

A 4th Edition Adventure for Paragon Characters Levels 14 to 17





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Kadrahu

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The Lost City

Chapter 1

"Drifting dunes cover the spires of a once-great city. Sand and rubble fill the wide avenues and monolithic buildings where proud giants once strode. The place lies empty, save for those lesser creatures who once served the masters of this city, once called Kadralhu. The palaces brimming with treasure lie abandoned, unclaimed. The marvelous devices that kept the city alive—that once let it soar above the earth—failed long ago, but might not be beyond salvage. It is our duty to reclaim this city, to bring it once more to the skies and bring its power to bear against the enemies of giantkind." —Faez, sand giant warlord



n THE LOST CITY, characters of levels 14 to 17 explore Kadralhu, the mysterious city beneath the sands of the Ishmai desert. They discover that what seems like a sunken city is truly a *fallen* city—one that once flew through the clouds before those now honored as great sages of centuries past were even born. Moreover, at the heart of this fantastical city lies a dormant goddess who served as both the source of its power and the reason for its existence.

Some outside the city have learned of the godling and seek to use her power. Those few who still dwell within the city follow their old status quo, trapped in the rituals and traditions of the distant past. Miraculous creations of the ancient giants lie in disuse, still holding the potential to change the outside world.

The adventurers can discover it all. They can change the course of things to come. The fates of a people, a city, and a goddess all rest in their hands.

The Sandbox

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THE LOST CITY is an open-ended, or "sandbox," adventure. Between the start of the adventure and the final conflict, the characters can explore freely, unraveling the mystery of the city and finding its various factions, peoples, and monsters.

BACKGROUND

he great flying city of Kadralhu crashed into the Ishmai desert, fractured, and was buried under the sand.

Its occupants, a race of egotistical giants, didn't survive the disaster, except for a few wealthy citizens who abandoned the city before the crash. Their servants, humble reptilian creatures called oklu, did. These creatures were impressionable—preternaturally so—and still follow the orders left by their long-dead masters. The oklu are unaware that the remains of a god rest at the center of their city, or that the godling draws outside attention.

What seems to be a small ruin protruding from the endless sands is actually the topmost level of the city's tallest surviving tower. Its interior offers access to the buried city below for those who can pass the hazards of the descent. (Chapter 2: The Phoenix Tower)

Along the fractured and decaying northern and eastern walls of Kadralhu stand the largest settlements of the oklu, former servitors to the Kadrana. Fashioned by the goddess Kaima to serve, without masters they toil diligently towards no goal in particular. The proud laborers and soldiers of the northern wall unquestioningly preserve their dying culture, while the slightly less hide-bound oklu of the eastern wall search for the secrets of the vaults underneath the city. (Chapter 3: Impressions)

Besides the oklu, the city is also now host to some parasitic spider-wasps known as *trignotarb*. The crash of the city freed the last surviving trignotarb larvae from their captivity in the Forbidden Archive. Quickly dominating a pair of wounded giants, the trignotarbs set off to found a new colony. They settled in the defensible, water-fed cavern now known as the Hanging Gardens. (Chapter 4: The Hanging Gardens)

When the city crashed, many giants who had not fled in time gathered in a sturdy cavern where the giant workers and soldiers lived. Most died when the city crashed, and the trapped survivors were driven mad by tainted water. In the carnage and starvation that followed, all the remaining giants died. The oklu in what became the Corpse Commons turned the place into a great graveyard. Now two groups dominate this area: maddened giants risen as ghosts, and oklu cultists who follow a god they call Kaima. (Chapter 5: The Corpse Commons)

The Waterworks cleansed and distributed water through the city until its neglect proved to be the city's undoing. When the oklu introduced malsalix into this system, the plant found the perfect environment: a dark, humid place to live that provided protection from intruders via its servitor chuul. Both malsalix and chuul have thrived ever since, increasing their numbers and spreading madness to the sand giants and beyond. (Chapter 6: The Waterworks)

Recently, the visionary sand giant warlord Faez discovered accounts that told of the ancient Kadrana giants' escape from a falling city, enabling him to find its location. Wanting to raise the city and use it to subjugate creatures under giant rule, Faez travels towards Ishmai while uniting sand giant tribes to his cause. (Chapter 7: The Vaults of Kadralhu)

Adventure Summary

ou can bring the adventurers to Kadralhu in the course of an ongoing campaign or by using the adventure hooks listed on pages 10-11. Once they enter the city (most likely through the Phoenix Tower; see page 23), they find ruins sealed off from the outside world for centuries and can explore some or all of the habitable areas of the city, in any order.

The oklu, a race of reptilian creatures who diligently follow the mental imprints put on them by other creatures, figure prominently in this adventure. The largest groups live in the eastern and northern wall areas, but others are scattered throughout the city. The adventurers might have to fight oklu imprinted to defend the city, but with persistence they can eventually sway some of the oklu to their side. These creatures can become valuable allies later on.

The adventurers can explore the Hanging Gardens, an area that broke off from the city when it crashed and now sits upside-down in the mouth of a crevice. Within, the insectoid trignotarbs follow the dictates of their queen. These creatures implant larvae in the minds of other creatures to control them. The adventurers might ally with the trignotarb queen.

Two factions coexist uneasily in the Corpse Commons. The adventurers can choose to side with the ghosts of Kadrana giants, or with oklu who have been awakened by divine power and now worship Kaima. Both groups want items from an ancient library called the Forbidden Archive, and the adventurers who brave its dangers can find treasures of antiquity.

The Waterworks of Kadralhu once filtered and distributed water throughout the city. Now, the adventurers encounter a dangerous plant that has tainted the water, along with tainted chuul. The former master of the Waterworks haunts the structure as a ghost. The adventurers can return his body to him and be rewarded. It's also possible to cleanse the tainted water. In fact, it's essential to do so if the adventurers later intend to restore Kaima to power and raise the city.

In the climax of the adventure, the adventurers discover Faez, a sand giant chieftain, and his followers breaking into the vault at the center of Kadralhu. Within, the goddess Kaima slumbers in an embryonic form. This godling's power once carried Great Kadralhu through the skies, and Faez wants to reactivate this effect. As the adventurers confront Faez, marut guardians appear to protect the godling. If defeated, Faez takes on a form made of sand and makes one last, desperate assault.

Victorious adventurers can learn the secrets of Kadralhu, meet the god who inspired its creation, and perhaps even end up in control of a flying city.

CITY DESCRIPTION

hen it flew, Kadralhu spanned a floating island half a mile across. The architects hollowed out the lower reaches of the island to form a series of vast corridors and buildings hewn from living rock.

The towers atop the city were constructed of massive blocks excavated from what became the tunnels. The layers of limestone, precious metals, and gems that coated the spires glinted in the sky, a beacon that showed Kadralhu was nigh.

In addition to the top level, five layers of tunnels wound through the floating island below. Elite palaces and markets covered the upper surface and the outside edges underneath. Only the most wealthy and influential had dwellings that saw the light of the sun and moon. Within the bulk of the island, giants of less renown made their homes. They stood alongside wide avenues that, while attractive and well maintained, lacked the splendor of the towering spires above. Oklu also swarmed throughout the structure—living in cramped barracks, traveling through workers' tunnels too small for the giants, and remaining out of sight as much as possible.

The crash smashed much of the lower levels and sealed off access to the outside. The wealthy on the surface escaped before the fall, but the giants inside found the exits blocked. An epidemic of madness made sure they were dead long before the desert winds finished covering Kadralhu in deep drifts of sand.

No intelligent creature lives in the giant homes and monuments on the top level of the old city (though oklu occupy the two remaining defensive walls). Sand fills most of the buildings. Only a few retain any open space inside—mostly ones that had their shutters sealed tight when the city fell. The very lowest levels broke apart on impact, leaving forgotten chunks separated from the main section of the island by rubble. The most dramatic shift in the complex came on the far western edge. Here a section broke off, tumbled upside down, and lodged in a chasm, eventually becoming the **Hanging Gardens** (see **Chapter 4**).

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HISTORY OF KADRALHU

The city has a long, varied history—one that affects what it is today and could be in the future.

The City is Born

Kaima, a goddess of rebirth, took pity on a declining kingdom of giants called the Kadrana. These giants were of all types — a society that had become mixed as their numbers dwindled. The reason Kaima took pity on them is unclear; perhaps she saw their civilization as dead and in need of renewal. With her blessings, they underwent a resurgence, becoming a powerful and wealthy dynasty that spurned the primordials in order to worship her. Yet while they prospered, Kaima began to die.

For her destiny as the goddess of rebirth was to die and rise again 1,000 years later. After her death, she would become a dormant husk, a godling still invested with divine power but unable to act of her own volition. She instructed the giants how to care for her, to keep her safe.

The greatest minds of the Kadrana dynasty set to work, devising ways they might protect and honor their goddess. One, Sandorr the Observant, planned a massive temple-city. The heart of the city would be Kaima's embryonic form, protected in the Vault of Rebirth. Her residual divine essence would lift up the city, causing it to float through the skies. They would call it *Kadralhu*, meaning "Temple of the Kadrana."

As Kaima's life waned, they constructed their vast utopia, carving its lower halls from the top of a sacred mesa. They built glittering, spired towers upon it and prepared the gargantuan stone vault that would carry Kaima's embryonic form. A system of water channels ran throughout the city to replenish the godling and bring fresh water to all corners of the half-mile-wide city.

The City Rises

When the city was nearly finished, Kaima's life ended, sending the Kadrana into a mad scramble to complete the city and fulfill the promise they'd made to their goddess. They succeeded with the help of Kaima's final gift. Her death brought life in the form of the oklu. These reptilian humanoids were intelligent, but subservient by nature. The giants used the smaller, impressionable creatures to quickly complete the city.

Their temple fully prepared, the giants enshrined their deity in the Vault of Rebirth, flooded it with pure water, and watched as the city rose. The plan had worked, and the marvelous city now flew. Now more prosperous than ever, the Kadrana took their flying island to ever more distant lands and became specialist in trading exotic goods.

The City Loses Its Way

Over the generations, the giants lost their connection to their goddess. They saw the Vault as just a source of power, and some came to worship the primordials after contact with other giants who did so. The Kadrana forgot the hardship and struggles of their past, growing soft and fat and entitled. They came to believe the vast wealth and oklu labor they enjoyed were their heritage—a right rather than a privilege.

Factions formed, squabbling over petty disagreements. The giants had lost their devotion and purpose, and they grew increasingly careless. The city's systems begin to deteriorate, and the magistrates could no longer maintain order. They would have eventually torn apart their dynasty with civil unrest, if fate hadn't intervened.

The City Falls

A small band of oklu went rogue, having somehow thrown off the dominance of their increasingly feckless and self-indulgent masters. This marked the first time any oklu had overcome their race's servile nature, and should have warned the giants that their society was unraveling. The freed oklu poisoned the city's water supply with a strange plant they picked up on one of the city's voyages. The plant's spores drove those who drank the water mad. What seemed to many like a natural escalation of the city's conflicts alarmed the city's remaining sages, who warned the wealthy, highborn leaders of the city (who primarily drank rainwater collected on the top level instead of the filtered water from below) to prepare for the worst.

As Kadrana society dissolved into anarchy, the island began to shudder and drift. The tainted water had saturated the godling in the Vault, disrupting Kaima's power. The city's leaders abandoned the rest of the giants and servants on the deteriorating island. Those who had their wits about them gathered deep inside for safety as the wondrous city crashed in the Ishmai desert, its sections fracturing as it sank deep within the sands.

The City Endures

After the fall, the few remaining Kadrana found they couldn't escape the city. As conditions worsened for the trapped giants, they degenerated to cannibalism. Within a matter of weeks, the last giant died.

The oklu, though, were better adapted to this new environment. They needed little water, were largely immune to the effects of the tainted water supply, and could move about the ruins more easily due to their smaller size. Their personalities retained the impressions the giants had put upon them, causing them to remain in the city. Most of them felt a bit lost without their masters, though this feeling has diminished over generations. Some had become aggressive during the chaos, and greet any outsiders with violence.

Creatures native to the desert tunneled into other areas of the fallen city. Descendants of these and other groups, such as the insectoid trignotarbs, live among the forgotten wonders of Kadralhu, unaware that it was once the Temple of the Kadrana, a glittering jewel in the sky.

Locating the City

Vast stretches of open desert lie between Kadralhu and the nearest bastion of civilization, the oasis city of Hallampor (see page 12). Finding the city by sight and guesswork is nearly impossible. Travel in its general area is made even more difficult by a nearby impassable canyon with a river of sand running through its depths.

Many of the adventure hooks described on page 10 suggest ways the adventurers might end up near Kadralhu and find it. If none of these suit you, you might provide hints via ancient trading maps, sections of the city being uncovered by wind storms or earthquakes, or raids by denizens of the city.

Key Locations

Most areas of Kadralhu became wrecked or deserted at the time of or shortly after the city's fall. Tunnels end in rubble and sand. What were once splendid estates lie in ruin, their treasures smashed and their owners long dead. Explorers can find innumerable areas like these, but only a few areas still support inhabitants—not all of whom are actually alive.

1. The Phoenix Tower (Entrance)

The adventurers can enter through the top of a tower that's mostly buried in sand. This is one of the few ways to reach Kadralhu from the surface, and even it is sometimes buried in drifting sand. If the adventurers can find the top of the tower, they can climb down through the tower's interior to reach its lowest level and go into the sewers. The tower isn't without defenses, though: gigantic glass golems stand guard in the lowest level.

This location is described in Chapter 2.

2. Sewers

Running under the city's broad avenues, a system of sewers collected water and returned it to the Waterworks (see area 7 below). Though they were sturdier than the buildings above them, the sewers didn't survive the crash intact. Most are closed off by rubble or sand. When adventurers explore the sewers, choose an area or two they are able to access before they have to leave and find a new path in order to continue. Open and seal sewers as you see fit, either by choosing the direction your players would find most interesting or at random.

3. Insect Tunnels

The trignotarbs, a race of insectoid creatures, tunneled outward from the Hanging Gardens to gain access to prey in the surrounding desert. Adventurers might be able to find these tunnels and climb through them to enter the city. The entrances of the tunnels fill with sand, but their twisting paths prevent them from becoming completely plugged. Characters who find the entrances can follow them in, reaching the Hanging Gardens or one of the few sewers that still contains water.

4. City Walls

Four great walls once protected the city from flying threats. Oklu servants were able to use the passageways within, and their settlements formed around the bases of the walls.

The northern wall houses a large community of oklu. Primarily drawn from the *iness* (laborer) and *salaa* (warrior) castes, these people follow their old imprints. They maintain the way of life they once had under the Kadrana as best they can, avoiding change or new ideas.

In the eastern wall, slightly less traditional oklu *lothaa* (scholars) study Kadralhu in its current state and seek out samples in nearby areas, including the Hanging Gardens. They know about the Vault and hope one day they'll find a way to unlock it and get inside to study the source of the various phenomena they believe the Vault has caused.

These locations are described in Chapter 3.

5. The Corpse Commons

Hundreds of Kadrana took refuge in this lengthy, columned promenade as the city fell, hoping the reinforced walls would protect them. They all died in the fall or the chaos of the ensuing weeks, but the bodies of some among them have been mummified and now stand like columns alongside the wide avenues.

Dwelling here are a cult of oklu who have awakened to the presence of Kaima. They desire to free the rest of their race with



the goddess's grace. A faction of Kadrana giants who linger on as ghosts and haunt this area oppose the cult. To their minds, the oklu were always meant to be servants, and giants should rule over them. These spectral giants plan to revive the city but need the adventurers' aid to do so.

This location is described in Chapter 5.

6. The Hanging Gardens

When the city crashed down, one edge struck against the ridge of a massive crevice, at the bottom of which flowed a sand-river. A section of the city broke loose and toppled over, becoming lodged upside-down between the two rims of the deep canyon. Over time, the topmost surface of this section became covered with drifting sand, appearing as nothing more than a treacherous-looking land bridge.

Subterranean creatures burrowed tunnels through the rock, connecting the upside-down section to the main city. Water seeping into the section caused strange plants to flourish, creating a garden that hangs from the floors and balustrades of the former city streets.

This location appears in Chapter 4.

7. Waterworks

To provide for the citizens across the massive airborne island, the architects of Kadralhu constructed a single massive water purification structure. Physical and magical filters kept the water clean and fresh as it circulated and recirculated throughout the city.

This pure water also nurtured the godling: when the water became polluted, the city fell. The remaining water is tainted still, and a menagerie of aquatic creatures and plants now dwell in the Waterworks.

By traveling through its portals and channels, creatures can reach otherwise inaccessible areas and uncover the city's varied history. Such an endeavor isn't without risks: the powerful chuul and the tainted malsalix lurk around every corner and defend their territory against all intruders.

This location is described in Chapter 6.

8. The Vault of Rebirth

The embryonic body of Kaima lies protected within this magically locked sphere of stone. Though the prophesied time of the goddess's rebirth approaches, her current form has been weakened by the tainted water and might simply die rather than return to her former divine glory.

Keys that lie in far-flung corners of Kadralhu must be brought together to open the vault (see page 11). The only other access is through magic portals that allow nothing but water in or out of the inner sanctum.

This location is described in Chapter 7.

FACTIONS

ive hundred years have passed since the fall of Kadralhu, but much of the city is preserved essentially as it was immediately following the crash. Some groups of monsters have come and gone, but the city seems eerily locked in time.

As Kaima's time of rebirth draws near, factions from outside also turn their eyes towards the Ishmai desert and the city lost under its rolling dunes.

Oklu

Generations of these reptilian humanoids have lived here since the fall. Only a few survived the crash, still imprinted with their masters' demands. Those spurred to aggression by giants maddened with tainted water died off quickly in foolhardy attacks against the oklu who still had their wits about them. The population slowly grew over the years, but there are still very few oklu compared to their previous population and the number who could viably live in the fallen city.

The giants imprinted a lack of ambition on the oklu. In all their time alone here, they saw no reason to venture out or seek out things beyond what the giants had provided for them. Instead, they busied themselves with familiar, mundane tasks. They clean and maintain ruins. They grow enough food to sustain themselves. They fight off intruders. But they don't venture into the outside world at all, or even search within the city for other oklu.

While many smaller isolated communities exist, the two largest and most influential settlements are located along the now-buried northern and eastern walls of the city.

Oklu of the Northern Wall

Oklu of the northern wall belong mostly to warrior and laborer castes. These oklu hold proudly to their military and mercantile traditions; thanks to the latter, they will trade and bargain with those patient with their idiosyncrasies.

Oklu of the Eastern Wall

The oklu of the eastern wall differ greatly in behavior from their brethren to the north. Forming a community of sages, scholars, and researchers, these oklu seek knowledge in all its forms.

THE CULT OF REBIRTH

The most proactive group of oklu in the city, this cult was formed by oklu who came into contact with relics related to Kaima. They aren't aware the goddess's embryonic form lies at the center of the city, but they believe she exists and will soon return. Believing their race was created to be the goddess's chosen people, the cultists face constant frustration with their inability to turn other oklu to their cause. Oklu are impressionable, but only around creatures of other races. While a minority of oklu instinctively understand the goals of the cult, most dismiss them.

Spectral Giants

All of the giants who once lived in the city perished, but a few linger on as ghosts. All these ghosts appeared within the past few decades, and there's no proof to indicate what created them. Each giant has a pet theory, many of which involve primordial influence. The only thing the giants completely agree on is that the city must be raised so giants can call it home once more.

The spectral giants haven't made contact with Faez and aren't aware that other giants have arrived at the city. If the two groups do meet during the course of the adventure, they'll almost certainly join forces, even if they do bicker about who will lead the combined forces.

Faez and the Sand Giants

Sand giant tribes have traveled from near and far to unite under the banner of the war chieftain Faez, who has now infiltrated the city vault. Faez believes his people are the rightful heirs to the ancient city of giants. In dreams, Azhad al-Hani, the legendary first leader of the sand giants, has commanded Faez to gather the tribes for a greater purpose: to enthrone giants in their rightful kingdom in the sky and subjugate all smaller races. Faez believes it's only a matter of time before he awakens the godling and raises the city once again.

Wojdak and the Marut Watchers

Unbeknownst even to many of the citizens of Kadralhu, the Kadrana elite inner circle signed a contract with the marut, immortal plane-traveling mercenaries, to intervene if Kaima came under direct assault. The marut were to be the last line of defense if ever the godling was in peril within the temple vault. The cadre is led by Wojdak, an imposing figure with an unnerving soft-spoken voice. The marut wait and watch from the shadows to this day. They will intervene if they believe the godling will be harmed.

Trignotarbs

The trignotarbs want nothing more than to survive, as to their knowledge they are the very last representatives of their kind. Long centuries of conflict have taught them that the surest route to survival leads through the domination of their enemies, so the trignotarb colony is violent and bent on conquest. Trignotarbs might assist the PCs against other factions in the city, aiming to hinder their enemies, and the ambition of the trignotarb princess might be harnessed for the PCs' benefit. Under no circumstances will any trignotarb ever undertake any action which might endanger the survival of their colony.

Kaima

The goddess, in her dormant state, wants only to ensure her safety until she can return to life at the preordained time. She doesn't have any control over her latent divine might, but any who come into close proximity with her feel it radiate off her godling form.

If she revives, Kaima quickly regains her deific power. She has no pity for anyone attempting to trap her, and visits her wrath upon them. Only her most devoted subjects—the Cult of Rebirth, most likely—receive her blessings. She might look favorably upon those who protected her, as long as they don't try to impose their will upon her.

Adventure Hooks

ry to bring the characters to the city without giving away too much of what they'll find there. The societies or phenomena within Kadralhu can spread to the outside world, influencing it in mysterious ways.

Many of the hooks on this page only barely hint at the complex scene under the dunes. After you set up this adventure, the adventurers should end up searching the desert for an entrance to the city (such as *The Phoenix Tower*; see page 23) or be magically transported into it.

Hook: Spreading Madness

An entire region erupts in war. Desert cities—bastions of civilization that had been at peace for generations—attack one another. These battles aren't orderly or strategic. Scattered groups of untrained citizens strike aggressively with no regard to their own safety.

Ekabba, a massive walled city-state (see page 13), has repelled attacks from its neighbors. The emir of Ekabba calls for someone to find the cause of the madness that has consumed so many of his neighbors—and now threatens to overtake his people. He might contact the adventurers directly or entreat a god or organization closely tied to them. If the characters are unwilling to help, he offers wealth and items from his city's vault. As the adventurers investigate, they learn that the water supply has become tainted. Any who drink the groundwater eventually go mad, but hermits who drink rainwater or draw from other sources are unaffected.

An adventurer who drinks the water contracts Tainted Water Madness.

TAINTED WATER MADNESSLevel 14 Disease

Your mind swirls, and you see your friends' visages melt away as they reveal their true demonic forms.

Stage 0: The target recovers from the disease.

- **Stage 1:** While affected by stage 1, whenever the target rolls a natural 1, it goes berserk and is controlled by the DM as though it were dominated until the end of its next turn.
- **Stage 2:** While affected by stage 2, whenever the target rolls a natural 5 or less, it goes berserk and is controlled by the DM as though it were dominated until the end of its next turn.

Stage 3: The target goes permanently insane.

Check: At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.

Lower than DC 21: The stage of the disease increases by 1. *DC 21:* No change.

DC 29: The stage of the disease decreases by 1.

Tracing the source of the water leads the adventurers deep into the desert, to what at first appears to be a vast, empty expanse...

Quest XP: 6,000 XP (major quest) if the adventurers purify the water source that has tainted the groundwater outside. See the Waterworks adventure section (Chapter 6).

Hook: Divine Visions

The godling Kaima's powers are weak, and she is only just beginning to awaken in anticipation of her rebirth. Sensing the danger ahead of her, she tries to call adventurers to protect her by sending visions of war and fire. You can read aloud the following vision and come up with others to roll out over several sessions.

An army marches forth across the sands, massive figures silhouetted against the setting sun. The field of vision flies across the land, coming to rest upon a settlement with a massive domed market at its center. In the distance, the dunes glow with a faint light that throbs like the beating of a heart.

Quest XP: 6,000 XP (major quest) if the adventurers stop Faez and his sand giants from harnessing Kaima's powers for conquest.

Hook: Mirages

Vicious beasts and demons of all kinds stalk out from the desert, frightening the people of border towns (like Hallampor; see page 12) but vanishing into the night before they make contact. Magical phenomena—auroras of multicolored light, sheets of silver lightning, and blood-red falling stars—appear in the sky above the dunes. The people are uncertain of the cause, and they've stopped going into the desert at all. Their sages believe a gate to the Elemental Chaos has opened in the deep desert, and they fear an invasion of elemental forces. They put a call out to the adventurers for help.

In truth, the phenomena are all illusions—mirages created by the dreams of the spectral giants who linger on in the city after death. These images are all from places those giants traveled to while they lived or creatures they battled. The undead giants are uneasy, and their dreams become manifest.

Quest XP: 6,000 XP (major quest) if the adventurers discover the source of the mirages and settle the giants' dreams by putting them to rest or satisfying their unease.

Hook: The Stolen Circlet

Tensions rise between a tribe of sand giants and the predominantly human settlements near them, and war is imminent. The giants, led by Sheik El'kaz, believe one of the humans stole a treasured item from them: the *Circlet of Rapport*. The humans claim they know nothing about the circlet, and that El'kaz threatens to wipe them off the map for no reason. It's clear they would be destroyed if the giants attacked. One of the humans, a shaman named Olos, reveals that El'kaz has sworn fealty to another sand giant chieftain named Faez. Perhaps he could get his underling back in line. Faez left several weeks ago, headed into the Ishmai desert to the southeast.

In truth, Faez stole the circlet from his supposed ally. A zealot, Faez seeks to revive the godling within Kadralhu. Recovering the circlet and stopping the war means defeating the sand giant and his cohorts.

Quest XP: 6,000 XP (major quest) if the adventurers prevent war from breaking out.

Treasure in Kadralhu

he ruins of Kadralhu teem with items that any collector of antiquities would consider valuable. The difficulty lies in getting larger items—created by, and for, giants—out through the cramped, collapsed tunnels.

There's still plenty of typical dungeon treasure within the city, though. Coins the adventurers find are typically oversized platinum or gold coins minted in Kadralhu. The giants also collected exotic gems and art from across the world. There's a treasure vault somewhere amid the wreckage, but excavating it would take years.

The Keys to the Vault

To prevent any single person from accessing the power of the Vault, Sandorr the Observant created five keys and distributed them among trusted giant leaders throughout the districts of the city. Any three could be brought together to open the Vault. Only three keys have been found since the fall: the Key of Hope in the Waterworks (page 76), the Key of Radiance in the Hanging Gardens (page 46), and the Key of Silence in the Forbidden Archive (page 62). Each key represents an aspect of death or birth and contains a drop of Kaima's blood trapped within an inset crystal globe. Each is about 1-1/2 feet across, sized for giant hands.

The Key of Radiance: This key rests in the trignotarb princess's hoard. Its theme is the light and energy of life, represented by images of the sun. A character carrying the Key of Radiance regains 5 extra hit points whenever he or she spends a healing surge.

The Key of Hope: This key was entrusted to the Waterworks Master. Representing the hope that comes with rebirth, this key shows images of rain falling on drought-stricken lands. A character carrying the Key of Hope can breathe underwater. That character can ignore difficult terrain caused by shallow water.

The Key of Silence: The most secure of the keys rests in a pocket within the Forbidden Archive—one accessible only by passing through a portal. The key's theme is the silence and stillness of death. Inlaid images of roses cover the surface of the key, and it slightly dims all sound near it. A character carrying the Key of Silence gains a +2 bonus to Stealth checks.



New Magic Items

The giants of Kadralhu created many items found nowhere else. Two have survived.

Malsalix Items

Skilled artificers and magic casters use parts of the malsalix plant (see page 22) to craft magic items. Two of the most well known are paralyzing nets and memory pots.

Paralyzing Nets

Woven from the vines of the malsalix plant, these nets immobilize their victims as well as removing the ability to think clearly.

Level: 16 (+4)

Price: 45,000 gp

Weapon: Any

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: On a hit, the target is immobilized (save ends).

Power (Encounter): While entangled in the net, the creature loses the ability to use any powers other than basic attacks.

Memory Pots

These ordinary-looking clay pots hide malsalix slime inside, allowing the user to steal powers from afar.

Level: 14 (+3)

Price: 800 gp

- Alchemical Item Property: The user of a memory pot must first create a psychic connection with the pot, which takes 5 minutes. He or she can be connected to only one pot at a time.
- **Power (Consumable):** Standard Action. Make an attack: Ranged 5/10; Target one creature; +17 vs Will on targeted creature. On a hit, steal one power from the creature. Determine the highest level of power that may be stolen using the attack die roll and these guidelines: natural 2–14=At-will; natural 15–19=Encounter power; natural 20=Daily power. You gain the stolen power and use it with the statistics for the power from the originating creature. After your next extended rest, the ability returns to the originating creature. Miss: Area burst 1, centered on the creature; +17 vs. Reflex. On a hit, the target takes ongoing 5 poison damage.

CIRCLET OF RAPPORT

The sand giant Faez carries a circlet that lets him speak to the godling in the Vault.

Circlet of Rapport

A large sapphire hangs from the center of this thin platinum circlet. When the jewel rests against the wearer's forehead, a profound stillness of being is felt.

Item Slot: Head

Property: You gain a +4 item bonus to Insight checks.

Property: The circlet can be used to speak telepathically with the goddess Kaima in all forms.

Power (Daily): Immediate Reaction. Use this power when you are hit by an attack that deals psychic damage. The attacker takes damage equal to the amount that would be caused by a critical hit with the triggering psychic attack.

Relics of Desecration

Hidden away in the Forbidden Archive (page 62), these items were used by ancient Kadrana until they were deemed unholy by Kaima. The items are sized for giants. Medium creatures can only really use the tomes and Anzuud's journal effectively. Both are written in Giant, but using an ancient script that is somewhat difficult to read.

Necromantic Tomes: The rituals listed in these tomes are limited. The most powerful ones were torn out and burned to make sure they could never be used. The remaining ones allow for raising beasts as skeletons, curing diseases that rot the flesh, speaking with the dead, and other relatively minor uses of necromantic magic.

Anzuud's Journal: This document begins immediately after Anzuud became a lich and details his ploys and ventures. It's written in code and requires a DC 32 History check to decipher. There's little of use in the modern world, since it's a pre-Kadralhu text. It mostly shows Anzuud's rising boredom with his undeath as he grew in power and influence. A careful reader can spot the signposts of the Kadrana society's fall.

Basecamps

n a sandbox adventure, the adventurers could have the option to revisit the location multiple times. They don't need to remain in the city the entire time.

A home base nearby could provide a place to rest, regroup, gather supplies, and do research. The base can also be attacked or occupied by the sand giants or other forces, giving the adventurers a greater stake in fighting those factions.

Hallampor: Deep Desert Village

The closest settlement to Kadralhu, Hallampor struggles to survive in the harsh desert. The population has been slowly dwindling, and the remaining folk never know whether this will be the year the sands scour their town off the map for good.

Population: 800. Hunters and traders spend most their time away from the village gathering supplies to bring back. Residents are mostly hardy folk who can deal with the harsh weather: dwarves, elves, and half-orcs.

Government: The people select a four-person ruling council from among their populace. They usually choose a couple of powerful hunters who have passed their prime, a seer to divine the future, and a lorekeeper to enforce the ancient laws.

Defense: No organized guard protects the village. They rely on their most skilled hunters to put up guerilla resistance in case of attack. They try to avoid armed conflict if at all possible to preserve their best providers.

Trade: The people of Hallampor have little money, and mainly trade rare desert herbs or animals considered delicacies in wealthier areas.

Lodging: No proper inn serves Hallampor. Instead, the council sets up visitors with families who are most in need of extra coin. These hosts are hospitable and friendly, grateful to have a way to stave off poverty and starvation.

12 For The Lost City Provide Contract C

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Ekabba: City-State of the Alabaster Emir

The stone walls of Ekabba have endured attacks by all the city-state's neighbors over the centuries. The prosperous city survives despite the harsh surroundings. The city relies on lucrative trade and plentiful natural resources, including a massive oasis of precious water.

Population: 15,000. Most residents are human, with a small number of halflings, dwarves, and eladrin. The majority of citizens do manual labor, working in mines or maintaining the city. Traders, with their slightly higher status, travel back and forth from the city to earn their pay. Above them, soldiers and administrators run military and civic affairs. The members of a small noble caste, most of whom gained their station through mercantile savvy, hold greater power still.

Government: For the last 15 years, the city has bowed to the orders of Khazer, the Alabaster Emir, last heir of the Hashan dynasty. The albino emir's striking features are reproduced on massive statues throughout the city, reminding his subjects of their leader's divine right to rule. The emir is quick to anger and unafraid to go to war. He negotiates and trades with other settlements when he must. In addition to looking after his city-state's welfare, he seeks a bride from outside. He could even court one of the characters if one seems to have enough prestige and a regal bearing.

Defense: The standing army is small, but well trained. They all swear fealty to the Emir, but lesser nobles usually have a handful of officers assigned to their service. When they need to go to war, the officers have the power to conscript people of lower social rank at a moment's notice. All citizens of Ekabba must complete basic military training, since anyone could end up marching to war. The career soldiers receive orders to respect the lives and dignity of their conscripts, and most of them do. Still, the few officers who put their foot soldiers in harm's way give the army a reputation for arrogance and cruelty among the lower classes.

Trade: No settlement in the Ishmai desert sees more trade than Ekabba. The variety of exotic goods impresses even the most jaded traders. They have little choice but to pay the exorbitant tariffs levied by the emir—there are few other options in the deep desert, and none with a selection anything close to what Ekabba offers.

Inns: Several inns cater to travelers, from the raucous common room at the Fire Newt Inn to the luxurious marble-pillared halls of the House of the Silver Fountain. Adventurers of high level will probably get invited to stay at Khazer's palace. The emir knows that making connections to powerful individuals can expand his influence and enhance his reputation.

Organizations: Trade guilds, from the Guild of Gems to the Beast Keepers, leverage their economic power to force out competition and keep their workers poorly paid and obedient. The Great Library, a proud institution devoted to the pure pursuit of knowledge, might take an interest in artifacts of Kadralhu.

Basecamps within Kadralhu

If the adventurers make allies within the lost city, they might be given access to safe places where they can stay.

Oklu of the Walls: The oklu communities along the northern and eastern walls can serve as bases of operation if the players deal with the masterless servitors correctly. The oklu at either of these major communities prove willing to share and barter with strangers who observe their customs.

Corpse Commons: Many empty residences could serve as a home base for the adventurers in the Corpse Commons (see page 53), or even the Forbidden Archive after they have dealt with its defenders and hazards. There's no trade to speak of in the district, but plenty of well-appointed giant houses—so long as they don't mind sharing a room with the mummified body of a giant. The adventurers only run into trouble if they anger the spectral giants or the Cult of Rebirth, in which case they'll face harassment or even violence.

GIANT, SAND

orged in the brutal furnace of the Elemental Chaos, sand giants burn with a passion for warfare as hot as the searing deserts and arid wastelands they call home. The elements of air and fire course wildly through their veins, stoking their bloodlust.

The sand giants were once closely allied with their cousins, the efreet. The efreet and sand giants proudly served their primordial masters for many eons, but the vain efreet lords eventually shamed the giants to gain their masters' favor. The disgraced and enraged sand giants left the Elemental Chaos for the mortal world, led by their first tribal chieftain, Azhad

al-Hani. Determined to serve no master but themselves, the sand giants found solace in the turbulent sandstorms and scorching dunes of the desert.

Blood in the Desert: Under the iron hand of Azhad, the sand giants carved out a huge swath of land as their own. As their territory grew, so too did Azhad's power. It is said that Azhad's power became so great that he literally transformed into sand. His body became the land that is today known as the Ishmai Desert. Every sand giant proudly traces his or her lineage back to Azhad al-Hani.

Shock Tactics: Sand giants prefer shock tactics and sudden ambushes. They often conceal themselves beneath sand drifts and burst forth when caravans and other travelers approach. Survivors of their onslaught are chained and forced to toil in their fortified strongholds beneath the dunes.

Masters of the Dunes: All sand giants possess the natural ability to blast their enemies with a gout of hot air and sand that can blind and disorient. The most powerful among them have become so attuned to their surroundings that they can manipulate the ocean of sand around them like a weapon and even transform portions of their bodies into sand.

Sand Giant Large elemental humanoid (giant)	Level 16 Soldier XP 1,400			
HP 148; Bloodied 74	Initiative +14			
AC 32; Fortitude 30; Reflex 29; Will 27	Perception +12			
Speed 8				
Resist 10 fire				
TRAITS				
Desert Tactics				
Sand giants deal an extra 2d6 of fire dan targets.	0 0			
STANDARD ACTIO	NS			
m Glass Scimitar (weapon) + At-Will				
Attack: Melee 2 (one creature); +20 vs.	AC			
<i>Hit</i> : 3d12 + 10 damage.				
r Glass Javelin (weapon) • At-Will				
Attack: Ranged 15/30 (one creature); +	18 vs. AC			
<i>Hit</i> : 3d10 + 9 damage.				
MINOR ACTIONS				
C Sand Blast + Encounter				
Attack: Close blast 3; +21 vs. Reflex				
<i>Hit</i> : $2d12 + 4$ fire damage, and the target is blinded (save ends).				
Skills Athletics +21, Endurance +18				
Str 26 (+16) Dex 18 (+12) Wis				
Con 21 (+13) Int 14 (+10) Cha				
Alignment evil Languages Giant, Com				
Equipment leather armor, scimitar, javelin x4				
Sand Giant Sunspeaker	Level 16 Artillery			
LARGE ELEMENTAL HUMANOID (GIANT) XP 1,400				
HP 116; Bloodied 58	Initiative +15			
AC 28; Fortitude 29; Reflex 30; Will 26 Perception +12				
Speed 8				
Resist 10 fire				
TRAITS				
Desert Tactics				

Sand giants deal an extra 2d6 of fire damage against flanked targets.

