

GRASP OF THE EMERALD CLAW

3.5 TO 5E CONVERSION
GUIDE AND EXPANSION



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INTRODUCTION

I have ever been prone to seek adventure and to investigate and experiment where wiser men would have left well enough alone.

– Edgar Rice Burroughs, *A Princess of Mars*

Grasp of the Emerald Claw was a 3rd edition adventure for 6th-level characters published to complete the storyline begun in “[The Forgotten Forge](#)” and continued in [Shadows of the Last War](#) and [Whispers of the Vampire's Blade](#). Expansion and conversion guides for all of these adventures are available on the DM's Guild at the locations linked above. This guide brings *Grasp of the Emerald Claw* up to date for 5th edition and adds additional context and scenes to add depth to the adventure. To use this guide, you will need a copy of the original published adventure. *Eberron: Rising from the Last War* (ERLW) or [The Wayfinder's Guide to Eberron](#) are also recommended, as is the *Monster Manual* (MM). [City of Stormreach](#), a book published for third edition, also contains a great deal of useful supplementary information.

Use of this conversion requires the original adventure, [Grasp of the Emerald Claw](#).

OVERVIEW

In previous adventures, the PCs have clashed with the Emerald Claw and the Lord of Blades over pieces of an ancient creation pattern. Now, Merrix d’Cannith knows that the Emerald Claw has part of the creation pattern. If he wants to see the creation pattern whole, he either needs to get it from them or give them the rest of it. Surprisingly, he chooses the latter, thinking that if they restore the creation pattern, he can acquire it after the fact.

To do this, he tricks Lady Elaydren d’Cannith into thinking she is safeguarding the Cannith-held schemas and notes, while he tips off the Emerald Claw to this. Predictably, they steal it from her, and she enlists the PCs to get it back. From having looked at the notes, she knows that the final piece of the creation pattern is still in Xen’drik and sends the PCs to stop the Emerald Claw from getting it. This leads the PCs to travel via experimental submarine to Stormreach and follow the Emerald Claw into the jungles of Xen’drik on a riverboat. Eventually, they reach the final schema’s resting place in ancient giant ruins. After making their way through the ruins, they finally confront Garrow as the creation pattern is completed and achieves a malign sentience. The creation pattern then activates a giant, ancient warforged that it plans to use as its body.

THE XULO PATTERN

The creation pattern coveted by House Cannith, the Lord of Blades, and the Emerald Claw has a name: Xulo. It was created by the giants and used by their elf servants to impart sentience upon magical creations. Eventually, however, it imparted sentience upon itself and became malevolent. Considered dangerous, even by the giants, it was split into four schemas and scattered across Xen'drik until—millennia later—Kedran d'Cannith found three of the four schemas and began uncovering its secrets. Kedran's notes would eventually lead to the creation of sentient warforged by others in House Cannith.

CAST OF NPCs

ALLIES

Lady Elaydren Vown d'Cannith, Dragonmarked researcher for House Cannith. Patron of the PCs.

Captain Byam, gnome captain of experimental submarine in service to House Cannith.

Muroni, elven cleric and scholar of the Draconic Prophecy.

Chinxero, human riverboat captain based in Stormreach.

Quire, halfling riverboat first mate to Chinxero.

ANTAGONISTS

Xulo, Evil, sentient creation pattern. MacGuffin.

Garrow, Changeling Cleric of the Blood of Vol and would-be vampire, Order of the Emerald Claw.

Scimitar, Warforged agent of the Lord of Blades. Currently allied with Garrow.

Surthain, bodak in service to the Order of the Emerald Claw.

Arkaban, mummy in service to the Order of the Emerald Claw.

Gunfarr Lok, human warrior in service to the Order of the Emerald Claw.

MISCELLANEOUS

Provost Kaven, human leader of an expedition from Morgrave University in Stormreach.

Channa Vown d'Cannith, head of House Cannith's operations in Stormreach. Lady Elaydren's cousin.

Jheraan, half-orc priest of the Blood of Vol in Stormreach.

Amoxtli, drow chief of a clan slaughtered the Emerald Claw.

Balmatzoc, drow hunter seeking revenge on the Emerald Claw.

What's going on with the Lord of Blades?

The original adventure has Scimitar, an agent of the Lord of Blades, working with the Emerald Claw, but it provides little reason for this. Also, because Scimitar is a recurring NPC who appeared in *Whispers of the Vampire's Blade*, there is a reasonable chance that Scimitar will have been killed by the PCs before the start of this adventure (although the PCs may not learn her name in either adventure).

This adventure assumes that Scimitar as she appears here is not the same individual as the one appearing in *Whispers of the Vampire's Blade*. If necessary, this can be explained by agents of the Lord of Blades taking on certain names as if they were titles.

The Lord of Blades—possibly due to access to Cannith facilities in the Mournland—is well aware of the nature of the Xulo pattern and seeks to see it restored. He is happy to have the Emerald Claw do the dangerous work for him, and will seek to recover Xulo once the pieces are put back together. This can lead to an optional ambush by the forces of the Lord of Blades in Stormreach once the PCs complete the main part of the adventure.



HOW TO USE THIS CONVERSION

To get the most benefit out of this conversion, you should read it through with the original adventure before running it. This will allow you to take advantage of places in which the conversion expands upon or clarifies encounters in the original.

ENCOUNTER BALANCING

Encounters in this adventure are generally balanced around a party of 4 6th-level PCs. Each encounter will have an Encounter Balancing section with suggestions on how to increase or decrease the difficulty of an encounter. You may wish to adjust the difficulty of an encounter for a variety of reasons, including the power level, size, or remaining resources of the party or even for pacing considerations.

I. LADY IN DISTRESS

EMPLOYMENT OPPORTUNITY

Background. Gargoyles are featured on page 140 of the *Monster Manual*, though the gargoyle that delivers the message to the PCs is neutral as opposed to chaotic evil. Gargoyles in Eberron are largely native to Droaam, but there is a notable gargoyle presence in Sharn, as they are particularly well-suited to the environs. Many of the gargoyles in Sharn work for House Tharashk or House Vadalis.

TOWN HOUSE 19

Encounter Notes. There are three Karrnathi Undead Soldiers (ERLW page 295 reprinted in Appendix A) that have Lady Elaydren cornered. When they notice the PCs, two will turn to face them and hold them off, while the last continues dealing with Elaydren. This undead soldier will focus on Elaydren unless it is damaged by another attacker.

LADY ELAYDREN VOWN D’CANNITH

Medium humanoid (human), neutral

Armor Class 15 (mage armor, 17 with cover)

Hit Points 36 (8d8) (26 current)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	14 (+2)	12 (+1)	18 (+4)

Saving Throws Con +2 Cha +6

Skills Deception +6, History +4, Investigation +4, Persuasion +6

Senses passive Perception 11

Languages Common, Giant, Gnome

Challenge 3 (700xp)

Spellcasting. Elaydren is a 4th level spellcaster. Her spellcasting ability is Charisma (Spell save DC 14, +6 to hit with spell attacks). She knows the following sorcerer spells:

Cantrips (at will): *acid splash*, *friends*, *mage hand*, *message*, *prestidigitation*

1st level (4 slots): *charm person*, *detect magic*, *mage armor*

2nd level (3 slots): *detect thoughts*, *levitate*

Artisan’s Intuition. When Elaydren makes an Intelligence (Arcana) check or an ability check with artisan’s tools, roll 1d4 and add it to the result.

Innate Spellcasting. Elaydren’s innate spellcasting ability is Intelligence. She can innately cast the following spells, requiring no material components:

at will: *mending*

1/day: *magic weapon* (duration of 1 hour without requiring concentration)

ACTIONS

Dagger +1. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

Lady Elaydren has already killed one Karrnathi Undead Soldier (there were originally four), but she is in dire straits. She

currently has 26 hit points, armor class 17 and access to the *acid splash* cantrip. She is hiding behind a table, which is providing her with half cover (+2 to AC included above). Once she notices the PCs, she will use the Dodge action in order to try to stay alive.

Encounter Balancing. This should be a difficult encounter, but not so difficult that Lady Elaydren is killed. For a weak party, you may wish to replace one of the Karrnathi Undead with a ghoul or zombie. For a strong party, you may wish to add a ghoul or zombie in addition to the Karrnathi Undead.

TIME IS OF THE ESSENCE

Continuity Notes. Note that if you used the 5e Remix of *Whispers of the Vampire’s Blade*, Elaydren will recognize Garrow’s vampire persona and won’t need to describe him as “a tall, emaciated man with white skin, red eyes, and sharp fangs.”

Encounter Consequences. While it is possible for Lady Elaydren to be killed by the Karrnathi undead, this shouldn’t happen. Even if she is reduced to 0 hit points, the PCs should have enough time to stabilize her and provide her with some healing. If she is likely to die without it, you may wish to provide her with a *coward’s pearl* like the one that she had in *Shadows of the Last War*.

If Elaydren is killed, whether due to extremely poor luck or poor choices by the PCs, Merrix could send an agent to recruit the PCs to avenge Elaydren and recover the stolen schemas.

COWARD’S PEARL

Wondrous Item, rare

You can use an action to crush this pearl, destroying it and casting *dimension door*, affecting only yourself. When you do so, mist appears in a 20 foot radius area centering on the point you disappear from. The mist heavily obscures this area for 3 rounds.

II. FROM HERE TO THERE

LAST WORDS FROM ELAYDREN

Encounter Notes. PCs with passive Perception of 15 or more will recognize that Elaydren’s laborers are not affiliated with House Cannith. If a PC notices this, a DC 14 Intelligence (Investigation) check will enable a PC to realize that Elaydren is attempting to hide the attack from House Cannith.

SEA DART

Background. The *Sea Dart* is an experimental vessel that uses a bound elemental without the need for a dragonmarked pilot. Piloting the *Sea Dart*, however, requires special training. An untrained pilot can make an Intelligence (water vehicles) check to perform a maneuver, with a rough directional change being DC 10 and a precise change being DC 15. Unless the pilot has proficiency in either Arcana or knowledge of

the Primordial (or Aquan) language, however, this check is made with disadvantage.

The vessel is not really well-suited for passengers, so it is extremely cramped and only has four beds available to the PCs. If there are more than four PCs who need to sleep, they will need to either share a bed (which is only really an option for Small PCs) or sleep in shifts. Tension may develop with some of the gnome crew members who are uncomfortable sharing the *Sea Dart* with larger folk.

Captain Byam's route goes through Shargon's Teeth. This is a group of islands that lie in between Khorvaire and Xen'drik. While there are some trade routes that pass nearby, the Teeth are notoriously dangerous, both due to frequency of storms in the area and the presence of sahuagin raiders.

CAPTAIN BYAM

Small humanoid (gnome), neutral good

Armor Class 12 (leather armor)

Hit Points 27 (5d6 + 10)

Speed 25 ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	14 (+2)

Skills Arcana +3, Insight +2, Persuasion +4

Senses darkvision 60 ft., passive Perception 10

Languages Common, Gnomish, Primordial, Sahuagin

Challenge 1/4 (50 xp)

Gnome Cunning. Captain Byam has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

ACTIONS

Mace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 4 (1d6 + 1) bludgeoning damage.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

GNOME CREW MEMBER

Small humanoid (gnome), lawful good

Armor Class 13 (leather armor)

Hit Points 26 (4d6 + 12)

Speed 25 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	17 (+3)	13 (+1)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +4

Senses darkvision 60 ft., passive Perception 12

Languages Common, Gnomish

Challenge 1/2 (100 xp)

Gnome Cunning. The gnome has advantage on all Intelligence, Wisdom, and Charisma saves against magic.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

DANGER AT SEA

Encounter Notes. Spotting the dire shark requires success on a DC 18 Wisdom (Perception) check. When the shark strikes the *Sea Dart*, the vessel will be flung backwards and those inside it must make a DC 16 Dexterity saving throw, taking 2d6 bashing damage on a failed save or half damage on a successful save. PCs who notice the shark swimming toward the *Sea Dart* can choose to substitute a Strength saving throw for Dexterity by grabbing hold of something sturdy or bracing themselves.

A PC who gets a good look at the shark can make an Intelligence (Nature) or (Animal Handling) check. A PC who gets a 14 or more on this check will realize that the shark is not natural, as it has been magebred using specialized sahuagin techniques.



MAGEBRED DEVIL SHARK

Huge beast, unaligned

Armor Class 14 (natural armor)

Hit Points 150 (12d12 + 72)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	22 (+6)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +4

Senses blindsight 60 ft., passive Perception 14

Languages –

Challenge 9 (5,000 xp)

Blood Fury. The shark has advantage on melee attack rolls with its bite against any creature that doesn't have all its hit points.

Water Breathing. The shark can breathe only underwater.

ACTIONS

Multiattack. The shark makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target.
Hit: 33 (4d12 + 7) piercing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target.
Hit: 16 (2d8 + 7) bludgeoning damage.

