as a man and twice as high sit just at the edge of the shoreline. The pods appear to be cargo containers of some sort with lids lying open.

As you watch, the creatures walk back and forth, dragging crates endlessly waist deep into the water and loading them into the pods. Behind them, the cavern is immense. Several makeshift structures and tents stand out above the horizon, but the cave floor is otherwise out of sight.

The PC's should be encouraged to take spot and knowledge checks to assess the situation. A Spot (DC 15) check reveals the number of creatures. Exceeding the DC by more than three allows for a Knowledge Nature check (DC 18) to determine what the creatures are. Unless the PC's are being excessively noisy or moving around a huge amount, there's no need to have the Scraggs make Spot checks to see them.

Foes: The scraggs are extraordinarily focused on moving crates on to the cargo pods. There is a stack of crates at the edge of the shoreline that will take about two hours to finish moving. Don't roll for initiative until the PC's attack or are within 40'.

Terrain: The darker terrain on the map to the northern side is deep water (infinitely deep). The inner band between the deep water and the shore is shallow water (5' deep). The scraggs' starting locations are marked by the S's on the map.

Scraggs (6): hp 78, 74, 74, 71, 69, 64; *Monster Manual*

Tactics: If the PC's approach undetected, which should be fairly easy, grant them a surprise round. The scraggs prefer to fight in the water, and never enter the land unless they have the upper hand.

Tactics: The deeper water at the top of the map is bottomless relative to the PC's. The shallower water is 5' deep. The pods float on top of the water and are 12' long by 10' wide and sit about 5' above the water's surface. Swimming under the pods is possible, but counts as squeezing for creatures of size Large or greater. The containers grant full cover to any creature behind them.

Development: Once the scraggs are defeated, continue on to the passage below.

Scaling the Encounter:

11th-level: Add one additional scrag.

12th-level: Add three additional scraggs.

Cargo Containers

As the last of the grotesque sea-trolls falls, you notice just how much the soggy cave walls and floor muffle sound. As opposed to most caves, the sound in here is dead, with no trace of an echo owing to the spongy, soaked surface of the walls and floors. As you take a moment to look around, you notice that the cargo containers seem to be filled with supplies of all sorts. Most of them contain mundane weapons and armor. Others have bandages, quivers, piles of wood and stone, or tents and tarpaulins. Yet others contain crates and crates of iron rations.

Give the PC's a Wisdom (DC 22) or Profession: Soldier check to make an inference about the containers. Read the follow to any who succeed:

Given the type and vast quantity of goods, particularly weapons and armor, you can't help but feel like this place resembles some kind of military supply depot. There are enough supplies here to keep a small army well-stocked for at least a month.

If any of the PC's present fought with or against the Ebon pirates in previous adventures, grant them a Wisdom (DC 18) check to make an inference about the quality of the supplies. Read the follow to any who succeed:

Based on your recent encounters with the Ebon Pirates, you can safely conclude that the quality of the supplies here far exceeds the ramshackle gear and armament of the Ebon Siren's crew. While this depot may supply an army, you're fairly positive it wasn't the pirate army.

At this point, when the PC's are ready to continue, read as follows:

Looking out beyond the giant mass of crates and containers as you crest the small rise that forms the lip of the cave, you can see what lies beyond. In the near distance, a smattering of tents and makeshift structures stand, looking as if they are fairly recently constructed. A swath of crushed, spongy lichen cuts a path from the crates and storage where you are now, toward the rear of the vast cave. It almost looks as if the crates

have been dragged across the floor from the rear of the cave toward their current location. In contrast to the dim illumination provided by the glowing purple veins of the cave wall, a dome of light beams more brightly than you remembered from the far wall, opposite your current location.

The PC's may want to explore the tents and other structures first. If they approach the dome of light at the rear, it triggers the final encounter.

Exploring the tents

Approaching the center of the cave, you can now make out the structures there. Most of the small wooden buildings actually appear to be shelving like one might find in a warehouse. Some of the shelves contain mundane supplies, but most are empty at the moment. Among all of the tents, one particular tent stands out due to it's finely crafted material and black and midnight-blue coloring.