STANDARD ACTIONS

m Glass Dagger (weapon) • At-Will Attack: +20 vs. AC *Hit*: 2d6 + 9

r Solar Flare • At-Will

Attack: Range 10 (one creature); +19 vs. Reflex Hit: 3d8 + 7 fire damage.

C Heat Wave • At-Will

Attack: Close Blast 3 (enemies in burst); +21 vs. Reflex *Hit*: 2d8 + 9 fire damage and target is pushed 1 space.

A Hot Box • Encounter

Attack: Area burst 3 within 20 (creatures in burst); +21 vs. Reflex

Hit: 3d8 + 10

Effect: The burst creates a zone that lasts until the end of the encounter. Any creature that enters the zone or starts its turn there takes 10 fire damage.

MINOR ACTIONS

C Sand Blast + Encounter

Attack: Close blast 3; +21 vs. Reflex

Hit: 2d12 + 4 fire damage, and the target is blinded (save ends).

Skills Athletics +18, Endurance +18 Str 20 (+13) Dex 24 (+15) Wis 19 (+12) Con 21 (+13) Int 14 (+10) Cha 13 (+9) Alignment evil Languages Giant, Common

Equipment cloth armor (basic clothing), dagger

SAND GIANT DUNECALLER Level 17 Controller Large elemental humanoid (giant) XP 1,600

HP 156; Bloodied 78 AC 27; Fortitude 27; Reflex 32; Will 32 Speed 6 Resist 10 fire TRAITS

Initiative +12

Perception +12

Desert Tactics

Sand giants deal an extra 2d6 of fire damage against flanked targets.

STANDARD ACTIONS

m Glass Staff (weapon) • At-Will

Attack: Melee 2 (one creature); +19 vs. AC

Hit: 3d8 + 12 damage.

A Sand Storm • Encounter

Attack: Area burst 1 within 20 (creatures in burst); +21 vs. Fortitude

Hit: 4d10 + 6 fire damage, and the target slides 2 squares. Miss: Half damage.

A Dune Summon (conjuration) • Encounter

Effect: Area wall 6 within 10; the dunecaller conjures a wall of sand. The wall is 1 square high, blocks line of sight, and provides cover. The wall's spaces are difficult terrain. Any creature occupying an effected space is knocked prone.

Aftereffect: Any prone creature in the area of effect cannot stand up, is immobilized, and takes 10 ongoing damage (save ends all).

r Heat Ray (fire) • At-Will

Attack: Ranged 10 (one creature); +20 vs. AC *Hit*: 2d10 + 13 fire damage.

MOVE ACTIONS

Silt Shift • Encounter Effect: The dunecaller shifts 8 squares and can move through enemy spaces.

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MINOR ACTIONS

C Sand Blast • Encounter

Attack: Close blast 3; +21 vs. Reflex

Hit: 2d12 + 5 fire damage, and the target is blinded (save ends).

Wind Slam • At-Will

Attack: Range 10 (one creature); +19 vs. Fortitude

Effect: The target slides 2 squares.

 Skills Endurance +18, Nature +17

 Str 20 (+13)
 Dex 18 (+12)
 Wis 19 (+12)

 Con 21 (+13)
 Int 14 (+10)
 Cha 13 (+9)

 Alignment evil
 Languages Giant, Common

Equipment cloth armor (basic clothing), staff implement

SAND GIANT POUNDERLevel 18 BruteLARGE ELEMENTAL HUMANOID (GIANT)XP 2,000HP 203; Bloodied 102Initiative +13

AC 26; Fortitude 28; Reflex 32; Will 33 Perception +14 Speed 6 Resist 10 fire

TRAITS

Desert Tactics

Sand giants deal an extra 2d6 of fire damage against flanked targets.

STANDARD ACTIONS

m Fists Of Sand • At-Will

Attack: Melee 2 (one creature); +21 vs. AC

Hit: 4d10 + 8 damage and the target is marked under the end of the pounder's next turn.

M Jab and Hook • At-Will

Attack: Melee 2 (one creature); +21 vs. AC

Hit: 2d10 + 6 damage. The target slides 2 squares and is dazed (save ends).

Aftereffect: The pounder can shift 1 square.

M Savage Uppercut
 Recharge when first bloodied

Attack: Melee 2 (one creature); +21 vs. AC

Hit: 5d10 + 7 damage. The target is pushed 5 spaces and falls prone.

MINOR ACTIONS

C Sand Blast • Encounter

Attack: Close blast 3; +19 vs. Reflex

Hit: 2d12 + 5 fire damage, and the target is blinded (save ends).

TRIGGERED ACTIONS

Turn to Sand • Encounter

Trigger: An enemy hits the pounder with a melee attack. *Effect* (Immediate Interrupt): The triggering attack does half damage.

Skills Athletics +21, Endurance +21

Str 24 (+16)	Dex 19 (+13)	Wis 20 (+14)
Con 25 (+16)	Int 15 (+11)	Cha 14 (+11)
Alignment evil	Languages Gian	t, Common

Equipment leather armor

Young Sand Giant Sneak

LARGE ELEMENTAL HUMANOID (GIANT)

HP 108; Bloodied 54 AC 28; Fortitude 24; Reflex 26; Will 24 Speed 8 Resist 10 fire Level 14 Lurker XP 1,000

Initiative +13 Perception +9

TRAITS

Desert Tactics

Sand giants deal an extra 2d6 of fire damage against flanked targets.

STANDARD ACTIONS

m Glass Scimitar (weapon) • At-Will Attack: Melee 2 (one creature); +19 vs. AC Hit: 2d12 + 6 damage.

r Glass Javelin (weapon) + At-Will

Attack: Ranged 15/30 (one creature); +19 vs. AC *Hit*: 2d10 + 7 damage.

MINOR ACTIONS

C Sand Blast + Encounter

Attack: Close blast 3; +17 vs. AC

Hit: 2d12 + 4 fire damage, and the target is blinded (save ends).

To Dust • Recharge 4

Effect: The sand giant sneak breaks apart into millions of grains of sand, disappearing from view.

Skills Stealth +15, Endurance +16

Str 18 ((+11)	Dex 14 (+9)	Wis 14 ((+9)

Con 18 (+11)	Int 9 (+6)	Cha 12 (+8)
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Alignment evil Languages Giant, Common

Equipment leather armor, scimitar, javelin x4

Young Sand Giant Sunspeaker Apprentice Level 14 Artillery				
Large elemental humanoid (giant)	XP 1,000			
HP 108; Bloodied 54	Initiative +9			
AC 26; Fortitude 24; Reflex 24; Will 26	Perception +9			
Speed 8				
Resist 10 fire				
TRAITS				

Desert Tactics

Sand giants deal an extra 2d6 of fire damage against flanked targets.

STANDARD ACTIONS

m Glass Dagger (weapon) • At-Will

Attack: +19 vs. AC

Hit: 2d6 + 9 damage.

r Solar Flare • At-Will

Attack: Ranged 10 (one creature); +19 vs. Reflex *Hit*: 2d8 + 4 damage.

MINOR ACTIONS

C Sand Blast • Encounter

 Attack: Close blast 3; +19 vs. AC

 Hit: 2d12 + 4 fire damage, and the target is blinded (save ends).

 Skills Arcana +11, Endurance +16

 Str 18 (+11)
 Dex 14 (+9)

 Wis 14 (+9)

 Con 18 (+11)
 Int 9 (+6)

 Cha 12 (+8)

Alignment evil Languages Giant, Common Equipment leather armor, dagger

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GIANT, SPECTRAL R isen from the dead as ghosts, the giants who once lived in what is now the Corpse Commons resolved to raise their city and conquer in the name of giantkind.

At the time of Kadralhu's fall, the giants who were unable to escape all died either in or shortly after the crash. Centuries later, those same giants began to flicker back into existence in insubstantial, ghostly forms. At first, they only appeared for brief moments. But over time, they found certain places of power that could better sustain them—particularly the Iron Guildhouse (see page 54), which they now make their headquarters. Now the giants plot to first restore themselves, then find a way to raise the city, and finally traverse the skies to find lesser civilizations to conquer.

Discarnate Bodies: In their spectral forms, the giants are slightly translucent and always surrounded by wisps of spectral smoke. They wear and carry phantom duplicates of whatever items were buried with them. They are unable to interact with objects physically except through great exertion. All of the giants' bodies are mummified, and some particularly morbid giants occasionally visit their corpses.

Arrogant Old Guard: The spectral giants seek to return everything to the way it once was in Kadralhu. They see the growth of rebellion among the oklu in their area as a setback, but more an annoyance than a threat. The needs of giants are the only ones that matter to them, though they deal with outsiders if they really need to, just as they did in the old days. The giants who once interacted with other civilizations speak Common and Giant. Some of the rank-and-file giants, like the Red Legion foot soldiers, speak only Giant.

Tied to the City: The giants seem tied to the area in which they reappear, as though their actions in life (or traumatic deaths) bound them to the Commons. The only two who can leave the Commons for long are Khazath, who explored lands far and wide in the city's name when he was alive, and Gognar, master of the Waterworks, who reappeared there instead of in the Commons. The Iron Guildhouse, for reasons unknown to the giants, sustains their ghostly forms better than other areas; they thrive near the enchanted anvil within the structure.

Different Types of Giants: The Kadrana were not only one type of giant. Fire, frost, stone, and hill giants all worked and lived together in the city. These originally started out as separate, somewhat antagonistic, factions within their ancestral homeland. Their numbers had dwindled before Kaima's coming caused them to band together under the Kadrana name as a single people with a shared culture. Within the city, hill giants usually worked under the direction of others, fire giants typically became elite soldiers, and frost giants favored crafting items. There were few stone giants, but their place as magical crafters gave them a place of prominence. The Desire to Live Again: Obsessed with returning to their former lives, the giants seek a way to recreate true corporeal bodies. After the giants discovered how to prolong their ghostly forms, they quickly grew dissatisfied with their situation. Giants should be strong and noble, not these empty reflections. Some giants abandoned the attempt of trying to extend their spectral forms and went back to appearing for only a few moments at a time. But their leaders renewed their dedication and drive from this new mystery. Andasta has a plan to restore her people (detailed on page 57), and the adventurers' arrival provides the opportunity for her to set it in motion.

The Red Legion

Even among the giants, the Red Legion are considered intolerant and brutish. They antagonize their fellow giants somewhat but save most of their belligerence for the oklu and any other nongiants who intrude in their city.

Mavericks among the Kadrana: Though all Kadralhu's giants were arrogant, as a whole they were more cultured than most members of giantkind, with a keen interest in the finer things of life. Not the Red Legion, though. They cared little for what others thought of them and had no intention of culturally enriching themselves. The only contribution a nongiant can make in their eyes is providing another skull to add to a Red Legionnaire's collection.

Opportunists During the Fall: The giants, many of them driven mad by tainted water, attacked each other in the Commons after the city's fall. Tagrad, a soldier who had been unaffected by tainted water, decided he should be in charge. He gathered other soldiers, ones known for their brutality, and shaped them into a hit squad. They hunted down and killed anyone who had gone mad—and others they simply didn't like or got too angry at to restrain themselves from killing.

Unsubtle Bullies: A relatively small number of Red Legionnaires have returned from the dead. There aren't enough to seize leadership of the spectral giants, though most of the other giants assume (correctly) that this is Tagrad's ultimate goal. The Legionnaires still try to get their way when they can, attempting to cow other giants into submission. Since the spectral giants can no longer hold material wealth or worldly goods, the Legionnaires have adapted. They play crude power games: a sort of social counting coup. If a Legionnaire breaks the will of another giant, that Legionnaire gains status among his fellows.

The Red Legion's Rage: Legionnaires fly into dangerous rages when they fight. Or, more accurately, when others fight back. These rages meant the Red Legion won many battles when outnumbered by insane giants but also left an impression on the few who hadn't become mad. No one trusts the Red Legionnaires to control their impulses. The Legionnaires don't understand why others might look down on them for their gift. They'd just as soon see the other, weaker giants slaughtered. Tagrad, though, realizes that they won't be able to return to true life on their own. In fact, he has to restrain his followers who don't understand this fact, or who simply don't care about anything other than sheer slaughter.

TAGRAD THE BLOODLETTER

Level 15 Elite Soldier (Leader)

LARGE NATURAL HUMANOID (FIRE, GIANT, UNDEAD) XP 2,400 HP 296; Bloodied 148 Initiative +13 AC 31 Fortitude 29, Reflex 26, Will 26 Perception +11 Speed 8, fly 4; phasing Immune disease; Resist 15 fire, 5 necrotic

Vulnerable 10 radiant

Saving Throws +2; Action Points 1

TRAITS

O Armor of Blazing Hatred • Aura 1

Any enemy that ends its turn in the aura takes 10 fire damage. While Tagrad is bloodied, armor of blazing hatred expands to aura 3.

Insubstantial

The giant takes half damage from all attacks, except those that deal force damage. Whenever the giant takes radiant damage, he loses this trait until the start of his next turn.

Vanishing Ghost

When an enemy scores a critical hit against the giant, the giant is removed from play until the start of his next turn (after taking all effects of the critical hit).

Threatening Reach

The giant can make opportunity attacks against all creatures within his reach (2 squares).

STANDARD ACTIONS

m Ghostly Greatsword (fire, weapon) • At-Will

Attack: Melee 2 (one creature); +18 vs. Fortitude *Hit*: 2d12 + 10 fire damage.

MINOR ACTIONS

R Gaze of Flame (fire) + At-Will

Attack: Ranged 10 (one creature); +18 vs. Reflex

Hit: 3d6 + 12 damage, and the target vulnerability to fire 5 (save ends). If the target has resistance to fire, it loses that resistance (save ends) instead of gaining vulnerability.

Special: This power does not provoke opportunity attacks.

TRIGGERED ACTIONS

M Soldier's Strike • At-Will

Trigger: An enemy within 2 squares shifts or makes an attack that doesn't include Tagrad.

Effect (Opportunity Action): Tagrad uses ghostly greatsword against the triggering enemy.

M Bloodletter's Rage (fire, weapon) • Encounter

Trigger: Tagrad is first bloodied.

Effect (Free Action): Tagrad makes the following attack, shifts his speed, and makes the attack again.

Attack: Melee 1 (one creature); +18 vs. Fortitude

Hit: 2d12 + 10 fire damage, and ongoing 10 fire (save ends).

M Vengeful Flame • At-Will

Trigger: An enemy dazes or stuns Tagrad.

Effect (Immediate Interrupt): Tagrad uses gaze of flame against the triggering enemy.

Skills Endurance +17, Intimidate +13

Str 25 (+14) Dex 18 (+11) Wis 18 (+11) Con 20 (+12) Int 9 (+6) Cha 12 (+8)

Alignment chaotic evil Languages Common, Giant

Equipment plate armor, greatsword

RED LEGION HILL GIANT Level 15 Brute

Large natural humanoid (giant, undead)

HP 179; Bloodied 89 AC 27 Fortitude 29, Reflex 25, Will 27 Speed 8, fly 4; phasing Immune disease; Resist 5 necrotic Vulnerable 10 radiant

XP 1,200 Initiative +9 Perception +11

TRAITS

Insubstantial

The giant takes half damage from all attacks, except those that deal force damage. Whenever the giant takes radiant damage, it loses this trait until the start of its next turn.

Vanishing Ghost

When an enemy scores a critical hit against the giant, the giant is removed from play until the start of its next turn (after taking all effects of the critical hit).

STANDARD ACTIONS

m Ghostly Greataxe (weapon)
 At-Will

Attack: Melee 2 (one creature); +18 vs. Fortitude

Hit: 4d16 + 15 damage. If the giant is bloodied, the target and each of the giant's enemies adjacent to the target takes ongoing 5 necrotic damage (save ends)

TRIGGERED ACTIONS

C Whirling Rage (weapon)
 Encounter

Trigger: The giant is first bloodied.

Attack: Close burst 2 (each enemy in the burst); +18 vs. Fortitude

Hit: 6d6 + 5 damage, and the target falls prone.

Str 23 (+13)	Dex 15 (-	+9) Wis 18 (+11)
Con 19 (+11)	Int 7 (+5)) Cha 10 (+7)
Alignment chao	tic evil	Languages Common, Giant
Equipment leath	er armor, s	preataxe

Level 16 Skirmisher **Red Legion Fire Giant** LARGE NATURAL HUMANOID (FIRE, GIANT, UNDEAD) XP 1,400

Initiative +13

Perception +11

HP 296; Bloodied 148 AC 31 Fortitude 29, Reflex 26, Will 26 Speed 8, fly 4; phasing Immune disease; Resist 10 fire, 5 necrotic Vulnerable 10 radiant

TRAITS

Insubstantial

The giant takes half damage from all attacks, except those that deal force damage. Whenever the giant takes radiant damage, it loses this trait until the start of its next turn.

Vanishing Ghost

When an enemy scores a critical hit against the giant, the giant is removed from play until the start of its next turn (after taking all effects of the critical hit).

STANDARD ACTIONS

m Ghostly Halberd (fire, weapon) • At-Will

Attack: Melee 3 (one creature); +18 vs. Fortitude

Hit: 2d12 + 11 fire damage.

M Blazing Charge • At-Will

Effect: The giant charges without provoking opportunity attacks. Each enemy it phases through as part of its movement during the charge takes 10 fire damage.

TRIGGERED ACTIONS

C Impaling Rage (fire, weapon) • Encounter *Trigger*: The giant is first bloodied.

Attack: Close burst 2 (each enemy in the burst); +18 vs. Fortitude

Hit: 3d12 + 7 damage, and the target is immobilized (save ends).

 Str 25 (+14)
 Dex 18 (+11)
 Wis 18 (+11)

 Con 20 (+12)
 Int 9 (+6)
 Cha 12 (+8)

 Alignment chaotic evil
 Languages Common, Giant

 Equipment chain armor, halberd

B orn as gifts from the goddess Kaima to the Kadrana, the reptilian oklu served the giants' whims, assisting them in whatever they asked until Kaima could return. With their masters gone, the oklu still remain in fallen Kadralhu, faithfully serving the old agendas of their masters in hope they may one day return.

Oklu are reptilian humanoids with large hooded eyes and leathery skin. An oklu's base color is determined by what role it fulfills in oklu society. Body size also varies depending on role but trend towards slenderness.

The oklu living in the Lost City currently serve the old whims and imprints of their masters. The reptilian humanoids protect and maintain all the traditions and duties given them by the Kadrana centuries ago. Within the city, the oklu can provide information to adventurers; those adventurers should be warned, however, that much of the oklu's lore is locked in the past. The oklu know more about the city as it once was than its current state outside their communities, and speak in the present tense of areas long since destroyed.



Accustomed to Servitude: Kaima created the oklu to serve. Prolonged contact with strong-willed creatures can cause the oklu to change their own personalities in accordance. The Kadrana found it awkward to use them as messengers, since the oklu sometimes found themselves obeying new masters when too long outside of the giants' influence.

No Purpose: The oklu serve the whims of their masters, which they have faithfully passed from generation to generation ever since the fall. The largest communities in the eastern and northern walls are set on paths dictated very long ago. In their minds, the giants have only been gone for a short time and will soon return.

Impressionable: Adventurers can influence the oklu by their mere presence, but when they leave the oklu revert back to the lasting impression they received from the Kadrana. Explorers to the lost city of Kadralhu are advised to make friends of the oklu. Oklu can be strong and pliant allies to have while in the city, first mimicking behaviors and then actions of those who spend much time with them.

Hidden in Plain Sight: Part of being the perfect servitor race is the ability to perform duties while remaining out of master's sight. Oklu blend in with their surroundings instinctively so as to offer no inconvenience to their masters. So it is that many explorers might never even meet the oklu, simply being avoided by the unobtrusive denizens. If the visitors are deemed enough of a threat or intrude into an area oklu have been ordered to guard, they meet instead the daggers of oklu assassins attacking from the shadows.

Divided By Caste: Oklu all have specific jobs dictated by their caste. There are three major castes—the *salaa*, the *iness*, and the *lothaa*—and the first two contain several sub-castes. The *salaa* include the warriors. The *iness* include workers and craftsmen. The *lothaa* are the scholars and teachers of the oklu. The greatest threat to oklu survival (aside from intruders) is that the *iness* laborers are dwindling in number. Thus there are fewer and fewer oklu able to deal with the crumbling infrastructure within oklu communities.

OKLU LABORERLevel 12 Minion BruteMEDIUM NATURAL HUMANOID (REPTILE)XP 175

HP 1; a missed attack never damages a minion Initiative +9 AC 24; Fortitude 25; Reflex 24; Will 21 Perception +9 Speed 6

TRAITS

Imitative Personality

If the last creature to take a turn hit with any attacks on that turn, the oklu gains a +5 bonus to damage rolls during its turn. If the last creature didn't attack or missed with all attacks, the oklu takes a -5 penalty to damage instead.

STANDARD ACTIONS

m Short Sword (weapon) + At-Will

Attack: Melee 1; +15 vs. AC

Hit: 10 damage.

Miss: The laborer is invisible until the end of its next turn and shifts 2 squares.

TRIGGERED ACTIONS

Imprint of Aggression + At-Will

Trigger: A creature adjacent to the laborer hits with an attack.

Attack (Immediate Reaction): Melee 1; +15 vs. AC *Hit*: 12 damage.

Skills Stealth +14					
Str 16 (+9)	Dex 16 (+9)	Wis 16 (+9)			
Con 22 (+12)	Int 16 (+9)	Cha 16 (+9)			
Alignment unal	igned Lang	uages Common, Giant			
Equipment short sword					

Oklu Assassin	Level 13 Lurker
Medium natural humanoid (reptile)	XP 800
HP 100; Bloodied 50	Initiative +16
AC 27; Fortitude 25; Reflex 26; Will 22	Perception +9

AC 27; Fortitude 25; Reflex 26; Will 22 Speed 6

TRAITS

Imitative Personality

If the last creature to take a turn hit with any attacks on that turn, the oklu gains a +5 bonus to damage rolls during its turn. If the last creature didn't attack or missed with all attacks, the oklu takes a -5 penalty to damage instead.

STANDARD ACTIONS

m Dagger (illusion, weapon) + At-Will

Attack: Melee 1; +18 vs. AC

Hit: 2d4 + 11 damage.

Miss: The assassin shifts 2 squares.

Assassin's Camouflage (illusion) • At-Will

Effect: The assassin becomes invisible until the end of its next turn, then moves its speed.

M Assassin's Return • At-Will

Effect: The assassin uses dagger, becomes visible, shifts its speed, and uses dagger again.

TRIGGERED ACTIONS

Imprint of Quickness At-Will

Trigger: An enemy within 10 squares of the assassin shifts multiple squares, charges, runs, or teleports.

Effect (Immediate Reaction): The assassin shifts an equal number of squares.

Skills Stealth +17

Str 16 (+9)

Con 16 (+9)

Dex 22 (+12) Wis 16 (+9) Int 16 (+9) Cha 16 (+9) Alignment unaligned Languages Common, Giant

Equipment dagger

'RIGNOTARB8

ong thought extinct by even the eldest eladrin sages, trignotarbs are queer amalgams of parasitic wasps and webless spiders. Sentient creatures who feared the trignotarb penchant for parasitic domination and conquest hunted these creatures nearly to extinction. Freed in the crash of Kadralhu, the last survivors live beneath the Lost City.

Trignotarb society is defined by their life cycle, which determines both power and status. Trignotarb larvae grow in living hosts, who are drained of both knowledge and life by their insectile parasites. The larvae then molt into gardeners, hunters, and savants, with the most powerful eventually attaining the rank of queen. Other castes may exist, although sages have yet to catalog them.

I'rignotarb Larval Myriad

Thousands of larvae lurk on trignotarbs of certain castes, and these parasites even haunt the ground on which such trignotarbs perished. The larvae hunt for living creatures,

sapping their prey of life as they burrow. Once their prey is weak enough, the trignotarb takes over its mind.

TRIGNOTARB LARVAL MYRIAD

Medium natural beast (swarm)

Level 16 Minion Lurker

XP 350

HP 1; a missed attack never damages a minion Initiative +20 AC 29, Fortitude 29, Reflex 27, Will 26 Perception +12 Speed 1 Darkvision

Immune disease; Resist half damage from melee and ranged attacks

Vulnerable 5 to close and area attacks

STANDARD ACTIONS

C Parasitic Possession
 At-Will

Attack: Close burst 1; +19 vs. Fortitude

Hit: The target loses one healing surge as larvae attempt to burrow deep within it. If it has no healing surges remaining, it is dominated by a trignotarb larva.

Str 15 (+10)	Dex 27 (+16)	Wis 18 (+12)
Con 15 (+10)	Int 18 (+12)	Cha 21 (+13)
Alignment unalig	gned Langı	1ages —

Larvally Controlled Creatures

A creature who falls victim to a trignotarb larva spends its first day dominated, progressing then to the infested stage. Add the following trait to the statblock of infested creatures.

INFESTED

TRAITS

Emergence from the Swarm

The larvally controlled creature gains a +1 bonus to attack rolls for every other larvally controlled creature within 3 squares of it.

Alignment unaligned Languages previous plus Trignotarb

After a week, an infested creature progresses to the ailing stage. Replace the appropriate elements of the host creature's stat block with the following powers. Retain two powersone of which should be an at-will power—using the original damage and effects. Remove the other powers and traits.

AILING

Action Points none

Minion

XeX

HP 1; a missed attack never damages a minion Immune disease; Resist 5 all

TRAITS

Emergence from the Swarm

The larvally controlled creature gains a +1 bonus to attack rolls for every other larvally controlled creature within 3 squares of it.

Alignment unaligned Languages previous plus Trignotarb

The control exerted by the trignotarb larvae is very difficult to escape. Cure disease or other magical healing will reduce the level of control by one per successful casting; in other words, an ailing creature will become infested and an infested creature will become dominated.

A DC 28 Insight check suffices to determine that a creature is being controlled by another entity.

Gardeners

A month after its host reaches the ailing stage, the larva spends an entire day in an orgy of gluttony, consuming its host. The sated larva pupates for several weeks, emerging as a common laborer devoted to the propagation of the species. Although capable of independent action and thought, gardeners never fail to follow the instructions of any higher-ranking trignotarb.

TRIGNOTARB GARDENER Level 16 Minion SoldierMedium natural beastXP 350

HP 1; a missed attack never damages a minion Initiative +14 AC 35, Fortitude 29, Reflex 27, Will 25 Perception +10 Speed 6, fly 2 (hover) Darkvision Immune disease; Resist 5 all

STANDARD ACTIONS

m Mandible Bite • At-Will

Attack: +23 vs. AC Hit: 10 damage.

MINOR ACTIONS

C Parasitic Possession • At-Will (1/round)

Attack: Close burst 1; +19 vs. Fortitude

Hit: The target loses one healing surge as larvae attempt to burrow deep within it. If it has no healing surges remaining, it is dominated by a trignotarb larva.

TRIGGERED ACTIONS

M Fatal Efflorescence • Encounter

Trigger: The gardener falls to 0 hp or below.

Effect (No action): Close burst 1. A trignotarb larval myriad appears in each square in the burst.

 Str 27 (+16)
 Dex 18 (+12)
 Wis 15 (+10)

 Con 24 (+15)
 Int 15 (+10)
 Cha 24 (+15)

 Alignment unaligned
 Languages
 Trignotarb



Winged Hunters

The strongest and most powerful gardeners molt again, becoming winged hunters. These trignotarbs gain wings but lose the larval infestation surrounding the gardeners. They are responsible for the defense of the colony, scouring nearby lands for new hosts for trignotarb larvae.

Trignotarb Wing	Level 16 Skirmisher	
MEDIUM NATURAL BEAST		XP 1,400
HP 157; Bloodied 79		Initiative +20
AC 27, Fortitude 25, Ref	lex 31, Will 24	Perception +17
Speed 6, fly 6 (hover)	Darkvision	
Immune disease		

TRAITS

Return with Prisoners The winged hunter can move at normal speed while carrying a creature that is Medium or smaller.

STANDARD ACTIONS

m Claws • At-Will

Attack: +21 vs. AC

Hit: 1d10 + 11 damage.

m Stinger • Encounter

Attack: +19 vs. Fortitude

Hit: 4d10 + 6 poison damage, and ongoing 5 poison damage.

M Bite, Carry, and Grab • At-Will

Effect: The winged hunter flies up to 6 squares and makes one attack along the way.

Attack: +19 vs. Reflex

Hit: 3d10 + 8 damage, and the target is grabbed.

Special: This power does not provoke opportunity attacks.Str 24 (+15)Dex 24 (+15)Con 21 (+13)Int 15 (+10)Alignment unalignedLanguages Common, Trignotarb

Mindreaving Savants

The highest regular caste of trignotarbs, those hunters chosen to become mindreaving savants consume a dozen of their comrades and then molt into a physically less imposing—but much more intelligent—form. The collected knowledge of a dozen lives gives savants the uncanny ability to find the weaknesses of their foes.

TRIGNOTARB MINDREAVING SAVANT Level 17 Artillery

Medium natural beast

XP 1,600 Initiative +13 Percention + 10

HP 152; Bloodied 76 AC 26, Fortitude 26, Reflex 29, Will 34 Speed 6, fly 2 (hover) Darkvision Immune disease

Perception +10

STANDARD ACTIONS

m Mandible Bite • At-Will Attack: +24 vs. AC Hit: 2d10 + 6 damage.

MEDIUM

MINOR ACTIONS

R Knowledge of Hidden Weakness • At-Will

The mindreaving savant targets one enemy within 10 squares. It makes an Insight check with a DC of the target's lowest defense.

Effect: All allies of the savant can choose to attack the target's lowest defense with their attacks (instead of the defense normally targeted by those attacks). This effect lasts until the end of the savant's next turn.

C Parasitic Possession + At-Will (1/round)

Attack: Close burst 1; +22 vs. Fortitude

Hit: The target loses one healing surge as larvae attempt to burrow deep within it. If it has no healing surges remaining, it is dominated by a trignotarb larva.

TRIGGERED ACTIONS

Barrage of Knowledge (psychic) Encounter, Zone

Trigger: The savant is first bloodied

Attack: Close burst 3

Effect: The burst creates a zone of mind-rending psychic tumult as stolen secrets pour out of the wounded trignotarb. The zone lasts until the end of the encounter. Each creature that starts its turn within the zone takes 4d10 + 11 psychic damage.

Trigger: The mindreaving savant falls to 0 hp or below.

Effect (No action): Close burst 2. A trignotarb larval myriad appears in each square in the burst.

Skills Arcana +20, Dungeoneering +15, History +20, Insight +15, Nature +15, Religion +20

Str 15 (+10) Dex 21 (+13) Wis 15 (+10)

Con 24 (+15) Int 24 (+15) Cha 15 (+10)

Alignment unaligned Languages Common, Supernal, Trignotarb

WATERWORK CREATURES

ater is life, and the waterworks are home to more creatures than most of the city. The chuul and malsalix are the two deadliest, in entirely different ways.

Tainted Chuul

As the Kadrana's society grew, so did their hunger for brutal amusements. They created a large arena and held brutal death matches for the ravenous fans. Their favorite creatures were the chuul, a race they came across in their travels. The cannibalistic tendencies of the creatures appealed to the giants' natural bloodlust, and many homes of the upper classes housed specially crafted aquariums for holding the egg sacs. When the eggs hatched, family and friends would gather around and watch as the siblings battled each other for supremacy. The winners would be raised and cared for by the families, trained to become gladiators in the ring. It was a high honor to raise a champion.

Before the city fell, a small number of chuul had escaped deep into the recesses of the Waterworks. After the fall, the surviving chuul gladiators joined them. Together they formed a small colony and created a series of burrows in the water ramp. The eldest chuul live at the bottom, where the water is the deepest. Currently, about 25 to 35 chuul call the Waterworks home. They sometimes raid the upper levels of the city and are often used by the malsalix plants (see below) to ward off intruders.

TAINTED CHUUL ELDER Level 14 Elite ControllerLarge Aberrant Magical Beast (Aquatic)XP 1,000

Initiative +12

Perception +11

HP 111; Bloodied 56 AC 26; Fortitude 27; Reflex 23; Will 23 Speed 6, swim 6 Darkvision Saving Throws +2; Action Points 1

TRAITS

O Psychic Moan (psychic) Aura 1

A tainted chuul elder exudes a constant hum of psychic energy. Enemies in the aura take a -2 penalty to Will defense and gain vulnerable 5 psychic.

Tentacle Net

A creature hit by a tainted chuul elder's opportunity attack is immobilized until the end of the elder's next turn.

STANDARD ACTIONS

m Claw • At-Will

Attack: Reach 2; +19 vs. AC

Hit: 2d6 + 8 damage, or 3d6+7 damage against an immobilized target.

M Double Attack (poison) At-Will

Effect: The chuul makes two claw attacks. If both claw attacks hit a single target, the chuul makes a secondary attack against the same target with its tentacles.

Secondary Attack: +19 vs. Fortitude

Hit: The target is immobilized (save ends).

A Psychic Confusion • Recharge 5 6

Attack: Area burst 1 within 10 squares; +19 vs AC

Hit: 3d8 + 7 damage. On a hit, make a secondary attack against the target.

Secondary Attack: +17 vs Will; the target charges a creature the chuul chooses and makes a melee basic attack against the creature.

TRIGGERED ACTIONS

Unbalancing Madness • At-Will

Trigger: A tainted chuul hits with an attack while in tainted water.

 Effect (No Action): The chuul knocks the target prone.

 Str 17 (+10)
 Dex 21 (+12)
 Wis 18 (+11)

 Con 21 (+12)
 Int 6 (+5)
 Cha 12 (+8)

 Alignment unaligned
 Languages Deep Speech

×(♦

TAINTED CHUUL

Large aberrant magical beast (aquatic, swarm)

Level 12 Brute (Minion) _{ST} XP 1,000

(AQUATIC, SWARM) HP 1; a missed attack never damages a minion Initiative +13 AC 24; Fortitude 25; Reflex 24; Will 22 Perception +12 Speed 6, swim 6 Darkvision

TRAITS

Tentacle Net (poison)

A creature hit by a chuul's opportunity attack is immobilized until the end of the chuul's next turn.

STANDARD ACTIONS

m Claw • At-Will

Attack: Reach 2; +17 vs. AC

Hit: 12 damage.

TRIGGERED ACTIONS

Unbalancing Madness • At-Will

Trigger: A tainted chuul hits with an attack while in tainted water.

Effect (No Acti	<i>on)</i> : The chuul kr	nocks the target prone.
Str 18 (+10)	Dex 16 (+9)	Wis 14 (+8)
Con 16 (+9)	Int 5 (+3)	Cha 10 (+6)
Alignment unali	gned Langu	ages Deep Speech

Malsalix

MATURE MALSALIX

Medium fey animate

Level 16 Brute XP 1,400

HP 192; Bloodied 96 Initiative +10 AC 30; Fortitude 29; Reflex 28; Will 27 Perce Speed 4 (swamp walk) Darkvision Immune lightning

Perception +9

STANDARD ACTIONS

m Tendrils • At-Will

Attack: Reach 2; +21 vs. AC

Hit: 1d8 + 7 damage plus 1d8 lightning damage. M Enveloping Double Attack (healing) • At-Will

Effect: The mature malsalix makes two basic attacks. If both attacks hit the same Medium or smaller target, the mature malsalix makes a secondary attack against the target.

Secondary Attack +19 vs Fortitude; the target is pulled into the malsalix's space and restrained (save ends). While the target is restrained, no creature has line of sight or line of effect to it. At the start of the malsalix's turn each round, the enveloped target takes 10 damage and the malsalix regains 10 hit points. The malsalix can envelop up to 2 creatures at a time. When the target makes its save, it reappears in a square of its choice adjacent to the malsalix.

Hit: 1d8 + 7 damage plus 1d8 lightning damage.

TRIGGERED ACTIONS

Lightning Affinity (healing) • At-Will

Trigger: When hit by a lightning attack.

Effect (Immediate Interrupt): The mature malsalix regains 10 hit points. The plant cannot attack itself to heal in this fashion.

Sudden Madness • Recharge 5 6

Trigger: An enveloped target makes its save.

Effect (Immediate Reaction): The mature malsalix moves the target up to its speed and commands the target to make a melee basic attack against one of the target's allies.

Str 24 (+15)	Dex 14 (+10)	Wis 12 (+9)
Con 22 (+14)	Int 7 (+6)	Cha 12 (+9)
Alignment unalig	gned Lang	uages —

Chapter 2

XXXXXXX THE PHOENIX TOWER XXXXXXX

for parties of levels 14-15

As we burn brightly Our majesty beyond measure As we return strong From our darkest days So do we erect Phoenix Tower To stand, like giantkind, strong forever

-Inscription at ground floor of Phoenix Tower



his short introductory chapter familiarizes adventurers with the basic geography of the city, showing how far down it stretches and indicating the giant scale of the structure.