The shark is the product of sahuagin magebreeding techniques. It is covered in twisting tattoos that glow with a dim green light.

RISE, RISE!

Background. The damage is predominantly to the *Sea Dart's* exterior, so the repairs cannot reasonably be made underwater.

Byam keeps on the lookout for the shark's return, so there is no reasonable chance for anyone to spot the sahuagin nets. If a PC does, somehow, get a view toward the surface, the nets are well camouflaged to look like normal seaweed masses.

A SWIM IN THE DARK

Encounter Notes. The water crossbows all function as light crossbows with range 30/60 feet.

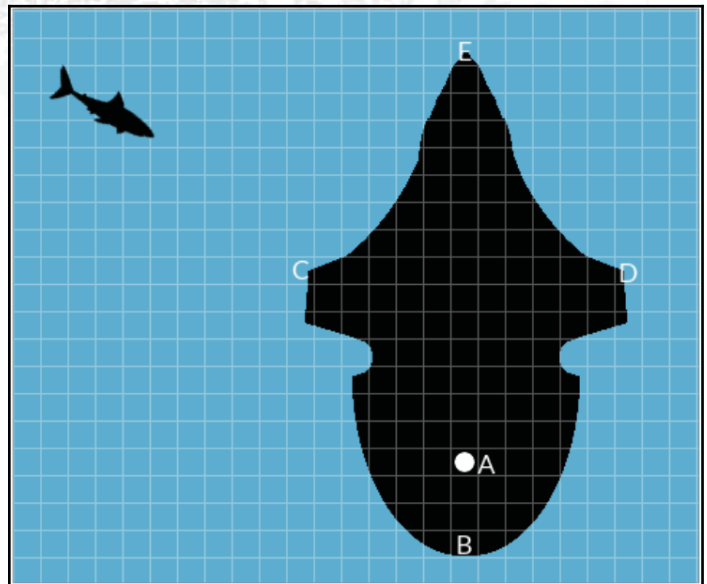
There are four points at which the net should be cut marked B, C, D, and E below. The PCs exit the airlock near the aft of the vessel at the point marked A.

Unless a creature has a swim speed, each foot of movement costs an extra foot when swimming. The gnomes can cover 25 feet in a round when swimming provided that they take the Dash action.

Each section of the net has AC 12 and 10 hit points. If the PCs leave the gnomes to cut the net it will take them two rounds of work to cut through a section.

The exterior of the *Sea Dart* is magically lit, providing bright light within 20 feet and dim light for another 20 feet.

The shark will reach the point indicated below two rounds after the airlock has been exited. It will target medium size creatures before small size creatures. If the shark lacks a target, it will further damage the *Sea Dart*. It will flee if reduced to 30 hit points or below.



Have each PC make a DC 18 Wisdom (Perception) check. PCs without darkvision have disadvantage on this check. Those who succeed, notice the figure of the sahuagin giving orders to the shark.

Encounter Balancing. Between the shark as an opponent, limitations on movement, and the need to protect the gnomes and get the *Sea Dart* released, this should be a difficult encounter, though the PCs are likely to have all of their resources available. For an easier encounter, you may wish substitute a Giant Shark (*MM* 328) and a Hunter Shark (*MM* 330) for the Magebred Devil Shark. For a more difficult encounter, you can add a Hunter Shark.

ISLAND ENCOUNTER

Encounter Notes. The PCs should not have time between the previous encounter and this one to take a short rest before the sahuagin attack. If the PCs attempt to negotiate with the sahuagin shark keeper, they can attempt a DC 18 Charisma (Persuasion) check provided they are able to communicate with him. Unless this is accompanied by a gift which appears to be worth 500 gp and includes at least one item the sahuagin considers exotic (such as a magic item), the check will be made at disadvantage. With a success, the sahuagin will be willing to negotiate passage.

If communication fails, the sahuagin attack.

SAHUAGIN SHARK KEEPER

Medium humanoid (sahuagin), lawful evil

Armor Class 16 (breastplate)

Hit Points 67 (9d8 + 27)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	14 (+2)	13 (+1)	9 (-1)

Skills Animal Handling +5, Perception +5, Survival +3

Senses darkvision 120 ft., passive Perception 15

Languages Sahuagin

Challenge 4 (1,100 xp)

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

Slayer. Once per turn when the sahuagin hits a creature with a weapon attack, the creature takes an extra 9 (2d8) damage if it's below its hit point maximum.

ACTIONS

Multiattack. The sahuagin makes two melee attacks: one with its bite and one with its claws or trident.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Trident. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Encounter Balancing. This should be an average encounter for a party of 4 PCs at 6th-level with the Sahuagin Shark Keeper and 5 Sahuagin (MM 263). To change the difficulty of the encounter, simply adjust the number of sahuagin.

Encounter Consequences. If the shark did additional damage to the *Sea Dart* or if more than one of the crew members was killed, it will take the gnomes longer to make repairs and the PCs will be a full day behind schedule when arriving in Stormreach. A PC who is a skilled artificer or knowledgeable about elemental binding may be able to assist and speed up the process slightly.

ON TO XEN'DRIK!

The continent of Xen'drik was once home to an advanced civilization of giants that fell due to hubris. Now, explorers seek wealth and adventure in its ruins. Today, Xen'drik is a cursed land. Space and time are twisted there through what is known as the Traveler's Curse, and maps are not always reliable. The Traveler's Curse is an excellent tool for controlling pacing and supporting dramatic timing. The area of Xen'drik that this adventure takes place in is a hot and humid jungle. The jungles of Xen'drik are home to many strange creatures, and even common animals and monsters that are encountered there may have unusual appearances.

For more information on Xen'drik, see *Secrets of Xen'drik*, published for an earlier edition.



STORMREACH

Background. Stormreach is an exciting location: a lawless city filled with ancient magic and the ruins of past civilizations. *The City of Stormreach* is an excellent guidebook. While it was written for an earlier edition of the game, most of the book is setting information that is still applicable. It is filled with interesting characters, locations, and plot hooks and is highly recommended if you want your PCs to spend any time in the city.

EXPLORING THE CITY

Muroni will be in the crowd of people on the docks when the PCs enter the city. She will mark them as likely being the group she is waiting for, but will want to perform an augury to be sure. PCs with a passive Perception of 15 or higher will see her, but she will not be notable or worth mentioning in the crowd unless those PCs are specifically looking for someone who roughly matches her description. They will, however, have a chance to remember her when she introduces herself.

SEEKING THE EMERALD CLAW

Encounter Notes. There are a wide variety of ways that the PCs could seek out the Emerald Claw if they choose to do so (alternatively, they could simply head toward the ruins themselves).

If they simply ask around, have the PCs make both a Charisma (Persuasion) check and an Intelligence (Investigation) check. If they score:

Cha	Int	Result
0-14	0-14	After 2d4 hours, the PCs learn nothing of use.
15+	0-14	After 1d4+1 hours, helpful locals suggest that the PCs ask around the docks or Lyrandar docking tower.
0-14	15-19	After 1d4 hours, the PCs learn that soldiers with insignia of the Emerald Claw were spotted (roll 1d6) 1-4 in the Temple District, 5-6 near the docks.
15+	20+	After 1d4 hours, the PCs learn that soldiers with the insignia of the Emerald Claw were traveling with a warforged and that they were asking about a group from Morgrave University.

One hour of asking around near the Lyrandar docking tower will reveal that soldiers wearing Emerald Claw insignia were spotted coming out of it shortly after an airship docked there a few days ago.

1d4 hours of asking around near the docks will reveal that soldiers wearing Emerald Claw insignia were spotted outside the Wavecrest Tavern a few days ago.

To simplify matters and allow for creative problem solving in searching for clues about the Emerald Claw, a timeline of events is listed below. Note that the traveler's curse of Xen'drik can add flexibility to this timeline for narrative convenience.

DAY 1

Attack on Elaydren

The Emerald Claw leaves for Stormreach on a chartered Lyrandar airship

PCs leave for Stormreach on the *Sea Dart*

DAY 3

EC's airship docks at Falconer's Spire in Stormreach

Garrow (as Rarwog) visits the Temple of Vol in Stormreach and asks about people who know the jungle well. He learns about the Morgrave University expedition.

DAY 4

Garrow (as Rarwog) meets with Provost Kaven and is advised to follow the river.

The airship leaves and heads upriver.

DAY 5

PCs arrive in Stormreach (assuming no delays due to additional *Sea Dart* repair time, this happens late on Day 5)

DAY 7

The Emerald Claw's airship arrives at the ruins.

DAY 8

The Emerald Claw burns out the drow in the ruins.

DAY 9

The Emerald Claw finishes driving off the drow from the ruins, securing the gallery level.

DAY 10

The Emerald Claw secures the stairwells of the ruins and sets up their camp.

DAY 11

The earliest possible time the PCs can reach the ruins if they take the riverboat (approximately a 5 day journey)

One hour of asking around the Temple District will reveal that soldiers wearing Emerald Claw insignia were spotted at the Temple of the Blood of Vol.

If the PCs spend a total of 5 or more hours asking around, use the **Asking Too Many Questions** encounter.

BLOOD OF VOL TEMPLE

Shortly after arriving in Stormreach, Garrow visited the temple of the Blood of Vol there with the bodak Surthain and several soldiers. He assumed his vampiric guise as he entered, and interrogated the local priest as to who locally knew the jungle and ruins in it. The priest, a half-orc named Jheraan, referred him to the Morgrave University expedition.

Jheraan will tell the PCs all she can about Garrow. She believes Garrow is a vampire and she knows Surthain is some form of undead creature or demon, and that it is still in the city. She will not admit that she can send a message to Surthain, as she does not want to incriminate herself.

Garrow left instructions with Jheraan to contact Surthain if people came and asked about him. Jheraan is a true seeker of the divinity within and is neither evil nor a supporter of the Order of the Emerald Claw, but she is also justifiably terrified of the undead who came to visit her. Unless the PCs make assurances as to her safety (succeeding on a DC 15 Charisma (Persuasion) check), Jheraan will reluctantly contact Surthain after the PCs visit her, leading to the Asking Too Many Questions encounter below.

MORGRAVE EXPEDITION

Encounter Notes. If the PCs seek out the expedition, it will be on-site in the jungle during the day. In the evening, it can be found at the boarding house, though the provost has a 70% chance to be drinking at the nearby Wavecrest Tavern. Provost Kaven is well-liked at the tavern due to his tendency to tell stories based on the history of Xen'drik. A successful DC 14 Charisma (Persuasion) check will convince the patrons or bartender to let the PCs know that the provost comes in most evenings and (if the PCs ask if he'd spoken to anyone unusual lately) that he was talking to a warforged and a half-elf the other night. If the PCs give the impression that they might wish the provost harm, they will have disadvantage on this check.

Provost Kaven will initially have an attitude of indifferent to the PCs. Changing this attitude to friendly will earn his assistance. To change Kaven's attitude will require the PCs to invoke things that interest him. Expressing interest in his research or offering to demonstrate unusual things of Xen'drik origin to his students would be good methods.

PCs who have gone through "The Forgotten Forge," might think to mention the name of Provost Bonal Geldem. Before he was killed, Geldem and Kaven were friends and colleagues. Invoking Geldem's name with a successful DC 12 Persuasion check will change Kaven's attitude to friendly.

Kaven is also knowledgeable about the local environment and can recommend that the PCs travel with Chinxero on his riverboat.

HOUSE LYRANDAR DOCKING TOWER

Background. Falconer's Spire towers over the northern edge of the Marketplace and is clearly visible from almost anywhere in the city.

The tower master's name is Mirran. While the original adventure provides Garrow with his own airship that docked at Lyrandar's tower, I assume herein that he instead chartered a Lyrandar airship from Sharn to Stormreach. This change is both because piloting an airship generally requires the pilot to have the Mark of Storm and because House Lyrandar is typically depicted as having a monopoly on airship travel and

would be unlikely to welcome a privateer. Garrow would still use the half-elf persona of Rarwog, but he would be presenting himself as a client rather than captain.

Calynden d'Lyrandar, a ruthless schemer, is the leader of the house in Stormreach. He is unlikely to meet with the PCs and knows nothing of consequence about the Emerald Claw's activities in Stormreach.

Note. If you plan to use the optional ambush encounter at the end of this adventure, Calynden d'Lyrandar is aware that a significant number of warforged recently embarked on an elemental galleon bound for Stormreach from southern Darguun. This was notable enough that word was sent ahead. Though he does not know it, these are troops of the Lord of Blades out of the Mournland. He won't mention this to the PCs without reason.