If the PC's search the finely constructed tent, read the following:

The large, finely crafted tent you have entered has thick silk draping inside with a carpeted floor. A small bed with an actual feather mattress sits in one corner, crafted of a dark, lustrous wood. The rest of the tent consists of desks and cabinets. Maps dominate most of the spaces, almost all of them being of Stormreach and the surrounding area. You find two particularly interesting items of note. The first are a set of blueprints for what appears to be a massive barracks. From the looks of it, the barracks would hold several thousand troops, and would be constructed here. The other item is a letter.

Present the letter from the handout located at the very end of the adventure to the PC's.

Meeting Aetorian

Approaching the dome of light, you can now see that it appears to be some sort of magical force bubble. The bubble itself sits at the center of a huge magical circle—perhaps one of the largest you've ever seen. More curious still, adjacent to the first circle is another magic circle and though much smaller in size, it still strikes you as quite large. In the center of the smaller circle are stacks of crates and boxes. Scattered pools of water dot the cave floor within and around the giant magic circles.

Within the bubble of light at the center of the largest circle, you can make out a humanoid shape. As you approach, you can hear faint chanting from the humanoid figure and his thin, darkly-clad frame comes fully into view. Suddenly, he seems to finish whatever it was he was concentrating on, and the bubble of light around him begins to shimmer.

The bubble is actually a combination of effects. The outer layer is a globe of invulnerability while the inner is a resilient sphere. Consider both CL 13 for the purposes of resolving attacks or dispel magic attempts.

Foes: Aetorian is aware of the PC's thanks to their combat with the scrag. He decided to attempt to lure them over with the bubble, hoping that he can kill them and prevent them from revealing any information they may have learned. His business partner in this endeavor, Telenlothrexus, a bronze dragon lies in wait in one of the pools below. Aetorian stands confident within his bubble, but on his initiative count, he dismisses the bubble as a free action and assaults the PC's.

Aetorian: 62 hp; Combat Statistic

Telenlothrexus (juvenile bronze dragon): 142 hp; MM82

Terrain: This battle uses the Underground Grotto map for the Gargantuan Blue Dragon D&D Icons line. The map has been provided in the Grotto of Perfect Solitude graphic at the end. Start the PC's at the northern end of the map (around A13 or so) and Aetorian at the southern end (around I1 13 or 14).

Tactics: As Aetorian drops the protective bubble, the cave's only significant light source goes out. He then makes liberal use of his deeper shadows ability. He begins combat with his cloak of shadows active, which allows him to hide even while being observed. His sword is coated in poison as are 10 arrows. After it is sufficiently dark to his liking, he targets different PC's with his arrows, attempting to poison multiple targets. It may also be an opportune time to quaff his invisibility potion. He also won't hesitate to use his shadow conjuration ability to create a flanking situation for delivering a potent sneak attack. If there is a member of House Thuranni present among the PC's, Aetorian attacks that PC relentlessly. Telenlothrexus patiently

swims back and forth beneath the pools. He probably won't appear until the 2nd or 3rd round, at an opportune time to catch the PC's with a breath weapon, or provide flanking for Aetorian.

Development: If the PC's prevail over Aetorian, give them a Spot (DC 22) or Search/Investigate (DC 18) check to notice through the elf's wounds a massive tattoo covering his body. Any PC that spots it will likely recognize it as a dragonmark. A Knowledge: Arcana (DC 26) or Knowledge: Nobility (DC 22) check will reveal that it is the Greater Mark of Shadow—associated with either House Pharlian or House Thuranni.

If the PC's flee, Aetorian gives chase, but quickly backs off at the sight of the *Tidal Wraith*. It is quite conceivable that the PC's could successfully flee the encounter.

If the PC's capture or attempt to capture Aetorian, his last action is to quaff his final vial of poison as an immediate action, instantly killing him. Attempting to communicate with the deceased body or spirit of an Aereni elf is extremely unlikely to be successful.