If the adventurers search the desert in the area of the city (having received a clue leading them to the area), they find a small, broken, slanting building. At least, that's what it appears to be at first. This structure is actually the highest remaining point of a navigation tower, and the adventurers can descend through it to reach the buried city below.

The way down isn't without danger. On a level where the tower broke under the weight of the surrounding sand, the adventurers have to jump across a gaping crevasse to reach the lower level. Rubble and sand block the doors on the bottom floor, and two glass golems guard against intruders there. The only escape leads into desiccated sewers, one of the main ways to move about the city.

Entering the Tower

The tallest tower of Kadralhu, once used by navigators to keep the city on course, Phoenix Tower now stands buried under centuries of sand. The upper reaches broke off and toppled down when the city fell, and only a broken spur sticks up near the surface. Occasionally, this spur becomes visible as winds drift the sand away from it. While the adventurers explore the

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area (led there by a clue like the ones presented in the adventure hooks on pages 10-11), they spot the uncovered structure. (If they have collectively low Perception, they might just stumble onto it—literally.)

When the adventurers find the tower, read:

A weathered wall and the corner of a roof, both built from massive limestone blocks, stick out from the leeward side of a large dune. The structure seems to be tilted at an odd angle; a set of thick bronze shutters covers an opening in the wall.

If they open the shutters, read:

The heavy shutters, their hinges encrusted with sand, grind open. The scent of stale air wafts out from the small room. A collapsed staircase once led up but now ends at a hole in the roof packed with sand. Another set of stairs leads down into darkness. Next to it, a chunk of floor is missing. The light from outside faintly illuminates another level below.

FLOORS OF THE TOWER

t takes a while for adventurers to reach the bottom of the tower. Most of the floors contain smashed, decayed furniture—all of it much too large for human-sized creatures. Since this was a navigation tower, it was once full of maps and travel logs, most of which have long since decayed to dust. Still, the adventurers might find a few interesting maps of exotic lands. If they raise the city at the end of the adventure, they can return here to navigate.

Like the room the adventurers first entered, the lower levels all have metal-shuttered windows. These appear to be mostly intact, but some have buckled, spilling drifts of sand into their rooms. The upper section of the tower has a staircase that hugs the walls. Lower down, starting on the fourth floor, the tower widens and an inaccessible walkway surrounds the tower's exterior. From here on, two interior spiral staircases lead down to the bottom floors. The following section describes some floors of note.

All the levels from floors 11 to 7 are on an incline since the upper part of the tower cracked loose and tilted (see below).

Treasure

Generate one treasure before the adventurers begin exploring the tower, and scatter its components throughout several floors. This replaces the treasure they would otherwise gain from Encounter G2 (see page 29).

Floor 11

The adventurers enter here, where the highest remaining floor is only barely covered by the dunes. The map on page 23 depicts this floor.

Floor 9

A bas-relief map of the city covers all the walls of this room. It shows only the surface layer, as it appeared five centuries ago.

When the adventurers explore this room, read:

This room is empty of furniture and fixtures. A sprawling map covers all four walls, carved directly into the stone. Above it is depicted the stylized skyline of a vast city. Groups of small buildings, interspersed with lush parks and oval pools, cluster alongside the wide roads. Dozens of towers and minarets stand over the city, as do a handful of massive domed buildings. Each landmark is painted in vibrant colors and has two things next to it: a few characters of text and a round lens that runs deep into the wall.

The ceiling is dotted with silver studs in a pattern that looks like a chart of the night sky. The stars are familiar, but the constellations, marked by silver lines, are entirely different from any you've seen before.

A character who reads Giant can tell the markings are numbers. If none of the adventurers can read Giant, have them make Intelligence checks (DC 18) to discern that they follow a pattern similar to a number system. In fact, these are dates, indicating when each structure was completed. Since they don't follow any calendar still used in the current era, it may take some ingenuity for the characters to figure out their significance. In any case, it's clear the numbers fall within a fairly small range (that is, the dates aren't far apart: all these structures were created within a period of twenty years).

The lenses were once used to sight direction. Now, they show only packed sand and dirt.

Floor 7

At this level, the tower broke apart from its lower levels under the pressure of the desert sands. It's been slowly drifting, scraping against the lower level and leaving rubble in the sand that slowly filters into this room. The room is described further in **Encounter G1: The Sundered Room** (page 27), which includes the skill challenge the adventurers must succeed at to pass through it.

Floor 5

Unlike the slim, tapering tower of levels 5 through 11, the lower sections are wider with straight walls. The transition occurs at this level, where doors lead to an outside (now buried) walkway, the single set of stairs along the walls gives way to two spiral staircases, and a fountain once poured down to the lower levels.

When the adventurers explore this room, read:

Instead of a single stairway continuing down from here, two wide spiral staircases, with steps made of stone slabs, reach into the darkness below. The floor surrounds them, but between them is only a gap. Two sculptures of phoenixes, attached to the walls of the spiral staircases, peer down into the hole. Their open beaks appear to have once served as spouts but are now dry.

In addition to the shuttered windows, two wide metal doors stand barred on opposite walls of this room. Trace amounts of sand seep between all the seams of these doorways.

X

Floor 2

Once a monument to the creation of the city, this room was decorated with frescoes depicting the ascent of the giants and symbols important to the city. The oklu don't appear in the images, since the giants deemed them unimportant.

When the adventurers explore this room, read:

Frescoes cover the walls, and a massive mosaic stretches across the floor. The images show scenes of construction, with giant humanoids carrying massive stone blocks. One with a long black beard stands to one side, holding a parchment and directing the others. On one wall, a stylized fire giant with a hammer in one hand and sword in the other floats among the clouds above the construction site.

If a character inspecting the fresco makes a DC 30 Perception check, read:

Looking closely at the floating fire giant, you notice the plaster is thicker here, patched over another image underneath it.

An adventurer can make a DC 15 Thievery check to reveal the lower layer without damaging it. Read:

Below the image is a female figure—one not quite human. She holds the moon in one hand and a coiled serpent in the other.

Floor 1

The ground floor has four large entrances, all blocked by debris. A grated trap door in the floor lies in the center of the room between the bases of the two spiral staircases. This gives access to the sewers below. Glass golems stationed in this room attack intruders. This floor is described in Encounter G2: The Ground Floor (pages 28-29).

INTO THE CITY

A labyrinthine systems of sewers and water channels runs throughout the city. Each level of the city (as shown on the map on page 8) has its own sewer underneath it. Water arrived via a mix of mundane and magical

Table 2-1: Area Connections in Kadralhu

methods, with portals teleporting water from the Waterworks into narrow channels cut through the stone.

Navigating the Sewers and Streets

Only a few small sections of the streets, sewer, and water channels remain intact. Moving through is much like navigating a cavern system: there are occasional open passages, but sometimes the adventurers need to crawl through narrow tunnels or clear debris to move forward.

Most sections of the city are sealed off by rock falls. Collapsed tunnels could be excavated given time, proper tools, and a full crew of skilled workers. The damage was worst in residential areas, where the more ornate architecture didn't hold up to the crash. The utilitarian sewers fared better, and the Corpse Commons was chosen as a shelter during the crash because of its solid, functional construction.

Connections between Areas

Though the adventurers can explore different areas of the city in many orders, not every section directly connects to every other. Table 2–1 shows how the areas connect and which directions the paths lead. Find the adventurers' current location in the leftmost column, and read off the directions they can go to arrive at the destinations described in the row headers. So, for example, if adventurers are leaving Phoenix Tower, they find paths leading straight to the east (Eastern Wall), straight to the northeast (Northern Wall), down to the west (Hanging Gardens), and down to the southeast (Waterworks). Use the map on page 8 to add color and indicate distance with the descriptions.

For example, you might describe to characters heading towards the Hanging Gardens how they travel further and further down through twisting passages until they find a tunnel through packed sand that leads to a hinged, upside-down door. You can copy the table and mark paths the adventurers take to track which routes they already know.

Clues in the Sewers

As the adventurers travel, they find clues that reveal fragments of the city's history. It's readily apparent, from telltale mineral deposits, stains, and erosion, that the sewers and square stone channels used to have water flowing through them. A character

Destinations							
Starting Area	Tower	E. Wall	N. Wall	Commons	Gardens	Waterworks	Vaults
Phoenix Tower	<u></u>	Straight E	Straight NE		Down W	Down SE	
Eastern Wall	Straight W	—	Straight ESE*	Down W	—	_	_
Northern Wall	Straight SW	Straight WNW*			Down SW	Down S	
Corpse Commons	—	Up E	—	—	—	Straight W	Down W
Hanging Gardens	Up E	\rightarrow	Up NE		×-)	Up E	Straight E
Waterworks	Up NW	—	Up N	Straight E	Down W	_	Down
Vaults	\sim	\sim		Up E	Straight W	Up	-(

* The shortest path between the walls goes between the eastern end of the northern wall and the northern end of the eastern wall.

who makes a DC 20 Perception check finds traces of dead plant remnants as well. A DC 29 Nature check reveals that this is from a slimy plant with fungus-like traits called a malsalix. The plant feeds on dark emotions and can turn people insane and violent.

Half-ruined structures show that the city was made up of both austere, cramped structures suitable for human-sized creatures and much more ornate buildings big enough for giants. They might also find more repurposed religious images similar to the concealed image of Kaima in the fresco on floor 2 of the Phoenix Tower (page 25), such as altars that have been altered to pay homage to primordials.

Scenery

You can add some descriptive details, such as the following samples, to spice up the travel scenes and deepen the players' immersion in the setting.

- A two-foot-wide crack splits the hallway ahead. A trickle of sand pours down from above, continuing on into the deep rift below. Grains of sand scrape against the edges, filling the hall with an echoing, keening noise.
- A pile of rubble in a side passage settles, creating a small rockslide. Among the small stones lie scattered bones of a humanoid creature. A few scraps of flesh, including some scaly skin, cling to the bones.
- Amid a deserted row of houses, one building stands out. The rubble is cleared away from it, and it has been repaired. Inside lie the bodies of a giant family, wrapped in linen strips and mummified. The house looks like it has been cleaned and repaired.
- A dim light shines from the cavern ahead. It comes from a ceramic ball that spouts a continuous elemental flame. The ball lies on the floor of a great, vaulted hallway, amid shattered pieces of clear crystal. It looks like it was once an ornate chandelier that fell long ago.

THE SUNDERED ROOM

When the adventurers reach floor 7, they can't easily continue past this point. Passing through the broken, skewed room requires taking part in a skill challenge.

When the characters enter this room, read:

The stairs end at a fragmented portion of the floor. Below, on the other side of a gap, lies the rest of the floor, which appears flat instead of tilted. Between the two sides, sand drifts flow down from between smashed chunks of wall. Several big, flat fragments of wall and toppled columns stick out, suspended in the packed sand. Occasionally, rocks break free and fall, clattering against the floors below. It doesn't look entirely stable.

CROSSING THE SUNDERED ROOM

The adventurers start out on the left side of the map, on the higher, tilted section of the room. This skill challenge gives two ways for the adventurers to cross the room. Each PC can either jump across to reach the next staircase or climb down the middle where the sand falls. Unlike most skill challenges, this one relies on all the characters reaching the lower floor, not on a number of successes. Really, it's just a way of measuring whether the adventurers' mistakes cause the precariously packed sand flows to collapse. There are only two primary skills, but it's likely that the characters have teleportation or flight powers they can use.

Level: 14 (5,000 XP).

Complexity: 2 (all characters reach the far side or the lower floor before 3 failures).

Primary Skills: Acrobatics, Athletics.

- Acrobatics (DC 29): The packed sand is weakest towards the surface, but a character can walk gingerly across. The first check gets the character halfway across; the second makes it the rest of the way. If the character fails, he or she can make a saving throw to keep from falling (though it still accrues a failure). The character is then holding on, as though he or she had made it halfway across by climbing (see "Athletics—Climb").
- Athletics—Climb (DC 21): There's no wall solid enough for a character to climb across to the far side, but climbing down on the packed sand or using climbing gear could work. A successful Athletics check to climb allows the character to climb halfway down; a second success get the character safely to the floor below. On a failure, a character using climbing gear gets a saving throw to not fall (a failure still weakens the packed sand as the character scrambles to keep from falling). If the character isn't using gear, he or she falls on a failed check. Falling causes 6d10 damage, or 3d10 if the character had already succeeded once.
- Athletics—Jump (DC 20 or 25): A character who succeeds on a DC 25 check clears the gap entirely. A result of 20 gets the adventurer to the toppled wall section closest to the far side. Anything less lets the character jump onto the other section of wall or the fallen pillar but weakens the packed sand, counting as a failure.

Secondary Skills: Dungeoneering, Perception, Thievery

- *Dungeoneering (DC 21)*: The adventurer identifies which pieces of the structure are the most stable. The next character to make an Athletics check (either type) gets a +2 bonus.
- *Perception (DC 29)*: By looking down into the gap below, the character finds a safe course for climbing. Characters get a +2 bonus to Athletics checks to climb down until the end of the skill challenge.
- *Thievery (DC 21)*: An adventurer standing on a chunk of debris can stabilize it with a Thievery check. For the rest of the challenge, a character on that debris doesn't need to make the Acrobatics check for being on an unstable surface.
- Special—Unstable Surfaces: Whenever a character is on an unstable surface—one of the pieces of debris or a section of packed sand—at the start of a new skill challenge round, that character has to make an Acrobatics check (DC 15 on debris or 21 on the packed sand). On a success, the character stays steady. On a failure, he or she contributes 1 failure to the challenge and falls to the lower floor (making it to the next area but taking 6d10 falling damage).
- Special—Progress and Assistance: The primary skills all involve the character attempting to move to the opposite side or floor below. The secondary skills are useful to assist other characters using primary skills. Once a character gets across or to the floor below, he or she can no longer use primary skills.
- **Special—Bypassing**: The characters might have teleportation or flight powers that let them avoid needing to use checks to get past. As long as all the characters get past, it doesn't matter how many successes they got—just that they avoid 3 failures.
- Success: All the characters make it down to floor 6 with little harm; they can proceed easily from there.
- Failure: The structure of the room is compromised as the adventurers pass through. It collapses, blocking the way back out and dropping anyone who hasn't already made it across onto the floor below. A character who falls takes 6d10 falling damage.



THE GROUND FLOOR

LEVEL 14 (5,600 XP) MORE CONTRACTOR CONTRACT

SETUP

• 2 glass golems (G)

The adventurers come down the large spiral staircases, ending up on the ground floor of the tower. Here, two glass golems stand guard, obeying the programming of their long-dead masters. The exits to the ground level of the city are blocked by rubble, but the floor has access to the sewers through a grated trap door.

When the adventurers descend into the room, read:

The spiral staircases end here. Instead of windows, there are four wide metal doors. A shallow basin, dry but streaked with mineral deposits, spans the gap between the staircases. A hinged floor grate sits in the middle of the basin. Two tall statues crafted of mottled black glass stand in corners of the room. They're fashioned to look like fire giants, with their hair and beards tinted red.

The four doors, imprinted with images of sitting phoenixes, bulge inward. The bars that hold them shut strain against the force of the accumulated rock and sand outside. The door on the west has already ruptured, spilling large stones into the room.

If any character reads Giant, he or she can read the dedication above the northern door: read aloud the passage at the start of this chapter, on page 23.

Have the adventurers make Perception checks (DC 20) to notice that the statues are actually animated. If they fail, the golems get a surprise round. The golems activate as soon they see an adventurer (passive Perception 20).

When the golems activate, read:

The two statues stir, turning their necks to survey the room. They begin to move, their glass limbs clinking and grinding. As they aggressively raise their immense glass hands, they shout unintelligible words in deep, resonant voices.

A character who speaks Giant understands their words: "Who is your master? Who gives you permission to be here?" They keep repeating these words. If the adventurers do fool them into believing they have a master within the city, the golems hold the adventurers captive here until that master comes to retrieve them (in other words, forever).

2 GLASS GOLEMS (G)

Level 16 Elite Brute CT) XP 2,800

Initiative +10

Perception +10

LARGE NATURAL ANIMATE (CONSTRUCT) HP 388; Bloodied 194 AC 28; Fortitude 30; Reflex 25; Will 25 Speed 6 (cannot shift) Darkvision Immune disease, poison Saving Throws +2; Action Points 1

While the glass golem is bloodied, any creature hit by one of its attacks takes ongoing 10 damage (save ends).

Bloody Shards

STANDARD ACTIONS

m Slam • At-Will

Attack: Melee 2 (one creature); +21 vs. AC

Hit: 3d10 + 9 damage.

M Double Attack • *At-Will*

Effect: The golem uses slam twice. Each attack slides the target 1 square if it hits.

M Golem Rampage • Recharge 5 6

Effect: The golem moves up to its speed + 2. During this movement, the golem can move through enemies' spaces; when the golem first enters any creature's space, it uses slam against that creature.

TRIGGERED ACTIONS

C Magical Refraction • At-Will

Trigger: An enemy hits the golem with a nonweapon attack that deals typed damage.

Attack (Immediate Reaction): Close burst 5 (enemies in the burst); +19 vs. Reflex

Hit: 2d6 + 10 damage of the triggering attack's damage type.

Str 22 (+14)	Dex 14 (+10)	Wis 15 (+10)
Con 24 (+15)	Int 3 (+4)	Cha 4 (+5)
Alignment unalig	gned Lang	uages — (Giant)

TACTICS

The golems follow their old orders, not realizing (or caring) that those who issued the orders are long dead. They were instructed to guard this room and attack any unauthorized intruders, and it's their nature to follow such orders.

Though they don't possess the faculties to ignore their orders, they aren't entirely mindless. They do realize the doors lead to massive piles of stone, not city streets. A golem that smashes open a door with one of its two double attack strikes if an enemy is standing close enough to the door to be caught in the rockslide. They're even smart enough to strike and slide the enemy with the first attack, then bust open the door with the second.

Development

If the adventurers retreat, the golems follow them. The only escape routes are back up the stairs or down into the sewer.

If the characters go up the stairs, the golems can travel as far as floor 7 (see Encounter G1) but can't make it further up (even the adventurers might have difficulty getting higher up than that). You can run a modified version of the skill challenge if they attempt to get back into the upper section, this time with the added complication of golems trying to catch them as they climb.

If the adventurers retreat down the trap door into the sewer, the glass golems pursue as soon as they're able. They squeeze through the trap door (which causes them to move at half speed and grant combat advantage until they're no longer squeezing) and drop into the sewer below.

Splintering Glass

When the golem takes damage from a weapon attack, any creature adjacent to it takes 5 damage.

TRAITS

XeXe

TREASURE

The equivalent of this encounter's treasure is found throughout the tower, as described on page 24.

FEATURES OF THE AREA (BOTTOM FLOOR) Illumination: Darkness.

Spiral Staircases: Both staircases lead up from here. Creatures on staircases have cover from creatures outside the staircases, and vice versa.

Basin: This basin is slightly lower than the rest of the floor. It has decorative walls surrounding it that once formed a pool. Moving over the 3-foot-high walls costs 1 extra square of movement.

Trap Door: The grate-like trap door in the floor of the basin leads into the sewer. It's unlocked and requires a minor action to open.

Outside Doors: The large metal doors hold back tons of stone—rubble from what used to be the upper reaches of the tower. A creature adjacent to a door can make a Strength check (DC 15) to remove the bar or can attack the doors (AC 3, Fortitude 10, HP 20); success at either sends rocks spilling into the area next to the door outlined on the map. Make an attack against each creature in that area: +17 vs. Fortitude. Hit: 3d10 + 16 damage. Miss: Half damage. Effect: Squares in the area become difficult terrain permanently.

Rubble: The large stones are difficult terrain.

FEATURES OF THE AREA (SEWER) Illumination: Darkness.

Walkways: The raised platforms along the walls are 3 feet above the pool and gutters. Moving onto a walkway costs 1 extra square of movement.

Rubble: The broken rocks are difficult terrain.

Weakened Ceilings: Similar to the doors in the level above, some of the weakened ceilings in the tunnels can be brought down, dumping rocks and sand into the corridor. This requires a Strength check (DC 20) or an attack (AC 4, Fortitude 15, HP 30). The falling rubble attacks all creatures in a close blast 3: +17 vs. Fortitude. Hit: 2d10 + 16 damage. Miss: Half damage. Effect: Squares in the area become difficult terrain permanently. Roll a d6: on a 4 or higher, the area instead fills with debris (blocking terrain). Clearing a square of debris (turning it to just difficult terrain) takes one standard action.



Chapter 3

for parties of levels of 14-16



adralhu contains threats, treasures, and curiosities in equal measure. Perhaps no other place in the lost city offers adventurers the opportunity to receive everything the city has to offer all at once as do the oklu communities scattered throughout the ruined metropolis. Though all oklu share certain traits (as covered on page 18), each of the major communities has its own distinct personality shaped by the desires and ambitions of the oklu's masters and the composition of the settlement itself.

Oklu are almost literally slaves to the ambitions initially imprinted to them. Imprints spread magically and culturally to each new generation of oklu. Each of the communities is imprinted in its own special way; thus oklu can vary greatly from one another. The oklu of the northern wall value preservation and continuity above all, while the oklu near the eastern wall are slightly more open to progress. Smaller enclaves of oklu live in the city and have their own distinct cultural habits, traditions, and customs; each small community has its own distinct imprinted obsessions and values.

Sacred Traditions. The best way to make enemies of the oklu is to fail to observe their traditions or, worse yet, ridicule them. Though one may see an oklu merchant open shop each

day with no customers and no wares, it would be insulting to suggest to the oklu that he close shop. That oklu follows a sacred role that his family has passed down for generations. Functionality is not the point; tradition is.

Impressionable Populace. Though coming into conflict with oklu tradition and duties causes problems, exhibiting strong and decisive behavior around oklu can, over time, cause them to mimic outsiders' actions. Many adventurers have caused wholesale (though temporary) changes simply by being themselves around the oklu. The oklu refer to those beings with will and ambition as *oma*.

Culture in Decay. Stuck in a rote routine for centuries, the oklu are a culture in decay. Certain roles or functions that would be useful to them do not get filled simply because there was no such need when their community was founded. Any oklu community displays evidence of strong traditions but also strong entropy. The oklu are diminishing over time, able to mimic only those few visitors they receive.

LOCATIONS ost oklu surv the tere follow

ost oklu surviving in the city today live in one of the two following communities.

Northern Wall

The largest of the oklu communities in Kadralhu, this settlement has diverse representation of all the oklu castes. The laborer and craftsmen caste, the *iness*, form the community's backbone. The warrior *salaa* caste is next in number. A smattering of sages and scientists from the *lothaa* caste round out the community. Having a solid balance of workers and warriors makes this community the most functional and healthy of the oklu settlements in the Lost City. The most conservative of the communities, the oklu of the northern wall find themselves mired in ancient labor and warrior traditions the Kadrana imprinted upon them centuries ago. The oklu pass down these traditions faithfully from generation to generation.

Explorers seeking strong relations with the oklu must honor these traditions if they wish to build a solid relationship with the oklu. The Serasa Legion, an all-oklu fighting force the Kadrana employed centuries ago, imprints its legacies strongly in this area. Many Serasa Legion traditions exist, but the most notable for outsiders contacting the community include the following:

- Strict waking and sleeping curfews
- Prayer four times a day to Kaima
- Sections of the ruined city have been deemed desecrated and off-limits for travel.

Iness oklu make a large percent (over half) of the northern wall's population. Their diligently practiced skills prove ultimately fruitless without the direction of those they served: they are industrious but without initiative or ambition of their own. The Kadrana used to send their servants on errands to the bazaar frequently, creating a bustling vibrant exchange of coin and craft. Without coin, merchants open shop every morning and display goods as an empty ritual. Oklu life is communal, so any craft items that other oklu can use are brought directly into the community for use. Smiths, when they find ore, create items of stunning craftsmanship for no customer in particular. Items of beauty, with no use to the oklu's survival or traditions, adorn shelves and gather dust.

It is for this reason that explorers do well to stop by the northern wall market; the craftsmen actively welcome visitors to trade their coin or barter for items of little or no practical use to the *iness* themselves. Tradition requires the merchants to ask for currency, but barter is better. Coin is even more useless to the oklu than the baubles and ornaments they build every day. Though they have no use for their own creations, the skill of the *iness* cannot be denied; their crafts would have high resale value in the world above.

Like their brethren to the east, the oklu of the northern wall have no government. Rule is shared among all, based on a common view of the laws that held Kadralhu together in times past. The oklu dutifully transmit this legal and moral code from one generation to the next. Preservation of the environment and preservation of culture guide the northern wall settlement. Change is anathema to oklu in their default imprinted state. Adventurers can cause progress and affect change in oklu civilization, but when the adventurers return home the oklu revert back to base imprints their former masters branded into their ancestors' psyches. This imprint possesses magical as well as cultural strength that allows it to persist across generations, affecting even the descendants of those who originally served the Kadrana. The prime imprint of preservation unites and drives the oklu of the northern wall and is best exemplified by the Serasa's proud military traditions which dominate the area.

Eastern Wall

The settlement by the eastern wall is the second largest oklu community in Kadralhu. The oklu of the eastern wall consist largely of *lothaa* caste teachers, scientists, and lorekeepers. There are a few *iness* who live here, mostly those whose duties are in some way tied to science or the pursuit of knowledge. Even fewer remain of the *salaa* caste; most have reported to the northern wall to join their brethren there.

While the oklu of the northern wall dedicate themselves to cultural preservation, oklu in the eastern wall search for new information and new ideas—which they then organize and record in traditional fashion. The Kadrana used the *lothaa* to educate their children and as archivists and alchemists. The *lothaa*'s chief purpose for their masters was to acquire new knowledge and insight to bring back to the community at large.

The eastern wall's goals differ from that of the northern wall, but these differences are mostly on the surface and never strain too deeply the bonds of kinship. In any case, the imprinted desire for knowledge has not imparted wisdom amongst the *lothaa*. Thus, the eastern wall is more dangerous to live in because of the untethered and unrestrained lust for knowledge this community possesses. Hasty and unsafe experiments come from this need for lore.

The *lothaa* mistrust outsiders while at the same time desiring to collect and record everything they know. A visitor to the eastern wall may find himself or herself completely ignored until a *lothaa* thinks of some way he or she can be useful in an experiment or exploration. Volunteering to run an errand invariably starts a dialogue. Offering oneself for an experiment is the best way to get attention from the *lothaa*, but not the wisest.

The nature of the *lothaa*'s experiments vary in implementation and detail, but all center around a similar theme: the oklu wish to unlock the nature of the sealed chambers of power located around the city (most are in this region), all of them linked to the Vault. Ultimately they seek to understand the nature of the vault itself. Experiments therefore involve manipulations of a chamber's energy or test some hypothesis related to the chambers. There are many chamber and as many vault experiments as there are *lothaa*, so there is always need for new test subjects.

The oklu of the eastern wall and the northern wall often communicate through messengers sent across the city. The Serasa Legion stay committed to protecting both communities despite their many differences.

Smaller Enclaves

Smaller enclaves located around the city (a sampling of which are presented in detail in the sections they appear in) will violate some, most, or all of the typical patterns of oklu presented here. Communities with fewer oklu have less caste diversity and as a result face more difficulties surviving than the oklu of the northern and eastern walls. These difficulties translate into desperation, and that desperation transforms the oklu. Adventurers in the city have seen 'feral' oklu imprinted with only the need to kill and survive. Rumors persist of rare oklu—*omaku* they are called—with free-will who pursue their own agenda.

Interacting with the Oklu

hough they live for tradition, oklu can easily be influenced by outsiders in the short term. Adventurers who do not speak or act openly against oklu traditions have opportunities to influence oklu society and gain new friends, possibly even committed allies.

Imprinting

Imitation and mimicry are core oklu behaviors. Oklu intently monitor all oma (outsiders) who explore the city and make contact with oklu settlements. Actions those oma take may be pantomimed by the watching oklu. Eventually, some oklu begin to mimic an adventurer's mannerisms or speech patterns. In extreme cases, a few oklu may imprint so deeply that they can even mimic abilities of those they watch. Such bonding is known as a deep imprint. It takes some time to form but creates a very strong impression in those few oklu with long term exposure to oma. Adventurers will see mild changes in many oklu with whom they come into brief contact, and striking changes in those few oklu with whom they spend considerable time. Under duress, oma around the oklu can impress their desires and needs to the whole community. The adventurers may, at a time of crisis, be able to utilize this psychic link to command the oklu through intuition and will. This desperate melding is known as a mass imprint. Such impressions are wide but fleeting, fading shortly after the dangerous situation passes.

Deep Imprints

Characters create deep imprints by acting within sight of the oklu community. Successful actions the characters take cause an impression and slowly creates a bond. There are several levels or stages of imprint that characters can observe. It is hard to influence oklu through direct speech; actions mean more to the oklu and it is action that will create a deep imprint if it happens.

As adventurers deal with the different oklu communities, they gain impression points within each community separately. Parties gain an impression level in a community for every four impression points accumulated.

GAINING IMPRESSION POINTS

What actions cause impressions with the oklu varies depending on the community that the adventurers are with. The characters can only gain impression points with a community when performing actions within sight of the oklu within that community. Adventurers gain an impression point with the oklu of the northern wall when they succeed at History, Intimidate, Athletics, or Endurance checks. Characters can gain impressions points for acts of inspired bravery or heroic sacrifice, as determined by the DM. These acts are worth even more if they are sacrifices or brave acts that benefit the northern wall settlement.

Oklu of the eastern wall grant impression points when adventurers succeed at Dungeoneering, Arcana, Insight, or Nature checks. Characters who devise a clever solution to a problem or discover a useful item in the ruins also gain an impression point.

Oklu belonging to the Cult of Rebirth (see page 55) do not imprint and grant no impression points.

Impression Level

 $\hat{\mathbf{0}}$ —No Imprint. The oklu follows its default imprint, dealing with characters in accordance with caste and function.

1—Mild Imprint. Adventurers can see oklu imitate small physical quirks of one or more of the characters. The oklu do this reflexively, seemingly unaware of the change in behavior.

2—Influencing Imprint. Some oklu adopt speech patterns and sayings of one or more characters. General mood of the community is predisposed to favor the adventurers; +2 to Diplomacy checks with oklu in this community.

3—Strong Imprint. A few oklu follow the characters closely. They imitate the gait and speech of one or more characters. This small group of oklu begins to act as if they are those characters, though of course without the characters' true motivations, goals, or background. These oklu act as staunch supporters of the adventurers' interest in the community; +2 to Diplomacy, Bluff, Intimidate, and Streetwise checks with this community (bonuses do not stack with those from other impression levels).

4—Major Imprint. A very small group of oklu (1 to 3) have taken the adventurers' motivations and ambitions to heart, seeking not only imitation of the characters but changing oklu traditions in a way beneficial to the imprinting characters. The characters may gain an oklu companion as an ally; see **Roleplaying the Oklu** (page 35) for more detail.

If there are other *oma* visiting a community at the same time as the PCs (say, a group of sand giants), the group with a larger impression level takes precedence in effects.

Mass Imprints

Mass imprints represent the effect that beings with ambition and strong willpower have upon the oklu in times of crisis. When exposed to *oma* (an oklu term meaning roughly "lonethinkers," or more loosely "those-with-wills") in normal periods, a general imprint will happen, with some oklu become more swayed by the *oma* than others. In times when the community is threatened, however, the oklu instinctively look for *oma* to assert themselves and give direction. These *oma* become generals in these times of crisis, able to turn the oklu into extensions of their own bodies; the *oma* gives oklu orders with mere gestures and thoughts instead of words.

Those *oma* who have experienced this sudden union with the oklu describe the sensation as bewildering at first but later somehow calming. These imprints are brief but powerful and leave *oma* with a deeper understanding and appreciation for Kaima's progeny.

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In game terms a mass imprint is a special story event that happens in times of major crisis—say, during a natural disaster or pitched battle. In these situations, the oklu can make themselves available for direction by PCs (assuming the PCs want to take that role). When mass impression is available as an option, a passive Insight (DC 22) reveals the presence of the psychic link. Representing large numbers of oklu in the game who assist the characters en masse can be done through the following Imprint Terrain rules.

Mass imprints can happen even if the characters have started off on the wrong foot with the oklu; bonding on the battlefield with the oklu can mend fences the players might have broken accidentally.

Imprint Terrain

The normally soft-spoken oklu can be terrors of the battlefield as they disappear and reappear in threatening positions. Oklu warfare is about defeating foes with cleverness and skill more than relying on brute strength (though many of the soldier caste have that as well). When directed by an *oma*, oklu abilities manifest as terrain powers that can be triggered with a skill check. On a successful skill check, the oklu responds to the commands and wishes of the triggering *oma*. Below are several example Imprint Terrains.

USING IMPRINT TERRAIN

Most Imprint Terrain requires a skill check taken as a minor action. Unless otherwise specified, each terrain effect can be used only once per encounter.

Imprint Terrain assumes oklu are nearby in the area to perform the action. If there are no nearby oklu, then the Imprint Terrain cannot be used.

Invisible Assault

Springing from the shadows and camouflaged positions, the oklu assault a target and then vanish into the shadow.

Imprint Terrain Encounter Minor Action Stealth (DC 30) Area: Burst 1 within 10 Target: All enemies in Burst Effect: Targets take 2d8+7 damage.

Heavy Distraction

Oklu distract your foes, blinking in and out of sight as they harry the foe with attacks.

Imprint Terrain Encounter Minor Action Bluff (DC 30) Area: Burst 2 within 10 Target: All enemies in burst Effect: All targets grant combat advantage until the end of your next turn.

Trapping the Ground

The oklu set a trap that will severely hinder the first enemy that enters the area.

Imprint Terrain Encounter

Minor Action Thievery (DC 22)

- Area: Burst 1 within 10
- **Requirement**: No enemies can be in the zone when using this terrain.

Effect: This power creates a zone the size of the burst. The first enemy to enter the area takes a +16 attack vs Reflex. On a hit, the target takes 3d6+11 damage. After the attack, the zone disappears.

Block Off the Area

The oklu quickly shift into place, coordinating efforts to place obstacle an opponent cannot pass.

Imprint Terrain Encounter

Minor Action Athletics (DC 22)

Area: Wall 3 within 10

Effect: This power creates a permanent zone of impassable terrain.

For Kadralhu's Glory!

Raising their blades, the salaa charge your foes with a fierce battle cry, driving them back. The oklu then disperse and disappear into the shadows.

Imprint Terrain Encounter

Minor Action Intimidate (DC 30)

Area: Burst 1 within 5

Target: All enemies in burst

Requirement: Salaa oklu must be present.

Effect: Make a +19 attack versus AC against each target; on a hit, each target takes 2d8+7 damage and is pushed 3 squares.

The Strongest Among You

You call forth the strongest of the oklu to assist you at the front line of the battle.

Imprint Terrain Encounter

Minor Action Diplomacy (DC 30)

Effect: An oklu companion joins for the duration of the encounter. It acts on your initiative. The nature and stats of the oklu companion are determined by the DM.

Kaima's Blessed

You call to the oklu surrounding you for spiritual strength. Some answer your call, emerging from invisibility or from crowds with hymns of prayer to Kaima. They radiate with spiritual strength that they lend to you.

Imprint Terrain Encounter

Minor Action Religion (DC 30)

Area: Close burst 4

Effect: Place 4 praying oklu tokens within the burst. Until the end of your turn, any ally that starts its turn adjacent to one of these tokens gains 5 temporary hit points. Each praying oklu is removed if attacked. Otherwise the oklu stay on the board until the end of your next turn, after which they disperse.

Sustain Minor: The oklu persist until the end of your next turn.

Oklu Roles and Imprint Themes

aste dictates the role of an oklu within society. Each caste describes a general function, and each contains several sub-groups with more precisely defined functions and duties. To create oklu with various roles within each caste, use the appropriate statblock, then replace its default imprint ability with the desired power from the following entries.

Salaa

The *salaa* caste is charged with defending society from without and within. Hunters are trained to forage and kill animals to feed the settlement. Assassins quietly dispatch unruly *oma* who make trouble for the oklu. Soldiers police and defend the oklu communities.

Soldier, Tre-salaa

Tre-salaa defend oklu no matter what the cost. Even if defense takes the *Tre-salaa*'s life it is seen as a worthwhile sacrifice. The soldiers of oklu society use their strength of arms to enforce laws and maintain peace when no external enemies threaten the settlement.

Tre-salaa use the statblock for Kagash on page 40.

Typical *Tre-salaa* hues are earthen reds and brown.

Typical Tre-salaa names: Sonus, Jollu, Gafto, Rutte, Kade, Genna.

Tre-salaa Imprints

M Imprint of Aggression (weapon) • At-Will

Trigger: A creature adjacent to the soldier hits with an attack.

Attack (Immediate Interrupt): Melee 1 (the triggering creature); +15 vs. AC.

Hit: 2d8+6 damage.

Imprint of Preservation • At-Will

Trigger: An ally adjacent to the soldier is hit with an attack. *Effect (Immediate Interrupt)*: The attack is resolved against the soldier instead.

HUNTERS, GRA-SALAA

Gra-salaa have the most dangerous position in oklu society. Hunters must confront the brutal, unpredictable world that exists outside of the northern and eastern walls in search of food for the settlement. The dangers they confront cause their numbers to steadily dwindle. Those few that remain are hardened and deadly. These hunting skills can be turned upon intruders in an instant.