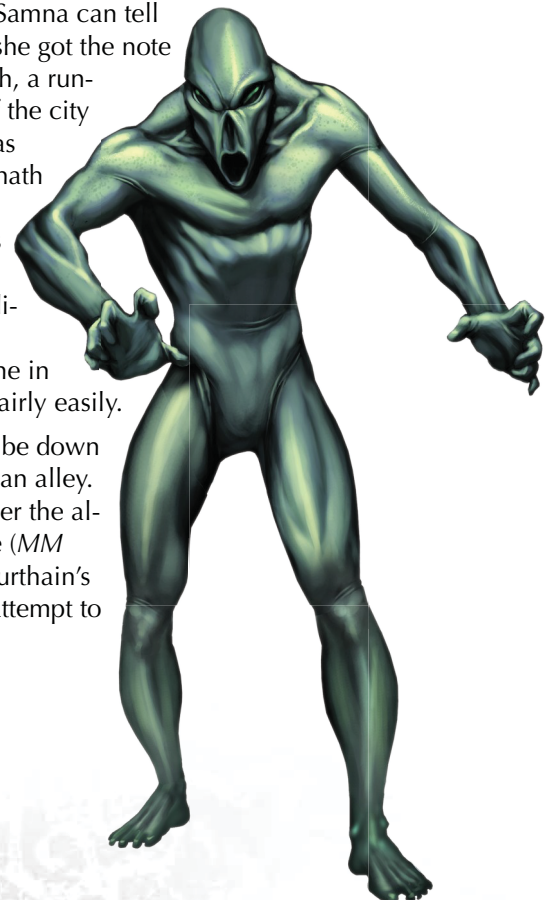
More information about House Lyrandar in Stormreach and Calynden d'Lyrandar can be found on page 66 of *City of Stormreach*.

ASKING TOO MANY QUESTIONS

Encounter Notes. The courier who delivers the note is teenaged girl named Samna. Surthain used its dagger of betrayal to charm her, but the effect has worn off. She decided to complete the delivery task out of fear. She will be obviously terrified of Surthain if questioned, but she will not, however, know that Surthain is a bodak—merely that he is creepy and wears a cloak.

There is no "Old Quarter" (as mentioned in Surthain's note) in Stormreach. Samna can tell the PCs that she got the note in Southwatch, a run-down area of the city and that it was nearby Xaponath Lane. Otherwise, the PCs should be able to find directions to Xaponath Lane in Southwatch fairly easily.

Surthain will be down at the end of an alley. If the PCs enter the alley, a zombie (*MM* 316) under Surthain's control will attempt to bar their exit.



SURTHAIN

Medium undead (bodak), neutral evil

Armor Class 15 (natural armor)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	8 (-1)	13 (+1)	12 (+1)

Skills Perception +4, Stealth +6

Damage Resistances cold, fire, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 14

Languages Common

Challenge 7 (2,900 xp)

Aura of Annihilation. The bodak can activate or deactivate this feature as a bonus action. While active, the aura deals 5 necrotic damage to any creature that ends its turn within 30 feet of the bodak. Undead and fiends ignore this effect.

Death Gaze. When a creature that can see the bodak's eyes starts its turn within 30 feet of the bodak, the bodak can force it to make a DC 13 Constitution saving throw if the bodak isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to the frightened condition. Otherwise, a creature takes 22 (4d10) psychic damage on a failed save.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the bodak until the start of its next turn. If the creature looks at the bodak in the meantime, it must immediately make the saving throw.

Sunlight Hypersensitivity. The bodak takes 5 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Charm (3/day). Surthain casts charm person (DC 15) from its dagger of betrayal.

Dagger of Betrayal. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 9 (2d8) or +8 to hit, reach 5 ft., one target charmed by Surthain. *Hit:* 7 (1d4 + 5) piercing damage plus 9 (2d8) necrotic damage.

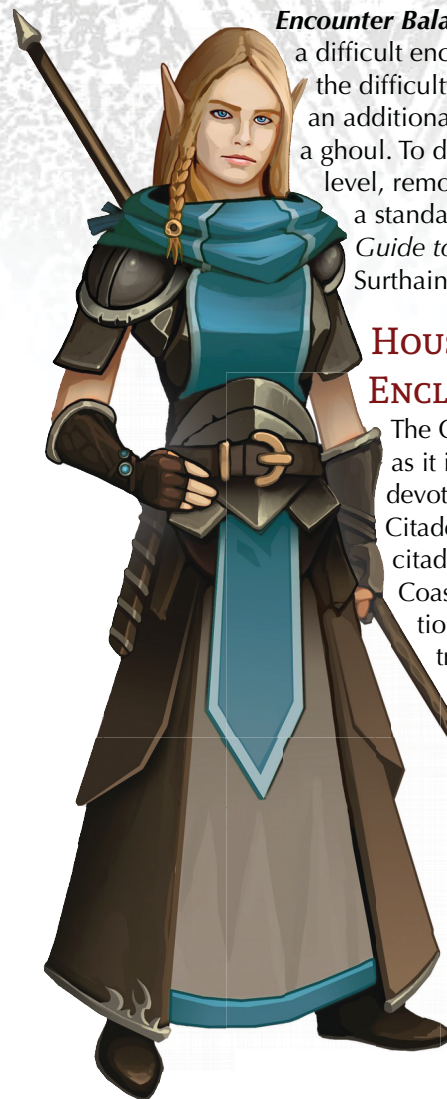
Withering Gaze. One creature that the bodak can see within 60 feet of it must make a DC 13 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one.

DAGGER OF BETRAYAL

Weapon (dagger), rare

This magic weapon has 3 charges. While holding it, you can use an action to expend 1 of its charges to cast the *charm person* spell (save DC 15) from it. The dagger regains 1d3 expended charges daily at dawn.

You have a +2 bonus to attack and damage rolls made with this magic weapon when attacking a creature charmed by you.



Encounter Balancing. This should be a difficult encounter. To increase the difficulty level, if needed, add an additional zombie or substitute a ghoul. To decrease the difficulty level, remove the zombie or use a standard bodak from *Volo's Guide to Monsters* instead of Surthain.

HOUSE CANNITH ENCLAVE

The Cannith enclave, such as it is, is a group of offices devoted to research in the Citadel of the Twelve. The citadel is located in Coasthold, the eastern portion of the Silverwall district.

The ranking agent of House Cannith in Stormreach is Channa Vown d'Cannith (see *City of Stormreach*, page 64). She is

Lady Elaydren's cousin and has been placed in Stormreach to focus research on recovering warforged artifacts for Merrix d'Cannith's research. Lady Elaydren's letter includes a coded message suggesting that the PCs are on a mission related to this, but will provide no details. Channa will attempt to press the PCs for details and insist that they stop back and check in with her.

Channa will also direct the PCs to Chinxero, who owes her a favor due to House Cannith's role in installing a bound elemental in his riverboat. This will allow Channa to divert Elaydren's funds into her own personal project budget.

MURONI

Muroni will approach the PCs after they leave their meeting with Channa at the Citadel of the Twelve, having confirmed that they are agents of House Cannith and, therefore, the group she is looking for. PCs with a passive Perception of 15 or higher will note that Muroni looks familiar. A DC 15 Intelligence check will allow such a PC to remember seeing her watching the group as they entered Stormreach.

MURONI

Medium humanoid (elf), lawful neutral

Armor Class 17 (breastplate and shield)

Hit Points 65 (10d8 + 20)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
11 (+1)	13 (+1)	14 (+2)	15 (+2)	16 (+3)	14 (+2)

Saving Throws Wis +5 Cha +4

Skills Arcana +6, History +6, Insight +5, Investigation +4, Religion +4

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish, Draconic

Challenge 3 (700xp)

Fey Ancestry. Muroi has advantage on saving throws against being charmed, and magic can't put her to sleep.

Spellcasting. Muroi is a 5th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *guidance*, *sacred flame*, *spare the dying*, *thaumaturgy*

1st level (4 slots): *command*, *cure wounds*, *detect magic*, *identify*, *sanctuary*, *shield of faith*

2nd level (3 slots): *aid*, *augury*, *lesser restoration*, *spiritual weapon*, *suggestion*

3rd level (2 slots): *nondetection*, *revivify*, *speak with dead*

ACTIONS

Mace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Spear. *Melee Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60, one target. *Hit:* 4 (1d6 + 1) piercing damage or 6 (1d8 + 1) piercing damage if used in melee with two hands.

Knowledge of the Ages (1/short or long rest). Muroi chooses one skill or tool and gains proficiency with it for 10 minutes.

Modifiers:

- Each 100 gold offered on top of the letter of credit adds +1.
- Suggesting that this could be beneficial to his business (expanding it south, getting access to new trade goods, etc.) adds +4
- Threatening Chinxero with violence or failing a Charisma (Intimidation) or Charisma (Deception) check will give the PCs disadvantage on the Charisma (Persuasion) check.

CHINXERO

Medium humanoid (human), neutral

Armor Class 15 (breastplate)

Hit Points 75 (10d8 + 30)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	13 (+1)	12 (+1)

Skills Athletics +5, Intimidation +4, Perception +3, Survival +3

Senses passive Perception 13

Languages Common, Giant

Challenge 3 (700xp)

Second Wind (1/Short or Long Rest). As a bonus action, Chinxero can regain 10 hit points.

ACTIONS

Multiaction. Chinxero makes two melee or ranged attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600, one target. *Hit:* 5 (1d8 + 1) piercing damage.

Muroi carries 3 *potions of healing* and a *spell scroll of protection from energy*.

THE RIVERBOAT

Encounter Notes. Chartering a riverboat should not be inexpensive, but the thousands of gold being discussed in this section may strain credulity. The numbers listed below assume a price in the hundreds of gold pieces rather than thousands.

Chinxero is a grizzled, wiry-looking human who appears to have some orcish blood. His crew is made up of nine humans and a single halfling who goes by the name of Quire and acts as Chinxero's first mate.

Chinxero can be hired with a successful Charisma (Persuasion) check. The base DC for this roll is 20. If the PCs fail the roll, Chinxero will demand 200 gp per point by which the PCs fail in order to take them up the river.

MARLOW CREWMEMBER

Medium humanoid (human), neutral

Armor Class 10

Hit Points 22 (4d8 + 4)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	12 (+1)	10 (+0)	11 (+0)	8 (-1)

Skills Athletics +4, Survival +2

Senses passive Perception 10

Languages Common

Challenge 1/4 (50xp)

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

QUIRE

Small humanoid (halfling), chaotic neutral

Armor Class 14 (studded leather armor)

Hit Points 42 (7d6 + 21)

Speed 25 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	12 (+1)	13 (+1)	10 (+0)

Skills Athletics +3, Insight +3, Perception +3, Survival +3

Senses passive Perception 13

Languages Common, Gnomish

Challenge 2 (450xp)

Lucky. When Quire rolls a 1 on the d20 for an attack roll, ability check, or saving throw, he can reroll the die and must use the new roll.

Brave. Quire has advantage on saving throws against being frightened.

Halfling Nimbleness. Quire can move through the space of any creature that is of a size larger than he is.

Naturally Stealthy. Quire can attempt to hide even when obscured only by a creature that is at least one size larger than he is.

Spellcasting. Quire is a 1st-level spellcaster. His spellcasting ability is Intelligence. He has the following wizard spells prepared:

Cantrips (at will): *mending*, *message*

1st level (1 slot): *unseen servant*

ACTIONS

Multiattack. Quire makes two melee or ranged attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage

REACTIONS

Parry. Quire adds 2 to his AC against one melee attack that would hit him. To do so, Quire must see the attacker and be wielding a melee weapon.

AQUATIC TROLLS

These two trolls are adapted to life in the river. They are fully amphibious, able to breathe both air and water, and have a swim speed of 30 feet. Otherwise, they function as normal trolls (MM 291).

If anyone is fishing from the boat, they will try to pull them into the water. Otherwise, they will climb aboard grab someone, and jump back into the river with their prey.

ETTIN AND OGRE

An ogre (MM 237) is bathing at the edge of the river. An ettin (MM 132) sits on the bank. One of its heads is chatting up the ogre while the other looks bored until it sees the Marlow. The ettin is likely to attack in an attempt to impress the ogre with its prowess. The ogre may join in for fun. The giants can be spoken to, and it may be possible to avoid combat with them, but they only speak Giant.

INSECT SWARMS

The jungle gets particularly hot and humid and three swarms of riverwasps descend upon the riverboat. In addition to their bites, the insects reduce visibility, making navigation difficult. Individually, the riverwasps that make up the swarms range in size from under an inch long to over three inches in length.

SWARM OF RIVERWASPS

Medium swarm of Tiny beasts, unaligned

Armor Class 13 (natural armor)

Hit Points 36 (8d8)

Speed 5 ft., fly 30 ft, swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	10 (+0)	1 (-5)	8 (-1)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10ft., passive Perception 9

Languages –

Challenge 2 (450xp)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 9 (2d8) piercing damage, or 4 (1d8) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 10 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

III. RIDING THE MARLOW RIVER ENCOUNTERS

The Marlow is likely to encounter different dangers by day than it will at night. Separate encounter tables are below.