Scaling the Encounter:

11th-level: Aetorian begins the combat with stoneskin (CL 9) cast upon him and a ring of universal energy resistance (resist 10 fire, cold, electricity, acid).

9th-level: As above, but the dragon begins with stoneskin as well as false life (CL 9) pre-cast.

AETORIAN

CR 10

A regal elf, tall but slight of build, he is clad in all black clothing with a cloak that seems to absorb the light.

Male elf rogue 3/urban ranger 2/shadow hunter 5

NE Medium humanoid

Init +4; Senses Listen +10, Spot +14

AC 24(+4 Dex, +6 armor, +2 shield, +2 deflection), touch 16, flat-footed 20

hp 62 (10 HD)

Fort +11, Ref +16, Will +4 (+6 vs. enchantment)

Speed 30 ft. (6 squares)

Melee +1 longsword +12/+7 (1d8+3/19-20 plus poison), or

Ranged +2 composite longbow +15/+10 (1d8+4 x3 plus poison), or

Ranged +2 composite longbow +13/+13/+7 (1d8+4 x3 plus poison) with Rapid Shot

Base Atk +9; Grp +11

Atk Options Combat Expertise, favored enemy elves +2, sneak attack (+2d6)

Special Actions cloak of shadows, deeper shadows, shadow sense, shadowblind (+13 ranged touch, DC 15)

Spell-Like abilities (CL 15th)

8/day—darkness

2/day—shadow conjuration

1/day—prying eyes

Abilities Str 14, Dex 18, Con 12, Int 13, Wis 10, Cha 10

SQ notice secret doors, poison use, trapfinding, wild empathy +1

Feats Combat Expertise, Greater Dragonmark (Mark of Shadow), Least Dragonmark (Shadow), Lesser Dragonmark (Shadow), Rapid Shot, Urban Tracking

Skills Balance +4, Disguise +10, Escape Artist +9, Gather Information +16, Hide +15, Move Silently +14, Open Lock +7, Search +15, Jump +2, Tumble +12, Use Rope +6

Possessions: +1 darkleaf breastplate, +1 longsword, +2 composite longbow (+2 Str bonus), 20 arrows, +1 buckler, ring of protection +2, darkweave cloak of resistance +2, hat of disguise, masterwork thieves tools, wand of cure light wounds (25 charges), potion of invisibility, potion of shield, thunderstone, 2 tanglefoot bags, 2 doses of large scorpion venom (DC 18 1d6/1d6 Str), 1 dose of black lotus extract (DC 20 3d6/3d6 Con, self-only)

Poison (Ex): Aetorian's weapons and arrows start the battle pre-treated with Purple Worm poison (DC 24 1d6/2d6 Str).

Improved Darkness (Ex): Aetorian can use the darkness power of the Mark of Shadow an additional number of times per day equal to his class level.

Deeper Shadows (Ex): When Aetorian uses the darkness power of his dragonmark, he can expend a second use of the dragonmark to produce an effect identical to deeper darkness that lasts 24 hours or until dismissed.

Shadowblind (Sp): Aetorian can use his dragonmark to blind enemies with a cluster of shadow. Using shadowblind is a standard action that provokes attacks of opportunity and requires one use of his darkness power. Target a creature within 50 feet. That creature must make a Will save (DC 15) or be blinded for 1 minute.

Cloak of Shadows (Sp): Using cloak of shadows is a swift action that does not provoke attacks of opportunity, but requires one use of his darkness power. Aetorian gains concealment (20% miss chance) for a duration of 5 minutes. In addition, he can use the hide skill while being observed.

Shadowsight (Sp): Aetorian may expend one of his uses of darkness to gain Darkvision 60' that ignores the effects of darkness and deeper darkness. The duration of shadowsight is 24 hours. Aetorian begins the battle with shadowsight active.

Ending the Adventure

If the PC's are able to survive or escape the battle with Aetorian and the dragon, the adventure ends after they have had sufficient time to explore the cave. Eventually they will reboard the Tidal Wraith and make the return trip to Stormreach. Read the following at the conclusion of the adventure.