Gra-salaa use the assassin statblock on page 19.

A Gra-salaa's hue is light gray.

Typical *Gra-salaa* names: Hefad, Jaree, Thena, Awa, Zani, Yiir.

Gra-salaa Imprints

M Imprint of Precision • At-Will

Trigger: An enemy or ally within 10 squares gains a bonus to an attack roll.

Effect (Immediate Reaction): The hunter gains a +2 power bonus to attack rolls until the end of its next turn.

M Imprint of the Predator + At-Will

Trigger: A creature within 10 squares scores a critical hit. *Effect (Immediate Reaction)*: Until the end of its next turn, the hunter's next hit is an automatic critical hit.

ASSASSIN, QUE-SALAA

Fewer in number than even the *Gra-salaa*, the assassins of the oklu possess lethal arts and knowledge that place them outside normal oklu society. There is very little for *Que-salaa* to do unless outsiders transgress against the oklu. So it is that the *Que-salaa* train endlessly, hone their skills, and wait for a chance to ply their trade. When time does come to use their services, it is impossible to turn them from the target.

Que-salaa use the Assassin statblock on page 19.

Que-salaa skin is black, but few see this natural coloration outside of the assassin's training grounds. Assassins frequently take the color of another caste within oklu society.

Typical Que-salaa names: Iden, Muden, Mudon, Tiden, Wedon, Loden.

Que-salaa Imprints

M Imprint of Travel (teleportation) + At-Will

Trigger: An enemy within 10 squares of the assassin shifts multiple squares, charges, runs, or teleports.

Effect (Immediate Reaction): The assassin shifts 6 squares.

M Imprint of Pain (necrotic) • At-Will

Trigger: An enemy within 10 squares of the assassin is bloodied.

Effect (Immediate Reaction): The assassin makes a basic attack against a valid target.

M Imprint of Shadows * At-Will

Trigger: An enemy within 10 squares of the assassin gains concealment from the assassin or an ally of the assassin. *Effect (Immediate Reaction)*: The assassin gains concealment against all enemies until the end of its next turn.

lness

Oklu within the *iness* caste form the backbone of the society in the northern wall. The *iness* include the laborers (known as Burdens), craftsmen, and merchants in oklu society.

Iness use the Burden statblock on page 35.

BURDEN, SO-INESS

Seeing to repairs and physical labor required in Kadralhu are the *So-iness*, the laborers, or Burdens. With bigger frames than typical oklu, Burdens are well-adapted for the strenuous labor each day brings. There is too much work for the Burdens to ever keep up with, which means the city is deteriorating at a pace just beyond the oklu ability to preserve it. Over time this puts the ultimate viability of oklu existence at question, but to Burdens it matters not at all; they labor tirelessly each day, satisfied to have done their best.

So-iness skin is dark green.

Typical So-iness names: Gremma, Jobi, Bodi, Mysh, Rodi.

XeXe

So-iness Imprints

Trigger: A creature within 10 squares is healed.

Effect (Immediate Interrupt): The Burden gains temporary hit points equal to half its bloodied value.

Imprint of Power • At-Will

Trigger: A creature within 10 squares makes a successful saving throw.

Effect (Immediate Reaction): The Burden can make an immediate saving throw.

CRAFTSMEN, KU-INESS

The Burden are the backs and legs of the oklu, which means the *Ku-iness* are the hands, working skillfully at forges or weaving fabrics. The many trades passed down and imprinted on these oklu keep them occupied each day, although many of the items they produce (such as giant-sized clothing) are of little practical use. It is through the *Ku-iness* that the raw resources the Burden gather are put to use by other oklu.

The Ku-iness hue is sea-green.

Typical *Ku-iness* names: Hrem, Hrodim, Hth, Hssath, Hdley.

Ku-iness Imprints

Imprint of Skill

Trigger: An enemy within 10 squares of the craftsman makes a successful skill check.

Effect (Immediate Reaction): The craftsman gains a +2 to all defenses until the end of its next turn.

Imprint of Talent

Trigger: An enemy within 10 squares uses an ability that is an encounter or daily power, or has a recharge.

Effect (Immediate Reaction): The craftsman gains a +4 power bonus to damage on its next attack until the end of its next turn.

Lothaa

Teachers, scholars, scientists, and advisors of the oklu people, the *lothaa* caste is devoted at once to the preservation of traditions and to the discovery of new information. Scientists and sages explore and experiment, bringing new knowledge and information to the oklu communities. If the oklu have any hope of evolution or progress, it lies within the *lothaa*.

There are no sub-factions of *lothaa*; each member of the *lothaa* caste is responsible for learning and teaching multiple subject matters, so a *lothaa*'s role is more a matter of that individual's knowledge and abilities.

Lothaa skin comes in various shades of blue, adorned with sigils that represent the knowledge that oklu has mastered.

Common lothaa names: Hivo, Thiir, Yoki, Goyu, Riyo, Cintu.

Lothaa Imprints

Sorcerous Imprint

Recharge 5 6

Trigger: The *lothaa* hits an enemy.

Effect (Immediate Reaction): Deal 2d6 extra damage of a type dealt by the last creature who hit with an attack.

Imprint of Progress + Encounter

Trigger: An ally within 10 squares hits an enemy. *Effect (Immediate Reaction)*: The *lothaa* gains a +2 power bonus to attacks until the end of its next turn.

Oklu Statblock

Oklu Burden	Level 12 Brute
Medium natural humanoid (reptile)	XP 700
HP 152; Bloodied 76	Initiative +9
AC 24; Fortitude 25; Reflex 24; Will 21	Perception +9
Speed 6	

TRAITS

Imitative Personality

If the last creature to take a turn hit with any attacks on that turn, the oklu gains a +5 bonus to damage rolls during its turn. If the last creature didn't attack or missed with all attacks, the oklu takes a -5 penalty to damage instead.

STANDARD ACTIONS

m Short Sword (weapon) + At-Will

Attack: Melee 1; +15 vs. AC

Hit: 2d6 + 11 damage.

Miss: The laborer is invisible until the end of its next turn and shifts 2 squares.

TRIGGERED ACTIONS

Imprint of Aggression • At-Will

Attack (Immediate Reaction): Melee 1; +15 vs. AC

Hit: 2d6 + 11

Skills Stealth +14

Str 16 (+9) Dex 16 (+9)

Con 22 (+12) Int 16 (+9) Cha 16 (+9) Alignment unaligned Languages Common, Giant Equipment short sword

Roleplaying the Oklu



ince the PCs are likely to spend more time interacting with the oklu than any other group they find in the city, here are some guidelines to consider.

Wis 16 (+9)

Master's Imprint

The patterns set by the Kadrana centuries ago dictate oklu behavior. The traditions vary by specific oklu communities and the castes and sub-castes within them, but whatever the specific tradition the community holds it strongly. Outsiders are viewed warily by the oklu for this reason; the first thing strangers typically bring is change. Actions that sour the mood with the oklu include suggesting improvements or changes to tasks. Even though the adventurer may bring legitimate improvement and valid suggestions, trying to change the traditions passed down within a community will quickly lead to PCs being ostracized from that community. The desire to improve the functioning of oklu society must be weighed against the fact that, for oklu, tradition is an important function, overriding almost everything else.

The only way to bring any change within an oklu community is to spend time and indirectly change it from within. Actions and deeds can for a time override the master's imprint.
Oklu as Enemies

Those who draw the ire of the oklu rarely survive long in the Lost City. The oklu will do whatever they can to keep watch on enemies, monitoring threats from the shadows within Kadralhu. Oklu assassins have been known to stalk adventurers who offend their community into other parts of the city, attacking suddenly after the party is weakened from a fight with denizens of those regions.

Hostile oklu may also attack characters if the PCs find detailed information about the godling, or the party finds artifacts with great value. The eastern wall oklu have the most interest in such items and information; they rely most on outside parties to retrieve such items. If there is hostility or a deal cannot be struck with the outsiders, the *lothaa* may ask assassins to kill or steal from those the oklu deem unworthy of possessing such items in the first place.

Oklu as Allies

Those with patience find the oklu to be resourceful and staunch allies. *Lothaa* oklu may seek out visitors for more information on dangerous or neglected sections of the city; they are willing to barter services and goods for such information and artifacts. In particular, Kaima's chosen servitors are desperate for any information involving the godling.

On a larger scale, the sustainability of communities by the northern and eastern walls weakens by the day due to centuries of stagnation. Although hardly aware of it themselves, the oklu increasingly require outside importing of goods and knowledge to survive. As self-willed creatures, the party members can choose to help the loyal servants of the Lost City in ways that they cannot help themselves.

The oklu reciprocate for assistance or pay with knowledge, goods, and physical aid, in that order. Knowledge of the environment is easiest for them to give and risks the least; goods and oklu lives are more precious commodities given only when truly necessary. Only merchants and craftsmen of the *iness* caste willingly provide goods for trade; all other castes wish to keep what little possessions they have for themselves.

Roleplaying Imprints

Parties spending time with the oklu will create impressions on those oklu, who will shift their behavior to be more like that of the PCs. However, it is good to note that imprinted oklu are not completely taken over. Imprinting is not the same as mind control, and the players should be aware that any oklu companions they gain are not servants but allies. The oklu do think for themselves; it is ambition that they lack, not ideas. In addition, anything that goes deeply against oklu traditions will, after a struggle, be rejected in favor of tradition.

Oklu are unwilling to leave the confines of the Lost City for extended times. Kadralhu is home, and rare indeed is the oklu willing to leave it. Even more deeply ingrained is the taboo against fighting fellow oklu, which only takes place under exceptional circumstances (see below). If forced to take sides between PCs who have imprinted them and an oklu community, the choice will be simple for most oklu: leave their new friends and join the settlement.

Cult of Rebirth

Though they marvel and wonder at the display of ambition and will in others, the oklu despise self-will within themselves. Those rare oklu who are born with strong wills have been sought out and killed by their brethren for centuries. Giving birth to such an oklu, known as an *omaku*, is considered a horrible curse that brings deep shame to the parents and the community (the Kadrana conditioned such beliefs into their servitors, knowing that over time the oklu could develop leaders capable of overthrowing their giant masters). So it has always been that *omaku* are hunted down within oklu society.

Freed from the fearful rule of their masters, however, some *omaku* have been able to hide undetected within communities of their oklu brethren. The Cult of Rebirth is a secretive group of *omaku* who seek to resurrect Kaima and reclaim the goddess's affection as their birthright. Members of the cult believe Kaima has created a path for the oklu to develop will. Kaima created oklu to serve but also to rise and be reborn as their own masters.

Omaku numbers are extremely low. One wandering enclave exists in the city, but most *omaku* live secretly within oklu communities. The hope of the *omaku* is to one day cause the awakening of all their brothers and sisters. Failing that, the *omaku* plot to awaken the goddess and in her rising create new spiritual imprints for their fellow 'sleeping' oklu.

Within oklu communities, the *omaku* remain indistinguishable in appearance or behavior. Encountered within their own 'awakened' communities, *omaku* are likely to be quite a surprise for those who have previously dealt only with normal oklu. *Omaku* speak strongly, never pausing or hesitating, reveling in debate and thoughtful exploration of all ideas, taking no fact for granted. It is rare that *omaku* reveal themselves to adventurers. These aberrant oklu fear word of their existence may spread to the other oklu settlements, in which case an immediate hunt would be called. Important situations having to deal with the goddess and her rising, or the survival of the oklu as a people, will draw them forth.

OTHER ENCOUNTERS

A ny time that the action starts to flag or the players spend too much time stalling is an excellent time to bring some more oklu into play. Here are six encounters suitable for getting things moving.

Defilers (Level 14-5,550 xp)

- 3 Oklu Soldiers
- 2 Oklu Hunters
- 4 Oklu Laborers

The party within the city comes across a small shrine to the goddess Kaima. At the same time, a group of traveling oklu see the adventurers and confuse them for defilers. The oklu fight first, but a quick-talking and fast-thinking party can convince them otherwise. These oklu will not fight to death but will retreat in order to return bringing a larger force after the defilers.

Renegades (Level 14-5,200 xp)

- 4 Oklu Assassins
- 2 Oklu Sages

The Cult of Rebirth plants its agents in all of the oklu communities within the Lost City, waiting for a day when they can free their brethren from the psychic tyranny of their imprints. In order to become *oma* themselves, the oklu must be free of impressions from others. When the party forms a strong impression on members of an enclave, the cult feels their plans threatened. To dispatch of the troublesome outsiders, the cult sends a group of their finest assassins after them. The assassins strike quickly in the middle of the night, attempting to murder the adventurers, or at the very least alienate the strangers from the community. A pair of oklu sages aid the group with potent sorcery.

Sources of Food (Level 14–5,150 xp)

- 10 Oklu Laborers
- 2 Oklu Burdens
- 1 Oklu Hunter
- 1 Oklu Soldier

A small enclave of oklu near the Hanging Gardens is on the verge of starvation. Lack of food depletes their numbers each day. With nothing left to lose, they attack the party hoping to take what they have for food. If there is no food, the oklu plan to use the adventurers themselves as sources of fresh meat.

Looking for Oma (Level 15–6,800 xp)

- 4 Oklu Soldiers
- 2 Oklu Sages

A group of oklu from the northern wall seek revenge against a recent group of *oma* who caused trouble in the community, stealing goods and hurting a few *iness* on the way out. The adventurers are not that group, but anyone will do to mete out justice at this point. The characters could talk the oklu out of a fight, which is easiest if the PCs agrees to help the oklu find the offending party.

Deadly Alliance (Level 15–6,600 xp)

- 2 Ropers
- 2 Oklu Hunters
- 1 Oklu Sage

A very small group of oklu has developed a relationship of sorts with a pair of ropers underneath the city. The oklu lure strangers into the area the ropers call home, and the ropers consume the oklu's victims. The oklu rifle through the remains and then set another trap. While not strictly allies, the ropers' cunning is just enough that they perceive the opportunities for easy food the oklu bring. The ropers are amenable but will flee or turn on their ersatz allies if presented with greater threats or better meals.

Ghostly Imprint (Level 16–7,050 xp)

- 1 Sword Wraith
- 2 Oklu Soldiers
- 2 Oklu Sages
- 6 Oklu Laborers

A group of oklu has returned to following the orders of their masters, in a way. This group has discovered the ghost of one of the giants. Now they need items that the players possess to complete a ritual ordered by their master. These oklu are not susceptible to further imprinting, as their ghostly master has them firmly in his grip. Leading the group is the restless spirit of the giant's most dedicated servant. Even in death this sword wraith never fails to serve her master, or to stop anyone who gets in his way.

ENCOUNTER O1 SWARMING THE WALLS

LEVEL 15 (6,000 XP)

SETUP

- Aedre, the Skittering Death (A)
- 4 Broodling swarms (S)

The Skittering Death stalks the underground wastes with her endless brood swarming around her. Normally the giant spider avoids Kadralhu, uninterested in the meager scrapings of food it offers her and her brood. Nevertheless, the oklu carefully track Aedre's movements in case her mood shifts. Though there is danger when patrolling the caverns surrounding Kadralhu, within the confines of the city the oklu remain safe from skittering death.

Though they watch the spider, the oklu do not know that Aedre subsists on materials other than flesh. She will readily consume all the flesh and blood she can find, but she most desires energy as sustenance. Of all available sources of energy, the great spider craves magic the most.

The Lost City has never had enough energy to interest her until recently, as Kaima's slow awakening process begins. The awakening godling produces an energy scent Aedre has picked up in her wanderings. She makes her way to the city, and directly in her path is the northern wall settlement. The Spider Mother and her brood want the godling and her energy but are willing and eager to stop here for a quick meal first.

When the great spider approaches the city, read the following:

"The Skittering Death approaches!" comes the cry from the parapets of the northern wall. Instantly, panic grips all the oklu around you. The streets clear in seconds and you see the salaa soldiers preparing for battle, moving towards a breach in the wall to face a foe you can not vet see.



When the players go to get a look, read:

A monstrous spider several stories tall lumbers towards the city. Crawling all over the spider's body and filling the ground underneath it are her vast brood, endlessly chittering. The tip of the spider's abdomen constantly spews even more broodlings as mother and progeny march towards the city.

"Aedre and her childer approach!" comes the cry from the wall. The spider lurches towards a broken patch of the wall, her endless stream of spawn swarming out before her.

The oklu will hide throughout the city, using their camouflage abilities to get advantageous attack positions. Salaa lead the defense, though members of every caste have some role to play. They take actions instinctively but prefer the direction of an oma. Adventurers with Insight as a trained skill may receive the following information:

You sense the thoughts of the oklu all around you. The cacophony of mental voices threatens to overwhelm you at first, but then the rush subsides and you are left with the feeling that the oklu seek direction. All the oklu seem responsive to your thoughts and wishes.

In this battle adventurers can use the Mass Imprint described on pages 32-33.

During the first round, a bold Tre-salaa named Kagash will appear at the player character's side to aid him or her. If no character is trained in Insight, he can explain the oklu's instinctual need for direction in times of crisis. Kagash can be used as a companion character in the fight by whichever of the PCs seems most appropriate. When Kagash introduces himself, read the following:

> One oklu, a Tre-salaa soldier by color and armament, approaches you in the thick of the fighting. "I see you stand beside us against the Skittering Death. To fight with us, you must understand that we are born to serve. Even now, the oklu seek the command of oma. You must lead us to a great victory." He pulls down the visor of his helmet and turns himself towards the fight.

TACTICS

Aedre will stay far away from the party, sending swarms to slow the players so that that she may attack the PCs from a distance. The swarms get into contact with as many PCs as possible. If a PC is bloodied, they surround him or her and try to finish the wounded adventurer off. If the Skittering Death is reduced to 130 hit points she and the broodling swarm will retreat, hoping to fight another day.

TERRAIN FEATURES

Northern Wall. The northern wall is about 30 feet high. There are numerous handholds provided by cracks in the wall.

Buildings. The buildings are relatively short, and easy to climb to the top of. Any building entered has a 2-in-6 chance of sheltering oklu defenders inside.

Rubble. Rubble in this dilapidated section of the settlement is everywhere. It counts as difficult terrain.

Imprint Terrain

The oklu in this scenario are fighting the swarms at the periphery of the battle. The players can call the oklu to temporarily aid them with the following Imprint Terrains (see page 33):

- Block Off the Area
- Trapping the Ground
- For Kadralhu's Glory!

TREASURE

Aedre has digested a great many things in her long life. If the party can kill the great spider before she gets away, generate two treasures for this encounter.

AEDRE, THE SKITTERING DEATH

Level 13 Solo ArtilleryHUGE ABERRANT BEAST (SPIDER)XP 4,000HP 520; Bloodied 260Initiative +13AC 25; Fortitude 24; Reflex 25; Will 23Perception +14Speed 6, climb 6Tremorsense 10Resist 10 poison; Vulnerability coldWhenever Aedre takes cold damage she takes -2 to Reflexuntil the end of her next turn.Summer Hart turn.Source Theraway 45; Action Bairte 2Summer Hart turn.

Saving Throws +5; Action Points 2

Weaver's Resilience

Whenever Aedre ends her turn, any dazing, stunning, or dominating effect on her ends.

TRAITS

O Swarming Brood + Aura 2

Any creature that starts its turn in the aura takes 5 poison damage and is slowed.

Swarming Fury

Aedre gains combat advantage against any creature that is slowed, restrained, prone, or immobilized.

STANDARD ACTIONS

m Bite (necrotic) • At-Will

Attack: Melee 2 (1 target); +20 vs. AC

Hit: 2d8 + 7 damage, and the target is dazed and slowed (save ends).

a Corrosive Spit (acid, poison) + At-Will

Attack: Area Burst 1 within 20; +20 vs. AC

Hit: 2d8 + 7 acid damage and the target takes a -2 penalty to AC (save ends).

Corrosive Barrage (acid, poison) • Recharge 6

Effect: Up to four creatures within 20; Aedre makes four corrosive spit attacks.

R Melting Venom (acid, poison) • At-Will

Attack: +20 vs. AC

Hit: 3d8 + 13 acid and poison damage, and the target takes ongoing 10 acid damage (save ends).

MOVE ACTIONS

Giant Leap • Recharge when bloodied

Effect: Aedre jumps 6 squares. She does not provoke opportunity attacks for this movement.

MINOR ACTIONS

R Web Net • At-Will

Attack: Ranged 10; +18 vs. Reflex

Hit: The target is restrained and gains vulnerable 5 all until the end of its next turn.

A Web Spray (zone) • Recharge 5 6

Attack: Area burst 3 within 10; +18 vs. Reflex

Hit: The target is immobilized (save ends).

Effect: The burst creates a zone of spider webs that lasts until the end of the encounter. The zone is difficult terrain.

Skills Athletics +	17, Stealth +12,	Intimidate +15
Str 22 (+12)	Dex 25 (+13)	Wis 16 (+9)
Con 18 (+10)	Int 4 (+3)	Cha 19 (+10)
Alignment evil	Languages —	

BROODLING SWARM	Level 10	Brute
Large aberrant beast (spider, swarm)		XP 500
HP 126; Bloodied 63	Initiative	+8
AC 22; Fortitude 22; Reflex 21; Will 21	Perception	n +8
Speed 8, climb 2 Darkvision		
Resist half damage from melee attacks and	ranged attac	:ks;
Vulnerability 5 against close and area atta	acks	

TRAITS

O Chittering Death
 Aura 1

Any creature that starts its turn in the aura takes 5 damage and is slowed.

STANDARD ACTIONS

m Biting Swarm • At-Will

Attack: Melee 1 (one creature); +13 vs. Reflex

Hit: 2d8 + 9.

TRIGGERED ACTIONS Skittering Surge • Recharge 5 6

Trigger: The broodling swarm takes damage to which it is vulnerable.

Effect (Immediate Interrupt): The broodling swarm moves its speed and then makes a biting swarm attack.

Str 20 (+10)	Dex 16 (+8)	Wis 16 (+8)
Con 16 (+8)	Int 1 (+0)	Cha 11 (+5)
Alignment unal	igned Lan	iguages —

KAGASH, OKLU SOLDIER Medium natural humanoid (reptile)

Level 15 Soldier XP 1,200

HP 145; Bloodied 73 AC 31; Fortitude 28; Reflex 27; Will 24 Speed 6 Initiative +12 Perception +10

Imitative Personality

If the last creature to take a turn hit with any attacks on that turn, the Kagash gains a +5 bonus to damage rolls during its turn. If the last creature didn't attack or missed with all attacks, the Kagash takes a -5 penalty to damage instead.

TRAITS

STANDARD ACTIONS

m Scimitar Slash (illusion, weapon) + At-Will

Attack: Melee 1 (one creature); +22 vs. AC

Hit: 2d8 + 8 damage and the target is marked.

Effect: Burst 1 (each enemy in burst); 2d8 + 8 and the target is marked.

MINOR ACTIONS

Defender's Camouflage (illusion) • **Recharge** 6 *Effect*: Kagash becomes invisible to any target he has marked until the end of his next turn, or until he attacks.

TRIGGERED ACTIONS

Imprint of Preservation • At-Will

Trigger: An ally adjacent to Kagash is hit with an attack. *Effect (Immediate Interrupt)*: The attack is resolved against Kagash instead.

 Skills Athletics +18, Endurance +15, Stealth +15

 Str 23 (+13)
 Dex 17 (+10)
 Wis 17 (+10)

 Con 17 (+10)
 Int 17 (+10)
 Cha 17 (+10)

 Alignment unaligned
 Languages
 Common, Giant

 Equipment scimitar
 Common, Giant
 Common

FALSE AWAKENING

 $ext{tevel}$ 16 (7,000 XP) $ext{tevel}$

SETUP

- 2 False Godlings, Raigo and Rashu (R)
- Niir, False Godling (N)
- Hivo, Oklu Sage (H)

While conducting their research and studying lore at the eastern wall, the *lothaa* frequently find information on experiments that the Kadrana ran long ago. Hivo, an oklu sage, found such information that led him to long-hidden areas near the Vault. Hivo had just unraveled the secret runes of protection sealing away the Kadrana's most ambitious experiment. The giants had attempted to hasten Kaima's rebirth by tapping her power from the Vault and placing it inside a living being.

The first test subjects, the giants themselves, ended in stark failure, unable to contain the god's power for even a moment. It was not until the giants used oklu as test subjects that they achieved some success. Unfortunately, the oklu were driven mad by the fierce energy and had to be sealed in the catacombs underneath Kadralhu.

Hivo awakened these experiments and immediately got imprinted with the burgeoning madness of the false godlings. They have come to the eastern wall to enslave and imprint the oklu with their madness—only the first step to eventually ruling all Kadralhu. Hivo has become the first of the trio's servants.

Hivo (and the false godlings he serves) attack the settlement's knowledge bazaar quickly and without warning. The *lothaa* flee the area, some shouting "Kaima's power is reborn!"

When the PCs approach the source of the trouble, read:

You enter the bazaar to find the crushed, lifeless bodies of oklu lying scattered in the streets. The four oklu who remain standing defy expectations. The first, taller and broader than the rest, has skin of a pale red hue. It has large hooded eyes that seem to look right through you. Behind and to the sides stand two oklu who are like prisms of shimmering color, while the third is a lothaa whose skin is palest blue.

The lothaa speaks. "I, Hivo, in the name of Kaima Reborn-in-the-body-of-Niir, claim these oklu as servants! Step aside, oma, or worship your new lords."

Though Hivo is mad, players can make an appeal to him to restore his senses (see below). The players may also seek to bargain with the awakened 'gods.' Niir, Raigo, and Rashu are not prone to acts of reason or civility, but if the party readily agree to the first wild demand Niir will make ("find the false goddess Kaima and kill her!"), they can avoid combat here and now, though there will no doubt come a reckoning later.

Skill Challenge: Appeal to Hivo

Level 14 (5,000 xp)

Complexity: 3 (8 success before 3 failures) Primary Skills: Diplomacy, Streetwise, Religion

- Diplomacy (minor action, DC 25, max 5 successes)—appeal to Hivo's original imprint of loyalty to his people.
 - *Streetwise (minor action, DC 29)*—use specific places in the settlement to awaken Hivo's memories.
- *Religion (minor action, DC 25)*—convince Hivo that these beings cannot truly be Kaima reborn.

Secondary Skills: Insight, Arcana

Arcana (minor action, DC 25)—the player sees the energy around these creatures is arcane and not divine in nature; these are no gods. +2 to next Religion check.

Insight (minor action, DC 25)—look for the proper way to reach Hivo. +2 to the next Diplomacy check.

Success: Hivo joins the players in battle. The sage is now an enemy to the false godlings and an ally to the players.

Failure: Hivo will no longer listen to the players. The attempt has angered him and he now attacks with renewed fury. Hivo gains +1 to attacks and +4 to damage rolls until the end of the encounter.

TACTICS

Niir will draw melee combatants to him, teaming up with Rashu to gain combat advantage against foes. Raigo will use his speed to harry ranged combatants. Hivo will use his abilities to protect Niir. Niir will flee when reduced to one-quarter his hit-point total. Raigo and Rashu cannot control their battlelust and fight to the death. Hivo will retreat if Niir retreats or if he is the only combatant left on the field.



TERRAIN FEATURES

Buildings. All the buildings except the tower in the center of the map are a story high. The tower is four stories high.

Rubble. The area has been partially destroyed by the marauding godlings. The rubble they created counts as difficult terrain.

TREASURE

Hivo managed to bring some intriguing artifacts with him from the vault. Generate one treasure for this encounter.

FALSE GODLING (RAIGO, RASHU) Level 14 Elite Skirmisher Medium Aberrant Humanoid (construct, reptile) XP 2,000

HP 274; Bloodied 137 AC 28; Fortitude 26; Reflex 27; Will 26 Speed 8 Soving Theory 12: Action Points 1

Saving Throws +2; Action Points 1

TRAITS

O Distorted Rebirth Aura 2

Any character that starts its turn in the aura gains vulnerable 10 necrotic until the end of its next turn.

Strange Power

While the false godling is dazed, stunned, or immobilized, it gains the insubstantial trait.

STANDARD ACTIONS

Teleporting Strike At-Will

Attack: Before the attack, the false godling teleports 3 squares; melee 1; +19 vs. AC

Hit: 2d12 + 9 damage, and the false godling shifts 3 squares.

M Kaima's Fist • At-Will

Requirements: The false godling must have combat advantage against the target.

Attack: Melee 1; +19 vs. AC

Hit: 3d6 + 12 damage and slides the target 1 square. *Miss*: The false godling shifts 2 squares.

MINOR ACTIONS

Faltering Invisibility Recharge 5 6

Effect: The false godling gains concealment against all enemies until the end of its next turn. It is invisible to an enemy that is further than 5 squares from it.

Skills Intimidate +15, Stealth +18

Str 17 (+10)	Dex 23 (+13)	Wis 17 (+10)
Con 17 (+10)	Int 17 (+10)	Cha 17 (+10)
Alignment Unal	igned Langu	ages Common, Giant

NIIR, FALSE GODLINGLevel 14 Elite BruteMEDIUM ABERRANT HUMANOIDXP 2,000

(CONSTRUCT, REPTILE) HP 346; Bloodied 173 AC 26; Fortitude 27; Reflex 26; Will 26 Speed 8

Saving Throws +2; Action Points 1

TRAITS

Initiative +13

Perception +10

O Distorted Rebirth Aura 2

Any character that starts its turn in the aura gains vulnerable 10 necrotic until the end of its next turn.

Strange Power

While the false godling is dazed, stunned, or immobilized, it gains the insubstantial trait.

STANDARD ACTIONS

Dark Power (necrotic) • Recharge 5 6 Attack: +17 vs. AC

Hit: 3d8 + 14 necrotic damage.

M Smashing Blow + At-Will

Attack: Melee 1; +19 vs. AC

Hit: 3d6 + 12 damage and the target is knocked prone.

Miss: The false godling shifts 2 squares.

TRIGGERED ACTIONS

C False Rebirth • At-Will Trigger: Niir is dropped to 0 hit points. Attack (Immediate Interrupt): Burst 2 (each enemy in burst); +17 vs. Fortitude Hit: 4d6 + 19. Skills Endurance +18, Intimidate +15, Stealth +15 Str 17 (+10) Dex 17 (+10) Wis 17 (+10) Con 23 (+13) Int 17 (+10) Cha 17 (+10) Alignment unaligned Languages Common, Giant

Hivo, Oklu Sage	Level 14 Artillery
Medium natural humanoid (reptile) XP 1,000
HP 107; Bloodied 54	Initiative +13
AC 23; Fortitude 23; Reflex 27; Will 29	Perception +15
Speed 6	
TRAITS	

Imitative Personality

If the last creature to take a turn hit with any attacks on that turn, Hivo gains a +5 bonus to damage rolls during his turn. If the last creature didn't attack or missed with all attacks, Hivo takes a -5 penalty to damage instead.

STANDARD ACTIONS

m Dagger (weapon) • At-Will

Attack: Melee 1; +21 vs. AC

Hit: 2d4 + 9 damage.

M Lore of Seeing (illusion) • At-Will

Effect: The sage teleports 5 squares and turns invisible until the end of his next turn or until he attacks.

Shaping Blast (polymorph) At-Will

Effect: Burst 1 within 10; 3d6 + 12 damage and the target is weakened until the end of its next turn.

Sandlance (arcane, force) • Encounter

Attack: Ranged 10; +18 vs. Reflex

Hit: 4d10 + 12 force damage and the target is dazed (save ends, -2 to the saving throw). The target can rid itself of the dazed condition at the beginning of any of its turns as a free action by taking an additional 2d10 force damage.

TRIGGERED ACTIONS

Sorcerous Imprint (arcane) • At-Will

Trigger: The sage hits an enemy.

Effect (Immediate Reaction): The sage shifts an equal number of squares.

Skills Arcana +15, History +15, Stealth +18 Str 17 (+10) Dex 23 (+13) Wis 17 (+10)

Con 17 (+10) Int 17 (+10) Cha 17 (+10) Alignment unaligned Languages Common, Giant Equipment dagger

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Chapter 4

THE HANGING GARDENS

for parties of levels 15-16

This chapter features the exploration of an inverted subterranean garden, home to a long-forgotten race which collects knowledge and hosts for their young in equal measure.

he PCs might visit the Hanging Gardens for several reasons. Bands of trignotarb winged hunters patrol the area, attempting to kidnap new victims for their larval young, so the PCs might follow an ally—or one of their own—in order to attempt a rescue. The trignotarbs collect the knowledge of those on whom their larvae feed, so the savants of the species know a great deal about the city and its factions. Finally, one of the keys to the Vault of Rebirth lies hidden in the trignotarb princess's hoard.

Whatever their mission, the PCs will find the Hanging Gardens to be quite dangerous. The entrance is guarded by dominated members of other factions, the central cavity is home to countless trignotarb gardeners and slaves, and the gardens seem to stretch endlessly into the lightless depths. Waiting atop the entire section are the queen and her successor-in-waiting. The PCs might convince the princess to ally with them, even giving up her Vault key, but most paths lead to a violent confrontation with the queen herself.

HISTORY OF THE HANGING GARDENS

he Hanging Gardens grow from what once was the highest district of Kadralhu. Festooned with tall, airy towers and wide boulevards that accented the spectacular view of the lands over which the city flew, this neighborhood was devoted primarily to entertainment.

When Kadralhu fell to earth, the ground on which this district stood broke free from the main city. Tumbling in the air, it landed atop a deep ravine in the Ishmai desert. The ruins of the proud towers came to rest upside-down above the evershadowed depths of the canyon. Water still trickled from the aqueducts of the city Waterworks, though, and so life started to grow in this dark region. Pale, twisted, and fungal, such growths nonetheless provided a rare source of nourishment amid the sere wastes of the Ishmai. Two trignotarb larvae, the last survivors of an otherwise extinct species brought to Kadralhu as exotic curiosities to bemuse the giants, escaped and used their dominated hosts to sweep through these Hanging Gardens, subverting the inhabitants and turning it into their own demesne. Now the sole survivors of their species, the trignotarbs eat the fruits of their garden and search the desert for new hosts for their young.



Outside the Gardens

unting parties of flying trignotarbs are the only groups commonly encountered outside the Hanging Gardens themselves.

Ambush in the Sands

Encounter Level 16 (7,000 XP)

• 5 trignotarb winged hunters (level 16 skirmisher; page 50)

Parties of trignotarb hunters scour the other sections of Kadralhu and the surrounding desert. The PCs could encounter them at any time, although the hunters prefer to stalk their prey at night when their darkvision might give them an advantage. Once one of the hunters has grabbed a victim, it attempts to return to the Hanging Gardens while the others cover its retreat. The hunters carry no treasure.

LOCATIONS

The map at the opening of this chapter (page 43) shows an overview of the Hanging Gardens. The eight numbered areas described below encompass the variety of encounters found in this district of Kadralhu.

Once the PCs leave area 1, almost the entire garden is dark, the only source of light being seepage from the outside through the horizontal opening near the entrance. The only local sources of light are phosphorescent fungi which the royal trignotarbs cultivate on their lairs. By following the light the PCs can reach areas 4 and 5 without much difficulty. Note that any light sources carried by the PCs might attract trignotarbs; see Vines in the Dark (area 8, below) for possible encounters.

Although dry by normal standards, the trickle of water flowing into the Hanging Gardens makes them humid and dank when compared to the rest of Kadralhu.

Thick hanging vines, ruined buildings, and disorienting surroundings make travel through the Hanging Gardens rather slow. Assume that one hour separates area 1 from area 4, area 4 from area 5, and area 5 from area 7. Climbing down to area 2 from any part of area 3 (including areas 4, 5, or 7) takes 8 hours.

1. Ishmai Desert Entrance

When the PCs reach the main entrance to the gardens, read:

Ahead a horizontal scar opens in the sand. Rising from the sandy floor to the rocky roof above are what once must have been stone towers, although now crumbling and ruined. Something seems odd about the architecture, though—instead of supporting the roof, the towers almost appear to be holding the floor at bay. Although the near side of this horizontal chasm is brightly lit, no light penetrates its depths.

The entrance to the Hanging Gardens themselves is described in **Encounter H1: The Garden Guards** (page 48).

2. The Sump of Detritus

When the PCs reach the bottom of the Hanging Gardens, read:

The pale vines thin as they descend, finally petering out in a few exceptionally long tendrils. Below the gardens is a rough floor. The silence is matched only by the stench of the decay in the stale air. Littering the ground are broken bones, shattered masonry, decaying fronds, and carapaces abandoned after molting.

Encounter Level 19 (12,000 XP)

• 1 infested purple worm tunneler

INFESTED PURPLE WORM TUNNELER Level 19 Solo Skirmisher		
Huge natural beast	XP 12,000	
HP 728; Bloodied 364	Initiative +17	
AC 33, Fortitude 33, Reflex 31, Will 29	Perception +14	
Speed 8, burrow 8 (tunneling) Blindsight 1	0	
Immune blinded, disease, gaze effects	tremorsense 10	
Saving Throws +5; Action Points 2		
TRAITS		

Blooded Frenzy

While bloodied, the purple worm takes an extra minor action during its turn.

Emergence from the Swarm

The larvally controlled creature gains a +1 bonus to attack rolls for every other larvally controlled creature within 3 squares of it.