DAYTIME ENCOUNTERS

D12 Encounter

1-2	Aquatic Trolls
3	Ettin and Ogre
4-6	Insect Swarms
7-8	Shambling Mound
9-11	Spiders!
12	Hydra

SHAMBLING MOUND

A shambling mound (MM 279) will slide down the river and latch on to the side of the boat, where it will look like a large

patch of vegetation that has been caught there. It will tag along with the boat until someone comes to attempt to dislodge it, at which point it will try to pull them into the river. If no one bothers it, it will sneak onto the boat at night in search of a meal.

SPIDERS!

As the Marlow makes its way upriver, Two ettercaps (*MM* 131) hiding in the canopy above the river will drop a web across the deck of the boat and attack. Treat the web as a *web* spell, although the ettercaps do not need to concentrate upon it. While they attack from above, their phase spider (*MM* 334) companion will step out from the ethereal plane belowdeck. The three will attempt to inject their poison into a target and, once they have done so, the ettercaps will try to restrain that target with their webbing and carry it off into the trees.

HYDRA

As the Marlow enters the hunting grounds of the hydra (*MM* 190), the jungle noises gradually die away. The hydra, while frightening, is not too bright and will see the Marlow as a challenger in its territory. As the boat comes down the river, it will charge out from the jungle towards it, bellowing with all of its heads.



NIGHTTIME ENCOUNTERS

D12 Encounter

- 1-4 Will-o'-Wisps
- 5-6 Green Hag
- 7-9 Hliska Swarm
- 11-12 Hunting Cats

WILL-O'-WISP

A pair of will-o'-wisps (*MM* 301) will attempt to lure whomever is on watch away while the Marlow is anchored at night. While they do, a second pair will slip aboard from the opposite direction.

GREEN HAG

A green hag (*MM* 177) attempts to lure people off the boat where her pet, a giant crocodile (*MM* 324), waits hidden in the dark water.

HLISKA SWARM

2d4 swarms of hliska (large rodents with color-changing camouflaged fur native to Xen'drik) will slip aboard the boat and attempt to gorge themselves on the riverboat's food stores.

SWARM OF HLISKA

Medium swarm of Tiny beasts, unaligned

Armor Class 12

Hit Points 31 (7d8)

Speed 30 ft., swim 20 ft

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	2 (-4)	10 (+0)	5 (-3)

Skills Stealth +6

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 10

Languages –

Challenge 1 (200xp)

Keen Smell. The swarm has advantage on Wisdom (Perception) checks that rely on smell.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny hliska. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 9 (2d8) piercing damage, or 4 (1d8) piercing damage if the swarm has half of its hit points or fewer.

HUNTING CATS

A displacer beast (MM 81) leads a pride of jungle cats. Their hunting party will leap to the boat at night, looking for prey. In addition to the displacer beast, the hunting party consists of two jungle cats. The jungle cats are large, six-legged felines with green and brown striped fur. Treat them as saber-toothed tigers (MM 336).

THE GIANT HANDS

AIR-SKIFF GUARD

Medium humanoid (human), lawful neutral

Armor Class 12 (studded leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	12 (+1)	10 (+0)	12 (+1)	8 (-1)

Skills Athletics +4, Intimidate +1

Senses passive Perception 11

Languages Common

Challenge 1/2 (100xp)

Martial Advantage. Once per turn, the guard can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the guard that isn't incapacitated.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400, one target. *Hit:* 5 (1d10) piercing damage.

IV. THE RUIN

DUNGEON FEATURES

THE RUIN

Climbing the ruin is difficult, but possible. Each round of movement requires a DC 15 Strength (Athletics) check. A creature trying to climb past the overhang at the Dark Level (see the Ruin Cutaway image in the front cover of the original adventure) has disadvantage on this check.

DOORS

The enormous doors have AC 18 and 110 (20d10) hit points each. They have a damage threshold of 15, so they ignore any attack that does less than 15 points of damage.

Pushing a door open or closed requires a DC 20 Strength check. A creature of size Large or greater or a Medium creature with the powerful build trait has advantage on this check.

Some doors are stuck or sealed. Unless noted otherwise, PCs can attempt to push these open as above, but have disadvantage on the roll.

RESIDENTS

There are three main groups of creatures currently connected to the ruin: the drow, the Emerald Claw, and a group of apes. In the original adventure, this last group was of dire apes. Herein, they are cloud apes, a creature unique to Xen'drik that inhabits cliffsides and the tall ruins of ancient civilizations.

In the original adventure, all three of these groups had standard statistics. In this expansion, they are being split into categories in order to provide some diversity in opposition to the PCs. In addition to unique representatives of the groups, there are:



Challenge Type

1/2	Drow Skirmisher
1	Drow Warriors
1/2	Emerald Claw Sentry
2	Emerald Claw Soldier
4	Cloud Ape

Statistics for these encounters are duplicated in Appendix A.

RANDOM ENCOUNTERS

D% Encounter

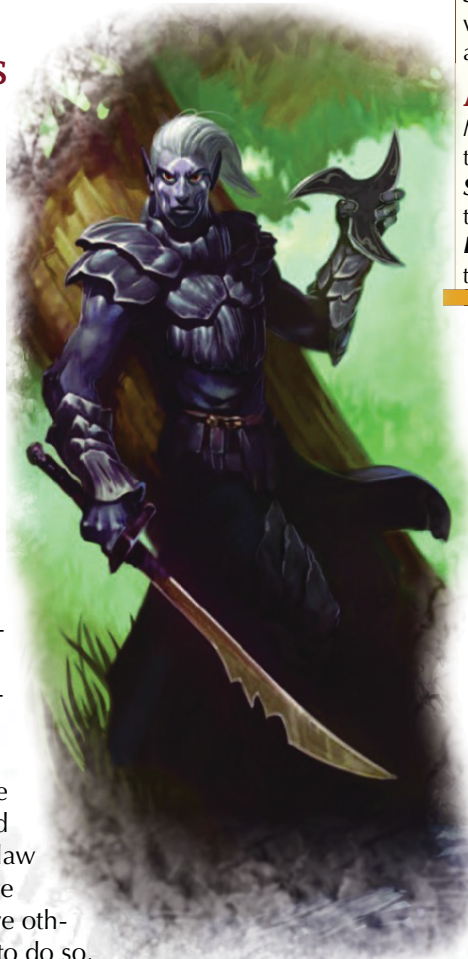
01-12	Drow Warriors
13-24	Emerald Claw Soldiers
25-35	Karnathi Undead Soldier Patrol
36-44	Cloud Apes
45-50	Chimera
51-00	No Encounter

DROW WARRIORS

The drow are armed with distinctive weapons—three-pronged Xen'drik boomerangs and drow long knives. With narrow blades longer than a dagger that curve toward the tip, the drow long knife should be treated as a shortsword.

Use one Drow Warrior for each 6th-level PC and add Balmatzoc as their leader.

Balmatzoc is a skilled hunter, and he is the most well-travelled of the surviving drow—one of the few members of the drow community here who has been to Stormreach and understands Common, though he speaks it poorly. He is filled with rage at the Emerald Claw and will assume the PCs are with them unless they prove otherwise. If the PCs are able to do so, Balmatzoc may convince the remaining drow to coordinate with the PCs, though the drow will only consider plans that focus on vengeance against the Emerald Claw.



BALMATZOC, DROW ELITE HUNTER

Medium humanoid (elf), neutral

Armor Class 16 (leather armor)

Hit Points 44 (8d8 + 8)

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	13 (+1)	11 (+0)	12 (+1)	12 (+1)

Saving Throws Dex +6, Wis +3

Skills Athletics +4, Perception+3, Stealth +6, Survival +3

Senses darkvision 120 ft., passive Perception 13

Languages Elvish, Giant, Common

Challenge 3 (700xp)

Fey Ancestry. Balmatzoc has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. Balmatzoc's spellcasting ability is Charisma (spell save DC 11). He can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

Ambusher. Balmatzoc has advantage on attack rolls against any creature he has surprised.

Surprise Attack. If Balmatzoc surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

ACTIONS

Multiattack. Balmatzoc makes three melee weapon attacks or two ranged weapon attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600, one target. *Hit:* 8 (1d8 + 4) piercing damage.

DROW WARRIOR

Medium humanoid (elf), neutral

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	11 (+0)	12 (+1)	12 (+1)

Skills Athletics +4, Stealth +4

Senses darkvision 120 ft., passive Perception 11

Languages Elvish, Giant

Challenge 1 (200xp)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*

Pack Tactics. The drow has advantage on an attack roll against a creature if at least one of the drow's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Xendrik Boomerang. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage. If the attack misses, boomerang returns and the drow can use its reaction to catch it.

EMERALD CLAW SOLDIERS

Use a number of Emerald Claw Soldiers equal to the number of 6th-level PCs.

EMERALD CLAW SOLDIER

Medium humanoid (human), lawful evil

Armor Class 16 (chain shirt and shield)

Hit Points 52 (8d8 + 16)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	12 (+1)	9 (-1)

Skills Athletics +5, Intimidate +1

Senses passive Perception 11

Languages Common

Challenge 2 (450xp)

Martial Advantage. Once per turn, the soldier can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the soldier that isn't incapacitated.

ACTIONS

Flail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400, one target. *Hit:* 6 (1d10 + 1) piercing damage.

KARRNATHI UNDEAD PATROL

Use a number of Karrnathi Undead Soldiers (ERLW page 295 or see Appendix A) equal to one-half the number of 6th-level PCs (rounded up).

CLOUD APES

A pair of cloud apes have been hiding in this area after an encounter with a patrol of Karrnathi undead, which left their companions dead.

CLOUD APE

Large beast, unaligned

Armor Class 12

Hit Points 77 (9d10 + 27)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	16 (+3)	6 (-2)	12 (+1)	8 (-1)

Skills Athletics +7, Perception +3, Stealth +6

Senses passive Perception 13

Languages -

Challenge 4 (1,100xp)

ACTIONS

Multiattack. The ape makes two fist attacks.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

REACTIONS

Glide. When the ape leaps or falls from a height of at least 20 feet, its patagia allows it to land without taking fall damage. It can control its descent to glide 15 feet horizontally for every 10 feet fallen, and it may land on vertical surfaces provided they can be climbed.



CHIMERA

A chimera (MM 39) has been attracted to the ruin by the chaos caused by the Emerald Claw's arrival.

GALLERY LEVEL

1. GIANT STEPS

A DC 12 Intelligence (Investigation) check will reveal that the giant steps were too high for even giants to use comfortably. They were likely the base for a staircase of some other material that has disintegrated with age. A DC 18 Intelligence (Arcana) check will reveal that the stone of the steps is layered with a strange metal that has a crystalline structure—possibly an alloy created by the giants or taken from Daanvi—suggesting that the stairs were magically augmented in some way long ago.

A DC 15 Wisdom (Perception) check will reveal the large, dark figures of the apes on the upper level.

DROW ENCOUNTER

The drow on this level assume the PCs are with the Emerald Claw. They will be hidden, though PCs with some method of scouting ahead (such as a familiar or divination magic) may be able to catch sight of them before they attack. The drow will only be visible from the air, the slave stairs, area 3 on the map, or the top of the giant steps. Even then, it requires a DC 14 Wisdom (Perception) check to spot them. The drow do have a clear view of the slave stairs, and can release their boulder trap if the PCs begin climbing the stairs.

There are twice as many drow here as there are 6th-level PCs. One of them is Amoxltli, the chief, and the others are all Drow Skirmishers.

If they release the boulder trap, half of the drow will follow the boulder down the stairs while the other half will run along the tops of the walls that border the slave stairs and throw their boomerangs down at any PCs on the stairs.

Amoxltli wields a greatsword with a blade of ice. This blade is an ancient relic that channels energies from Risia.

Boulder Trap. This mechanical trap is manually triggered by the hidden drow. They will trigger it if the PCs begin to ascend the slave stairs. Creatures on the slave stairs must make a DC 14 Dexterity saving throw, taking 8d6 bludgeoning damage on a failed save and half as much on a successful one. A creature that has warning that the boulder is coming or a creature within half its speed from the bottom of the slave stairs has advantage on this saving throw.

AMOXTLI, DROW CHIEF

Medium humanoid (elf), neutral

Armor Class 16 (chitin breastplate)

Hit Points 72 (11d8 + 22)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	12 (+1)	12 (+1)	17 (+3)

Saving Throws Dex +4, Wis +3, Cha +5

Skills Athletics +5, Intimidation +5, Perception +3, Stealth +4

Senses darkvision 120 ft., passive Perception 13

Languages Elvish, Giant

Challenge 4 (1,100xp)

Fey Ancestry. Amoxltli has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. Amoxltli's spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

Call to Battle (1/Day). As a bonus action, Amoxltli chooses any number of creatures within 30 feet of him. Each of these gains advantage on attack rolls until the start of the Amoxltli's next turn and can immediately use their reaction to move their speed towards an enemy they can see.

ACTIONS

Multiaction. Amoxltli makes two melee or ranged weapon attacks.