Given all of the oddities you've just witnessed, the elf and the dragon, relentlessly bloodthirsty sahuagin, and most of all an undersea elemental vessel—you can't help but wonder what it all means. What did your experiences teach you about the pirate attack on Stormreach? What is the significance of the Tidal Wraith in all of this? And what will your faction do when you report what you have learned to them?

If the PC's were able to spot or identify Aetorian's dragonmark, award them the "House Suspicions" story object. If an individual PC was able to complete his/her faction mission, award the "Faction Favored" story object.

Adventure Questions

1. Was the majority of the party able to fulfill their secret faction missions?
 - a. Yes, most of the party succeeded.
 - b. Only a few succeeded.
 - c. They tried, but none succeeded.
 - d. No attempt was made to complete the missions.
2. Describe how the PC's interacted with the adventure's NPC's.
 - a. They treated them as expected by their faction, making the most out of the various interactions.
 - b. They treated the NPC's as expected, but made little attempt to interact beyond that.
 - c. Negotiations and interactions with NPC's foundered a bit or were awkward.
 - d. Interaction with NPC's were nonexistent or went extremely poorly.
3. Were the PC's able to defeat the Thing in the Hold?
 - a. Yes, they fought like heroes and eliminated the threat from the ship.
 - b. Yes, they fought well, but took quite a bit of time trying to destroy the horrid monster.
 - c. Yes, but only after significant losses.
 - d. No, the Thing in the Hold proved too much for them.
4. How did the PC's fare in their attempt to salvage the Cloud Ray?
 - a. They proved to be skilled underwater adventurers, repelling the Sahuagin with ease.
 - b. They held off the Sahuagin, though it was a challenge at times.
 - c. They had an extremely hard time mastering the art of underwater combat, and defending the Tidal Wraith during the salvage operation was problematic.
 - d. They failed to adequately defend the Tidal Wraith during the salvage.
5. Describe the PCs exploration of the cave?
 - a. The PCs discovered the letter, examined the supplies, and discovered Aetorian's dragonmark.
 - b. The PCs examined the supplies and found either the dragonmark or the letter, but not both.
 - c. The PCs did not bother to examine the area.
 - d. The PCs rushed into the final battle without sufficient exploration and didn't discover Aetorian's dragonmark.
6. Describe the adventure's conclusion.
 - a. The PC's defeated Aetorian and the dragon, fighting in a way that made their factions proud.
 - b. The PCs fought valiantly, but suffered losses—though they were able to overcome the final encounter, they paid dearly.
 - c. The PCs fled from Aetorian or the dragon.
 - d. The PCs were defeated by Aetorian or the dragon.
7. Rate the group's roleplaying.
 - a. Fantastic! Everyone had interesting and engaging characters that interacted and challenged the adventure in very fun ways.
 - b. Good. Most players had interesting and engaging characters.
 - c. Okay. There was some roleplaying.
 - d. None. There was no roleplaying. They treated the adventure as nothing more than a set of objectives to be accomplished.

Story Objects:

EXNF01

House Suspicions: Your recent dealings with the dragonmarked houses have caused you to become suspicious of certain elements. You receive a +2 bonus on saves against any powers originating from a dragonmark as well as a +1 bonus on attack rolls, Bluff, Intimidate, Diplomacy, and Sense Motive checks against members of a dragonmarked house.

EXNF02

Faction Favored: You have impressed the leaders of your faction and they have rewarded you handsomely. As a one time bonus, you may purchase one item at 75% of its normal campaign cost without spending an expansion slot to unlock that item. The item must be from an approved campaign source.

DM's Handout #1

Blackwheel Company.

Prophecy Directive: Link the House

Covenant of Light.

Prophecy Directive 1: Smite the Devourer's servant.

Cabal of Shadows.

Prophecy Directive: Plant something personal aboard the new ship.

Crimson Codex.

Prophecy Directive: Discover the origin of the ship.



Command Missive: Company Members Only!