Ponderous

The purple worm can take immediate actions while stunned, dazed, or dominated.

STANDARD ACTIONS

m Bite • At-Will

Attack: Melee 3 (1 creature); +24 vs. AC

Hit: 4d8 + 9 damage, and the purple worm shifts up to half its speed.

M Devour Whole (acid) • At-Will

Attack: Melee 3 (1 creature); +22 vs. Fortitude

Hit: 3d8 + 10 damage, and the target is swallowed whole (escape DC 24). While swallowed, the target does not occupy a square and has neither line of sight nor line of effect to anything except the worm and other creatures swallowed by the worm. If the target attacks the worm using a close or area attack, that attack targets all other creatures swallowed by the worm. While swallowed, the target takes 30 acid damage at the end of its turn. When the effect ends or the worm drops to 0 hit points, the target appears in an unoccupied square of its choice adjacent to the worm.

MOVE ACTIONS

M Barrel Through • At-Will

Effect: The purple worm shifts up to its speed. Each time the purple worm enters a square adjacent to any enemy for the first time during the move, it makes the following attack against that enemy.

Attack: Melee 1; +22 vs. Reflex

Hit: 2d8 + 4 damage, and the purple worm pushes the target up to 2 squares.

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MINOR ACTIONS

M Stinger Impalement (poison) • At-Will

Attack: Melee 3 (1 creature); +24 vs. AC

Hit: 2d8 + 8 damage, and the purple worm slides the target up to 4 squares. The target takes ongoing 10 poison damage (save ends).

TRIGGERED ACTIONS

M Thrash • At-Will

Trigger: An attack hits the purple worm.

Attack (Immediate Reaction): Melee 3 (1 or 2 creatures); +22 vs. Reflex

Hit: 2d12 + 11 damage, and the purple worm pushes the target up to 6 squares.

Str 25 (+16)	Dex 23 (+15)	Wis 21 (+14)
Con 22 (+15)	Int 2 (+5)	Cha 4 (+6)
Alignment unalig	gned Lang	uages Trignotarb

TACTIC8

Some quirk of purple worm anatomy allows larval trignotarbs to begin an infection, but the parasite never progresses beyond the initial infection. As a result, this purple worm has haunted the bottom of the Hanging Gardens for decades, larvally controlled but not progressing to the normally fatal conclusion of that state. The trignotarbs have put the worm to work as a guard against tunneling from below. It fights to the death but does not leave the area, so PCs who fail to defeat it during the first encounter may return to try their luck again.

TREASURE

Over the centuries valuable items have fallen to the floor of the Hanging Garden along with the refuse of daily life. Generate three treasures for this encounter, although it would take the PCs several hours of searching to find them all.

DEVELOPMENT

This area is heaped with layer upon layer of decaying fungus, discarded offal, and general detritus. The trignotarbs simply let go of anything they no longer want, trusting that gravity eventually brings the waste to this little-traveled region.

No trignotarbs visit this region, and its distance from the other factions—as well as the presence of the entirety of the Hanging Gardens themselves between the sump and the remainder of Kadralhu—means that this is one of the loneliest spots in the Lost City. Parties seeking a hidden base of operations, or simply a safe spot to recover, can find this region of some use ... once they dispose of the purple worm.

3. The Inverted City

When the PCs reach the roof of the Hanging Gardens, read:

A ruined city sprawls in all directions. The architecture echoes that of the rest of Kadralhu, although here it is more refined, more elegant, and must have been more expensive.

Shockingly, though, every building, every column, every buttress is upside down. Roofs vault up from the ground, stairs descend from ceilings. This entire neighborhood must once have stood upright. Some unforeseen—unimaginable!—cataclysm must have lifted it bodily and inverted it. The roof of the Hanging Gardens was once a posh district of Kadralhu. It flipped when the city crashed, then jammed into a chasm in the desert like a cork in a bottle. The impact utterly crushed the outer layers of this section, destroying anything once below—and now above—the upper layer of buildings. Strangely, many buildings survived, and now they protrude downward—hence the 'Hanging' Gardens.

Below the buildings—as in the main part of the Hanging Gardens—the fungal vines grow thickly enough that characters can climb with relative ease. Each climber must make a DC 15 Acrobatics or Athletics check each round. Failure on this check leads to a fall of 5 feet and 1d3 damage for each point by which the check was missed.

Present travel through these upside-down buildings to your players as a strange, disorienting experience. Characters who can fly, *spider climb*, or the like will have little trouble moving around normally. For other characters, though, doorways become significant obstacles (as the PCs have to climb the giant-sized wall to the top of the door and then climb back down to the ceiling within the building). Inverted stairways descending from the ceiling simply make climbing more difficult. Even finding a surface on which to rest can be a challenge!

This part of the Hanging Gardens is actually rather lightly populated, as only savants and royals are permitted to reside in the towers. It thus provides an opportunity for the players to get used to moving around in an inverted world and through the densely hanging vines.

If your players would appreciate it, use this chance to get them comfortable with the environment before you challenge them with the combat encounters presented below. Or you could run a more straightforward combat—against some familiar larvally controlled creatures, for instance, or against a group of winged hunters and gardeners—before the PCs face the more complicated higher-caste trignotarbs.

4. The Princess in the Tower

When the PCs reach the princess's tower, read:

This tower soars lower than most. Its fine workmanship and intricate windows mark it as particularly impressive impressive, at least, before this district met its peculiar doom. Unlike most of the other towers, though, the rock of this building glows dimly with purple phosphorescence. Chittering noises come from within, and a faint smell of brimstone fills the air.

Encounter Level 14 (5,000 XP) or Encounter Level 15 (5,800 XP)

SETUP

This is the lair of the trignotarb princess, Xurtix. Impatient to begin her reign over the trignotarb colony, she signals her willingness to be persuaded to allow the PCs to do her a favor; this corresponds to the encounter level 14 skill challenge. Alternatively, PCs can defeat her in an encounter level 15 combat.

When the PCs first encounter the princess, read:

In this tower waits a regal creature, its iridescent scales shimmering in the wan violet phosphorescence. Attending it are two of the winged spider-wasp creatures, as well as two large piles of animated fire and stone, both of whom

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wear blank looks, if such a thing is possible on an angry elemental. Your host turns and speaks in a surprisingly rich, deep, and definitely female voice.

CONVINCING THE PRINCESS

The princess wants to be queen, and she is intelligent enough to realize that any group of adventurers competent enough to reach her tower is likely to be competent enough to help execute her coup. However, she is not willing to state her desires aloud, so the PCs must convince her of their worth while divining her intent. She is most impressed by wielders of arcane magic and by brawny brawlers.

Level: 14 (5,000 XP).

Complexity: 2 (6 successes before 3 failures).

Primary Skills: Arcana, Athletics, Diplomacy, Insight, Streetwise

- *Arcana (DC 18)*: The PCs impress Xurtix with their arcane might. The queen has long eschewed the value of arcane power, so the princess has cultivated an interest in it as a way of distinguishing herself from her mother.
- *Athletics (DC 23)*: The PCs demonstrate their agility by moving quickly among the hanging vines, impressing Xurtix with their physical provess.
- *Diplomacy (DC 18):* The PCs treat Xurtix courteously and with the royal respect she believes she deserves. At least one, and at most two, of the successes must come from Diplomacy.
- *Insight (DC 18):* The PCs are able to understand what Xurtix really wants, despite the obfuscations behind which she hides her ambition. At least one success must come from Insight.
- *Streetwise (DC 23)*: The party remembers past interactions with the trignotarbs and guesses what ambition must drive

Xurtix. Only one success can be gained with Streetwise. Secondary Skills: Bluff, Nature

- Bluff (DC 21): The PC boasts of a fellow party member's might, giving the next character to make an Arcana or Athletics check a +2 bonus.
- *Nature (DC 21)*: By studying the alien trignotarb physiology and outlook, a PC can predict the princess's likely reactions. The next character to make an Insight check gets a +2 bonus.
- Success: Xurtix offers to help the PCs if they remove the queen from power. See Development, below.
- Failure: The party has offended Xurtix, and she refuses to deal with them further. They may leave without penalty, although they will then receive neither the Vault key nor any lore they sought. Alternatively, they may proceed to Combat, below.

Сомват

If diplomacy does not succeed—or if the PCs are in a bloodthirsty mood—they may also overcome Xurtix by force of arms. See Encounter H2: Diplomacy Fails (page 50).

TREASURE

Although not as substantial as the queen's hoard, the princess has gathered the equivalent of two treasures, as well as the **Key of Radiance**, one of the three required to open the Vault (see page 11). A character carrying the **Key of Radiance** regains 5 extra hit points whenever he or she spends a healing surge.

Development

If the PCs succeed in the skill challenge, Xurtix offers the **Key of Radiance** to the party if they defeat the queen. In this case, the princess lures one of the queen's mindreaver savants away,

making the resultant combat somewhat easier for the PCs; see **Encounter H3** (page 51).

If the PCs succeed in defeating the queen, the princess gives them the key and any lore the PCs requested (by questioning the accumulated knowledge of the savants).

5. The Queen and Her Court

When the PCs reach the queen's tower, read:

This grand tower soars lower than any of the rest. Its fine workmanship and elaborate windows mark it as a wonder—albeit a wonder now upside-down and partially ruined. Dim purple phosphorescence outlines the gaps where window glass once stood. Off the former base of the tower—now the top—runs a small covered passageway leading to another building.

The trignotarb queen lives in the grandest of the inverted towers. She and her courtiers are described in Encounter H3: The Queen and Her Court (page 51).

6. The Waterfall

When the PCs reach this region, read:

The air grows more damp near this thin waterfall. Its flow splits and recombines as it falls around the thick vines—vines which almost seem to grasp at the lifegiving water.

7. The Magical Seep

When the PCs reach this region, read:

The inverted city and its hanging vines abruptly cease in a sheer rock wall. The air is more humid here, and water seeps slowly from several spots at the junction of the city and the wall. Narrow shafts burrow into the stone, although all of them bend and curve so that their ends are not visible. Some of these tunnels appear to have been built, as their clean lines are defined by dressed stone. Others seem to have been dug into the rock, although whether the source of this excavation was flowing water or animal activity is impossible to say.

Encounter Level 17 (8,250 XP)

- 1 trignotarb mindreaving savant (level 17 artillery; see pages 20-21)
- 4 trignotarb winged hunters (level 16 skirmisher; see page 20)
- 3 trignotarb gardeners (level 16 minion soldier; see page 20)

TACTICS

Concerned about incursions by other factions of the city, the trignotarb queen has posted her more powerful guards here, leaving the less capable larvally dominated slaves at the outside entrance. The savant directs this battle from the rear, using *knowledge of hidden weakness* to aid the hunters. The gardeners attempt to fix their enemies in place and do their best to die in locations where their *fatal efflorescence* will block the enemy's advance. The trignotarbs use their flight to maneuver around their foes to best advantage. These guards fight to the death.

TREASURE

Since this is solely a guard post, no treasure graces this area.

DEVELOPMENT

This region of the gardens abuts the intact remainder of Kadralhu. Here several trickles of water seep from damaged but still functional aqueducts, coming together to form the waterfall which pierces the Hanging Gardens. Partially collapsed sewers and other passageways lead deeper into Kadralhu. Determined parties could use them to reach the Waterworks, the Corpse Commons, or other—only partially buried—exits to the surface.

8. Vines in the Dark

When the PCs reach the main chamber of the gardens, read:

Endless white and grey vines hang limply from the ceiling. Some are as thin as hair, others grow as thick as ancient trees. Tangled and matted, all the fronds sway gently as if blown by an imperceptible breeze. They sway from below, though, as if these eerie underground trees grew upside-down.

While echoes insist that this chamber is vast, the vines are so thick that nothing beyond a stone's throw is clearly visible. A faint light glows in one direction, although its source is lost in the fungal forest.

Encounter Level 15 (6,300 XP)

- 2 trignotarb winged hunters (level 16 skirmisher; see page 20)
- 10 trignotarb gardeners (level 16 minion soldier; see page 20)

Countless groups of gardeners tend the dark Hanging Gardens, pruning the vines and gathering food for the hunters, savants, and royals. PCs will encounter at least one such group every time they venture into the main cavern; more will arrive if the PCs attempt to destroy the vines or otherwise seriously threaten the area. PCs venturing near the waterfall are more likely to encounter such groups, although not every segment of the waterfall is guarded at all times.

In such a skirmish, hunters direct the gardeners to pin the PCs down while the hunters themselves fly around to attack lightly armored PCs. Note that although larval myriads can not move, the vines are thick enough that they can still infest squares.

If the PCs grow bored facing the same threat over and over, feel free to substitute ailing larvally controlled creatures for the gardeners, choosing local inhabitants—or unexpected visitors—as the base creatures.

The vines in this region grow thickly enough that characters can climb with relative ease. Each climber must make a DC 15 Acrobatics or Athletics check each round. Failure on this check leads to a fall of 10 feet, after which the creature may make another such check. Success after a fall leads to normal falling damage but prevents further descent. Although this is meant to provide an opportunity for threedimensional combat, DMs who are concerned about the extra complexity engendered by this aspect can ignore it during combat. To be fair, though, allow the trignotarbs to fly about in only two dimensions only if the PCs are also so constrained!



ENCOUNTER H1 MONOMONOMONOMONO THE GARDEN GUARDS

LEVEL 16 (6,800 XP)

SETUP

En

m]

- 2 infested gypsosphinxes (G)
- 6 ailing tainted chuul defenders (C)
- 6 ailing sand giants (S)

The PCs reach the main entrance of the Hanging Gardens, a gap between the inverted slab of Kadralhu and the flowing river of sand below. Here larvally controlled guards wait amidst ruined towers and broken walls. The sand giants and tainted chuul defenders have served the trignotarbs for several weeks now, while the mated pair of gypsosphinxes were captured only recently.

Vulture-beaked and black-winged, gypsosphinxes devote their morbid lives to the study of death and decay. Their hardwon knowledge helps them push enemies towards the grave while keeping their allies alive.

Have the adventurers make separate Perception checks (DC 15) to notice the tainted chuuls and the sand giants. Unobserved defenders gain a surprise round.

0 1	
	vel 17 Skirmisher
Large immortal magical beast (sphin	
HP 161; Bloodied 81 AC 28, Fortitude 29, Reflex 27, Will 36 Speed 4, fly 8 Darkvision	Initiative +18 Perception +18
TRAITS	
Emergence from the Swarm	
The larvally controlled creature gains a rolls for every other larvally controlle squares of it.	
O Lip of the Grave • Aura 5	
Any enemy that ends its turn in the aur all, while every ally that ends its turn in 10 all. These effects last until the end on next turn.	the aura gains resist
STANDARD ACTION	NS
m Bite • At-Will	
Attack: Reach 2; +22 vs. AC	
<i>Hit</i> : 2d8 + 7 damage.	
M Flyby Attack • At-Will	
<i>Effect:</i> The gypsosphinx flies up to 8 squ bite attacks at any point (or points) dur The two attacks may be on the same or The gypsosphinx does not provoke when moving away from the target of th	ring that movement. on different targets. opportunity attacks
R Carrion Thee Shall Be! (necrotic) • Red	charge 5 6
Attack: Ranged 10; +21 vs. Will	
<i>Hit</i> : 6d8 + 7 damage.	
<i>Miss</i> : 4d10 + 1 damage.	
Skills Arcana +14, Bluff +14, History +14 Religion +14	, Insight +18,

Religion +14		
Str 25 (+15)	Dex 20 (+13)	Wis 21 (+13)
Con 17 (+11)	Int 12 (+9)	Cha 14 (+10)
Alignment evil	Languages Con	nmon, Draconic, Giant,
Ũ	Trignotarb	

6 AILING TAINTED CHUUL Defenders LARGE ABERRANT MAGICAL BEAST (AQUATIC)

Level 14 **Minion Soldier** XP 250

HP 1; a missed attack never damages a minion Initiative +10 AC 28, Fortitude 30, Reflex 25, Will 25 Perception +10 **Speed** 6 (cannot shift) Darkvision Immune disease, poison; Resist 5 all Saving Throws +2

TRAITS

Emergence from the Swarm

The larvally controlled creature gains a +1 bonus to attack rolls for every other larvally controlled creature within 3 squares of it.

STANDARD ACTIONS

m Claw • At-Will

Attack: Reach 2: +21 vs. AC

Hit: 1d6 + 8 damage, or 3d6 + 6 damage against an immobilized target.

M Double Attack (poison) + At-Will

Effect: The chuul makes two claw attacks. If both claw attacks hit a single target, the chuul makes a secondary attack against the same target with its tentacles.

Secondary Attack: +18 vs. Fortitude

Hit: The target is immobilized (save ends)

Str 24 (+14)	Dex 18 (+11)	Wis 20 (+12)
Con 23 (+13)	Int 6 (+5)	Cha 16 (+10)
Alignment unali	gned Language	es Deep Speech, Trignotarl

6 AILING SAND GIANTS Level 16 Minion Soldier Large elemental humanoid (giant) XP 350

HP 1; a missed attack never damages a minion Initiative +14 AC 32, Fortitude 30, Reflex 29, Will 27 Perception +12 Speed 8

Immune disease; Resist 5 all, 10 fire

TRAITS

Emergence from the Swarm The larvally controlled creature gains a +1 bonus to attack rolls for every other larvally controlled creature within 3 squares of it.

STANDARD ACTIONS

m Glass Scimitar (weapon) + At-Will Attack: Melee 2 (one creature); +20 vs. AC

Hit: 3d12 + 10 damage.

MINOR ACTIONS

C Sand Blast • Encounter

Attack: Close blast 3; +21 vs. Reflex

Hit: 2d12 + 4 fire damage, and the target is blinded (save ends).

Skills Athletics +21, Endurance +18

Str 26 (+16) Dex 18 (+12) Wis 19 (+12) Con 21 (+13) Int 14 (+10) Cha 13 (+9)

Languages Common, Giant, Alignment unaligned Trignotarb

Equipment leather armor, scimitar

TACTIC8

The chuul defenders and sand giants rush the PCs and attempt to surround them. This has the dual benefits of maximizing the effect of emergence from the swarm and of ensuring that as many creatures as possible will fit within the gypsosphinxes' *lip of the grave* auras. One gypsosphinx advances to combat immediately, supporting the minions with his aura. The other uses flyby attack to separate the PCs. Both use *carrion thee shall be!* as often as possible.

If the battle goes poorly for them, the defenders attempt to shift the combat to the desert outside this area. This allows the gypsosphinxes some greater mobility and might distract attackers from the entrance.

All defenders fight to the death.

TREASURE

Sand covered some of the corpses of defeated foes before the trignotarbs could loot their bodies completely. Place one treasure here.

Development

If the PCs retreat, the defenders do not follow them. If the party clears this area and then returns, a new set of guards will have arrived. Use the statistics from The Magical Seep (page 46) for the first return visit, and then use the defenders from Vines in the Dark (page 47) for subsequent visits. Alternatively, new larvally dominated creatures could be used as guards.

Features of the Area

Illumination: Bright light or darkness outside (depending on the time of day), darkness elsewhere always.

Ruined Walls: All the walls in this area (save those on the intact tower, described below) are crumbling. A creature adjacent to a wall can make an Athletics check (DC 23) to push the wall down. If successful, make the following attack:

Pushed Wall Attack

Attack: Close blast 4 in the direction the wall fell; +18 vs. Reflex.

Hit: 1d10+8 damage, and the target is slowed until the end of its next turn.

Miss: Half damage.

Effect: The square formerly containing the wall becomes difficult terrain.

Sand Drifts: The edges of this region are engulfed by massive sand drifts which can be brought down upon foes. A creature adjacent to one of these drifts can make a Nature check (DC 25) or an Acrobatics check (DC 21) to knock loose supporting material in order to cause a sandslide.

Sand Drift Attack

Attack: Close blast 2 in the direction the sand fell; +18 vs. Reflex. *Hit*: 1d10+2 damage, and the target is immobilized (save ends) as the sand engulfs it.

Miss: Half damage.

Intact Walls: One tower here has remained intact, preventing sand from entering its confines. The gypsosphinxes like to sleep in here, entering and leaving through the ruined top (formerly the bottom) of the structure. This makes a convenient defensive structure. However, because the sand is several feet higher than the floor of this structure, if one of the walls were to collapse, the entire floor of the tower would be buried. The differential weight of the sand makes this easier, requiring only a DC 18 Athletics check to collapse a wall inward.

Collapsing Wall Attack

Attack: All creatures inside the tower and in contact with the ground (not flying, insubstantial, etc.); +20 vs. Reflex.

Hit: 1d10+8 damage, and the target is immobilized and knocked prone (save ends both) as the sand engulfs it. *Miss*: Half damage and knocked prone.

Effect: The squares formerly inside the tower become difficult terrain.



ENCOUNTER H2 MORE H2 **IPLOMACY FAILS** 0;0;0;0;0;0;0;0;0;0;0;0;0;0

LEVEL 15 (5,800 XP)

SETUP

- Xurtix, trignotarb princess (level 18 controller)
- 2 trignotarb winged hunters (level 16 skirmishers)
- 2 ailing rockfire dreadnoughts (level 18 minion soldiers)

Use the map for Encounter H3, omitting rooms 2 and 3 and changing the door from room 1 to an outside door.

XURTIX, TRIGNOTARB PRINCESS Lvl 18 Controller XP 2.000 ARGE NATURAL BEAST

	,
HP 171; Bloodied 86 Initiative +12	
AC 32, Fortitude 29, Reflex 30, Will 31	Perception +22
Speed 6, fly 2 (hover) Darkvision Immune disease	
Immune disease	
Action points 1	
TRAITS	

Blind Ambition

Whenever Xurtix hits with an attack, she can shift up to 4 squares.

STANDARD ACTIONS

m Mandible Bite • At-Will

Attack: +23 vs. AC

Hit: 2d10 + 10 damage.

MINOR ACTIONS

R Knowledge of Hidden Weakness • At-Will

The princess targets one enemy within 15 squares. She makes an Insight check with a DC of the target's lowest defense.

Effect: All allies of the princess can choose to attack the target's lowest defense with their attacks (instead of the defense normally targeted by those attacks). This effect lasts until the end of the princess's next turn.

C Parasitic Possession At-Will (1/round)

Attack: Close burst 1; +22 vs. Fortitude

Hit: The target loses one healing surge as larvae attempt to burrow deep within it. If it has no healing surges remaining, it is dominated by a trignotarb larva.

TRIGGERED ACTIONS

Barrage of Knowledge (psychic) Encounter, Zone

Trigger: The princess is first bloodied

Attack: Close burst 3

Effect: The burst creates a zone of mind-rending psychic tumult as stolen secrets pour out of the wounded trignotarb. The zone lasts until the end of the encounter. Each creature that starts its turn within the zone takes 5d10 + 7 psychic damage.

Trigger: The princess falls to 0 hp or below.

Effect (No action): Close burst 3. A trignotarb larval myriad (see page 19) appears in each square in the burst.

Skills Bluff +20, Diplomacy +20, Insight +22, Intimidate +20 Str 18 (+13) Dex 16 (+12)Wis 26 (+17) Con 19 (+13) Int 21 (+14) Cha 20 (+14) Alignment unaligned Languages Common, Supernal, Trignotarb

DEVELOPMENT

See The Princess in the Tower (pages 45-46) for the treasure found in this area and for the consequences of combat.

TRIGNOTARB WINGED HUNTER Level 16 Skirmisher Medium natural beast XP 1,400

HP 157; Bloodied 79 Initiative +20 AC 27, Fortitude 25, Reflex 31, Will 24 Speed 6, fly 6 (hover) Darkvision **Immune** disease TRAITS

Perception +17

Return with Prisoners

The winged hunter can move at normal speed while carrying a creature that is Medium or smaller.

STANDARD ACTIONS

m Claws • At-Will

Attack: +21 vs. AC

Hit: 1d10 + 11 damage.

m Stinger • Encounter

Attack: +19 vs. Fortitude

Hit: 4d10 + 6 poison damage, and ongoing 5 poison damage.

M Bite, Carry, and Grab • At-Will

Effect: The winged hunter flies up to 6 squares and makes one attack along the way.

Attack: +19 vs. Reflex

Hit: 3d10 + 8 and the target is grabbed.

Special: This power does not provoke opportunity attacks.

Str 24 (+15)	Dex 24 (+15)	Wis 18 (+12)
Con 21 (+13)	Int 15 (+10)	Cha 15 (+10)
A 1: 1:		· C · · · · · · · · · · · · · · ·

Languages Common, Trignotarb Alignment unaligned

2 AILING ROCKFIRE DREADNOUGHTS Lvl 17 Minion Soldier XP 500 LARGE ELEMENTAL MAGICAL BEAST

HP 1; a missed attack never damages a minion Initiative +17 AC 34, Fortitude 34, Reflex 32, Will 29 Perception +12 Speed 8

Immune disease, poison; Resist 5 all, 25 fire

TRAITS

Emergence from the Swarm

The larvally controlled creature gains a +1 bonus to attack rolls for every other larvally controlled creature within 3 squares of it.

STANDARD ACTIONS

m Fist of Flame (fire) • At-Will

Attack: Melee 2 (one creature); +21 vs. Reflex

Hit: 2d8 + 8 fire damage.

R Brimstone Rock (fire) • At-Will

Attack: Ranged 10 (one creature); +23 vs. AC Hit: 2d6 + 6 damage, plus 5 fire damage

1111. 200 1	o dumage, plus s me	dumage.
Str 27 (± 17)	Dev 22 (± 15)	Wis 16 (+1

Wis 16 (+12) Cha 7 (+7) Con 18 (+13)Int 8(+8)

Con 10 (115)	$m \circ (10)$	Ona / (1/)	
Alignment una	ligned Lar	guages Primordial,	Trignotarb

TACTICS

The princess uses the dreadnoughts to engage melee-oriented PCs while the winged hunters attack from the flanks. If pressed, she uses blind ambition to move outside the tower. All the flying trignotarbs use the windows and doorway to move around less-mobile PCs. If the princess dies before her minions, they fight to the death in her memory.

CONSISTENCE ENCOUNTER H3 MARCHARTER THE QUEEN AND HER COURT

SETUP

- 4 ailing sand giant pounders (G)
- 2 trignotarb mindreading savants (S)
- Tlaxia, queen of the trignotarbs (Q)

or, if the PCs secured the cooperation of the princess,

Encounter Level 16 (6,900 XP)

- 5 ailing sand giant pounders (G, replacing one S with a G)
- 1 trignotarb mindreading savant (S)
- Tlaxia, queen of the trignotarbs (Q)

The PCs encounter the queen of the trignotarbs. Fearing usurpers (and with good reason), she attacks all who intrude upon her presence.

4 (OR 5) AILING SAND GIANT POUNDERS Level 18 Minion Brute

XP 500

XP 1,600

Large elemental humanoid (giant) HP 1; a missed attack never damages a minion Initiative +13 AC 26, Fortitude 28, Reflex 32, Will 33 Perception +14 Speed 6

Immune disease; Resist 5 all, 10 fire

TRAITS

Emergence from the Swarm

The larvally controlled creature gains a +1 bonus to attack rolls for every other larvally controlled creature within 3 squares of it.

STANDARD ACTIONS

m Fists of Sand + At-Will

Attack: Melee 2 (one creature); +21 vs. AC Hit: 4d10 + 8 damage, and the target is marked until the end of the pounder's next turn.

MINOR ACTIONS

C Sand Blast + Encounter

Attack: Close blast 3; +19 vs. Reflex

Hit: 2d12 + 5 fire damage, and the target is blinded (save ends).

Skills Athletics +21, Endurance +21

Dex 19 (+13) Wis 20 (+14) Str 24 (+16) Con 25 (+16) Int 15 (+11) Cha 14 (+12) Alignment unaligned Languages Common, Giant,

Trignotarb

2 (OR 1) TRIGNOTARB MINDREAVING SAVANTS Level 17 Artillery

Medium natural beast

HP 152; Bloodied 76 Initiative +13 AC 26, Fortitude 26, Reflex 29, Will 34 Perception +10 Speed 6, fly 2 (hover) Darkvision Immune disease

STANDARD ACTIONS

m Mandible Bite + At-Will

Attack: +24 vs. AC

Hit: 2d10 + 6 damage.

MINOR ACTIONS

R Knowledge of Hidden Weakness • At-Will

The mindreaving savant targets one enemy within 10 squares. It makes an Insight check with a DC of the target's lowest defense.

Effect: All allies of the savant can choose to attack the target's lowest defense with their attacks (instead of the defense normally targeted by those attacks). This effect lasts until the end of the savant's next turn.

C Parasitic Possession • At-Will (1/round)

Attack: Close burst 1; +22 vs. Fortitude

Hit: The target loses one healing surge as larvae attempt to burrow deep within it. If it has no healing surges remaining, it is dominated by a trignotarb larva.

TRIGGERED ACTIONS

Barrage of Knowledge (psychic)
 Encounter, Zone

Trigger: The savant is first bloodied

Attack: Close burst 3

Effect: The burst creates a zone of mind-rending psychic tumult as stolen secrets pour out of the wounded trignotarb. The zone lasts until the end of the encounter. Each creature that starts its turn within the zone takes 4d10 + 11 psychic damage.

Trigger: The mindreaving savant falls to 0 hp or below.

Effect (No action): Close burst 2. A trignotarb larval myriad (see page 19) appears in each square in the burst.

Skills Arcana +20, Dungeoneering +15, History +20, Insight +15, Nature +15, Religion +20 Str 15 (+10) Dex 21 (+13) Wis 15 (+10) Con 24 (+15) Int 24 (+15) Cha 15 (+10) Alignment unaligned Languages Common, Supernal, Trignotarb

TLAXIA, QUEEN OF THE TRIGNOTARBS Level 20 Controller (Leader)

LARGE NATURAL BEAST HP 188; Bloodied 94 AC 31, Fortitude 37, Reflex 29, Will 39 Speed 6, fly 2 (hover) Darkvision Immune disease **Action Points 2**

XP 2.800 Initiative +13 Perception +23

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STANDARD ACTIONS

m Mandible Bite + At-Will

Attack: +25 vs. AC *Hit*: 2d10 + 7 damage.

MINOR ACTIONS

A Sow Her Seed • Recharge 6

Attack: Area burst 4 within 10. Effect: A trignotarb larval myriad (see page 19) appears in each square in the burst.

R Knowledge of Hidden Weakness * At-Will

The queen targets one enemy within 20 squares. She makes an Insight check with a DC of the target's lowest defense.

Effect: All allies of the queen can choose to attack the target's lowest defense with their attacks (instead of the defense normally targeted by those attacks). This effect lasts until the end of the queen's next turn.

C Parasitic Possession • At-Will (1/round)

Attack: Close burst 1; +24 vs. Fortitude

Hit: The target loses one healing surge as larvae attempt to burrow deep within it. If it has no healing surges remaining, it is dominated by a trignotarb larva.

TRIGGERED ACTIONS

Barrage of Knowledge (psychic) Encounter, Zone

Trigger: The queen is first bloodied

Attack: Close burst 3

Effect: The burst creates a zone of mind-rending psychic tumult as stolen secrets pour out of the wounded trignotarb. The zone lasts until the end of the encounter. Each creature that starts its turn within the zone takes 5d10 + 9 psychic damage.

M Fatal Efflorescence • Encounter

Trigger: The queen falls to 0 hp or below.

Effect (No action): Close burst 4. A trignotarb larval myriad (see page 189) appears in each square in the burst.

Skills Bluff +22, Diplomacy +22, Insight +23, Intimidate +22 Str 19 (+14) Dex 17 (+13) Wis 27 (+18) Con 20 (+15) Int 22 (+16) Cha 24 (+17) Alignment unaligned Languages Common, Supernal, Trignotarb

TACTICS

The sand giant pounders advance to melee, staying close to one another to take advantage of emergence from the swarm. All three trignotarbs use knowledge of hidden weakness to aid the sand giant pounders, and the savants move to where parasitic possession can affect the PCs. The queen uses sow her seed as soon (and as often) as possible, targeting back-line characters

if possible. She prefers to stay in the antechamber (area 2) and fight through the open doors into area 1, which allows her to avoid melee combat with characters unable to fly.

The queen withdraws to her retreat (area 3) with the savants if she is bloodied. Ultimately, though, she fights to the death, as do her giants, although the savants will flee or surrender if they are the only foes remaining.

I'REASURE

Most of the treasure gathered by the trignotarbs over the years has found its way here. Generate four treasures for this area.

DEVELOPMENT

If the PCs retreat, the queen orders groups of trignotarbs to follow and kill them. Use the statistics from The Magical Seep (page 46) and Vines in the Dark (page 47). If the PCs elude these patrols for a

week, the trignotarbs return to their typical level of readiness. If the PCs have marked success against these foes, the queen changes tactics, commanding her troops to abduct a single PC for larval implantation. PCs who pursue the captive will be led into an ambush.

If the queen is killed, Xurtix assumes command of the trignotarbs. If the PCs were fighting the queen at her request, then they will be granted free passage through trignotarb territory (as long as they behave themselves appropriately). If the PCs did not succeed at the skill challenge with Xurtix to make her an ally before they killed the queen, they are hunted by the entire trignotarb colony, which fall upon them in groups for the rest of the time they remain in or near the Lost City.

FEATURES OF THE AREA

Illumination: Darkness. The phosphorescent fungus is only decorative and provides no useful illumination.

General: Remember that the tower is inverted, so PCs may have trouble negotiating doors and windows. On the other hand, elevation changes provide opportunities for swinging on vines, diving charges, and the like. Be generous to PCs who attempt exciting and cinematic moves which take advantage of the environment.

Area 1—The Tower: Originally an opulent observation tower with massive windows, this structure's current floor was once its ceiling. The windows are 10 feet to 90 feet above the new floor, and the doors to area 2 stretch from the new roof to 10 feet below it. Note that the trignotarbs can fly, although the PCs may have to climb.

Area 2—The Antechamber: The roof here is 20 feet above the floor, with the doors located between 10 feet and 20 feet above the floor. The windows are 5 feet from both floor and ceiling. This room once served as a small dining room adjacent to the observation lounge.

Area 3—The Retreat: The floor here is 30 feet below the ceiling, and thus 10 feet below the floor in area 2. This area was once a private meeting room, although the only clue to its former function lies in the complete lack of windows.



Chapter 5

XXXXXX THE CORPSE COMMONS XXXXXXX

for parties of levels 15-17

"The giants fell. They died as they were meant to. Blessed are the oklu. This is why we survived. The end of the giants means the ascension of the goddess's chosen people. For we were created to serve, but not to serve the giants."

-Roko of the triumvirate, leaders of the Cult of Rebirth



dventurers can explore this eerie district, walking along streets that once thronged with giants. Now, this vast district's uninhabited buildings serve as little more than grandiose mausoleums.

The adventurers arrive in what was once a residential district. Though the giants who once lived here are now long dead (and the area decorated with their mummified remains), lanterns still light the district. The adventurers encounter representatives of two groups scrabbling to complete their opposed agendas: dead giants returning as ghosts and oklu cultists who worship a deity of rebirth they call Kaima.

Both groups want the adventurers to retrieve objects from a sealed library called the Forbidden Archive. The giants want ancient armor one of them could inhabit, allowing them to manipulate objects physically. The oklu in the Cult of Rebirth have seen visions of an exarch called Sohm Parahni, and believe his body rests somewhere in the Archive. Once the adventurers descend into the Archive, they find a series of traps that were enabled as the city fell in order to prevent outsiders from stealing the giants' treasures. Three imprisoned kings, implanted with elemental blood to make them serve the giants, act as unwilling sentries. If the adventurers can bypass these threats, they retrieve the items and can choose a side—or both sides, or neither—to help.

If the giants receive the ancient armor from the adventurers, they set to work replicating it. The spectral giants can provide the characters with extensive information about the city, its history, and how it ended up in its current state.

If the adventurers return the exarch's corpse to the cultists, the oklu attempt to raise it from the dead using a life-restoring ritual they have researched. Unfortunately the resurrection goes awry as the exarch's body deflects the magic, forcing some of the spectral giants back into their own mummified corpses.

LOCATIONS

his former residential district stretched across a large section of Kadralhu's third layer. It survived the crash in better shape than most parts of the city, but still only a relatively small portion remains navigable. The map shows a section of the Commons where guildhouses and amenities for the residents sat between residences. Both major factions have headquarters here, and most of these houses, starting here and stretching far to the east, contain the mummified bodies of giants who once lived in them.

Entering the Commons

Several of the buildings in the Corpse Commons connect to the sewer system. The adventurers could come up from the sewers through a house further to the west or in one of the unnumbered residences on the map.

When the adventurers come out of the sewer, read:

This building appears to have been a house. Outside the open windows, flickering lamplight faintly illuminates a long street lined with similar buildings. Unlike in other areas of the city, here a few pieces of giant furniture stand intact. The floors are clean of debris, even under cracks in the ceiling. In the common room, three giant bodies lie under sheets and surrounded by a circle of stones.

If an adventurer investigates a body, read:

The giant's skin is dried and pale, its hair shriveled and coarse. Much of the corpse is wrapped in linen bandages, and a few pieces of modest jewelry adorn it.

When the adventurers go outside, read:

A wide street paved with white stone and flanked by houses stretches into the distance. Narrower alleys of hewn stone run between the buildings. Oil lamps dangle above the doors, their light not strong enough to reach the cavernous ceiling far above. To the west, in front of a massive wall of fallen stone, brighter lights illuminate an area with different styles of buildings. Humanoids mill about, cleaning the streets and filling oil lamps.