Risian Blade (Greatsword). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage and 3 (1d6) cold damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

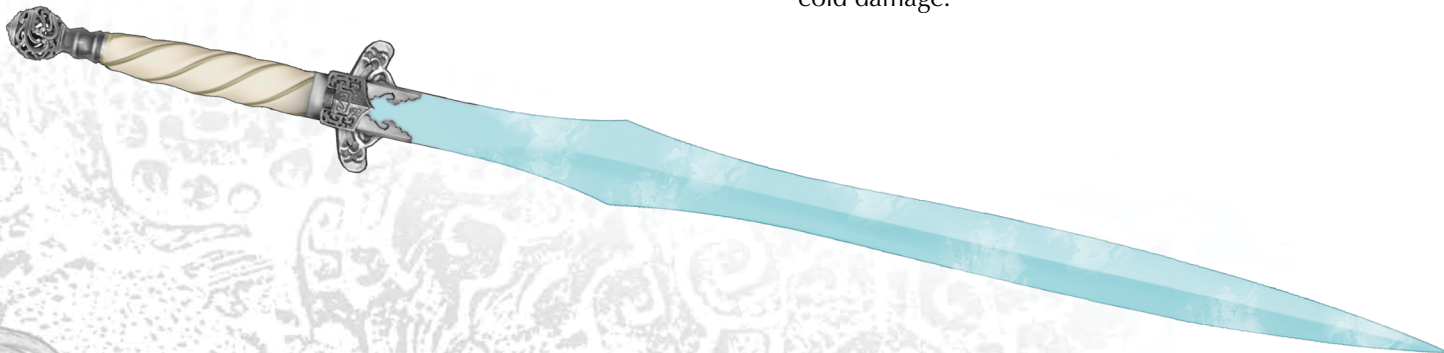
REACTIONS

Parry. Amoxltli adds 2 to his AC against one melee attack that would hit him. To do so, Amoxltli must see the attacker and be wielding a melee weapon.

RISIAN BLADE

Weapon (any sword), rare

When you hit with an attack using this magic sword, the target takes an extra 1d6 cold damage. The blade of this sword is made of ice. When you roll a 1 on an attack roll with this weapon, its blade shatters. A shattered blade will reform after 1 hour. Until then, the sword deals no slashing or piercing damage, but continues to deal 1d6 cold damage.



DROW SKIRMISHER

Medium humanoid (elf), neutral

Armor Class 13 (leather armor)

Hit Points 22 (5d8)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	11 (+0)	11 (+0)	12 (+1)

Skills Athletics +4, Stealth +4

Senses darkvision 120 ft., passive Perception 10

Languages Elvish, Giant

Challenge 1/2 (100xp)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*

Lightfooted. The drow can take the Dash or Disengage action as a bonus action on each of its turns.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Xen'drik Boomerang. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage. If the attack misses, boomerang returns and the drow can use its reaction to catch it.

ceed on a Constitution saving throw with a DC of 16 or contract ash rot.

Ash Rot. This magical disease shows no immediate symptoms, and those who have been infected by it may be unaware of it for some time. Symptoms begin to manifest after 2d4 days or when an infected creature takes fire damage. Symptoms, once they manifest, include fatigue and skin that flakes off in ash-like particles to reveal rotting flesh below. An infected creature gains a level of exhaustion that can't be removed until the disease is cured.

Additionally, whenever a creature infected by ash rot takes fire damage, it takes an additional amount of necrotic damage equal to one-half the fire damage taken, as its body wants to turn into ash.

At the end of each Long Rest, an infected creature must make a DC 14 Constitution saving throw. On a failed save, the creature only gains the benefit of a Short Rest instead of a Long Rest and takes 2d6 necrotic damage that cannot be healed naturally. On a successful save, the creature takes half as much damage and gains the benefits of the Long Rest. If a creature succeeds on this save three days in a row, it recovers from the disease.

Ash rot is a magical disease and is, thus, resistant to normal cures. During its symptomless incubation period, it can be cured by *lesser restoration*. Otherwise, *lesser restoration* can be used to count a day on which a creature failed its Constitution save as one that it succeeded for the purposes of recovery. More powerful magic can cure the disease as normal.

2. DROW NESTS

While the mud structures are a bit alien in appearance, and heavily damaged by the attack of the Emerald Claw, they were once beautifully designed with organic shapes that flowed to meet the needs of the drow. Both the interior and exterior surfaces were once alive with multicolored mosses and flowering jungle plants that had been cultivated for centuries. Now, those living walls have succumbed to fire—the plants are now ash and char, while the walls themselves are dried out and lifeless.

Replace the disease and giant rat population of the drow nests with the following:

DISEASE

Due to the combination of the primal energies that once held the drow's living structures together, the necromantic presence of the Emerald Claw, the fire and charred, rotting corpses, and the eroding magic that still lingers on the ruins, a magical disease—ash rot—has taken root in the remains of the drow's ruined home.

Creatures that spend an hour or more in the drow nest must, upon exiting the nest, succeed on a Constitution saving throw with a DC of 10 + 1 per hour spent or contract ash rot. In addition, a creature that is reduced to 0 hit points while in the nest must, upon returning to consciousness, immediately suc-

INFESTATION

Since the drow structures were destroyed by the Emerald Claw, it has been infested by giant carrion beetles which have been feasting on the remains of the drow who did not escape the fire. The beetles have decided to nest in this area. This species has an unusual breeding strategy. One of the females grows to great size and holds eggs in her abdomen until they begin to hatch into larvae. The larvae are birthed, but they may eventually consume their mother if there is not enough food in the immediate vicinity. If they do, they may pupate inside their mother's now-empty carapace for protection. Due to the likelihood of fatality involved in breeding, only one female tends to breed in any given area.

There is such a female in the drow structures, and she has already birthed hundreds of larvae, though they have not yet run out of food.

The carrion beetles are individually fearsome—the size of rats—and swarms of them are more so. The female has bloated to the size of a dog.

Three swarms of beetles roam the mud tubes, one not too far from the entrance and the other two in a large chamber, feasting on charred remains.

SWARM OF CARRION BEETLES

Medium swarm of Tiny beasts, unaligned

Armor Class 14 (natural armor)

Hit Points 66 (11d8 + 22)

Speed 20 ft., climb 20 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	14 (+2)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 20 ft., passive Perception 8

Languages –

Challenge 4 (200xp)

Keen Smell. The swarm has advantage on Wisdom (Perception) checks that rely on smell.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny beetle. The swarm can't regain hit points or gain temporary hit points.

Digestive Fluids. A creature that starts its turn in the swarm's space or that touches the swarm or hits it with a melee attack while within 5 feet of it must make a DC 12 Constitution saving throw, taking 13 (3d8) acid damage on a failed save or half as much on a successful one.

ACTIONS

Bites. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 11 (2d10) piercing damage and 9 (2d8) acid damage, or 5 (1d10) piercing damage and 4 (1d8) acid damage if the swarm has half of its hit points or fewer.

SWARM OF BEETLE LARVAE

Medium swarm of Tiny beasts, unaligned

Armor Class 12 (natural armor)

Hit Points 36 (8d8)

Speed 15 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	12 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances acid, bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 8

Languages –

Challenge 1 (200xp)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer. If the target is a creature, it must succeed on a DC 10 Constitution saving throw or contract Ash Rot (see above).

CARRION BEETLE MATRIARCH

Medium beast, unaligned

Armor Class 15 (natural armor)

Hit Points 72 (12d8 + 24)

Speed 30 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	1 (-5)	9 (-1)	3 (-4)

Senses blindsight 30 ft., passive Perception 9

Languages –

Challenge 4 (200xp)

Feed the larvae. The beetle has advantage on attack rolls against any creature sharing a space with a swarm of beetle larvae.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 9 (2d8) piercing damage and 9 (2d8) acid damage.

Acid Spray (Recharge 5–6). The beetle spits acid in a 20 foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 27 (6d8) acid damage on a failed save, or half as much damage on a successful one.

Spawn (Recharge 6). The beetle spawns a swarm of beetle larvae in an adjacent space.

Treasure. The drow made extensive use of organic materials—fine woods, chitin, and a wide variety of resins and textiles with unusual properties. Their carvings and etchings were exquisite.

These have all been destroyed in the fire. PCs who investigate the burnt-out tunnels and chambers will find clear evidence of drow craft in the leftover shards of furnishings and artwork.

Further back in the complex, the female has birthed two swarms of larvae which are voracious and will attack anything that moves (and most things that don't).



A PC can make a DC 15 Intelligence (Investigation) check for each hour spent searching the drow nests for valuables. A success indicates that the PC found 1d4 items of value worth 3d6 x 10 gp each. These may be gems, art objects of metal or ceramic, or items that have been damaged in the fire but are repairable.

A result of 20 or greater on the Intelligence (Investigation) check will result in the PC finding one of the following items:

d4	Item
1	a Khyber dragonshard that functions as an <i>elemental gem</i> (earth)
2	a 1 foot square metal plate. When cleaned and polished, it acts as a mirror and visibly reflects objects and creatures that are invisible or ethereal.
3	A stone sculpture of a scorpion. When you speak the command word, it will animate once per day for 10 minutes as a tiny animated object under your control.
4	<i>medallion of thoughts</i> —This silver necklace is set with malachite and a Siberys dragonshard

Once the PCs find either three of the four objects above or 1000 gp worth of valuables, they will have found everything possible.

3. TEMPLE LEVEL STAIRS

This staircase runs from the first level of the ruins to Area 14 on the third (temple) level. It skips over the second level.

5. DARK LEVEL STAIRS

These stairs lead one level up in the ruins. Emerald Claw Soldiers are at the top of the stairs in Area 9. They have lit that area by torchlight and a DC 16 Wisdom (Perception) check will allow a PC to notice the flickering of shadows caused by the torchlight above.

If the PCs do not attempt to be stealthy here, there is a good chance that the soldiers in Area 9 will hear them.

6. EAST ANTECHAMBER

The door between Areas 4 and 6 is stuck and cannot be opened with brute strength, though it can be destroyed. The door between Areas 6 and 8 can be opened with a Strength check with disadvantage due to the seal on the door.

7. WEST ANTECHAMBER

A Medium creature can squeeze through the opening of the door, with a DC 16 Dexterity (Acrobatics) check. A creature that fails this check can still squeeze through, but it will take it an extra turn to do so as an action.

8. SAVAGE DEITY

The door between Areas 7 and 8 is a tighter squeeze than the one between 2 and 7, requiring a DC 18 Dexterity (Acrobatics) check. A Medium creature that fails this check can still

squeeze through, but it will take it an extra turn to do so as an action.

SCORPION AVATAR

Gargantuan beast, unaligned

Armor Class 15 (natural armor)

Hit Points 162 (12d20 + 36)

Speed 30 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	17 (+3)	1 (-5)	9 (-1)	3 (-4)

Senses blindsight 60 ft., passive Perception 9

Languages –

Challenge 10 (5,900xp)

Feed the larvae. The beetle has advantage on attack rolls against any creature sharing a space with a swarm of beetle larvae.

ACTIONS

Multiattack. The scorpion makes three attacks: two with its claws and one with its sting.

Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 13 (1d12 + 7) bludgeoning damage, and the target is grappled (escape DC 19). The scorpion has two claws, each of which can grapple only one target.

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 16 (2d8 + 7) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 33 (6d10) poison damage on a failed save, or half as much damage on a successful one.

Treasure. The mundane treasure in this area can remain unchanged. There is a rod with the appearance of the one in the original module, but it functions as a *wand of magic missiles*, with the added feature that the magic missiles can deal radiant damage instead of force damage if the user spends one extra charge.

DARK LEVEL

9. LANDING

Encounter Notes. Use five Emerald Claw Soldiers for this encounter.

These doors have AC 19 and 165 (30d10) hit points. They have a damage threshold of 15, so they ignore any attack that does less than 15 points of damage. Forcing these doors open requires a DC 30 Strength Check. The winch can be employed to force the doors with a DC 15 Intelligence (Investigation) check. Proficiency with an appropriate set of tools can be substituted for Investigation. If the winch is used, it makes a Strength check with a +15 bonus.

If the doors are opened, anyone in area 9 is thrown down the stairs by the force of the water, taking 5d6 bludgeoning damage. They must then make a DC 14 Dexterity saving throw. Those who succeed end up prone in Area 5. Those who fail this save are thrown off the 50 foot tall edge of the ruin. The fall deals 5d6 bludgeoning damage.

Encounter Balancing. Use one more Emerald Claw Soldier than there are 6th-level PCs for an average-level encounter.

10. DROWNED DARK LEVEL

Encounter Notes. Note that areas 11 to 13 are all in the same room, such that the ziggurat (area 13) will be visible to those who enter.

The drowned has dripping wounds on its neck from where it has repeatedly tried to tear off the collar it wears. This could give the PCs a clue that the collar is cursed.