These are difficult times, hire, and we need to separate friend from foe. Furthermore, it has become necessary to take stock of our assets.

Recently, the Company suffered a significant internal rift related to our involvement with the Dragonmarked Houses. If, in any way, you encounter a member of a Dragonmarked House acting in a hostile way toward you on this mission, try and determine the identity of that person and what house or houses they may serve. Consider this a vital task.

Though not your primary mission, also of considerable importance is the execution of the individual or individuals responsible for the sabotage of the Tidal Wraith on her maiden voyage. If you meet the person or persons behind the murder of the Wraith's crew and the vessel's sabotage, you are authorized to act with extreme prejudice.

Return to your current acting commanding officer, General Pilgrim, with any information you may have.

You are dismissed into service.

Directly from Commission of:

Field Marshal Mackinnon Maceck,
Company Headquarters



Greetings and Salutations, Scion!

I wish I was contacting you for better reason but there are dark times ahead and we need your services again. Please keep your eyes open in the near future for chances to act upon the matters of Prophecy mentioned below. We have few details beyond these; just be as creative and heroic as you always have. We have great faith in you.

"In the ocean swell does the devourer dwell. Gather a tooth of the great beast that serves his cause."

Good fortune,
Lord Xandrin Corvalis



Heed the Cabal's Words!

Read this closely and pay attention because no one is going to be holding your hand this time. You get this note and nothing else. Succeed in these tasks or you might as well pick which alley you want your corpse found in; there is too much at stake right now for you to fail us.

The time is coming when you will have to work with others to preserve the city. While there is something to be said for watching this stinking port town burn, none of us can afford to indulge that desire. We defended this festering pile from the pirates, but you can rest assured you will get to light Stormreach's funeral pyre yourself when the time comes. Until then, however, do as your told if you want to live that long. Understand?

It has come to our attention that a highly secret and completely new form of elemental transport will be a part of your mission. We're intrigued by the possibilities and disturbed that it is only now coming to our attention. Make sure that you leave a personal object of yours in a discrete, secure location on the ship. We'll use it to learn more about the ship later.

For now, go play the part, and try not to die.

Blood and Darkness Forever,

->X<-



A Serpent's Missive

Opportunities exist for us to elevate our status amongst the other factions. We have been learned of the existence of a potent elemental vessel, the likes of which Eberron has never seen. Find out who built it and who it was built for. Be charming. Be helpful. Be ingratiating. Be forceful if necessary—but come back with the knowledge at any cost. We must know more about that ship!

Wisdom and Foresight,
Candle

Grotto of Perfect Solitude Map



SITE COORDINATOR,

I TRUST THAT YOUR BUSINESS PARTNER IS NOT TOO OBSESSED WITH HIS GREAT GAME TO DISTRACT YOU FROM THE JOB THAT MUST BE DONE. ALL TWELVE OF THE OTHER SITES ARE COMPLETE AND READY TO BEGIN STOCKPILING. AS YOU KNOW, WE HAVE TO BEGIN OUR TRANSPORT WAVES ALMOST A WEEK BEFORE ENDGAME IS SCHEDULED. WE WILL CONTINUE TO TELEPORT SUPPLIES IN, BUT THE AMOUNT OF SUPPLIES AND THE SIZES OF THE CIRCLES REQUIRED IN THE CITY MEAN THAT, PARTICULARLY FROM YOUR SITE, WE MUST RELY ON THE SCRAGS TO SWIM ALL REMAINING SUPPLIES TO SHORE. WE DARE NOT RISK DRAWING ANY FURTHER ATTENTION TO OUR PLANS, PARTICULARLY GIVEN THE INCONVENIENCE OF OUR LAST DISTRACTION. YOU ARE THE CLOSEST OF THE SITES, AND AS SUCH, THE SCRAGS SHOULD PROVE FAST ENOUGH TO GET THE JOB DONE. SEE TO IT THAT YOUR SITE IS READY AT A MOMENT'S NOTICE. ALL OF OUR BUSINESS PLANS MAY DEPEND ON IT.

ENDGAME DIRECTOR