It won't take long for the adventurers to encounter some of the residents. Choose which group your players will be most interested to meet: oklu cultists performing a prayer ceremony, spectral giants debating Andasta's plan, or oklu working hard to please their ghostly masters.

1. Office of Provisioning

This bureaucratic office in charge of apportioning food and supplies among residents of the Commons acted much like a giants' market. Its brief also included oklu affairs, both assigning them their duties and keeping them fed and clothed. A massive rockfall crushed the main floor, except for the southeast corridor. A stairway here leads down to a lower level.

Below the first floor, a series of former offices extends below the old buildings. The stores of food and supplies were raided long ago. Another set of stairs leads further down, ending at a door with "*Archive of Kadralhu—Forbidden*" written above it in Giant and Common. The door is locked, its mechanism secured by a magic rune. It requires a DC 25 Arcana or Thievery check to unlock the door. It leads to the Forbidden Archive (page 59).

2. Iron Guildhouse

Originally the meeting place for weaponsmiths and armorsmiths of the Iron Guild, this building has drawn the spectral giants. *The Anvil of Shadow*, a worn anvil of indigotinged metal, is on display in the sitting room. The magic imbued in its metal helps sustain the giants' ghostly forms. Two sets of stairs lead up to enclosed balconies that look out onto the streets. Benches fill a sitting room on the ground floor, and three stone statues depict Hegga, Krom, and Mantakk, important metalworkers from Kadralhu's history.

3. Plaza of the Honored Dead

Dwellings converted into mausoleums line the avenues of the Corpse Commons. Remnants of the former residents stand alongside the Plaza of the Honored Dead. The mummified corpses of the most prominent artisans, soldiers, and bureaucrats stand alongside the avenue, arms crossed. Unlike the mummies inside buildings, these wear fine clothing they possessed in life.

4. Papermakers' Guildhall

Beginning with the second generation, oklu servants began to live in the abandoned hall instead of the cramped oklu quarters. The building is empty much of the time, as its residents leave to hunt, forage, maintain the abandoned buildings, and keep lanterns lit.

One section of the hall's roof collapsed under falling rock. Though the oklu cleaned up the building, most of its furnishings were destroyed. Even the spectral giants who once belonged to the Papermakers' Guild no longer care about the building. Forcing the oklu out isn't worth their time—at least not with the Cult of Rebirth occupying the oklu quarters.

5. Oklu Quarters

Four squat buildings, hidden from public view by a brick wall, housed oklu servants. The cramped quarters left little room for possessions, of which the oklu had few in any case. They had to sleep on thin mattresses on stacked bunk beds, then string hammocks when they ran out of room.

After the fall, most oklu moved into the unused Papermakers' Guildhall. When the Cult of Rebirth began, its members returned to the old oklu quarters, refusing to live in a place meant for their oppressors.

FACTIONS

Two major factions vie for power within the Corpse Commons and, they hope, what remains of the rest of the city. Kept in close proximity due to circumstance, the groups don't see eyeto-eye on much. Neither group tolerates disrespect for the dead or grave robbing.

HISTORY OF THE CORPSE COMMONS

This district served as a refuge for giants who remained in the city as it fell. Abandoned by their richer, more powerful leaders, these workers hoped the sturdy construction of the commons would partially protect them. Though scores died in the crash, many did survive thanks to the plan. Unfortunately, they found themselves trapped by the shattered tunnels. Some, driven mad by drinking tainted water, lashed out indiscriminately in savage displays of brutality. Others responded by forming a death squad they called the Red Legion. All the giants succumbed to bloodshed, madness, or starvation before three months had passed.

Only oklu survived, thanks to their immunity to tainted water and adaptations to survive on minute amounts of food and water. They cleaned the streets of bodies and blood, mummifying their old masters and placing their bodies within their own now-abandoned estates. The mummies of the most prominent and respected giants were placed alongside the wide avenue, where they watch over the street like guardian statues.

Over time, two major phenomena altered the status quo in the Corpse Commons. First, a few giants returned in ghostly form—at first just for moments at a time, but gradually for longer and longer periods. Then, three oklu had visions that radically changed them. These oklu shook off the impressions imprinted by their dead masters, becoming the Cult of Rebirth and worshiping a goddess they call Kaima. These factions share the Commons, unable to really take action against each other but fundamentally opposed in most of their goals.

The Cult of Rebirth

A number of oklu have experienced visions telling them about the will of Kaima, the goddess of death and rebirth. They don't know that the deity's body rests within the city's Vault (see Chapter 7), but they worship her nonetheless. They follow the brief flashes of her teachings from their visions. The first three to have visions—the Triumvirate—had visions telling them Kaima created the oklu, and they believe their race were meant to be her chosen people.

The cult contains about twenty members, but only eight have had visions so far. Most followers of the Cult of Rebirth chose to follow the religion's tenets (although the giants suggest they are under impressions given by the cult's leaders). The visionaries have shaken off any vestiges of their original castes, though some other members still struggle against old impressions. If the spectral giants hadn't appeared, the cultists would have surely been able to sway the oklu of this region to their cause (though they don't intentionally plant impressions on their fellows).

THE TRIUMVIRATE

Leadership of the cult falls to the first three oklu enlightened by Kaima. They also have the most frequent and detailed visions.

History: These three oklu had the first visions of Kaima, about 10 years ago. They struggled to chronicle and decipher the words and images she showed. Believing a god had



contacted them, they worshiped her and recruited more to their cause—especially as more oklu received visions.

Agenda: The cult seeks any information on the god they can find to supplement what they've gleaned from visions. They've tried repeatedly to enter the Forbidden Archive and have become increasingly desperate to find out what's inside. Recently, Roko had a vision that an exarch of the god dwelt within. This new information has increased the cult's sense of urgency.

Allies: The members of the triumvirate are extremely close, almost eerily so. Their bond with the other cultists is also strong, and they treat members who haven't had visions with the same respect as those who have. The other oklu in the area who haven't joined the cult aren't truly allied with the cultists, but they aren't exactly allied with the giants, either—just cowed by them.

Enemies: The triumvirate oppose the spectral giants' agenda and don't get along with any of them. They consider the giants' close-mindedness an impenetrable barrier preventing the sides from working together.

Roko

We oklu are Kaima's people, but she is everybody's god.

The humble diplomat, Roko usually speaks for the triumvirate. When recruiting new members or dealing with the giants, she is the face of the cult.

Personality: Calm even in the face of insults, Roko makes it seem like the entire cult shares her even temper. Her kindness doesn't prevent her from being speaking her mind in a most un-oklu-like manner, and she'll be the first to reprimand a cultist engaging in poor behavior. She believes that when Kaima grants freedom from the old oklu mindset, she also demands that freedom be used responsibly.

Appearance: Roko has the coloration of a *lothaa* and striking green eyes. She almost never goes invisible around non-oklu, thinking it makes her appear untrustworthy, and encourages cultists to act the same.

SONTI

If the worst comes, I will fight in Kaima's name.

A *salaa* warrior before her visions freed her from a caste mindset, Sonti would lead the cultists if they ever went into battle. Though she's the best warrior among the cultists, she's nowhere near as strong as the adventurers. The cultists would also fare poorly against any sizable force of giants. Luckily, it's unlikely they'll fight anytime soon.

Personality: Though she's a veteran warrior, Sonti has no desire to go into battle. The cult's numbers are simply too small to waste on fighting. Sonti instead uses her command training to organize and motivate the cultists.

Appearance: Sonti cuts an imposing figure: tall, lean, and muscular. Her skin color marks her as a former salaa, and her body and scars make it clear she is a veteran warrior. Unlike most cultists, she even wears weapons—her signature kukris during prayer.

Omna

So much of our knowledge lies in fragments. We have to put the pieces together to see Kaima's plan.

The arcane scholar Omna used simple rituals to repair broken furniture, light oil lamps, and perform other minor tasks before his awakening. Afterward, he became the foremost chronicler of visions of Kaima.

Personality: Omna has a way of looking at any topic as a part of Kaima's plan. What is the significance of the adventurers' arrival? What does it mean when one spectral giant takes longer to dissipate than another? If the hunters caught a rat yesterday and find a snake today, is that significant?

Appearance: This long-limbed former *lothaa* has scars from old burns across one arm from a ritual attempt gone awry. Steeped in all the divine lore of Kaima he can find, Omna embellishes his clothing with his best guess of what the goddess's divine symbols might be.

QUEST: RECOVER THE BODY

Roko's vision showed her a magnificent follower of the goddess, then an image of the entrance to the Forbidden Archive. The oklu aren't capable of opening the Vault or braving its dangers, and they pray the adventurers to retrieve the exarch. They've been piecing together a special ritual to return the creature, called Sohm Parahni, to life.

Quest XP: 1,400 XP (minor quest) if the adventurers find Sohm Parahni's body and return it to the oklu. Also generate one treasure as a reward from the oklu.

Secrets from the Giants

If the adventurers help out the giants (by recovering the armor or in some other way you deem appropriate), Andasta provides information about the history of the city—a map of the city before the fall, data on how the Waterworks functioned, or discoveries by the explorer Khazath about the current state of the city. The biggest secrets, regarding Kaima and the Vault, will never pass her lips.

The Spectral Giants

The giants who oncelived in what became the Corpse Commons have, over the long centuries, returned to a semblance of life as spectral giants (described on page 16).



ANDASTA, THE VISIONARY

"This was once our greatest triumph. To see it like this, I am ashamed. We must restore Kadralhu to regain our honor."

The leader of the spectral giants, Andasta plans for their resurgence. Even when the ghosts could only appear for hours before fading away, she had hope and ambition. She's rallied the others behind her, but fears her plan cannot be completed without the ability to properly explore the ruins.

History: A rigorous, solitary scholar, Andasta kept her head down and avoided the politics and commerce of Kadralhu. Assistants collected artifacts and tomes from traders and returned them to her at the archive. Her collection was vast, ranging from records of then-current events to the few remaining chronicles of the Kadrana before the construction of the city. As the city crashed down, she was forced to leave her archive to gather in the Commons for protection with her fellows. Amid the madness that followed, Andasta grew disgusted by what her people had become and killed herself by leaping from a towering building. Her ghost was among the first to appear, just for a few minutes, 30 years ago. She's grown stronger and can now maintain her spectral form for days in a row. Andasta discovered from another spectral giant she had befriended in life-Felmas the armorsmith-that spending time in the Iron Guildhouse could make a ghost appear more often and last longer before discorporating. She spread the word, forming a coalition of giants behind the goals she's slowly been devising.

Personality: The once-timid scholar's personality changed radically through the traumatic period preceding her death and since her return as a ghost. She has grown comfortable with command, unafraid to argue with giants who had once been her societal betters. Driven by a distinct purpose, Andasta is headstrong but not unreasonable; a strong case backed up by evidence can get her to change her mind on a given point.

Appearance: A frost giant, Andasta wears a simple dress and carries a few of her prized historical scrolls. Her white hair is pulled back in a long braid; her icy gaze conveys her determination.

Agenda: Andasta lived at what she saw as the peak of Kadrana civilization, and its fall devastated her. She would see the golden age reborn, with herself as the architect of its resurgence. The first step of her plan is to bring life—or at least physical form—to the spectral giants. Only then can she begin rebuilding Kadralhu. She hopes the means lies in the Forbidden

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Archive, and that the adventurers can find it for her. In her role as record-keeper, Andasta read the ancient texts about Kaima. She's aware the giants were saved long ago by the godling's grace but believes that the giants must now move on and make their own way. Andasta conceals her knowledge about the goddess to benefit her own plan. It's unlikely she'll reveal this knowledge except in the face of Kaima's true power, but she does show an uncanny knack for predicting the outcome of the Cult of Rebirth's forays into divine magic.

Allies: All the spectral giants are at least grudgingly allied to Andasta; most follow her with enthusiasm. All are in her debt for giving their spectral forms greater duration.

Enemies: The Cult of Rebirth despise Andasta as leader of the giants. Though she doesn't really care whether the giants subjugate the oklu, many of her followers make this their mission and she allows it. As far as the oklu can tell, she's as bad as the rest.

Andasta's Plan: Step One

Andasta believes she knows how to restore the giants' physical forms. An ancient suit of armor, enchanted on the *Anvil of Shadow* before Kadralhu's founding, rests in the Archive. It was said to allow the dead who wear it to live again, using magic forbidden by Kaima's word. If her second-in-command Felmas were to don the armor, he could study it and make copies—enough for the other giants to regain their physical forms and begin restoring the city. The giants can't enter the Archive, which is warded against undead, so Andasta has waited for allies to work towards her goal.

Felmas the Armorsmith

"Andasta is the mind that plots the future of our people. I am the hand that forges our new world."

Among the Kadrana, wearing a suit of armor crafted by Felmas was a great honor. The aged stone giant now follows Andasta's plan, in which his role could be crucial.

History: Felmas perfected his craft by developing different styles of armor suited to each type of giant. His renown grew, and smiths of the Iron Guild flocked to learn his new techniques. By the time the city crashed, Felmas was a venerable artisan. He remained working at his forge even as the city dropped from the sky and was the very first to come back as a ghost.

Personality: Taciturn and calm, Felmas commands the respect and attention of the other giants on the rare occasions when he does speak. His one passion is blacksmithing, and he'll speak at length when questioned on the topic.

Appearance: The cracks and pock marks on Felmas's rocky skin show his age. He wears an apron and partial armor made to protect him at his forge. Even his work clothing shows the skill of a master craftsman, with every fastener and metal plate being both functional and beautifully wrought.

Agenda: Though he remains close to Andasta and believes in her plan, Felmas bears some resentment since she took credit for his discovery that the Iron Guildhouse held the power to increase the ghostly giants' endurance. If anyone could usurp her sway over the spectral giants, it's him. So far, he's seen no reason to. But if she reneges on her word by taking action against what he considers the giants' best interests, he might lead other giants in a revolt.

Allies: The other giants respect Felmas, and his presence solidified Andasta's power base. No giants dislike Felmas, but only Andasta and Felmas's old guildmate Savarn consider him a close friend.

Enemies: Felmas dislikes Tagrad and the Red Legion, but keeps his opinions to himself. No one among the giants or the Cult of Rebirth has any particular animosity towards Felmas.

TAGRAD THE BLOODLETTER

"Still your tongue before my sword does it for you!"

A soldier turned heartless murderer, the fire giant Tagrad prides himself on his reputation for ruthlessness. He's one of the few people both the giants and the Cult of Rebirth can agree to hate.

History: After Kadralhu crashed down and the clustered masses in the Corpse Commons regressed into savagery, one name stood out as the most ruthless and bloodthirsty among them. Tagrad, once a soldier and now a butcher, took sadistic delight in the chaos and carnage. Unlike the people driven mad by the water of Kadralhu, Tagrad had control over himself—though none would call him truly sane. He seemed to have been waiting for an opportunity like this for years. As the chaos broke out, he marshaled other giants into a coalition that vowed to protect weaker giants for extortionate fees. Their method of 'protection' was to hunt down the mad ones, mercilessly slaughter them, and steal all their possessions. Tagrad outlived all but a few of the giants, a petty dictator of a dying society, before finally succumbing to a festering wound that went untreated.

Personality: A sociopath with no redeeming qualities, Tagrad makes enemies of everyone he talks to. He's rude, stubborn, and his solution to every problem is a slit throat.

Appearance: A burly, scarred fire giant with a matted red beard, Tagrad cuts an intimidating figure. He carries a massive iron greatsword with forty-six notches carved into its blade one for every enemy he's killed with it.

Agenda: The giants' overarching plan of restoring the city and conquering lands in the names of giantkind suits Tagrad fine. He's anxious to get the city afloat so he can collect information about the current state of the outside world and formulate an extremely aggressive battle plan.

Allies: Tagrad's followers were all members of his death squad, the Red Legion. They're all brutes, mostly illiterate, and lack any skills or influence unless they can restore their physical might.

Enemies: None of the sane giants trust Tagrad. He's only useful because he controls some flunkies, trained foot soldiers who could be invaluable if the giants go to battle. The Cult of Rebirth consider him the prime example that the giants can't be reasoned with. For his part, Tagrad believes if the cultists won't follow orders like oklu should, they must be enslaved and forced to work for him.

OTHER GIANTS

Twenty-eight giants have reappeared after their deaths, but only about a dozen appear regularly and maintain their forms for any significant length of time. One giant returned in the Waterworks instead of the Corpse Commons (see page 72).

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Khazath: The ever-curious frost giant Khazath explores the ruins of Kadralhu as often as he can. The further he gets from the Corpse Commons, the faster he dissipates, but he's managed to explore a bit of the Waterworks and observe the oklu on the eastern wall. If the adventurers help the giants, he imparts information to help them as they explore other areas of the city. When Kadralhu flew, Khazath went down to the earth to explore each new society they traded with, and he loves to tell stories of the strange things he observed in those lands.

The Red Legion: Followers of Tagrad, these giants possess little ambition and even less intelligence. Only a handful of these thugs remain, all of them hill or fire giants. Known for their fury in battle and nothing else, they bide their time until they have physical form again. They are described further on pages 16, 57, and 64.

QUEST: FIND THE ANCIENT ARMOR

Despite the risk that the adventurers might discover secrets she doesn't want them to know, Andasta entreats them to enter the Forbidden Archive and collect a suit of ancient Kadrana armor that ghosts can inhabit.

Quest XP: 1,400 XP (minor quest) if the adventurers collect the ancient armor and give it to the giants.

Oklu Servants

Not all oklu in the Corpse Commons joined the Cult of Rebirth. Many still follow the will of the spectral giants, especially those whose ancestors followed those same giants in life. These servants frustrate the cultists, who see them as another example of the giants oppressing and enslaving their people. Time and again, the cultists endeavor to recruit these oklu, but only rarely with any success.

Scenes and Plot Twists

oming up with an exact implementation to bring the factions of the Corpse Commons into your game can be difficult. The adventurers might roll in, quickly determine whom they want to side with (or what they want to get out of their dealings), and go from there. Their actions might spur interesting responses from the factions, as detailed here.

If the party is less decisive, you can make the spectral giants and the members of the Cult of Rebirth take on proactive roles. This section also describes ways they might spring at the opportunity having a new power group in the Commons presents.

Reactions to the Adventurers

If the PCs have a direction and stick with it, others react to their interference. Here are Tagrad, Andasta's, and other's likely reactions.

The Bloodletter Betrayed

Tagrad might call an attack on the adventurers if they convince the giants to shun the Red Legion, or if they become popular among the giants. Since he's not completely irrational, Tagrad might not attack as soon as he finds out he's been 'betrayed.' He might wait for adventurers to retrieve the ancient armor from the Archive, or stalk them in his ghostly form and strike later on in the adventure. A sample encounter with Red Legionnaires appears on page 64.

THE STOLEN ARMOR

If the adventurers recover the ancient armor for the giants, Tagrad attempts to manifest within it before Andasta or Felmas can. This is his power-play to take over the leadership of the giants he believes he deserves. Killing adventurers would demonstrate he's still ruthless and strong: thus he leads his Red Legionnaires to attack them immediately. The mechanical effects of Tagrad taking the armor are described in the sample encounter on page 64.

The Intimidated Guide

Khazath is the only giant to have explored other areas of the fallen city. If the adventurers ask him for advice, he agrees to lead them into other areas of the city. Before the group departs, Tagrad the Bloodletter bullies Khazath, forcing him to agree to lead the adventurers into dangerous parts of the ruins. An adventurer might have a chance, with an appropriate Perception check, to overhear part of the conversation. If Khazath does lead them, he might take them into treacherous tunnels that could collapse. Alternately, Khazath might in all innocence simply forget that those he's guiding aren't spectral, which could lead to all sorts of mishaps. Khazath might also lead the adventurers live, such as the Waterworks (see Chapter 6).

GRAVE ROBBING

If the adventurers looted or disturbed the bodies in any of the houses of the Corpse Commons, they could be found out. Many oklu, still following their imprints, continue to clean the giants' houses, and they notice if things are missing or out of place. Even the spectral giants occasionally manifest in their former houses and could see grave robbers in action. The oklu and the giants shun the adventurers if they're caught grave robbing. They might not entirely refuse to work with those suspected of such deeds but become decidedly unfriendly and suspicious.

The Uncaring Adventurers

The adventurers might decide not to bother with affairs in the Corpse Commons. A handful of the less devout cultists follow—stealthily, at first. These followers take the adventurers' departure as a sign from Kaima that the Cult isn't doing enough. They believe the adventurers' explorations have a better chance of furthering her will than the debates of the Triumvirate.

Proactive Plots

Some NPCs have their own ideas, and certainly a party that sits and talks and does nothing will eventually find itself overtaken by events. Here are the directions that Andasta and the other giants take if the PCs are slow or inactive.

RUMORS OF BLASPHEMY

Andasta speaks with the adventurers about the Cult of Rebirth. She doesn't care much about the cult's actions herself, but she wants the adventurers to side with her rather than with them. Although she privately believes Kaima either perished long ago or will never awaken from her sleep, to keep outsiders from disturbing the god she claims that Kaima is a dark avatar of apocalypse. The 'rebirth and renewal' promised by the cult can come only after all else is destroyed. According to Andasta, the oklu believe their kind will remain safe within the city as the world outside burns. She, on the other hand, professes concern for the rest of giantkind who still live in the outside world, lest they be wiped from existence "when the evil Kaima arises."

She might even include a mention that the oklu have tried to raise giants as zombies. Later, if the adventurers return the body of Sohm Parahni, the resultant mummies (see Encounter C2: The Risen Mummies) looks like a confirmation of Andasta's suspicions. It's really just a happy accident.

In the Outsider's Mind

Frustrated with the adventurers' inaction, two members of the Cult decide to act in Kaima's name. Toleth and Amere, two young cultists, steal a mind control ritual from Omna's books. They use it to attempt controlling the mind of one of the characters. The subject begins to feel a haze drift over his or her thoughts, as if he or she were coming down with a bad cold. The ritual is easy to stop if the adventurers can find Toleth and Amere before they complete it. If they don't, the controlled character sets out for the Forbidden Archive immediately. This mind control works differently from being dominated. The character has full control over his or her actions (the Cult needs the adventurer's combat prowess, after all), and is able to speak his or her own thoughts. Still, the subject is compelled to go to the Forbidden Archive and find the body of Sohm Parahni. All other plans fall to the back of the controlled adventurer's mind.

If the adventurers complete their quest in the Forbidden Archive, or if they promise Toleth and Amere they will do so, the cultists release the controlled character. They have no intention to make someone their slave; they just believe they are doing what they must to see that the will of Kaima is followed without hesitation. The two face punishment from the Triumvirate for their actions. If they don't get caught, they confess what they've done and ask the adventurers for forgiveness.

The Forbidden Archive

Beneath the Corpse Commons lies a strange combination of library, laboratory, and chapel. Guarded by a deadly trap and imprisoned adversaries of the giants, the Forbidden Archive doesn't give up its treasures easily.

Doors: Except for the burned-down wooden doors off the record rooms, all the doors are stone slabs. The imprisoned kings are unable to open these doors but can pass through them once they're open. Only the door between areas 6 and 7 is locked (requiring a DC 22 Thievery check to open).

Ceilings: The ceilings here are 20 feet high in most areas, but 25 feet high in area 1 (the **Entryway**).

Braziers: Everburning braziers, filled with eternal fire from the Elemental Chaos, light the Archive, filling it with bright light. The braziers in all areas except Area 1 have mirrors behind them to reflect their light over the whole room. There are no braziers in area 2 (the **Record Rooms**), though dim light filters in from area 1.

1. Entryway

The magic circle in the center of this room serves as a teleportation circle if the adventurers activate the triggers in the three chapels. The sections have symbols: an altar (northwest), a dragon wing (east), and a map (southwest). As the adventurers activate the sigils, the corresponding sections of the magic circle begin to glow. A character who steps into the teleportation circle when it's active teleports to area 9, The Sanctuary of Sohm Parahni.

When the adventurers enter the room, they alert the King of Avarosh, and he rushes from Area 2 to do battle with them. See the **King of Avarosh** encounter on page 63.

2. Record Rooms

All the bound books of records, along with their wooden shelves, have been reduced to ash and charcoal. The King of Avarosh ventured into the record room when he was left unattended after the death of the giants, struggling against his elemental blood to erase the history of those he hates.

Two shattered glass jars lie near the door of the central room, their wooden stands burnt out from under them. Near each, a hole no more than two inches across pierces the stone floor. Each one resembles a burrow and seems to go down endlessly. A metal plate still attached to the remnants of one stand reads:

TRIGNOTARB Wonder of Peikadda

Strange insectoids who produce larva that when introduced to hosts take their minds from them. For the glory of Kadralhu, we submit these specimens to the Archive. —The Naturalist Council of the Kingdom of Peikadda

3. Study

The wooden tables here are piled with tomes. Andasta, now the spectral giant's leader, had been working desperately in the days just before the crash searching for a way to purify the tainted water and end the madness that had overtaken her people. When the adventurers arrive, they're attacked by the remaining two kings imprisoned in the Archive (see Encounter C1: The Two Kings on pages 65-67). The books here might be of some use if the adventurers can prevent them from being destroyed during the battle. An adventurer who rescues books might collect one or both of the significant works listed below. Other rescued books might contain a few alchemical formulas or rituals. All the books are giant-sized and written in Giant.

The Waterworks of Kadralhu: This tome describes the basic structure of the sewers and channels that lead to and from the Waterworks, along with the facility itself (see Chapter 6). Curiously, major portions of the map were left blank and are not addressed in the text (these conceal the location of the Vault). The maps are inaccurate due to distortions caused by the fall, but adventurers can discern the general direction of places.



The Eyes of Divination

Each of the entryways between areas 3 and 4 has a rune and corresponding magical effect that only activates if a creature travels through in a specific direction. A rune of an open eye faces the study above the northern pathway. If a creature moves through that passage from west to east, the scrying basin activates. Since it's full of tainted water, the creature is dazed until he or she deactivates the effect using the other passage.

In the southern passage, a closed eye faces the divination room. Moving through the southern passage from east to west ends the divination effect. There's no effect when a creature moves through the northern passage from east to west or through the southern passage from west to east.

Symbology of Kaima: The iconography associated with the goddess Kaima is described in great detail in this academic work. It's unconcerned with facts about the goddess, but details how her symbols come in threes-representing life, death, and a third state comparable to hibernation following death and preceding rebirth. The blood of the goddess was another potent symbol, and flowing water was frequently used as an analogue. The text is fairly late, dating to not long before Kadralhu fell, and talks about how her image was being razed by giants who had returned to worshiping the primordials.

A rune showing an open eye decorates the northern passageway. See the Eyes of Divination sidebar for details.

4. Divination Room

Water from the city's supply wells up into the basin here. It was once used for divination rituals but became useless once the water became tainted. Andasta used this water to test remedies she developed. None worked, and the floor is still littered with discarded scraps of parchment, vials of strange liquids, and canisters of powder. A set of stairs leads up to area 8, the Museum of Desecration.

An illusionary wall covers the entrance to area 5, the Hidden Chapel on the north wall. A character has to succeed on a DC 30 Perception check to detect it. If the basin breaks during the battle (see Encounter C1: The Two Kings), the water might run into the entryway, lowering the Perception DC to 22.

A rune showing a closed eye decorates the southern passageway. See the Eyes of Divination sidebar for details.

5. Hidden Chapel

Separated from the divination room by an illusionary wall, the Hidden Chapel houses one of three sigils carved in stone. Each one must be activated to enable the teleportation circle in the Entryway. The three were created to require knowledge that the architects thought no one giant in the city would possess.

The sigil in the Hidden Chapel shows the image of a map, keyed to knowledge of Kadralhu's history. A map of places the city visited is etched into the room's north wall. When someone touches the sigil, a golden circle appears around one of the locations. If someone in the room speaks the name of the location aloud, the sandy brown sigil stone turns clear and the corresponding section of the teleportation circle activates.

Fortunately for the adventurers, Ollosendre (see page 66) used his time trapped here in the Forbidden Archive to study the map. Dozens of books litter the floor near the sigil, and nearly every location the map shows has a name written near it in Elven and Common. The handwriting is coarse and angular, written while Ollosendre managed to overcome his intense pain to control his own body.

6. Dragon Chapel

Though giants have nothing to fear, this entire room acts like a massive trap for smaller intruders. It triggers when somebody enters the room.

When the adventurers reach this room, read:

A statue of a white dragon on a circular base stands in the middle of this long, rectangular room. The room splits in two towards its south end. A sculpture of a blue dragon's head protrudes from the wall at the end of one branch of this split and a red dragon's head from the other.

Once someone actually steps into the room, read:

The floor is made up of massive metal plates 10 feet on a side. With the weight of a person upon it, the plate depresses and emits the sound of a switch clicking into place. The white dragon statue rotates to face your direction, and frost spills from its mouth to coat the room around it.

The floor plates trigger the trap if weight is set on them, but the weight of a giant deactivates the trap. The sigil in this chapel retracts into a space under the wall while the trap is active.

The two dragon heads each fire in a straight line; the white dragon statue rotates on a large slab, firing blasts of cold in any direction. Two squares in the room, where the hallway widens in front of the red dragon head, can't be attacked by any statue. A creature can climb onto the white dragon statue to avoid its attacks (DC 15 Athletic check) but has to make a DC 22 Acrobatics check each time the statue uses white breath or fall.

Like most of the braziers in the Forbidden Archive, the one in the northeast corner of this room has a mirror mounted behind it. If a character takes this mirror, he or she gains a +2 bonus to defenses against the statues' attacks. At the DM's discretion, a character with the mirror might be able to deflect attacks in different directions.

WHITE DRAGON STATUE Object

Level 16 Elite Trap XP 2,800

Detect Perception DC 22 Initiative +25 AC 30, Fortitude 28, Reflex 28, Will -Immune cold, necrotic, poison, psychic, all conditions, ongoing damage; Resist 5 all

STANDARD ACTIONS

C White Breath (cold) • At-Will

Attack: Close blast 5 (creatures in the blast); +19 vs. Reflex Hit: 2d8 + 10 cold damage, and the target is slowed (save ends).

Miss: Half damage.

TRIGGERED ACTIONS

O Seal of Frost

Trigger: The statue rolls initiative

Effect: Frost runs along the ground and begins sealing the doorways with walls of ice. This round, the three doorways are difficult terrain. At the start of the next round, they become blocking terrain. Each wall has AC 10, Fort 10, Reflex 10, 80 hit points, and is immune to cold. The walls last until they are destroyed or the dragon statue is disabled or destroyed.

COUNTERMEASURES

- *Disable*: Thievery DC 22. First Success: The adventurer chooses a cardinal direction. The statue can only attack squares in that direction until the end of its next turn. Second Success: The statue takes a –2 penalty to attack rolls and doesn't deal damage on a miss. Third Success: The statue is disabled.
- *Move*: Athletics DC 27 or a successful bull rush. Success: The creature pushes the statue up to 1 square. (If it's in the path of another statue's attack, it counts as a target.) If the dragon is pushed far enough to cover one of the 10-ft.-by-10-ft. floor plates, the entire trapped room deactivates.

Level 16 Trap

XP 1,400

XP 1.400

Red Dragon Statue Object

Detect Perception DC 22 Initiative +15 HP 150

AC 30, Fortitude 28, Reflex 28, Will -

Immune fire, necrotic, poison, psychic, forced movement, all conditions, ongoing damage; Resist 5 all

STANDARD ACTIONS

C Red Fireball (fire) • At-Will

Attack: Affects all squares in a 2-square wide line that extends to the northern wall (creatures in the burst); +21 vs. Reflex

Hit: 2d10 + 10 fire damage, and slides the target 4 squares. Miss: Half damage.

Fail-safe • At-Will

Requirement: The statue has no targets it could attack, and the white dragon statue has not been disabled or destroyed. *Effect*: The white dragon statue uses white breath.

COUNTERMEASURES

• Disable: Thievery DC 22. First Success: The statue takes a -2 penalty to attack rolls and doesn't deal damage on a miss. Second Success: The statue is disabled. Failure (21 or less): The statue uses red fireball.

BLUE DRAGON STATUE Level 16 Trap Object

Detect Perception DC 22 Initiative +5 HP 150 AC 30, Fortitude 28, Reflex 28, Will -**Immune** lightning, necrotic, poison, psychic, forced

movement, all conditions, ongoing damage; Resist 5 all

STANDARD ACTIONS

C Blue Bolt (lightning) • At-Will

Attack: Affects all squares in a 2-square wide line that extends to the northern wall (creatures in the blast); +21 vs. Reflex

Hit: 2d10 + 10 lightning damage, and the target falls prone. Miss: Half damage.

C Elemental Link (fire, lightning) + At-Will

Requirement: The red dragon statue has not been disabled or destroyed.

Attack: Affects the 6 squares between the blue and red dragon heads (creatures in the blast); +21 vs. Reflex

Hit: 4d10 + 10 fire and lightning damage.

Miss: Half damage.

Fail-safe + At-Will

Requirement: The statue has no targets it could attack, and the white dragon statue has not been disabled or destroyed. *Effect*: The white dragon statue uses *white breath*.

COUNTERMEASURES

• *Disable*: Thievery DC 22. First Success: The statue takes a -2 penalty to attack rolls and doesn't deal damage on a miss. Second Success: The statue is disabled. Failure (21 or less): The statue uses *blue bolt*.

The Sigil

If the adventurers bypass the traps, they hear the stone sigil slide back out. The sigil is emblazoned with the image of a dragon's wing. Above it, two dragon heads are carved into the wall: one black and one green. On close inspection (Perception DC 31), the adventurers see acidic burns near the black and flecks of dried poison near the green. If a character applies acid to the black dragon or poison to the green, the sigil stone turns clear and the corresponding section of the teleportation circle in the **Entryway** activates. A character can either use a power with the appropriate keyword or find an acidic or poisonous chemical by searching the vials in area 4 (the **Divination Room**).

TREASURE

If the adventurers overcome the trap, generate one treasure. It represents gems and gold inlaid into the dragon statues.

7. Blood Chapel

The two sigils here—the eastern one real and the western a decoy—look nearly identical. Both show images of a holy altar. A small cup sits between them, affixed to the floor. Above each one is an image. The one above the eastern (real) sigil shows a giant with hands tented, making a triangular shape with his arms. The one above western (false) sigil shows a giant making a circular shape with his arms. Writing (in Giant) above them reads, "*As there is one holy blood, there is one holy path.*"

If the cup is filled at least halfway with blood or water (any other substance heats up, melts, and boils away), it tips over, pouring a stream of blood towards the eastern sigil. The blood or water then evaporates, leaving no trace. If an adventurer stands in front of or on the sigil and makes the triangular gesture, the sigil stone turns clear and the corresponding section of the teleportation circle in the Entryway activates. If an adventurer attempts to activate the false sigil by making the circular symbol, that character begins bleeding. He or she takes 2d10 + 10 damage and ongoing 15 damage (save ends).

8. Museum of Desecration

This upper level houses ancient items from the Kadrana society that Kaima banned. All of them represent undeath, an unconscionable corruption in the eyes of the goddess. The giants avoided destroying the items by concealing them here behind a wall of warding. The wards are meant to keep the items out of the hands of anyone who might use them, while preserving them as part of the giants' past. The items include the following:

- Ancient Armor: Undead spirits can inhabit this armor. The spectral giants of the Corpse Commons want to collect and reproduce it.
- Skeleton Warriors: The force that animated these skeletons was dispelled long ago.
- Sword and Maul: These weapons made of dark metal are decorated with iconography of skulls. When wielded by an undead creature, these weapons deal 10 extra necrotic damage.
- Tomes: Most of these books describe necromantic rituals.
- **Relics of Anzuud**: The lich Anzuud had become one of the influential forces among the Kadrana before Kaima rescued them. To prove their devotion to the goddess, the giants shattered Anzuud's phylactery, destroying him. His journal, body, and magical cloak all stand on display here, along with a jar containing the fragments of his phylactery.

RETRIEVING THE ARMOR

If the adventurers want to take the armor back to the spectral giants, they need to deactivate or bypass the wall of warding. Someone with teleportation powers can simply teleport through, and *dispel magic* or a similar effect can disable the wall for 5 minutes. Otherwise, a character must succeed on a DC 30 Arcana check. If the check succeeds, the barrier drops for 1 minute. If the check fails, the wall locks, and no one can try the check again until 24 hours pass. The armor is heavy, requiring three people to carry it in pieces (or two people if one can make a DC 22 Endurance check).

9. Sanctuary of Sohm Parahni

One small section of the archive lacks a physical connection to the rest of the complex. The only access is through the portal in area 1. This spherical room, shaped in an echo of the Vault (see Chapter 7), houses the remains of Sohm Parahni. This desiccated husk of a large reptilian humanoid was once an exarch of Kaima, and his body will live again once she is reborn. If the adventurers give the body to the Cult of Rebirth, the cultists attempt to resurrect the exarch (see The Body of Sohm Parahni on page 63 and Encounter C2: The Risen Mummies on page 68). It requires three strong people to carry the sarcophagus, or two to carry the body without the stone coffin. Characters can teleport back to the circle with a move action.

The Key of Silence: One of the keys to open the Vault (described on page 11) sits in a hollow on the side of Sohm's sarcophagus. It can be removed without difficulty.

eXe

ENCOUNTERS

ot many wandering monsters traverse the massive halls of the Corpse Commons. The oklu hunt or exterminate small creatures, and the lights and lack of resources keep others away. Encounters here tie closely to the story.