DROWNED

Medium undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 102 (12d8 + 48)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	18 (+4)	9 (-1)	12 (+1)	12 (+1)

Saving Throws Str +9, Con +7, Wis +4

Skills Perception +4, Stealth +5

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Elvish, Giant

Challenge 8 (3,900xp)

Drowning Aura. A creature that needs to breathe must succeed on a DC 12 Constitution saving throw if it starts its turn within 30 feet of the drowned or begin to suffocate as if drowning. This DC increases by one each round that a creature is in the drowned's aura. A drowning creature can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.

ACTIONS

Multiattack. The drowned makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.
Hit: 10 (1d8 + 6) bludgeoning damage.

Treasure. The golden collar is worth 500 gp if sold to a collector. It radiates abjuration and enchantment magic due to ancient enchantments. In addition to the effects below, a creature wearing the collar cannot pass through the outflow portal to Lammania.

FAVORED SLAVE COLLAR

Wondrous item (collar), very rare

When a creature wearing this collar attempts to charm a creature with the Fey Ancestry trait, that creature does not gain advantage on the saving throw to resist the charm effect.

Once you don this collar, you can't doff it unless you are targeted by the *remove curse* spell or similar magic.

While wearing the collar, you have disadvantage on attack rolls against giants and on saving throws against their spells and special abilities.

12. OUTFLOW PORTAL

Background. The drowned broke the connection between the inflow and outflow portal long ago in a futile attempt to escape to Lammania, not understanding that the collar it wore prevented this.

Encounter Notes. Replace the water mephits with waterborn, below. These are mischievous water elementals who appear like small elf-like humanoids covered in glittering scales. Their eyes are orbs of water. If angered, claws of ice extend from their webbed fingers.

Use six waterborn or five waterborn and a giant octopus (*MM* 326).

WATERBORN

Small elemental, chaotic neutral

Armor Class 13 (natural armor)

Hit Points 27 (6d6 + 6)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	7 (-2)	11 (+0)	14 (+2)

Skills Deception +4, Stealth +3

Damage Vulnerabilities fire

Damage Immunities cold, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 1 (200xp)

Innate Spellcasting. The waterborn's innate spellcasting ability is Charisma (spell save DC 12). The waterborn can innately cast the following spells, requiring no material components:

At will: *shape water*

1/day: *animal friendship* (aquatic animals only), *faerie fire*, *fog cloud*

ACTIONS

Multiattack. The waterborn makes two claw attacks.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.
Hit: 4 (1d4 + 2) slashing damage plus 3 (1d6) cold damage.

Encounter Balancing. Use two more waterborn than there are 6th-level PCs for an average-level encounter. You may wish to replace one of the waterborn with a giant octopus (*MM* 326).

13. DARK ZIGGURAT

Notes. The glyphs are magically encrypted, radiating an aura of abjuration magic if *detect magic* is used. If *comprehend languages* is used, it will fail and a DC 15 Intelligence (Arcana) check will determine that the glyphs are magically encrypted.

If a PC deciphers the glyphs with the codebreaker in area 24, they can understand the meaning of the three glyphs at the top level, but cannot identify them as the names of stars without a successful DC 18 Intelligence (Arcana) check. A PC proficient in both History and the Giant language has advantage on this check.

TEMPLE LEVEL

14. GALLERY LEVEL STAIRS

These stairs run down to the gallery level (Area 3). The soldiers in Area 15 are likely to notice the PCs coming up the stairs unless precautions are taken.

15. SANCTUARY ANTEROOM

Encounter Notes. The guards are 2 Emerald Claw Soldiers. They are not intended to be a significant combat encounter for the PCs. Instead, the challenge here is preventing them from alerting their allies in Area 16. If the soldiers are aware of the PCs, they will retreat to area 16, where they will prepare alongside their allies.

16. SANCTUARY

Notes. The glyphs here follow the same rules as those in Area 13.

Encounter Notes. The top level of the ziggurat has a permanent magical effect upon it that provides protection to anyone standing upon against spells of 3rd-level and lower. It otherwise functions in a manner equivalent to that a *globe of invulnerability*. This effect also provides the equivalent of a *daylight* spell centered five feet above the top of the ziggurat. These effects can be dispelled as if they were a single 6th-level spell. If they are dispelled, they return in 1d4 minutes.

Arkaban will make use the protection afforded by the top of the ziggurat and use his spells to defend himself. He is currently under the effects of a *comprehend languages* ritual. He carries a *potion of invisibility* and wears a *blurred cloak*.

If the Emerald Claw is alerted to the PCs presence, the two exterior guards and Gunfarr Lok will engage the PCs in melee, while the other guards will use their crossbows from the first tier of the ziggurat, giving them the high ground.

If captured, the soldiers can be intimidated with a DC 16 Charisma (Intimidation) check and Gunfarr Lok can either be intimidated (DC 20) or bribed. Bribing Lok requires granting him his freedom and a successful DC 20 Charisma (Persuasion) check. The DC on this roll is reduced by 1 for every 200

gp offered as part of the bribe, down to a minimum of DC 15. Arkaban cannot be bribed or intimidated, but he is a scholar at heart and a PC proficient in History can trick him into revealing secrets with a successful DC 16 Intelligence (Deception) check. Note that this is a situation in which a skill is paired with a nonstandard ability score.

ARKABAN

Medium undead (mummy), lawful evil

Armor Class 14 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 20 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	16 (+3)	10 (+0)	13 (+1)

Saving Throws Int +5, Wis +2

Skills Arcana +5, History +7, Religion +5

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common, Elvish, Giant

Challenge 4 (1,100xp)

Spellcasting. Arkaban is a 3rd-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *mending*, *minor illusion*

1st level (4 slots): *cause fear*, *comprehend languages*, *magic missile*

2nd level (2 slots): *ray of enfeeblement*, *spider climb*

ACTIONS

Multiaction. Arkaban can use his Dreadful Glare and makes one attack with its rotting fist.

Rotting Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

Dreadful Glare. Arkaban targets one creature it can see within 60 feet of it. If the target can see Arkaban, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of Arkaban's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

REACTIONS

Blurred Cloak. When targeted with an attack, Arkaban can impose disadvantage upon that attack.

BLURRED CLOAK

Wondrous item (cloak), uncommon (requires attunement)

When you are targeted by an attack while wearing this cloak, you can use your reaction to project an illusion that momentarily causes your body to become blurred, shifting and wavering to all who can see you, imposing disadvantage upon the triggering attack roll. An attacker is immune to this effect if it doesn't rely on sight, as with Blindsight, or can see through illusions, as with Truesight.

GUNFARR LOK

Medium humanoid (human), lawful evil

Armor Class 18 (chain mail and shield)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Skills Athletics +5, Intimidate +2, Perception +3

Senses passive Perception 13

Languages Common, Goblin

Challenge 3 (700xp)

Martial Advantage. Once per turn, the Gunfarr can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of Gunfarr's that isn't incapacitated.

ACTIONS

Multiattack. Gunfarr makes two melee attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage or 8 (1d10 + 3) slashing damage if used with two hands.

Handaxe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Encounter Balancing. For a more difficult encounter, add one or more Emerald Claw Soldiers. For a less difficult encounter, replace one or more of the Emerald Claw Soldiers with Emerald Claw Sentries.

17. SLAVE WARRENS

Background. The elven slaves carved and painted the walls of these areas with stories that were old even to them of their days in Thelanis before they lost their immortality and were enslaved by the giants. The paint is long gone, but the carvings remain.

Treasure. The mass of silver coins is worth 30 gp or 150 gp to a collector of antiquities. Similarly, jade panther statue is worth up to 500 gp for the right buyer, but selling it quickly is unlikely to net more than 100 gp. The amulet should be replaced with a *peript of health*.

18. EMPTY ROOMS

Background. While these rooms have nothing truly useful in them, several of them have the remains of ancient devices or furnishings. These are sized for giants and are now little more than large, corroded blocks of metal and stone.

19. OVERSEER'S CHAMBER

Optional Encounter. A banshee (MM 23) could be bound to this room, the spirit of an elf slave who was tortured to death for some long-forgotten crime. If this is the case, the Emerald Claw would have marked entrances to this room with chalk as a warning.

20. TEMPLE LEDGE

Encounter Notes.

Use pairs of Cloud Apes. If the PCs step onto the ledge area, roll a d4. On a 1, the side they stepped onto is free of apes (1-3 on a d4 at night). Each minute (or every 5 minutes at night) they spend on the ledge, there is a 10% (cumulative) chance that a pair of apes will step around the corner onto the side they are on. At night, if the PCs use no light source, the apes may not notice them, as they lack darkvision.



During the day, additional pairs of Cloud Apes will take 2d4 rounds to appear (or 2d6 at night) instead of the 1d4 + 1 listed, due to the distances involved. If the battle takes place on either of the ledges adjacent to Area 21, the Cloud Ape's leader will investigate after 1d4+1 rounds.

If a Cloud Ape shoves a PC off the edge of the temple, the ape must succeed on a DC 12 Dexterity saving throw or follow the PC off of the edge. An ape that fails this save will glide down to land on the gallery level and, eventually, make its way back up to the temple level.

21. KING OF THE APES

Encounter Notes. If the PCs approach at night, each ape present, except for the king, has an 80% chance of being asleep. The ape king has a 50% chance to be asleep. Any ape can shout out an alarm that will wake the others. Note that the ape king is the only among their number with darkvision.

The ape king is a particularly large, four-armed cloud ape. Its lower pair of arms end in wicked claws. It has an *ioun stone* (protection, dusty rose prism) circling its head.

If a battle begins, additional pairs of apes will appear in 2d4 rounds rather than the listed 1d4 + 1.

CLOUD APE KING

Large beast, unaligned

Armor Class 14 (ioun stone)

Hit Points 104 (11d10 + 44)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	18 (+4)	8 (-1)	12 (+1)	8 (-1)

Saving Throws Str +8 Con +7

Skills Athletics +7, Perception +3, Stealth +6

Senses darkvision 60 ft., passive Perception 13

Languages -

Challenge 6 (2,300xp)

Aggressive. As a bonus action, the ape can move up to its speed toward a hostile creature that it can see.

Keen Smell. The ape has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The ape makes four attacks: two fist attacks and two claw attacks.

Fist. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.

Hit: 14 (2d8 + 5) bludgeoning damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 12 (2d6 + 5) slashing damage.

REACTIONS

Glide. When the ape leaps or falls from a height of at least 20 feet, its patagia allows it to land without taking fall damage. It can control its descent to glide 15 feet for every 10 feet fallen, and it may land on vertical surfaces provided they can be climbed.

Treasure. The treasure is as listed in the adventure, though the ape king uses the ioun stone and the emeralds are all in the corner of the room in which he sleeps.

22. LINGERING DEATH

Death Ray Trap. This magical trap is set off if a creature with an Intelligence score of 5 or more comes within 20 feet of the door, targeting that creature. The target must succeed on a DC 21 Constitution save, or be reduced to 0 hit points. A creature reduced to 0 hit points in this way has disadvantage on death saving throws as the lingering radiation sucks away their life force. A DC 12 Intelligence (Investigation) check will reveal that the dead bodies are all perfectly equidistant from the door. Barring antimagic or using the trap's single remaining charge, there is no way to disarm this trap.

The door itself was once locked, but the ancient mechanism has long-since deteriorated, and it is now stuck, imposing disadvantage on attempts to open it by force.

TOOTH OF AT-TA-IR

Wondrous item, minor artifact (requires attunement)

This giant-sized tooth shrinks to fit any empty tooth socket. While attuned to the tooth, you are continuously under the effects of a *tongues* spell and you have resistance to thunder damage.

The tooth has 8 charges. You can use an action to expend 1 or more of its charges to cast one of the following spells from it: *thunderwave* (1 charge), *suggestion* (2 charges), or *power word stun* (8 charges). The tooth regains 1d4 expended charges daily at dawn. When using the tooth to cast *thunderwave*, you can increase the spell slot level by one for each additional charge you expend.

The tooth is not, however, without its drawbacks. While it fits in your mouth, its appearance is oversized and grotesque, providing you with disadvantage on Charisma checks that depend upon appearance when it is visible. Removing the tooth without ending your attunement to it results in death. If you end your attunement to the tooth, you lose the ability to speak intelligibly for 3d10 days. Ending your attunement to the tooth does not necessarily enable you to remove it safely. Physically the tooth requires cutting it out along with a portion of your jaw. This reduces you to 0 hit points and the damage to your face requires a *regeneration* spell or similar magic to repair.

23. SUDDEN EXIT

Chute Trap. This mechanical trap is set off if a creature steps on a trigger located 5 feet in front of the door. All creatures within 5 feet of the trigger must succeed on a DC 16 Dexterity saving throw or be dropped through a razor-lined chute. Those dropped into the chute must make a DC 16 Constitution saving throw, taking 20 (5d6) slashing damage on a failed save or half damage on a successful one. A creature can voluntarily fail this saving throw in order to attempt to stop their descent with a DC 20 Strength (Athletics) check. Those who continue to fall are launched off the side of the ruin at a height of 100 ft and fall to the ground. An Intelligence (Investigation) check of 18 or higher reveals the trigger on the floor in front of the door. Once found, it can be disarmed with a DC 15 Dexterity check using thieves tools, but a failure on this check will trigger the trap.