The Body of Sohm Parahni

The Cult of Rebirth want the body of Kaima's exarch. If they get it, they enact a resurrection ritual they created from a composite of the visions different cultists received as part of their initiation into the order. The ritual does work, after a fashion, despite being untested (the cultists couldn't spare the unique ritual supplies to try it in advance). Unfortunately, the exarch draws on the life force of his goddess, so he can't be raised before her return. Instead, the ritual reanimates the bodies of the giant mummies. See Encounter C2: The Risen Mummies on page 68.

The King of Avarosh

Encounter Level 16 (7,000 XP)

• Holdred, King of Avarosh

One of the imprisoned kings within the Forbidden Archive (see page 59), the King of Avarosh is compelled to attack the adventurers simply because they aren't giants. The blazing elemental blood within him forces him to strike, but all the while he screams for forgiveness. Some phrases he might say include the following:

- "This is not me. I am a king! I am above this!"
- "The elemental blood—I can't control it! Forgive me!"
- "The giants did this to three of us. We opposed them and they . . . altered our blood."
- "Do what I cannot. Avenge me by slaying the giants!"

If the adventurers describe what happened, the King tries to understand as best he can. There's a slim chance they might be able to suppress the elemental blood or soothe the King's pain. This typically requires the use of mind-affecting powers that daze, stun, or dominate, though an expert in fire magic might be able to make a DC 30 Arcana check to alter the elemental blood's effect. If all else fails, the adventurers could kill the King and use *raise dead* or a similar effect to return him to his original form.

TREASURE

Holdred carries the goods he possessed in life. Generate one treasure if the adventurers defeat him.

HOLDRED, KING OF AVAROSH Level 16 Solo Brute Medium natural humanoid, dwarf (fire) XP 7,000

Initiative +12

Perception +14

HP 810; Bloodied 405 AC 30, Fortitude 30, Reflex 26, Will 28 Speed 5 Low-light vision Resist 10 fire Saving Throws +5; Action Points 2

TRAITS

O Hot Blood • Aura 1

Enemies gain vulnerable 10 fire while in the aura. Whenever an enemy ends its turn in the aura, it takes 10 fire damage.

Subdue the Elemental Blood

When Holdred is dazed, stunned, or dominated, he doesn't lose any actions but can choose how to use his standard action instead of being controlled by his elemental blood.

Stand the Ground

The dwarf can move 1 square fewer than the effect specifies when subjected to a pull, a push, or a slide.

Steady-Footed

The dwarf can make a saving throw to avoid falling prone when an attack would knock him prone.

STANDARD ACTIONS

m Greataxe (weapon) • At-Will

Attack: Melee 1 (one creature); +21 vs. AC

Hit: 3d10 + 17 damage.

M Double Slash • At-Will

Effect: Holdred uses greataxe twice.

MOVE ACTIONS

Walk through Flame (teleportation) • At-Will

Effect: Holdred teleports up to 10 squares. He must start or end this movement adjacent to a fire.

MINOR ACTIONS

C Growing Blaze (fire) • At-Will (1/round)

Effect: Close burst 10. Each brazier and other fire in the burst erupts, dealing 15 fire damage to each enemy within 2 squares of it. An enemy caught in more than one eruption takes the damage only once.

MINOR ACTIONS

C Conflagration (fire)
 Recharge 4 5 6

Attack: Close burst with the same size as the hot blood aura (each enemy in the burst); +17 vs. Reflex

Hit: 3d6 + 12 fire damage, and ongoing 10 fire (save ends). Miss: Half damage.

viiss. Hail Gallage.

Effect: The size of Holdred's aura increases by 1 until the end of the encounter.

TRIGGERED ACTIONS

Trigger: An enemy adjacent to Holdred hits him with an attack.

Attack (Immediate Reaction): Melee 1 (triggering enemy); +19 vs. Fortitude

Hit: 2d6 + 17 fire damage, and the target is immobilized (save ends).

C Bloodied Blaze • Encounter

Trigger: Holdred is first bloodied.

Effect (Free): Conflagration recharges, and Holdred uses it. Str 22 (+14) Dex 18 (+12) Wis 23 (+14) Con 26 (+16) Int 16 (+11) Cha 18 (+12) Alignment unaligned Languages Common, Dwarven Equipment chain armor, greataxe

The Red Legion Rises Encounter Level 16 (7,600 XP)

- Tagrad the Bloodletter (level 15 elite soldier; page 17)
- 2 Red Legion hill giants (level 15 brute; page 17)
- 2 Red Legion fire giants (level 16 skirmisher; page 17)

Tagrad the Bloodletter always travels with an entourage of his brutish Red Legion followers. If the adventurers convince the other giants to spurn Tagrad, he commands his Legion to attack. Several possibilities are described on page 58.

Given the chance, Tagrad steals the ancient armor from the other giants. If the adventurers are present when he takes it, they can try to force his spirit form out by making a DC 30 Religion check or DC 35 Arcana check. This rebuffs him, causing him to attack in his ghostly form. Tagrad also runs into trouble if another ghost has already inhabited the armor. Tagrad has to succeed on a DC 22 Endurance check or be shunted out of the armor and unable to take it over as long as its current occupant remains inside.

If Tagrad inhabits the armor, he gains all the following benefits:

- gains a +2 bonus to all defenses
- loses insubstantial, vanishing ghost, phasing, and his fly speed
- gains resist 10 to all damage
- gains a +4 bonus to his weapon attacks, which now target AC instead of Fortitude
- deals 5 fire damage, due to the heated metal, to any adjacent creature that attacks him.



THE TWO KINGS

COMPANY LEVEL 15 (6,000 XP) XOOOOOOOOOOO

SETUP

- Iji, King of Lemport (I)
- Ollosendre, King of Sellecus (O)

When the adventurers enter either the **Study** (area 3) or the **Divination Room** (area 4), Iji the oni king takes notice of them. He's on alert if the adventurers fought Holdred in the **Entryway** (area 1), but if they sneak around to a side entrance, have the party member with the lowest Stealth roll a Stealth check against the oni's passive Perception of 22. If it succeeds, the adventurers get a surprise round. Ollosendre is meditating in the **Hidden Chapel** (area 5) and appears after the fight starts (see Development).

Describe the connecting rooms, adjusting the text depending on which way they entered.

To describe the Study (area 3), read:

Tall tables and shelves, all well worn, fill this room. Disorganized tomes line the shelves. Sheets of parchment hang over the sides of the tables, and large jars of ceramic and glass rest atop them. Two 10-foot-long passageways lead to the next room. The northern one has a rune of an open eye inscribed on the floor in front of it.

To describe the Divination Room (area 4), read:

An ornately sculpted three-lobed basin stands in the middle of this room. The water within is slightly greenish and gives off a faint bitter scent. Papers lie scattered all around the basin, along with jars of strange liquids and powders. Many of the papers are crumpled or torn. A wooden rack in the corner holds more vials and jars. A set of stone stairs leads upward. Two 10-foot-long passageways lead to the next room. The southern one has a rune inscribed on the floor in front of it—an image of a closed eye.

When characters enter the Divination Room, compare their passive Perception checks to a DC of 32 to see if they detect the illusionary wall to the north.

If a character succeeds, read:

A vessel on the wooden rack has fallen over, and the top of it seems to be passing into the stone wall behind the rack.

The imprisoned oni king is ready for battle.

When Iji notices the intruders, read:

A glowering oni hefts his rusty falchion and glares at you. His arm spasms, the veins within glowing a putrid green. "You!" he says, "First intruders in so long. Might be good. Don't care. Iji will taste blood!"

Have the players roll initiative, and roll for both kings, even though Ollosendre isn't on the map at the start of the battle.

IJI, KING OF LEMPORT (I)

Level 17 Elite Controller

LARGE NATURAL HUMANOID, ONI HP 324; Bloodied 162 AC 31; Fortitude 29; Reflex 27; Will 31 Speed 7, fly 8 (clumsy) Darkvision Resist 10 acid Saving Throws +2; Action Points 1 XP 3,200 Initiative +10 Perception +12

O Acidic Blood (acid)

Whenever an attack hits the oni, each creature adjacent to him takes 5 acid damage.

TRAITS

Subdue the Elemental Blood

When the oni is dazed, stunned, or dominated, he doesn't lose any actions but can choose how to use his standard action instead of being controlled by his elemental blood.

STANDARD ACTIONS

m Falchion (weapon) • At-Will

Attack: Melee 2 (one creature); +22 vs. AC

Hit: 2d10 + 14 damage.

Effect: The oni slides the target 2 squares.

C Acid Breath (acid) • At-Will

Attack: Close blast 3 (enemies in the blast); +18 vs. Reflex *Hit*: 1d6 + 10 acid damage, and ongoing 5 acid (save ends). Miss: Half damage.

M / C Double Attack • At-Will

Effect: The oni uses falchion and acid breath.

MINOR ACTIONS

C Caustic Agony At-Will (1/round)

Attack: Close blast 5 (one creature taking ongoing acid damage in the burst); +20 vs. Will

Hit: The target is dazed until the next time it attempts a saving throw against the ongoing acid damage or it is no longer taking the ongoing acid damage.

Deceptive Veil (illusion) • At-Will

Effect: The oni disguises himself to appear as any Medium or Large humanoid until he uses deceptive veil again or drops to 0 hit points. Other creatures can make a DC 36 Insight check to discern that the form is an illusion.

TRIGGERED ACTIONS

C Acidic Disappearance (acid, illusion) • Encounter

Trigger: The oni is first bloodied.

Attack (Free Action): Close burst 1 (creatures in the burst); +18 vs. Reflex

Hit: 2d6 + 10 acid damage, and the target takes ongoing 5 acid damage and is slowed (save ends both).

Miss: Half damage.

Effect: The oni turns invisible until the end of his next turn. **Skills** Stealth +15

 Str 20 (+13)
 Dex 14 (+10)
 Wis 19 (+12)

 Con 18 (+12)
 Int 16 (+11)
 Cha 24 (+15)

 Alignment Evil
 Languages Common, Giant

 Equipment falchion

OLLOSENDRE, KING OF SELLECUS (O) Level 16 Elite Skirmisher

Medium fey humanoid, eladrin

HP 296; Bloodied 148

Initiative +16 Perception +11

XP 2,800

AC 30, Fortitude 26 Reflex 30, Will 28 Speed 6 Low-light vision Resist 10 lightning

Saving Throws +2, +5 against charm effects; Action Points 1

TRAITS

Subdue the Elemental Blood

When the eladrin is dazed, stunned, or dominated, he doesn't lose any actions but can choose how to use his standard action instead of being controlled by his elemental blood.

STANDARD ACTIONS

m Lightning Longsword (lightning, weapon) + At-Will

Attack: Melee 1 (one creature); +21 vs. AC

Hit: 2d8 + 15 lightning damage.

C Bouncing Bolt (lightning) ◆ Recharge when no spark spheres are present at the start of the eladrin's turn

Attack: Close burst 10 (one, two, or three creatures in the burst); +17 vs. Reflex

Hit: 2d6 + 8 lightning damage, and a spark sphere appears in any square in the burst.

Miss: Half damage.

MOVE ACTIONS

Storm Glide (thunder) • At-Will

Effect: Each enemy adjacent to the eladrin takes 2d6 thunder damage, the eladrin flies half his speed without provoking opportunity attacks. The next time the eladrin uses a lighting power, he deals lightning and thunder damage instead.

Fey Step (teleportation) • Encounter

Effect: The eladrin teleports up to 5 squares.

TRIGGERED ACTIONS

Electric Blood (lightning, teleportation) + At-Will

Trigger: The eladrin becomes slowed, immobilized, grabbed, or restrained.

Effect (Immediate Reaction): The eladrin deals 10 lightning damage to each creature adjacent to him, ends the triggering effect, and teleports 5 squares.

Str 14 (+10)	Dex 22 (+1	4) Wis 16 (+11)
Con 12 (+9)	Int 19 (+12) Cha 18 (+12)
Alignment una	ligned La	nguages Common, Elven
Equipment long	gsword	

SPARK SPHERELevel 16 Minion ArtilleryTINY ELEMENTAL ANIMATEXP —

HP 1; a missed attack never damages a minion Initiative +15 AC 30, Fortitude 26, Reflex 30, Will 27 Perception +9 Speed fly 4 Darkvision Immune lightning

STANDARD ACTIONS

m Zap (lightning) • At-Will

Attack: Melee 1 (one creature); +19 vs. Reflex

Hit: 12 lightning damage.

r Bolt (lightning) • At-Will

Attack: Ranged 20 (one or two creatures); +19 vs. Reflex *Hit*: 10 lightning damage.

TRIGGERED ACTIONS

Spark of Life • Encounter

Trigger: The sphere drops to 0 hit points.

Effect: Ollosend	re gains 10 tempo	orary hit points.
Str 1 (+3)	Dex 24 (+15)	Wis 12 (+9)
Con 16 (+11)	Int 1 (+3)	Cha 18 (+12)
Alignment unalig	ned Languag	ges —

TACTICS

Even when he has control over his body, Iji fights the adventurers. Time has only made him more bloodthirsty. He relishes the excuse to wreak havoc and blasts anyone and anything he can. After he becomes invisible, he moves to attack either an adventurer who has become isolated from the rest or one he hasn't been able to hit reliably but might be able to hit with combat advantage.

Development

When his initiative comes up, Ollosendre uses *fey step* to appear out of nowhere, then attacks using *bouncing bolt* in order to bring some spark spheres into the battle immediately. Unlike Iji, the eladrin despairs that he is compelled to attack the adventurers. He asks that, if they slay him, the adventurers bury him in his kingdom of Sellecus—or what's left of it.

TREASURE

The giants left the Kings' worldly possessions on them, another subtle mockery of their former stature. Generate one treasure for this encounter.

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Features of the Area

Illumination: Bright light from the mirrored braziers. The Hidden Chapel is in dim light from the sigil within.

Runed Entryways: Runes decorate the passages between the study and divination room; see the sidebar on page 60 for their placement and effects.

Scrying Basin: The basin has been corrupted with tainted water. If activated, the basin glows a sickly yellow, and the creature who activated it is dazed as maddening visions fill his or her mind. This lasts until someone deactivates the runes. This basin may break; see the Collateral Damage sidebar.

Illusionary Wall: The description of the Divination Room (page 60) describes how a character might find the illusionary wall that leads to the Hidden Chapel. The wall blocks line of sight from the outside, but a character inside the chapel can see through.

Shelves: The shelves can be destroyed if they're caught in an attack. See the **Collateral Damage** sidebar. One of the shelves blocks half of the doorway between the Study and Entryway (and another partially blocks off the Hidden Chapel). Medium creatures can move through the open side. A character that wants to move the shelf must destroy it or make a DC 22 Strength check.

Braziers: A character who moves or is forced to move into a square with a brazier takes 5 fire damage.

Tables: The tables are giant-sized. They're 10 feet high and require a DC 15 Athletics check to climb.

COLLATERAL DAMAGE

Valuable arcane, religious, and historical texts fill the bookcases in the Study (area 3). Whenever a bookshelf is partially in the area of an attack, the books on it are destroyed. An adventurer can save two books per minor action he or she spends. The significant books are described on page 59.

The basin, weakened by the tainted water, might also break. If it does, some of the water flows into the Hidden Chapel (area 5), reducing the DC to find the illusionary wall to 27 (Perception check).



ENCOUNTER C2 MOREORONOMIC CONTRACTOR THE RISEN MUMMIES

LEVEL 17 (8,400 XP)

SETUP

- 2 fire giant mummies (Fi)
- 2 frost giant mummies (Fr)
- 2 hill giant mummies (H)
- Omna (O)
- Roko (R)
- Sonti (S)
- 8 cultists (C)
- Exarch corpse (E)

If the adventurers retrieve the body of Sohm Parahni, Kaima's exarch, from the Forbidden Archive, the Cult of Rebirth attempt to raise him from the dead. This encounter takes place around the pool in the middle of the wide avenue through the Corpse Commons.

When the cultists begin to enact the ritual, read:

The scents of sanctified incense and ritual candles fill the air in the wide avenue of the commons. The body of Sohm Parahni floats atop a raft in the center of a long pool, and the oklu cultists gathered around the pool chant a prayer to their dead goddess. The triumvirate take up positions on one end of the pool, then carefully pour out colored sands to create a circular symbol of rebirth.

They pour the last color of sand—a silvery dust resembling residuum-to divide the circle into three segments. As the lines of sand meet at the middle, the water in the pool begins to boil and turns a deep red. The desiccated body rocks on the raft, then its flesh cracks open. Steam escapes from the split corpse and flows down the pathway, but seems to chill the air rather than warm it.

Omna pales and says, "The soul . . . it refuses to return. It pollutes our ritual!"

A low, sinister hiss echoes through the great chamber, followed by the thud of massive footsteps as the giant mummies begin shambling towards the assembled worshipers.

Only the mummies nearest to the ritual site return to life.

Have the players place their miniatures within 2 squares of the pool, then roll initiative. The oklu all act on initiative count 20 and have the following defenses and hit points:

- Roko: AC 22, other defenses 22, 50 hit points.
- Sonti: AC 26, other defenses 22, 70 hit points.
- Omna: AC 22, other defenses 22, 50 hit points.
- Cultists: AC 20, other defenses 18, 1 hit point.

2 HILL GIANT MUMMIES (H) Level 14 Brute LARGE NATURAL HUMANOID (UNDEAD)

XP 1,000 EACH Initiative +10

Perception +10

HP 168; Bloodied 84 AC 26; Fortitude 28; Reflex 24; Will 26 Speed 6 Darkvision

Immune disease; Resist 10 necrotic, 10 poison

Flammable Corpus

Whenever the mummy takes fire damage, it also takes ongoing 5 fire damage (save ends).

TRAITS

STANDARD ACTIONS

m Slam (necrotic) • At-Will

Attack: Melee 2 (one creature); +21 vs. AC

Hit: 3d10 + 13 necrotic damage, and the mummy grabs the target (escape DC 21) if it does not have a creature grabbed.

m Crush (necrotic) • At-Will

Effect: Melee 2 (one creature grabbed by the mummy). 5d10 + 13 necrotic damage.

MINOR ACTIONS

R Earthbinding Curse • At-Will

Effect: Ranged 10 (one creature). The target can't fly or teleport until the mummy uses this power again or is destroyed.

Str 24 (+14)	Dex 17 (+10)	Wis 17 (+10)
Con 18 (+11)	Int 6 (+5)	Cha 21 (+12)
Alignment unali	gned Langu	ages Common, Giant

2 Frost Giant Mummies (Fr)

Level 17 Controller LARGE NATURAL HUMANOID (COLD, UNDEAD) XP 1,600 EACH HP 164; Bloodied 82 Initiative +12 AC 31; Fortitude 31; Reflex 27; Will 29 Perception +11 Speed 6 Darkvision Immune disease; Resist 10 cold, 10 necrotic, 10 poison

TRAITS O Icy Ground • Aura 3

Whenever an enemy moves into the aura, it must make an Acrobatics check (DC 23) or fall prone.

Flammable Corpus

Whenever the mummy takes fire damage, it also takes ongoing 5 fire damage (save ends).

STANDARD ACTIONS

m Freezing Slam (cold, necrotic) • At-Will

Attack: Melee 2 (one creature); +22 vs. AC

Hit: 2d8 + 12 cold and necrotic damage, and the target is slowed (save ends).

First Failed Save: The target is immobilized (save ends).

C Final Breath (cold, necrotic) • Recharge 5 6

Attack: Close blast 5 (enemies in the blast); +20 vs. Fortitude

Hit: 3d6 + 10 cold and necrotic damage. Until the end of the giant's next turn, if the target spends a healing surge, it regains only half the normal number of hit points. A target affected by death chill curse takes 10 extra damage. *Miss*: Half damage.

MINOR ACTIONS

R Death Chill Curse • At-Will

Effect: Ranged 10 (one creature). Until the mummy uses this power again or is destroyed, the target takes 10 cold damage at the end of its turn if it moved during that turn.

Str 27 (+16)	Dex 20 (+12)	Wis 17 (+11)
Con 20 (+12)	Int 6 (+6)	Cha 22 (+14)
Alignment unali	gned Langua	ges Common, Giant

2 FIRE GIANT MUMMIES (FI) Level 17 Artillery

LARGE NATURA	al humanoid (fire, undea)	D) XP 1,600 EACH
HP 132; Blood	ied 66	Initiative +12
AC 31; Fortitu	de 30; Reflex 27; Will 30	Perception +13
Speed 6	Darkvision	
Immune disea	se Resist 10 fire 10 necrotic	10 poison

Immune disease; Resist 10 fire, 10 necrotic, 10 poison

TRAITS

Burning Bandages

Whenever an adjacent creature hits the giant, that creature takes ongoing 10 fire damage (save ends).

STANDARD ACTIONS

m Fiery Slam (fire, necrotic) + At-Will

Attack: Melee 2 (one creature); +22 vs. AC

Hit: 2d10 + 13 necrotic and fire damage.

r Crypt Flame (fire, necrotic) + At-Will

Attack: Ranged 20 (one creature); +22 vs. Reflex

Hit: 4d6 + 8 necrotic and fire damage. If the giant is bloodied, each of its enemies within 2 squares of the target takes 10 fire damage.

MINOR ACTIONS

R Blazing Curse • At-Will

Effect: Ranged 10 (one creature). The target gains vulnerable 5 fire until the mummy uses this power again or is destroyed.

TRIGGERED ACTIONS

Phoeni	x Pyre	 Encou 	nter
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Trigger: The gia	ant is first bloodie	d.
Effect (Free Act	ion): The giant tele	eports 10 squares.
Str 22 (+14)	Dex 19 (+12)	Wis 20 (+13)
Con 24 (+15)	Int 6 (+6)	Cha 25 (+15)
Alignment unalig	gned Langua	ges Common, Giant

TACTICS

Members of the triumvirate make a tactical retreat; the rest of the oklu cultists simply run away. Even the warrior Sonti is incapable of taking on these giants, and she knows it. The adventurers may stay and fight; the oklu simply try to escape with their lives.

The mummies, enraged at being brought back in such an undignified state, lash out at anyone they think was involved with the ritual. Adventurers, oklu who don't get out of the way in time, any bystanders—the mummies attack them all. Once creatures get inside the buildings, they're safe as long as others remain outside fighting the mummies.

Motivated by supernatural rage, the giants aren't as intelligent as they were in life, but they still use simple strategies. Fire giants climb onto roofs of nearby buildings. Since their flames affect only enemies, they gang up on targets in the thick of melee. If an enemy pursues or attacks the fire giants, they direct their attacks against that enemy instead.

The frost and hill giants close in on their enemies, and take advantage of the aura given off by the exarch's corpse (see Features of the Area, below). The frost giants wait a bit before using *final breath*, giving themselves and their allies a chance to pound on some enemies before reducing the healing they gain. The frost giants target highly mobile enemies or those who try to retreat with *death chill curse*. After a frost giant immobilizes a cursed creature, it uses *death chill curse* against a different one.



DEVELOPMENT

After two or three rounds, Omna returns from hiding to try ending the effects of the ritual. He hopes this will put the giants to rest. He pours ashes on the ritual circle but needs assistance reciting the words of a funereal prayer. An adventurer can spend a minor action to speak the proper words and make the right gestures. If that character succeeds on a DC 21 Religion check, the body stops creating steam and the giants take a -2 penalty to all defenses until the end of the encounter.

Features of the Area

Illumination: Bright light from lanterns.

Pool: The pool is 5 feet deep, filled with tainted water.

Buildings: The smooth stone walls require a DC 20 Athletics check to climb. Building heights are shown on the map.

Exarch's Corpse: The desiccated form of Sohm Parahni vents unnatural steam. Any living creature that ends its turn within 3 squares of the corpse is weakened until the end of its next turn. Any nonliving creature that ends its turn within 3 squares of the corpse gains 10 temporary hit points.

TREASURE

The treasure for this encounter is given as a reward for retrieving Sohm's corpse as part of the Recover the Body quest (see page 56).

Taking the treasure from the bodies of the giant mummies is reprehensible to oklu and spectral giant alike. The adventurers gain two treasures if they do so but thereafter face ostracism from both factions.

CONCLUSION

If the ritual was cut short (see Development, above), the cracks in the body of Sohm Parahni seal up during the battle, and it returns to looking as it did beforehand. Otherwise, the body turns to dust. If the body is preserved, Sohm revives when Kaima returns to godhood.

If brought back to life, Sohm turns into a large humanoid with dragonlike features and eyes of pure black—a member of a long-dead race. His rebirth is the end of his final trial. Like his goddess, he had to die and be reborn to truly call himself her servant. He is approachable in a way Kaima could never be, and very thankful to the adventurers for any help they provided in returning his god and restoring the damage the Kadrana did. He considers all such mistakes part of a divine plan carried out by the godling. Sohm takes the fledging Cult of Rebirth under his tutelage, instructing them in the worship of Kaima. Chapter 6

THE WATERWORKS OF KADRALHU

for parties of levels 16-17



s the Kadrana labored to build Kadralhu, the goddess Kaima provided her people with instructions regarding all the things she would need while in her embryonic state. Chief among these was an embryonic chamber full of pure, fresh water. Since a continual source of fresh water is hard to obtain in the sky, she provided the giants with one of many gifts: water pillars capable of providing the water she needed while quenching the thirst of the entire city.

Not only would the water sustain the godling and the city during the millennium prior to her rebirth, it would magnify her powers, allowing the city to fly high above the ground. Given the importance of the water, the Kadrana created a temple to house the water elementals and their guardians, water archons transformed through special rituals and spells. In gratitude, the early masters of the city often entered the temple, where they gave offerings to Kaima and performed rites to maintain the clean and plentiful flow of water flowing.

How It Works

The water pillars are transformed water elementals, imprisoned in their current manifestation for centuries. The upper cistern houses the Water Temple. The water flows from the temple to the lower cistern, a series of interconnected small holding chambers. The large pipes that connect the holding chambers house long-neglected filters. From these cisterns, aqueducts funnel the water to the city and into the rest of the lower cistern through a series of portals and channels. To orient the maintenance workers, each portal has its own symbol associated with it.

Role in the City's Downfall

When the rogue oklu poisoned the water supply (see page 7), they had no idea the malsalix spores would taint its source as well. As the spores worked their way into the pillars, the amount of water produced fell to a small fraction of its previous levels. Not realizing what had happened, or perhaps not caring, the Kadrana turned off water to the godling's chamber lest they
die of thirst. They sealed the chamber, believing that the water inside would be enough for the godling, at least until they could determine the source of the reduced output.

The anarchy caused by the disease made that impossible, and the city fell before the water could be cleaned. As a result, the godling's chamber is still dry while water pooled elsewhere in the city. The remaining water is highly stagnant and home to a number of creatures including the malsalix and the chuul.

Importance in Raising the City

Water is a necessary component of life, even more so in this flying city. Besides providing much needed water to the inhabitants of the city, fresh, clean water amplifies the powers of the embryonic godling, allowing the city to fly among the clouds. Without an abundant supply of fresh, clean water, the city remains in its current inert state. To get the water flowing at full strength again, the PCs need to clear the waterworks of the taint-causing plant (malsalix) and get the filters working again. While the city will fly with the tainted water, it will not do so well or for very far.

City Level

number of features at this city level hint at just how crucial pure water was to the whole city and its workings. Amongst them are the Waterworks Master's office, the Opulent Bathhouse, and a number of water fountains, some of which work and others that do not.

Waterworks Master

Once the master of the Waterworks, he now wanders it, seeking the key to unlock his destiny.

History: The original Waterworks Masters understood the importance of their position. By the time Gognar became master, however, the position had was largely ceremonial. City masters often awarded it to young political rivals as a way of derailing their rise to prominence.

Such was the case with the last Waterworks Master. Gognar was the youngest son of Magdar, a great and powerful giant whose quick thinking allowed the city to repel an invading army that had taken advantage of the giants' growing civil unrest. Magdar wasn't quick enough to sidestep an assassin's dagger, however, and with the exception of Gognar his entire family was wiped out in a single night.

From a young age, Gognar took his survival as proof that he was destined for great things. He used his father's fame to forward his career and was on his way to becoming the youngest magistrate ever. Fearing this upstart would make it difficult for his own son to succeed him, the head magistrate appointed Gognar to the Waterworks Master post instead.

Gognar ignored the duties of his positions and instead plotted his revenge. This neglect contributed to the success of the spores. When he finally realized the extent of the crisis, the Waterworks Master descended into the depths of the Waterworks in a desperate attempt to save his city, never to be seen alive again.

Personality: When it comes to politics, Gognar has a long memory and is methodical and persistent in pursuing his goals. However, even in death he is affected by the Tainted Water Madness. Extreme fits of anger punctuate his otherwise calm demeanor.

Appearance: While his body remains in the tainted water of the Waterworks, his eyes glow green instead of their normal icy stare. His hair is loose and wild. He wears the garb of the Masters, an intricately embroidered robe detailed with silver thread. He carries a large wooden staff, originally created by braiding together the trunks of three saplings as they grew: oak, hazel, and elm. At the top, the three strands encircle a small, glowing blue orb.

Agenda: Khazath the wanderer (see page 58) has told Gognar of Andasta's plan. The long-dead Waterworks Master is convinced that his destiny is to be brought back to life so he can claim his rightful place as leader of the Kadrana. First, however, he needs his body back.

If his body is recovered from the depths of the lower cistern (see page 76), he realizes that Andasta's plan will not benefit him. The Tainted Water Madness leaves him and he offers the PCs an alliance: to devote himself to helping the PCs raise the city in return for their finding another way to restore him.

Allies: Currently, Gognar only has access to Khazath. However, Andasta hopes to persuade the master to join her cause, giving her leadership additional legitimacy.

Enemies: The actions of Tagrad the Bloodletter, along with the madness, convinced Gognar this giant was somehow responsible for his family's death. However, like the other ghosts, he recognizes how useful Tagrad could be.

Locations: Gognar will be encountered in one or the other of the two following locations.

Waterworks Office: A relief depicting rain falling on drought-stricken lands designates this as the office of the Waterworks Master. Bookcases line one wall. Most of the (giant-sized) books are filled with minutia of the job. Also on the bookcases is a small ritual book with the following rituals: *make whole* (2 sets), *water walk* (5 sets) and *water breathing* (2 sets); magically sealed earthen pots house sets of components for each. Gognar is protective of his domain and appears in the office whenever another creature enters it.

Waterworks: When no one is in his office, Gognar wanders the Waterworks. If the PCs refuse to help him or he senses a shift of focus, he stalks them and provides information about them to their enemies. If they are actively looking for his body, he attempts to help them, distracting other creatures during a critical time.

Quest XP: 1,000 (minor quest). The Waterworks Master wants his body returned to him from the depths of the lower cistern. If they need enticement, he tells the PCs about the Waterworks Master's key (the Key of Hope) and the chuul treasure room. Helping him counts as one success in the Clearing the Taint skill challenge (see page 77), and the key is one of three needed to open the portal to the godling's chamber.

Master Gognar	Level 15 Controller
Large elemental humanoid	XP 1,200
(COLD, GIANT, UNDEAD)	
HP 142; Bloodied 71	Initiative +9
AC 29; Fortitude 30; Reflex 25; Will 2	Perception +11
Speed 8, fly 4, phasing Darkvisior	
Immune disease; Resist 15 cold, 5 nec	crotic; Vulnerability 10
radiant	

TRAITS

Insubstantial

The giant takes half damage from all attacks except those that deal force damage. Whenever the giant takes radiant damage, he loses that trait until the start of his next turn.

Vanishing Ghost

When an enemy scores a critical hit against the giant, the giant is removed from play until the start of his next turn (after taking all effects of the critical hit).

STANDARD ACTIONS

m Ghostly Icy Staff (cold, weapon) • At-Will

Attack: +21 vs. Fortitude

Hit: 3d8 + 15 cold damage. If the giant is bloodied, the target and each of the giant's enemies adjacent to the target take ongoing 5 necrotic damage (save ends).

TRIGGERED ACTIONS

C Winter Winds • Recharge 6

Trigger: When hit by a melee attack.

Attack (Immediate Reaction): Close burst 5; +19 vs. Reflex

Hit: 4d8 + 9 damage and ongoing 10 cold damage (save ends).

Skills Athletics +18

Str 22 (+13) Dex 15 (+9) Wis 19 (+11) Con 14 (+9) Int 9 (+6) Cha 11 (+7) Alignment evil Languages Giant

Equipment hide armor, staff implement

dditional Encounters

The waterworks are large enough that the party may wander around for some time. Here are additional encounters if the PCs linger, or for overnight encounters.

Opulent Bathhouse

Group A

(Level 14, 5,800 XP)

- 2 Mature Malsalix Plants (Level 16 Brute; page 22)
- 12 Malsalix Seedlings (Level 14 Minion Brute; page 79)

Group B

(Level 14, 5,400 XP)

- 2 Young Sand Giant Sunspeaker Apprentices (Level 14 Artillery; see page 15)
- 2 Young Sand Giant Sneaks (Level 14 Lurker; see page 15)
- 1 Sand Giant (Level 16 Soldier; page 14)

Originally, this bathhouse was a temple to the goddess Kaima. A few hints still remain, such as a statue of a pregnant giant and scattered iconography of the goddess. However, as the Kadrana became more self-absorbed, they adorned the walls with scenes more to their liking, full of riches and indulgence. When the PCs enter, they see a group of 5 young sand giants and a number of plants locked in combat. PCs affected by the tainted water (see page 10)feel inclined to aid the plants.

If they aid the sand giants:

If the PCs help the young sand giants, the youngsters give their names and offer them their copy of a Waterworks map. Defeating the plants counts as one success in the Clearing the Taint skill challenge (see page 77).

Quest XP: 1,000 (minor quest) Two days ago, a friend of these young giants ventured into the Waterworks alone and no one has seen him since.

If they aid the plants:

If the PCs aid the plants and kill the sand young sand giants, they may gain the map by looting the bodies but they risk other sand giants later finding out about it. Taking the plants' side counts as one failure in the Clearing the Taint skill challenge (see page 77).

WATER FOUNTAIN

(Level 14, 5,200 XP)

- 4 Iron Gorgons (Level 11 Soldier, MONSTER MANUAL, page 143)
- 2 Sand Giant Sunspeaker (Level 16 Artillery; page 14)

The spoils of a recent raid, a pack of iron gorgons refresh themselves at a water fountain. As soon as they start drinking, they turn mad and attack anyone and anything nearby, including a group of oklu collecting their daily rations of water at the traditional time. During the fight, any time an iron gorgon gets an attack roll result with a natural 5 or lower, have the creature charge the closest allied creature.

If the PCs aid the oklu:

Helping the oklu against the pack animals gains them reputation with the oklu.

Expanding the Encounter:

Given that the gorgons were spoils of a raid on a caravan, who or what else might Faez's sand giants have captured and brought into the Lost City?

HUUL RAIDING PARTY

(Level 14, 5,000 XP)

- 3 Tainted Chuul Defenders (Level 14 Soldier; page 76)
- 2 Tainted Chuul Hatchery Attendants (Level 14 Artillery; page 75)

When prey is in short supply in the Waterworks, the chuul find their food elsewhere. While in other parts of the city, they may pick up other trophies, especially shiny items. Generate one treasure for this encounter. If they are attacking a member of another faction in the city, helping the victims against the chuul attack helps the PCs in future dealings with that group.

ISTEDN W/ĽI

The lower cistern is a collection of four smaller caverns and a large central column, all meant to hold the water generated by the water elementals. Most of the water flows down a spiraling ramp to the bottom level of Kadralhu. The remainder flows through six portals to destinations throughout the city.

Key to Portals

Outflow:

- A Top of the water ramp in the lower cistern
- B Hanging Gardens
- C Northern wall at city level
- D Broken in fall
- F Eastern wall at city level

G - Broken in fall

- Return:
 - E Bottom of the water ramp in the lower cistern

H – Vault Special:

I - Vault

The central column contains a spiraling ramp that quietly brings the water all the way down to the lowest levels of the city. At a few spots down-ramp, the chuul carved out burrows for themselves. A third of the way down is the first network of burrows, filled mainly with younger chuul. They provide the first line of defense against predators and are the most likely to leave the Waterworks in search of food for the colony.

Two-thirds of the way down is the hatchery. The outer caves of this network are populated by a combination of chuul hatchlings and defenders.

At the bottom of the ramp is another burrow, this one populated by the elder chuul and their attendants. Also in this complex is the chuul treasure room. At the DM's discretion, PCs who find a way to this level may discover a few magic items among the various shiny baubles collected by the chuul over the years.

Additional Encounters

The Lower Cistern is inhabited by many creatures, including giants, chuul, and malsalix. Clearing this area of the malsalix taint is a vital step in restoring the fallen city.