24. THE CODEBREAKER

Fire Trap. This magical trap triggers whenever a creature enters the area defined by a 10 foot radius around the pedestal. Each target must make a DC 17 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save or half as much on a successful one. The fire will not harm the codebreaker. A Wisdom (Perception) check of 20 or higher will enable a PC to notice the faint glow on the runes around the base of the pedestal brightening slightly when creatures approach. A successful *dispel magic* (DC 17) cast on the pedestal will disable the trap for 1 minute.

CODEBREAKER

Wondrous item, rare

This crystal-clear lens is one foot in diameter and is set in a gold hoop. Looking through the lens allows a creature to understand the glyphs on the ziggurats in areas 13 and 16. The codebreaker has no other purpose, but it would be valuable to a collector of ancient giant artifacts.

25. UNQUIET HUSK

The decayed and desiccated corpse of a cloud ape lies just inside the door to this room.

A successful DC 15 Wisdom (Perception) check is enough to notice the moving dust pile and avoid being surprised by the zombie, but those who are inspecting the ape corpse will have disadvantage on this check.

ANCIENT GRAY RENDER ZOMBIE

Large undead, neutral evil

Armor Class 16 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages –

Challenge 8 (3,900xp)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Bite. Me/ee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 17 (2d12 + 4) piercing damage. If the target is Medium or smaller, the target must succeed on a DC 16 Strength saving throw or be knocked prone.

Claws. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) slashing damage, plus 7 (2d6) bludgeoning damage if the target is prone.

REACTIONS

Bloody Rampage. When the zombie takes damage, it makes one attack with its claws against a random creature within its reach.

Treasure. The mass of corroded silver appears to have once been part of an ancient device. It is worth 45 gp.

OBSERVATORY LEVEL

28. HALL GUARD

The door between the staircase and this room is closed, and the 4 Emerald Claw Soldiers standing guard here will ready their crossbows to fire on anyone opening the door who isn't one of their allies.

29. TEMPORARY STOREROOM

If the glyph goes off, it will be audible to everyone on this level of the ruins.

Glyph of Warding. The glyph is inscribed on the door, and it is triggered if the door is opened by someone who is not visibly wearing the symbol of the Order of the Emerald Claw. If the glyph is triggered, each creature within a 20 foot radius of the door must make a DC 15 Dexterity saving throw, taking 21 (5d8) thunder damage on a failed save or half as much on a successful one. In order to find the glyph on the door, a character must make a DC 15 Intelligence (Investigation) check.

31. GUARDIAN BONES

An Intelligence (Investigation) check of 15 or a Wisdom (Perception) check of 18 (16 if the room is fully lit) will discover the picture in the mosaic.

GIANT SKELETON

Huge undead, lawful evil

Armor Class 13 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	20 (+5)	6 (-2)	8 (-1)	5 (-3)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Giant but can't speak it

Challenge 9 (5,000xp)

ACTIONS

Multiattack. The skeleton makes two greatsword attacks.

Greatsword. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 25 (4d8 + 8) slashing damage.

32. OBSERVATORY LEDGE

See Area 20.

33. THRONE GATE

Garrow is in the guise of Matild Lornan, a provost at Morgrave University who was part of Provost Kaven's expedition. She will appear upset but not surprised that Kaven hadn't noticed her kidnapping, and refer to him as self-centered. Provost Lornan is a creation of Garrow's, and Garrow has lit-

tle direct knowledge of Morgrave University. As such, a PC with significant knowledge of Morgrave University can easily determine that Provost Loran is an imposter (if the PC tries to question her), though Garrow will try to deflect questions.

Ideally, Garrow will not need to call for help. Instead, he'll loudly shout things like "That warforged! Scimitar! She tied me up! And I think there was a vampire with them!" Once he begins ranting like this, it will take Scimitar and the remaining guards 2 rounds to reach Area 33. If the PCs have not figured out the Provost Loran is an imposter, Garrow will wait for the reinforcements to appear before casting *sanctuary* on himself as a bonus action and drinking a *potion of invisibility*.

If Garrow manages to sit on the throne, a successful DC 20 Wisdom (Perception) check will notice the stars lighting up. PCs within 10 feet of the iron disk upon which the throne sits have advantage on this check.

Garrow will avoid fighting the PCs to the best of his ability, but if forced into battle and prevented from escaping, see Area 40 for his tactics and statistics.

SCIMITAR

Medium humanoid (warforged), neutral evil

Armor Class 19 (heavy plating)

Hit Points 78 (12d8 + 24)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	12 (+1)	8 (-1)	13 (+1)

Saving Throws Str +7 Con +5

Damage Resistances poison

Condition Immunities disease, magical sleep

Skills Athletics +7, Deception +4, Intimidation +4

Senses passive Perception 9

Languages Common

Challenge 5 (1,800xp)

Warforged Resilience. Scimitar has advantage on saving throws against being poisoned.

ACTIONS

Multiattack. Scimitar makes two attacks with her scimitar or iron fists. If she has her handaxe drawn, she can also make one melee or ranged attack with her handaxe.

Armsblade Scimitar +1. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage in melee or 7 (1d6 + 4) slashing damage at range.

Iron fists. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bashing damage.

REACTIONS

Parry. Scimitar adds 2 to her AC against one melee attack that would hit her. To do so, she must see the attacker and be wielding a melee weapon.

Encounter Balancing. Use Scimitar, two Emerald Claw Soldier, and six Emerald Claw Sentries. For a more difficult challenge appropriate for 4 7th-level PCs, replace two of the Emerald Claw Sentries with Soldiers.

34. ARKABAN'S QUARTERS

The chest in Arkaban's quarters has a DC 18 lock. In addition to the items listed in the original adventure, it contains Arkaban's traveling spellbook. The book contains the following spells:

1st level: *cause fear*, *comprehend languages*, *detect magic*, *disguise self*, *identify*, *magic missile*, *shield*, *silent image*, *unseen servant*

2nd level: *alter self*, *locate object*, *ray of enfeeblement*, *shatter*, *spider climb*, *suggestion*

35. SECRET CHAMBER

Notes. An Intelligence (Investigation) check of 15 or more will be enough to identify these urns as having been made by the drow on the first level.

Encounter Balancing. Use 2 wraiths (MM 302). For a less difficult challenge, replace one of the wraiths with 2 specters (MM 279). To increase the difficulty, you can use 2 wraiths and add one or more specters.

37. DEAD BOOK ROOM

Lightning Trap. This magical trap triggers whenever a creature opens the door to room 37. It releases a 5 foot wide, 60 foot long bolt of lightning to the east. Each target in that area must make a DC 17 Dexterity saving throw, taking 35 (10d6) lightning damage on a failed save or half as much on a successful one. An Intelligence (Investigation) check of 20 or higher allows a PC to find evidence of the trap in the metal inlays that surround the doorway. A successful *dispel magic* (DC 17) cast on the door will disable the trap for 1 minute.

It requires an Intelligence (Investigation) check of 15 to find the *manual of bodily health* in this room. A creature must be able to read the giant language in order to use this book. The book is also sized for giants and weighs over 40 lbs., which might make it difficult to transport.

38. REINFORCEMENTS

Notes. See Area 33. Scimitar and soldiers will only be here if they have not been called by Garrow.

39. THE SLAVE ATTICS

Every 10 minutes the PCs explore the web-filled warren, roll a d20. On a result of 1 to 7, the PCs encounter that many shadow spiders. On a result of 8 or more, there is no encounter.

SHADOW SPIDERS

Medium monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	12 (+1)	5 (-3)	12 (+1)	4 (-3)

Skills Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 11

Languages –

Challenge 2 (450xp)

Shadow Cloak. The spider is perpetually cloaked in shadows, reducing the light level in a 10 foot radius from itself from bright light to dim light or from dim light to darkness.

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Shadow Swarm (Recharge 6). The spider calls forth a swarm of spiders from shadowstuff. A swarm of spiders appears in a space within 20 feet of the spider. It acts as a normal swarm of insects (spiders) and takes its turn immediately after the shadow spider. If the swarm takes damage, it dissipates back into shadow. See MM 338.

ing so, he will use *spirit guardians* (requires concentration) instead.

- If he can keep the PCs at a distance, he will use spells such as *guiding bolt*, *chill touch*, *blindness/deafness*, and *ray of enfeeblement* along with his spiritual weapon.
- If the PCs don't attempt melee and he doesn't use *antilife shell*, he could use either *banishment* (requires concentration) on a powerful PC who he thinks will have difficulty resisting it or *silence* (requires concentration) on a point between himself and the PCs so that its area covers the PC spellcasters.
- In melee, he will use his rapier and his Touch of Death ability, switching to *inflict wounds* or *vampiric touch* once he can no longer use Touch of Death.

He does not call on "beloved, brutal Vol," as stated in the original adventure, as he is unaware of any connection between Erandis Vol and the Order of the Emerald Claw.

Garrow's *glamoured breastplate* provides a +1 bonus to armor class and functions like *glamoured studded leather*. He carries, two flasks of *holy water*, a *potion of invisibility*, and a *potion of greater healing*. His dagger is ornate, with a hilt inlaid with labradorite and Mabaran ebony and carved with Blood of Vol iconography. It serves as his holy symbol and is worth 250 gp. He carries a *feather token* which is a single-use item that casts *feather fall*. His belt pouch contains 20 pp and 15 pieces of onyx worth 50 gp each.

THE VAULT LEVEL

40. VAULT DIAS ENTRY

Encounter Notes. Garrow is a canny fighter and he knows his own capabilities well. If he has encountered the PCs before, he is likely to know at least some of their capabilities as well.

Garrow will have already used *death ward* on himself upon waking. Garrow has several options in a fight:

- Casting *spiritual weapon* (as a bonus action) and *chill touch* (which can affect two people). He is likely to do this early in combat so as to have his spiritual weapon available. Once he casts *spiritual weapon*, he will use it every round thereafter as a bonus action unless he has another bonus action that takes priority.
- Casting *antilife shell* (requires concentration) if the PCs attempt to close to melee. If prevented from do-



GARROW

Medium humanoid (changeling), lawful evil

Armor Class 17 (glamoured breastplate)

Hit Points 91 (14d8+28)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	14 (+2)	18 (+4)	14 (+2)

Saving Throws Wis +7 Cha +5

Skills Deception +5, Insight +7, Persuasion +5, Religion +5, Stealth +5

Senses passive Perception 14

Languages Common, Elven, Goblin

Challenge 6 (2,300xp)

Change Appearance. Garrow can change his appearance or revert to his natural form as an action. He can transform himself into another Medium sized creature of humanoid shape, but his clothing, equipment, and game statistics do not change. If someone has reason to suspect his ruse, he has advantage on any Charisma (Deception) check made to avoid detection.

Inescapable Destruction. Necrotic damage dealt by Garrow ignores resistance to necrotic damage.

Spellcasting. Garrow is a 9th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips (at will): *chill touch*, *guidance*, *sacred flame*, *spare the dying*, *thaumaturgy*

1st level (4 slots): *command*, *cure wounds*, *detect magic*, *false life*, *guiding bolt*, *inflict wounds*, *protection from good and evil*, *sanctuary*

2nd level (3 slots): *blindness/deafness*, *ray of enfeeblement*, *silence*, *spiritual weapon*

3rd level (3 slots): *animate dead*, *clairvoyance*, *dispel magic*, *magic circle*, *speak with dead*, *spirit guardians*, *vampiric touch*

4th level (3 slots): *banishment*, *blight*, *death ward*, *locate creature*

5th level (1 slot): *antilife shell*, *cloudkill*

Reaper. When Garrow casts *chill touch*, he can target two creatures in range who are within 5 feet of each other.

Touch of Death (2/Short or Long Rest). When Garrow hits with a melee attack, he can deal an additional 21 necrotic damage to his target.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and 9 (2d8) necrotic damage.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage and 9 (2d8) necrotic damage.

REACTIONS

Unsettling Visage (1/short or long rest). When a creature Garrow can see makes an attack roll against him, Garrow can impose disadvantage on the roll, revealing his shapeshifting nature to any creature within 30 feet that can see him.

41. CREATION FORGE

Xulo's Restoration. Finding the creation pattern where Garrow has tossed it requires a DC 14 Wisdom (Perception) check. Finding the proper schema on the pillar is a DC 15 Intelligence (Investigation) check. Xulo is more than happy to provide telepathic encouragement on both of these checks. This encouragement extends to using its *suggestion* ability (DC 17) to convince one of the PCs to restore it. If the PCs do not restore it, it will restore itself as noted.

XULO

Wondrous item (creation pattern), legendary

Xulo is a creation pattern designed to imbue sentience into magic items.

Together again. If separated into its four component schema, Xulo loses most of its abilities, but retains its sentience and telepathy provided that each of the four schemas is within 120 ft. of at least one other. If three of the schema are together and the fourth is within 120 feet, Xulo can telepathically use *suggestion* (DC 17) once per round, but only in order to get someone to join its pieces. Separating the schema requires the creation pattern to be reduced to 0 hit points. A creation of the giants, the creation pattern has AC 20, 40 hit points, and a damage threshold of 10.

Piece of mind. Xulo was created to imbue magic items with sentience, and that is still its primary goal. When it uses this ability, it targets an item or construct. See Appendix B for possible results. Alternatively, the traits generated can be randomly determined via the **Creating Sentient Magic Items** rules on page 214 of the DMG. When determining the item's alignment, roll twice, taking the result closer to chaotic evil.

Sentience. Xulo is a sentient chaotic evil wondrous item with an Intelligence of 20, a Wisdom of 14, and a Charisma of 18. It has hearing, vision, and blindsight out to 120 ft. It can also detect magic as if permanently under the effect of the spell.

Xulo can speak, read, and understand Giant, and it can communicate out to 120 ft. telepathically with any creature capable of language.

Innate Spellcasting. Xulo's spellcasting ability is Intelligence (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *cause fear*, *dissonant whispers*, *detect thoughts*

Recharge 5-6: *confusion*

When Xulo uses *confusion*, a magic item in the area of the spell may develop sentience. Only a non-consumable magic item can gain sentience in this way. Make note of the PCs in the area of effect each time Xulo uses *confusion*. The sentience will develop in the magic item over the course of 1d4 days, so determination of this can be handled after combat. When it is convenient to do so, roll 1d20 to determine what sort of magic item might have gained sentience in each use of *confusion*: 1-2 Armor, 3-5 Ring, 6-7 Staff, 8 Rod, 9 Wand, 10-14 Weapon, 15-17 Wondrous Item, 18-19 None, 20 roll twice. Any non-sentient construct in the area of effect has a 50% chance to gain sentience.

If there is no appropriate item of the type selected in the area, treat the result as an 18. Once a type of item is selected, randomly determine the specific item that gains sentience and generate its traits via the **Creating Sentient Magic Items** rules on page 214 of the DMG or use one of the pregenerated results in Appendix B

Xulo has perfect control over the warforged and its actions, but this takes almost all of Xulo's focus. In order to use one of its abilities, it must forgo one of the warforged's attacks. If the warforged makes a single attack on its turn instead of using multiattack, Xulo can cast one of its spells. Provided that most of the PCs are not already under its effects, Xulo will preferentially cast *confusion* when it is able to do so.

XULO-CONTROLLED GIANT WARFORGED

Huge construct, neutral

Armor Class 18 (natural armor)

Hit Points 168 (16d12 + 64)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	18 (+4)	12 (+1)	12 (+1)	12 (+1)

Saving Throws Str +11 Con +8

Skills Perception +5

Damage Resistances poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages understands Giant but can't speak it

Challenge 11 (7,200xp)

Magic Weapons. The warforged's weapon attacks are magical.

ACTIONS

Multiattack. The warforged makes two slam attacks or it makes one slam attack and Xulo uses one of its spells.

Slam. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 23 (4d8 + 7) bludgeoning damage.

Creation Forge. There are two types of cords connecting the pillars to the warforged: 50 metallic cords and 50 strange organic cords.

- Each metallic cord has AC 17, 27 hit points, and a damage threshold of 10.
- Each organic cord has AC 14, 22 hit points, and regenerates 5 hit points at the start of each of its turns if it has at least 1 hit point.

Whenever five cords are destroyed, the warforged must succeed on a DC 13 Charisma saving throw or be restrained until the end of its next turn. If the warforged fails this save by 5 or more, it is stunned instead of restrained. Xulo can still cast spells while the warforged is restrained or stunned.

If all the cords are destroyed, the warforged dies.

Encounter Balancing. For a more challenging encounter which may be appropriate if the PCs have increased in level, make the following changes:

- Xulo can cast a spell on the same turn that the warforged makes two attacks using its multiattack.
- The warforged has advantage on saving throws against spells and other magical effects.
- The encounter is challenge rating 12 (8,400 xp) instead of 11.

CONCLUSION

Assuming the PCs defeat Xulo and the ancient warforged, they will likely want to return to Sharn. If they have Xulo with them, it will want to be whole. The PCs can prevent Xulo from regaining sentience by keeping pieces of it far away from each other. Extradimensional spaces, such as those created by a *handy haversack* or *bag of holding*, can work for this purpose. It is possible for the PCs to keep Xulo whole and convince it that they are taking it somewhere that it wants to go. Xulo is no fool, but it also has no knowledge of the modern world. If it realizes the world has changed dramatically, it will make liberal use of *detect thoughts* to learn all it can. At the same time, it is likely to sow confusion and discord among those it travels with, as is its nature.

The trip back to Stormreach and Sharn can be as eventful or uneventful as you wish. Some suggested encounters include:

- The PCs may be clever enough to get onto the airship that Garrow brought. If this is a chartered Lyandar airship, this need not present a problem. The pilot will be happy to take them to Stormreach (and possibly even Sharn after a resupply stop in Stormreach for a day or two).
- The Marlow may be in need of supplies in order to get back to Stormreach. If the PCs don't raid the Emerald Claw's supplies, they may need to hunt.
- Additional (unused) random encounters on the river
- The Lord of Blades could have forces in Stormreach ready to ambush whoever returns with Xulo. This would likely be a mix of warforged and local mercenaries.
- Checking back in with Channa Vown d'Cannith—if the PCs do so, Channa will send word ahead to both Elyadren and Merrix, taking as much credit for any success the PCs have had as possible. She will learn as much as she can about the PC's activities and, if possible, she will eventually launch an expedition to the vault in order to learn as much as possible about the creation forge of the giants.

APPENDIX A

COMMON NPCs & CREATURES

The following NPC and creature stat blocks may show up in multiple encounters and are repeated here for convenience.

CLOUD APE

Large beast, unaligned

Armor Class 12

Hit Points 77 (9d10 + 27)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	16 (+3)	6 (-2)	12 (+1)	8 (-1)

Skills Athletics +7, Perception +3, Stealth +6

Senses passive Perception 13

Languages –

Challenge 4 (1,100xp)

ACTIONS

Multiattack. The ape makes two fist attacks.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

REACTIONS

Glide. When the ape leaps or falls from a height of at least 20 feet, its patagia allows it to land without taking fall damage. It can control its descent to glide 15 feet horizontally for every 10 feet fallen, and it may land on vertical surfaces provided they can be climbed.

DROW SKIRMISHER

Medium humanoid (elf), neutral

Armor Class 13 (leather armor)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	11 (+0)	11 (+0)	12 (+1)

Skills Athletics +4, Stealth +4

Senses darkvision 120 ft., passive Perception 10

Languages Elvish, Giant

Challenge 1/2 (100xp)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*

Lightfooted. The drow can take the Dash or Disengage action as a bonus action on each of its turns.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Xen'drik Boomerang. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage. If the attack misses, boomerang returns and the drow can use its reaction to catch it.

DROW WARRIOR

Medium humanoid (elf), neutral

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	11 (+0)	12 (+1)	12 (+1)

Skills Athletics +4, Stealth +4

Senses darkvision 120 ft., passive Perception 11

Languages Elvish, Giant

Challenge 1 (200xp)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*

Pack Tactics. The drow has advantage on an attack roll against a creature if at least one of the drow's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Xen'drik Boomerang. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage. If the attack misses, boomerang returns and the drow can use its reaction to catch it.

EMERALD CLAW SOLDIER

Medium humanoid (human), lawful evil

Armor Class 16 (chain shirt and shield)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	12 (+1)	9 (-1)

Skills Athletics +5, Intimidate +1

Senses passive Perception 11

Languages Common

Challenge 2 (450xp)

Martial Advantage. Once per turn, the soldier can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the soldier that isn't incapacitated.

ACTIONS

Flail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 7 (1d8 + 3) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400, one target. *Hit:* 6 (1d10 + 1) piercing damage.

KARRNATHI UNDEAD SOLDIER

Medium undead, lawful evil

Armor Class 17 (half plate)

Hit Points 52 (7d8 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	12 (+1)	13 (+1)	5 (-3)

Skills Athletics +5, Perception +3

Damage Resistances cold, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 3 (700xp)

Pack Tactics. The soldier has advantage on an attack roll against a creature if at least one of the soldier's allies is within 5 feet of the creature and the ally isn't incapacitated.

Undead Fortitude. If damage reduces the soldier to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Multiattack. The soldier makes three melee weapon attacks or three ranged weapon attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage or 8 (1d10 + 3) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600, one target. *Hit:* 6 (1d8 + 2) piercing damage.

REACTIONS

Parry. The soldier adds 3 to its AC against one melee attack that would hit it. To do so, the soldier must see the attacker and be wielding a melee weapon.

EMERALD CLAW SENTRY

Medium humanoid (human), lawful evil

Armor Class 12 (studded leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	12 (+1)	10 (+0)	12 (+1)	8 (-1)

Skills Athletics +4, Intimidate +1

Senses passive Perception 11

Languages Common

Challenge 1/2 (100xp)

Martial Advantage. Once per turn, the guard can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the guard that isn't incapacitated.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400, one target. *Hit:* 5 (1d10) piercing damage.

APPENDIX B

SENTIENT MAGIC ITEMS

Xulo may impart sentience upon one or more magic items at the conclusion of this adventure. The *Dungeon Master's Guide* includes rules for creating sentient magic items on page 214. If you do not wish to create your own personalities for these items, a few pregenerated options are included below.

Xulo does not control the personality of the sentience it imparts on an item, but those items do tend toward Xulo's alignment more so than typical sentient items would. When determining an item's alignment randomly, roll twice on the Alignment table on *DMG* page 216 and take the result closer to chaotic evil.

Xulo can either target a specific magic item or construct and grant it sentience or use its *confusion* ability over an area. When it does the latter, any non-sentient construct in the area has a 50% chance to gain sentience. In addition, roll d20 to see if any magic items in the area gain sentience.

d20 Type of Magic Item

1-2	Armor
3-5	Ring
6-7	Staff
8	Rod
9	Wand
10-14	Weapon
15-17	Wondrous Item
18-19	None
20	Roll twice

Only non-consumable magic items will gain sentience. A magic item will develop sentience over 1d4 days, and it may not be obvious if the magic item doesn't speak.

BILKOG

Sentient magic item (any), legendary

INT	WIS	CHA	Alignment
6 (-2)	18 (+4)	8 (-1)	chaotic neutral

Senses passive Perception 14, hearing, vision, and darkvision out to 120 ft.

Languages none (communicates empathically)

Personality Trait. Bilkog gets bored easily and likes to see new things.

Personality Flaw. Bilkog is terrified by creatures of Huge size or larger.

Lightbearer. You can use a bonus action to cause Bilkog to project a cone of light equivalent to that of a bullseye lantern.

Warning impulse. Bilkog can grant its user advantage on initiative checks.

MANZAK

Sentient magic item (any), legendary

INT	WIS	CHA	Alignment
14 (+2)	10 (+0)	12 (+1)	lawful good

Senses passive Perception 10, hearing and vision out to 120 ft

Languages Giant, Common

Special Purpose. Destroy Xulo.

Personality Trait. Manzak is protective of others and extends this protection to finely crafted inanimate objects.

Personality Flaw. Manzak considers it shameful to have been created by Xulo and questions the worth of its own existence.

Mind Shield. While attuned to Manzak, you have resistance to psychic damage and advantage on saving throws against any spells cast by Xulo.

CHINTA

Sentient magic item (any), legendary

INT	WIS	CHA	Alignment
10 (+0)	10 (+0)	15 (+2)	chaotic good

Senses passive Perception 10, hearing and vision out to 30 ft.

Languages none (communicates empathically)

Personality Trait. Chinta is very reluctant to extend its trust to others.

Personality Flaw. Chinta holds grudges and will urge its wielder to seek vengeance when wronged.

Foresight. Chinta can cast *augury* once per day. It may do so upon request, but it might also cast it on its own initiative.

DESTIS

Sentient magic item (any), legendary

INT	WIS	CHA	Alignment
13 (+1)	7 (-2)	10 (+0)	neutral evil

Senses passive Perception 8, hearing and vision out to 30 ft.

Languages Common

Personality Trait. Destis is focused on results and doesn't care about appearance.

Personality Flaw. Destis sees only the flaws in things.

Cutting Remarks. When attuned to Destis, you can add your proficiency bonus to Charisma (Intimidation) checks.

AVAILABLE ON THE DUNGEON MASTERS GUILD

See other works by [Stuart Broz](#), including expansion and 5e conversion guides for:

- [The Forgotten Forge](#)
- [Shadows of the Last War](#)
- [Whispers of the Vampire's Blade](#)
- [Grasp of the Emerald Claw](#)