MISSING SAND GIANT

Group A

(Level 15, 6,400 XP)

- 2 Mature Malsalix Plant (Level 16 Brute; page 22)
- 2 Tainted Chuul Hatchery Attendants (Level 14 Artillery; page 75)
- 2 Tainted Chuul Hatchlings (Level 13 Skirmishers; page 75)

Group B

(Level 13, 4,800 XP)

- 8 Nearly Mature Larvally Controlled Tainted Chuul Defenders (Level 14 Minion Soldier; use Ailing Tainted Chuul Defender from page 48)
- 2 Trignotarb Winged Hunters (Level 16 Skirmisher; page 20)

As mentioned above (see Opulent Bathhouse, page 73), a young sand giant wanders the Waterworks alone with his copy of the map. He made it past the chuul guard and is halfway down the water ramp (between the guard and the hatchery). He has just been captured by a wandering chuul guard but, unbeknownst to him or them, a group of trignotarb-controlled creatures was trailing him, hoping to infect some more chuul.

The melee between the two groups has just started when the adventurers appear on the scene. PCs infected with Tainted Water Madness feel inclined to aid the plants. If the PCs defeat the plants, that counts as one success in the Clearing the Taint skill challenge (see page 77). If they keep the precocious sand giant child safe and help him return to his people, they gain reputation with any giants they meet (aside from the Red Legion); use the stats on page 15 for the young giant if needed. If the PCs fight against the trignotarbs, it counts as a failure in the skill challenge.

KIDNAPPED ARTIFICER (Level 15, 6,000 XP)

• 1 Sand Giant Dunecaller (Level 17 Controller; page 14)

- 2 Sand Giant Sunspeaker (Level 16 Artillery; page 14)
- 1 Sand Giant (Level 16 Soldier; page 14)

During one of their raids, the sand giants kidnapped a human artificer named Sabiha Furat. When they realized her talents, they forced her to research the malsalix. She travels through the cistern with her guard. Their hope is that she will be able to create weapons that they can use during their raids.

She knows how to create memory loss pots and paralyzing nets (see page 12). Convincing her to help gains the PCs one success in the Clearing the Taint skill challenge (see page 77) while refusing to help her or losing in an attempt to do so counts as one failure.

CHUUL GUARD

(Level 14, 5,000 XP)

- 2 Tainted Chuul Defenders (Level 14 Soldier; page 76)
- 2 Tainted Chuul Hatchery Attendants (Level 14 Artillery; page 75)
- 4 Malsalix Seedlings (Level 14 Minion Brute; page 79)

As the characters get closer to the chuul hatchery, they run the risk of running into the chuul guard, even if they don't explore the other burrows. As soon as fighting breaks out, the malsalix seedlings are attracted to the sounds of battle.

CHUUL TREASURE ROOM

(Level 14, 5,100 XP)

- Tainted Chuul Elder (Level 14 Elite Controller; page 21)
- 12 Tainted Chuuls (Level 12 Minion Brute; page 22)
- 2 Tainted Chuul Defenders (Level 14 Soldier; page 76)

At the base of the water ramp, a large series of burrows house the chuul elders. The largest of these caverns contains the chuul treasure room, home of the various shiny objects they collected over the centuries.



RECOVERING THE BODY

NORMANIA LEVEL 14(5400 XP) NORMANIA

SETUP

- 1 Tainted Chuul Defender (D)
- 3 Tainted Chuul Hatchlings (H)
- 1 Tainted Chuul Hatchery Attendant (A)
- 4 Malsalix Slimes (S)

Deep in the chuuls' burrows is their hatchery. Few creatures make it past the outer defenses, so the guard here is light. Unless the PCs are very quiet in their approach, the chuuls know to expect them.

When the PCs reach the mouth of the cave, read:

Small rocks form a dam at the entrance of this cave. A pool of murky water fills most of the cavern. Further inside, three islands created from small rocks and gravel barely break the surface. Thick slime covers portions of the islands. The only sound comes from the far corner of the cave, where water drips from the ceiling onto a large outcropping before flowing down to the pool below.

If a character inspecting the slime makes a DC 21 Perception check, read:

The slime is slowly creeping towards you.

Over the 500 years since the city fell, the chuuls busied themselves making their hatchery the perfect place to hold their young. The burrows are interconnected beneath the surface and are connected to the deeper pool in the northeast corner. The small bits of stone and gravel excavated from the burrows form small islands.

As the characters near the center of the room, read:

You hear a sudden splash from the northeast corner. A chuul stands up, looking your way. You notice the glint of something metallic around its neck. It raises its claws above its head and lets out a high-pitched scream.

In response to the scream, the other chuul position themselves in the burrows. Make a Stealth check (+11 and +13 for the hatchlings) vs. PCs' passive perception.

If any of the characters notice the chuul, read:

Tiny ripples break the surface of the stagnant water. Through the dense layer of vegetation, you trace the outlines of four large holes in the floor and an even larger pool in the corner.

TAINTED CHUUL HATCHLINGS	Level 13 Skirmisher
Medium aberrant magical beast	XP 800
(AQUATIC, SWARM)	
HP 135; Bloodied 68	Initiative +15
AC 27; Fortitude 25; Reflex 28; Will 22 Speed 6, swim 6 Darkvision	Perception +11
when swimming, can enter or mov space; this movement does not attacks	

Immune forced movement from melee or ranged ; **Resist** half damage from melee and ranged attacks; **Vulnerability** 10 against close and area attacks

TRAITS

O Swarm Attack • Aura 1

A tainted chuul hatchling swarm makes a basic attack as a free action against each creature that begins its turn in the aura.

Tentacle Net (poison)

A creature hit by a chuul's opportunity attack is immobilized until the end of the chuul's next turn.

STANDARD ACTIONS

m Tiny Claws • At-Will Attack: +18 vs. AC

Hit: 3d6 + 11 damage, or 4d6 + 11 damage against an immobilized target.

 Str 18 (+10)
 Dex 24 (+13)
 Wis 20 (+11)

 Con 23 (+12)
 Int 6 (+4)
 Cha 16 (+9)

 Alignment unaligned
 Languages —

TAINTED CHUUL HATCHERY ATTENDANT

Le	vel 14 Artillery
LARGE ABERRANT MAGICAL BEAST (AQUATIO	c) XP 1,000
HP 111; Bloodied 56	Initiative +12
AC 26; Fortitude 28; Reflex 28; Will 24	Perception +11
Speed 6, swim 6 Darkvision	

TRAITS

O Psychic Moan (psychic) + Aura 1

A tainted chuul hatchery attendant exudes a constant hum of psychic energy. Enemies in the aura take a -2 penalty to Will defense and gain vulnerable 5 psychic.

Tentacle Net (poison)

A creature hit by a chuul's opportunity attack is immobilized until the end of the chuul's next turn.

STANDARD ACTIONS

m Claw • At-Will

Attack: Reach 2; +19 vs. AC

Hit: 2d6 + 7 damage, or 3d6+7 damage against an immobilized target.

M Double Attack (poison) • At-Will

Effect: The chuul makes two claw attacks. If both claw attacks hit a single target, the chuul makes a secondary attack against the same target with its tentacles.

Secondary Attack: +17 vs. Fortitude

Hit: The target is immobilized (save ends).

R Psychic Lure (psychic) + At-Will

Attack: Range 10; +19 vs. Will

Hit: 3d6 + 12 psychic damage, and the target is pulled 5.

TRIGGERED ACTIONS

Unbalancing Madness • At-Will

Trigger: A tainted chuul hits with an attack while in tainted water.

Effect (No Actio	n): The chuul kno	cks the target prone.
Str 17 (+10)	Dex 21 (+12)	Wis 18 (+11)
Con 21 (+12)	Int 6 (+5)	Cha 12 (+8)
Alignment unalig	gned Languag	ges Deep Speech

TAINTED CHUUL DEFENDER Level 14 Soldier

LARGE ABERRANT MAGICAL BEAST (AQUATIC) HP 143; Bloodied 72

AC 30; Fortitude 28; Reflex 25; Will 24 Speed 6, swim 6 Darkvision

TRAITS

Tentacle Net (poison)

A creature hit by a chuul's opportunity attack is immobilized until the end of the chuul's next turn.

STANDARD ACTIONS

m Claw • At-Will

Attack: Reach 2; +21 vs. AC

Hit: 2d6 + 8 damage, or 3d6+7 damage against an immobilized target.

M Double Attack (poison) + At-Will

Effect: The chuul makes two claw attacks. If both claw attacks hit a single target, the chuul makes a secondary attack against the same target with its tentacles.

Secondary Attack: +19 vs. Fortitude

Hit: The target is immobilized (save ends).

TRIGGERED ACTIONS

Unbalancing Madness • At-Will

Trigger: A tainted chuul hits with an attack while in tainted water.

Effect (No Action): The chuul knocks the target prone.

Str 24 (+14)	Dex 18 (+11)	Wis 20 (+12)
Con 23 (+13)	Int 6 (+5)	Cha 16 (+10)
Alignment unal	igned Lang	uages Deep Speech

MALSALIX SLIME

Level 14 Hazard XP 250

Object; detect Perception or Arcana DC 21 HP 1; a missed attack never damages a minion Initiative +9 AC 26; Fortitude 27; Reflex 26; Will 25 Perception +12 Speed 4 (swamp walk) Darkvision Resist 15 all Immune lightning

TRIGGERED ACTIONS

m Attack • At-Will

Trigger: A creature enters a square of malsalix slime or starts its turn there.

Attack (Opportunity Action): Melee 1 (triggering creature); +18 vs. Will

Hit: The target is immobilized until the start of its next turn and contracts Tainted Water Madness (see page 10).

Trigger: The tainted slime hits a creature with its attack.

Effect: The malsalix slime steals a power from the targeted creature. Determine the highest level of power that may be stolen using the attack die roll and these guidelines:

- 2-14—At-will
- 15-19—Encounter power
- 20—Daily power

Special: Any creature can steal this power by consuming the malsalix slime (standard action). The targeted creature cannot attempt this until after the end of its next turn. The creature uses the stolen power with the statistics for the power from the originating creature. After an extended rest, the ability returns to the originating creature.

TACTICS

XP 1,000

Initiative +13

Perception +12

The defender chuul and hatchlings know surprise is their best weapon and they all stay within the hatchery burrows until they know the enemy is close enough to strike. As soon as a PC is within range of the attendant's psychic lure, the chuul will use that power to pull PCs towards the defender or a swarm.

The malsalix slime prefers those who have powers with the lightning keyword and magic users over martial. If the hatchery attendant leaves its post on the upper basin, the slime will attack it if it is the closest creature. Otherwise the malsalix prefer the PCs to the chuul.

Once bloodied, the hatchery attendant dives into the lower pool, in an attempt to evade its attackers. The defender uses a similar tactic when blooded. Both lure the PCs into the water in hopes of immobilizing them beneath the surface. The hatchlings battle to the death, even if it's against other chuul.

l'eatures of the Area

Illumination: Darkness.

Ceiling: The ceiling in this area is 15 feet high.

Burrows: The burrows are 10 feet in diameter and go down to a depth of 20 feet. The burrows are interconnected so a creature can travel from one to another using them. They also connect to the pool.

Water: Much of the room is filled 2 feet deep with water, making it difficult terrain. The water is murky, providing cover to creatures beneath the surface.

Outcropping: The outcropping in the northeast corner of the cave is 10 feet high. Its sides are covered with slime. Climbing the sides requires a DC 21 Athletics check. The sides of the outcropping provide a + 2 bonus to the saving throw to catch hold when slipping.

Pool: The pool is 15 feet deep. Searching the bottom is a Perception check, DC 21. Gognar's body is located down below.

REASURE

The chuul like to provide shiny items to their young as rewards for succeeding in combat. Thus searching around the burrows yields some treasure. Generate one treasure for this encounter.

DEVELOPMENT

The hatchery attendant wears the Waterworks Master's key (the Key of Hope; see page 11) around her neck. The connection between it and Gognar's body is still active. When a PC picks up the key, it pulls the character towards the pool. If the character responds by searching, he or she gains a +2 bonus to Perception checks. A character searching for Gognar's body finds it with a DC 21 Perception check.

Malsalix-The Tainted Plant

Millennia ago, a group of dark druids, their name lost in the annals of history, created a new plant to guard the network of slimy, inhospitable caverns they called home. They combined the shambling mound with various feywild fungi to create the malsalix, a plant that suppresses warm emotions and feeds darkness and depravity. While it rummages through the victim's brains, it takes the time to steal anything she might use to defend herself, especially spells. An unsuspecting victim might find her own powers used against her.

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While its creators are gone, the plant remains, sought out by knowledgeable assassins and artificers. It reached Kadralhu when renegade oklu bought a few spores from a visiting merchant. The plant quickly took hold in the neglected Waterworks and soon poisoned the water pillars themselves, something the oklu did not foresee. When the city fell, the plants found themselves in the perfect environment.

LIFE CYCLE

Spores: The plant starts its life as small spores. In creatures exposed to them, the spores interfere with the ability to remember things, especially positive emotions such as friendship and love.

Slime: The spores find a nice moist place to settle and grow into sheets of interwoven strands.

Seedlings: The strands grow thicker and take on a woodlike appearance. They stretch upward. The plant takes a much more humanoid appearance and is able to walk upright.

Mature Plant: The original vines harden and the number of tendrils increases.

Elder Plant: If the plant lives long enough, it can join with others of its kind to create an elder plant. Their vines intertwine and they use each other as support to grow much larger.

CLEARING THE TAINT

Level: 15 (6,000 XP)

Complexity: 5 (12 successes before 3 failures)

Kadralhu's water is full of the spores and other bits of the tainted plants. Unless the adventurers can clean the water, the plants will reestablish themselves and the madness will strike again in the future. As the PCs travel through the city and deal with the malsalix infestation, their actions determine if they eradicate the plant or just buy themselves some time.

Approach 1: Filter the Water

Each connecting pipe in the lower cistern contains a magical filter that cleans part of the water. However, years of neglect and the force of the crash damaged them. Fixed filters aid the characters in clearing the water of the taint. Primary Skills: Arcana, Dungeoneering, Thievery.

- *Arcana—(DC 15)*: While the technology used to create these filters is long out of date, the years spent studying the arcane arts guides you in your attempts to fix them.
- *Dungeoneering*—(*DC 22*): Searching the area provides you with the materials you need to fix the filters and fashion them into useable parts.
- *Thievery*—(*DC 22*): Your knowledge of machinery and magical devices guides you to find the broken components and replace them.

Secondary Skills: History, Stealth.

History—(*DC 15*): You recall a contraption you've seen or a story you've heard in your travels, and the memory aids you in your endeavors. Gain a +2 bonus to a primary skill check.

- *Stealth—(DC 30)*: You spot areas where spores and other plant material might hide. Gain a +4 bonus to a primary skill check.
- Special—Using the *make whole* ritual gives a +4 bonus to any primary skill check.

Approach 2: Defeat Mature Plants

While the filters help eradicate the spores and slime, the mature plants pose a danger to the entire city. As long as

they live, reinfection is just a matter of time.

Special—Each encounter against one or more mature plants where all of the plants are destroyed counts as a success.

- Special—Winning the encounter against the elder plant counts as 4 successes. PCs can use the successes granted by that battle to buy back failures. If they do not defeat the elder plant but are successful in the overall challenge, count it as a failure but with 8 successes (see **Results** below) and tell them which faction is planning to reinfect the city.
- Special—Deciding to help or not help certain NPCs of the Lost City counts as successes or failures for the characters. In particular, see the Opulent Bathhouse (page 73), Waterworks Master (page 72) and Kidnapped Artificer (page 74) sections.

Result

Success: The plant is eradicated from Kadralhu. Failure: Effect determined by number of successes.

- (8+ successes)—Some faction recognizes what the PCs are doing and save part of the plant for re-infection in 1d4 + 12 months.
- (6+)—A plant is successful at leaving its spores behind. Reinfection will occur in 1d4 + 6 months.
- (< 6)—Some of the plants find a crevice to hide in and will reinfect the city in 1d4 months.

Trying Again: If the PCs try again after reinfection, they get to keep half of their successes as a starting point.

ADDITIONAL USES

Skilled artificers, casters, and assassins use parts of the malsalix to craft a number of magical items. Two of the most well known are paralyzing nets and memory pots; see also the New Magic Items section (page 10).

Upper Cistern

The upper cistern is the Water Temple, dedicated to the lifegiving force of the water. The elder plant makes this its home, and its presence has poisoned the water pillars. This caused a drop in the water output, which in turn caused the water guardians to dry out, taking the form of statues.

ENDING THE SCOURGE

LEVEL 18 (11,000 XP)

SETUP

• Elder Tainted Plant (M)

• 4 Water Pillars (W)

When a character descends the ladder, read:

Water, covered with a thick skin of leaves and algae, hides the floor of the temple. Openings in the corners of the room funnel the water to the lower cistern. A writhing mass of vines covers a central altar, and four statues stand guard over the green-tinted water pillars.

ELDER MALSALIX PLANT Level 16 Controller (Leader)

LARGE FET ANIMATE	AF /,00
HP 632; Bloodied 316	Initiative +10
AC 30; Fortitude 29; Reflex 25; Will 28	Perception +9
Speed 0 Darkvision	
Regeneration 10	
Immune lightning, forced movement, teleport	
Saving Throws +5; Action Points 2	
TRAITS	

O Swirling Spores • Aura 1

Any enemy that ends its turn in the aura takes 5 poison damage. Call Seedlings

On 10 + initiative, the plant uses a free action to raise seedlings. If the plant cannot use a free action then the effect ends instead. Once bloodied, the elder malsalix cannot use this power until the end of the encounter.

STANDARD ACTIONS

m Tendrils (lightning) + At-Will

Attack: Reach 2; +21 vs. AC

Hit: 1d8 + 7 damage plus 1d8 lightning damage.

M Double Attack (lightning) + At-Will

Effect: The elder malsalix makes two basic attacks. MINOR ACTIONS

C Spiraling Madness (lightning) • Recharge at the start of any turn when swirling spores is aura 1

Effect: The swirling spores expands to aura 3. At the start of the elder plant's next turn, the swirling spores expands to aura 5 and the elder plant makes the following attack.

Attack: Close Burst 5 (enemies in burst); +22 vs. Reflex

Hit: 2d10 + 5 lightning damage, and ongoing 10 lightning damage (save ends).

Effect: Enemies contract Tainted Water Madness (see page 19). Any enemy already infected with the disease must make an Endurance check to keep from progressing. The swirling spores aura reverts to its original state and size (aura 1).

A Raise Seedlings • At-Will 1/round

Effect: Area burst 1 within 10; 4 Seedlings rise from the water in the area. Once bloodied, the elder malsalix cannot use this power until the end of the encounter.

TRIGGERED ACTIONS

Lightning Affinity (healing) + At-Will

Trigger: When hit by a lightning attack.

Effect (Immediate Interrupt): The elder malsalix regains 10 hit points. The plant cannot attack itself to heal in this fashion.

Untangling Vines • At-Will

Trigger: When first bloodied.

Effect (Free Action): Once the trigger attack is resolved, the four component plants break from the central stalk. These malsalix runners share the same pool of hit points as the stalk. The stalk retains all powers of the elder malsalix.

 Str 24 (+15)
 Dex 14 (+10)
 Wis 12 (+9)

 Con 22 (+14)
 Int 7 (+6)
 Cha 12 (+9)

 Alignment unaligned
 Languages —

Malsalix Runner Medium fey animate

Level 16 Brute

HP (Uses the pool from the elder malsalix plant) Initiative +10 AC 30; Fortitude 29; Reflex 28; Will 27 Perception +9 Speed 4 (swamp walk) Darkvision Immune lightning

STANDARD ACTIONS

m Tendrils • At-Will

Attack: Reach 2; +21 vs. AC Hit: 1d8 + 7 damage plus 1d8 lightning damage. MOVE ACTIONS

Dispatch Runner • Encounter

Effect: The runner teleports up to 5 squares. TRIGGERED ACTIONS

TRIGGERED ACTIO

Lightning Affinity (healing) • At-Will

Trigger: When hit by a lightning attack. *Effect (Immediate Interrupt)*: The malsalix runner regains 10 hit points. The plant cannot attack itself to heal in this fashion

idoinon.		
Str 24 (+15)	Dex 14 (+10)	Wis 12 (+9)
Con 22 (+14)	Int 7 (+6)	Cha 12 (+9)
Alignment unal	igned Langu	ages —

MALSALIX SEEDLINGLevel 14 Minion BruteMEDIUM FEY ANIMATEXP 250

HP 1; a missed attack never damages a minion Initiative +9 AC 26; Fortitude 27; Reflex 26; Will 25 Perception +8 Speed 4 (swamp walk) Darkvision Immune lightning

STANDARD ACTIONS

m Tendrils • At-Will

Attack: Reach 2; +19 vs. AC Hit: 14 damage

TRIGGERED ACTIONS

M Death Lash • At-Will

Trigger: When hit by a melee attack that causes damage. *Effect (Immediate Interrupt)*: The seedling makes a tendrils attack before dying.

Str 24 (+14)	Dex 14 (+9)	Wis 12 (+8)
Con 22 (+13)	Int 7 (+5)	Cha 12 (+8)
Alignment unalig	gned Lang	juages —

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When the plant senses the intruders, it goes into defensive mode and produces a cloud of spores as a protective measure. As the characters approach, it calls the seedlings to attack them, preferably from behind.

Features of the Area

Ceiling: The ceiling is 20 feet high.

Illumination: Darkness

Statues: These are life-like statues of giants holding tridents. Recognizing that the statues are petrified creatures requires an DC 22 Arcana check.

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HEALING THE WATER

SETUP

- 4 Water Defenders (D)
- Water Defender Leader (L)
- 4 Water Pillars (L)

After the PCs kill the elder tainted plant, read:

The vines of the stalk fall to the ground, revealing a large female statue atop a round altar. She holds a large glowing orb above her head. A slight tingle fills the air.

The Kadrana disliked the natural appearance of the archons they enslaved. Through the use of arcane magic and ritual, they gave the archons the forms of the original leaders of Kadralhu and tasked them to defend the water pillars. When in water, the archons are every bit as dangerous in their new form as they were in their old—at least when submerged. Without water, the defenders petrify.

If a character inspecting a water pillar makes a Heal or Nature check (DC 22), read:

Malsalix spores infect the pillars, turning the water green and reducing their flow. By removing the fey spores, you may be able to bring the pillars back to their former glory.

CLEANSING THE PILLARS

Level: 15 (3,600 XP)

Complexity: 3 (8 Successes before 3 failures)

The water pillars continue to spread the Tainted Water Madness disease until they are cleansed. Each pillar requires 2 successful cleansing checks, listed under primary skills, in order to be cured of the taint. Attempting to cleanse a pillar causes a small amount of damage to it, triggering the fury of the defenders.

Primary Skills: Heal, Nature, Arcana

- *Heal (standard, DC 22; minor, DC 30; 1/round)*: Using your skill at healing, you are able to quickly find and remove much of the tainted plant matter from the pillar.
- *Nature (standard, DC 30)*: You are able to pick out the tainted plant material from the water.
- *Arcana (standard, DC 30)*: You quickly recite a ritual which allows you to pull the offending plant from the water.
- Secondary: Nature, Arcana, Thievery
 - *Nature (minor, DC 22)*: Provides a +2 bonus to the Arcana or Heal check.
 - *Arcana (minor, DC 22)*: Provides a +2 bonus to the Nature or Heal check.
 - *Thievery (standard, DC 22):* Your quick hands picks out bits of the plant as another applies his or her skill. Provides a +4 bonus to any primary skill check made by another party member.
- Success: The pillars are healed and the taint is gone. The pieces of vine from the dead plant disappear. Realizing the pillars are freed from the taint, the water defenders stop their assault on the characters.

Failure: One of the following options:

 5+ successes—The actions of the PCs confuse the defenders. A Diplomacy check (standard action, DC 22) convinces one water defender to stop its assault. The DC for the leader increases by +2 for every other defender who remains unconvinced. • <5 successes—The pain caused to the pillars in such a short amount of time enrages the defenders. The base Diplomacy check increases to DC 30.

After the PCs heal the first water pillar, read:

As the last of the taint leaves this water pillar, its color changes to a deep blue and the trickle of water becomes a flood. The water level in the room quickly rises, submerging the statues. When the water reaches the top of the central statue, the orb crackles and glows, providing bright light to the entire temple

The room fills by 5 feet each round. In 2 rounds, the water defenders are submerged; in 4 rounds, the entire room is. Submerging the defenders removes their petrified condition. They are quick to attack the characters, since the process of healing the pillars causes them pain.

TACTICS

When they see the opportunity, water defenders will use their *water current* power to get into the middle of a group of PCs and then use their *sudden whirlpool* power to attack the group. The leader will use her powers to move the battlefield to the defenders' advantage.

Features of the Area

Illumination: Bright Light

Water Channels: These channels in the corners of the room provide a fast exit for the water. They have grates near the openings. Creatures standing in them or within 1 square of them are slowed. Creatures that end their turn in the area must make a DC 15 Athletics check to resist being pulled 1 square towards the outlet. Characters pulled into the grate take 10 damage.

WATER DEFENDER LEADER Level 16 Artillery (Leader)

Large elemental humanoid (water, aquatic) XP 1,400

HP 123; Bloodied 62Initiative +9AC 28; Fortitude 30; Reflex 25; Will 25Perception +11Speed 6, swim 88

Immune forced movement; Resist 10 lightning, 10 fire; Vulnerability 10 cold

Saving Throws +2 immobilized, restrained, and slowed TRAITS

Protective Currents

The water defender leader gains a +2 bonus to her AC and Reflex against ranged attacks

STANDARD ACTIONS

- m Crackling Touch (lightning) At-Will
 - Attack: +21 vs. AC

Hit: 2d10 + 8 lightning damage.

R Resounding Bolt (lightning) • At-Will Attack: Ranged 10; +21 vs Fortitude

Hit: 1d10 + 8 damage, and ongoing 10 lightning damage (save ends).

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A Sudden Rip Tide + Encounter

Attack: Area burst 3 within 20; +21 vs Reflex *Hit*: 6d6 + 4 damage and the target slides 3 squares and is restrained (save ends).

MINOR ACTIONS

A Swirling Waters • At-Will

Requirements: A healed water pillar

Effect: Area burst 2 centered on the water pillar. Creatures in the burst are slid 3 squares.

 Skills Intimidate +19

 Str 12 (+9)
 Dex 13 (+9)
 Wis 16 (+11)

 Con 21 (+13)
 Int 23 (+14)
 Cha 26 (+16)

 Alignment chaotic evil
 Languages Primordial

 Equipment robes

TREASURE

Beneath the central grate lie offerings made long ago by the Kadrana to the water defenders. For healing the pillars, the water defender leader gives the PCs treasure from this cache. Generate two treasures for this encounter.

DEVELOPMENT

With the water pillars healed, the water flows through the Waterworks at full force. If the PCs completed the **Clearing the Taint** skill challenge (page 77), any remaining chuul no longer have unbalancing madness. The central water ramp fills with water, as do the smaller pockets of the lower cistern.

Water returns to large portions of the city as well. For instance, the Hanging Gardens become home to a wondrous waterfall as water cascades down the ruined towers.

WATER DEFENDER Level 14 Skirmisher

Medium elemental humanoid (water, aquatic) XP 1,000

HP 136; Bloodied 68 Initiative +13 AC 28; Fortitude 26; Reflex 27; Will 25 Perception +9 Speed 6, swim 8

Immune forced movement; Resist 10 lightning, 10 fire; Vulnerability 10 cold

Saving Throws +2 immobilized, restrained, and slowed

TRAITS

O Shifting Currents • Aura 1

At the start of its turn, the water defender can slide any enemy in its aura 1 square.

Combat Advantage

A water defender deals 2d6 extra damage against any creature granting combat advantage to it.

STANDARD ACTIONS

m Trident (weapon) • At-Will

Attack: Melee 1 (one creature); +19 vs. AC

Hit: 3d8 + 6 damage.

C Sudden Whirlpool (weapon)
 Recharge 5 6

Attack: Close burst 1; +17 vs Reflex

Hit: 2d8 + 7 damage, and the defender may slide the target 1 square within the burst.

MOVE ACTIONS

Water Current (polymorph) • Recharge when bloodied

Effect: The water defender transforms into a thousand droplets of water and shifts its speed. During this move, it can move through enemies' spaces. At the end of the move, it reverts to its normal form. Each enemy adjacent to it at the end of the move grants combat advantage to the water defender until the end of the water defender's next turn.

Skills Intimidate +19

Str 17 (+10)	Dex 19 (+1	1) Wis 14 (+9)	
Con 16 (+10)	Int 15 (+9)	Cha 14 (+9)	
Alignment chao	tic evil La	nguages Primordial	
Equipment scale armor, trident			



Chapter 7

THE VAULTS OF KADRALHU

This section contains the climax of the adventure; success or failure here will determine whether Kadralhu flies again.

Side View The Heart of the City

Overview of Events

fter unlocking the secrets of Kadralhu, the adventurers are finally able to access the city vaults. As they explore the outer vault, they learn that sand giants have arrived before them and have set up fortifications barring entry to the vault's central chambers. Battling their way through checkpoints and patrols, the group arrives at a mysterious domed structure in the central chamber: the Temple of Rebirth, which houses the dormant godling whose radiance once powered the flying city. A large pipeline snakes from the distance into the temple.

Within the temple, the sand giants and their minions have erected scaffolds, walkways, and pipes across an enormous empty pool to some unknown purpose. As the party moves closer to the pool, the alarm is raised and battle breaks out.

Whatever is in the pool is obviously of critical importance to the sand giants. While the battle rages, the leader of the sand giants (Faez) can be seen carving his way through the melee, shouting orders at his troops.

Suddenly, a dimension door opens and marut flood into the incubation chamber. Determined to allow no one to harm the godling, the marut attack both giants and adventurers. If

the PCs can convince the marut that they are not a threat, the marut will aid them against the sand giants.

If mortally wounded, Faez falls to the ground. His prone figure turns to sand and sinks into the pool. Moments later, an enormous sand leviathan bursts from the pool below, smashing the scaffolding to pieces and causing PCs to fall into the pool. The leviathan is extremely powerful, but adventures can smash open the capped water pipes in the pool to bring the beast down faster.

Once the party vanquishes the sand giants, they might be able to uncover the secret of flying the city.

Access to the Temple of Rebirth

The city vaults were built to house the godling's incubation chamber, the powerhouse of the entire city. Understandably, the Kadrana were interested in strictly controlling access to those vaults upon which their whole city depended. The Vault complex is shaped like a massive sphere with 50-foot-thick stone walls that separate the vault from the rest of the city. Pipes directed water into large magic portals that allowed it to flow into the inner vault.

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Originally there were no physical openings into the vault, but a section of the northeast wall has collapsed. The sand giants have burrowed into the vault through the collapsed area. The magic portals that once allowed access are all disabled, but it is possible to reactivate them. More information about the keys is located in **The Keys to the Vault** section on page 11.

History of the Vaults

The mastermind behind the construction of Kadralhu was an architect called Sandorr the Observant. A great observer of nature, he designed the city to work along the principles of a living organism. All systems were designed to harness the divine power radiating from the forming god.

A winding series of capillary water pipes snaked through the city, providing sewer and drinking water. The water was fed to the godling's incubation pool, where it was heated and purified by its divinely radiating eminence and circulated back into the system. Every major system in Kadralhu was driven by the godling's radiant energy, from hydroponic food production to levitating the entire city.

A statue of Sandorr the Observant stands proudly at the east entrance to the inner vault to this day. He stands in simple robes with one hand clutching a hammer and the other hand pointing to the sky.

Key Locations

he Vault of Kadralhu stands as an astonishing testament to the ingenuity and prowess of the Kadrana. Clearly, these ancient people displayed mastery of architecture, science, and the arcane arts.

The enormous vault complex, almost a city inside the city, is situated deep within Kadralhu. The complex is comprised of three distinct sections roughly laid out in concentric circles: the outer vault, the inner vault, and the vault temple. Each section was designed to be separately defensible. If the complex were ever penetrated, the defenders could retreat and take up positions in the next innermost ring.

The Outer Vault

The first line of defense is the outer vault. The entire vault complex is shaped like a sphere and encased in stone walls 50 feet thick. The architects constructed the vault with no physical openings to the rest of the city; the only access is via magic portals. During an attack, the portals can be disabled from within for defense. The district referred to as the outer vault extends from this outer wall to the fortified walls of the inner vault. This section is crisscrossed with wide streets and filled with storage buildings and ramshackle housing for vault laborers.

The Inner Vault

At the center of the outer vault, huge walls extend from the floor to the vaulted ceiling high above. Guardhouses stand at every corner with a superior tactical view of the outer vault structures. Under siege, the outlying buildings could be razed to deny attackers hiding places while archers and arcane casters rained down death upon them.

The Vault Temple

Within the protective walls of the inner vault lies the most vital component, the vault temple, also known as the Temple of Rebirth. The outer shell of the vault temple is a thick metal dome. The single entrance is secured by a reinforced door that can only be opened from the inside. The vault temple is home to the prenatal essence of Kaima, the goddess of rebirth revered by the ancient Kadrana. A flight of stairs leads to the main temple floor. During the era of the Kadrana, the godling floated in a magnificently tiled pool surrounded by finely crafted columns capped by a cathedral ceiling painted with magnificent frescoes. Today, the godling is a dusty dormant husk lying motionless at the bottom of an empty pool.

1. Portal Blockade

During the height of the city, access to the city vaults was restricted for most citizens. Incoming traffic was limited to the arcane portals at the east and west ends of the vault. The portals were 40 feet high and 30 feet wide to accommodate the transportation of supplies. Each portal opens to an antechamber surrounded by 80-foot-tall stone walls, dotted with murder holes for archers. Kadrana guards once manned these walls to control entry into the sacred vault. The walls now stand dark and eerily quiet. The enormous wooden gates are unbarred and rotting in their hinges.

2. Oklu Village

The scale of the Vault was not well suited for the giants' smaller servitors, the oklu. The Kadrana allowed the laborers to construct their own living quarters outside the protective walls of the temple vault. The smaller scale architecture is now crumbling but shows signs of recent inhabitants. Warm embers still glow in one campfire at the center of the village.

3. TECHNICAL LIBRARY

The ancient Kadrana secreted all of their most precious treasures in the Vault. The technical library contains detailed information about the city, including blueprints and documentation of the flying mechanism. Adventurers who wish to take the time to research can learn detailed information about operating the flying city of Kadralhu. All the tomes are written in an ancient Giant dialect and require magic or study to decipher. Several frescoes depict a city floating serenely among the clouds.

4. Collapsed Area

Part of the vault's ceiling and floor has collapsed in this area. The crumbling floor drops off precipitously at the edge of the destruction. Peering over the edge reveals twisted and broken pipes jutting from the ruined cliff below. The wall here has partially collapsed and the rubble has spilled into the crevice, meeting the wall of pipes 100 feet below the cliff. There is a large tunnel near the top of the rubble where the sand giants tunneled into the vault. A makeshift trestle is supporting what looks to be a series of salvaged pipes. The jury-rigged pipeline comes from the tunnel, crosses the ravine, and passes through a crack the inner vault wall. Periodically, two or three oklu can be seen moving across the scaffolding, hammering and adjusting the metal fittings.

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5. Storehouses

Most of the wooden buildings outside the inner vault were used mainly for storage. The contents of the storehouses have rotted away, much like the buildings themselves, but enterprising adventurers could find enough lumber and other materials to create a ladder or battering ram. An aged, mad oklu, who refers to himself in the third-person as Ren, has holed up in southmost storehouse. He has scavenged bits and pieces of trash from the surrounding areas and filled the building with his "treasures." He becomes extremely agitated if anyone tries to remove even a pebble from his filthy hoard. He has no useful information about the city vaults, but he can impart information about creatures he calls "the Big Ones." Ren knows the Big Ones only showed up recently. They have many oklu with them and they are building something near the collapsed area.

6. INNER VAULT WALL

The inner vault walls completely surround the temple vault complex. The walls are 25 feet thick and stretch from ceiling to floor. This barrier was constructed as a secondary line of defense if the vault should ever be penetrated. Access to the area was allowed through two gatehouses with reinforced metal doors. Today, the metals door are completely inoperable, their hinges and locks have long since rusted fast.

The walls have crumbled in several places, leaving gaps that still allow access to the inner vault. Faez has stationed sand giants guards at each gap to keep anyone not from his group from entering. Adventurers wishing to pass through these guard posts will have to fight their way through; see Encounter V1: Inner Vault Breach (page 87). If the adventurers are defeated, any survivors end up in the makeshift jail at location 8 (see below).

7. SAND GIANT CAMPSITE

Small camps have been set up by sand giants between the crumbling ruins of the inner temple. Every 8 hours, some giants from the camps rotate out to perform guard duty at the gaps in the inner vault walls.

8. Makeshift Jail

The sand giants have constructed a temporary jail made up of several cells. The sand giants keep prisoners here while their leader, Faez, decided what to do with them. If the adventurers are defeated by sand giants in any section of Kadralhu, they may very well awaken to find themselves imprisoned here. One of the cells is inhabited by a trignotarb who claims to have been a courtier in the queen's court in the Hanging Garden's. The trignotarb has seen the inside of the temple vault. He can describe the temple, the construction area, and the empty pool beneath it. The trignotarb also knows that the sand giants have constructed the pipeline to bring water to the vault temple but has no idea why.

9. Temple of Rebirth

The Temple of Rebirth is the true heart of the city. Currently, it is teaming with activity. Sand giant overseers direct teams of oklu workers in the construction of a water pipeline and holding tanks. Supported by massive stone columns that stretch 50 feet into the air, the Temple has stood the ravages of time much better than the rest of the complex. The runes overhead, ever-present throughout the vault, glow brightly here, lighting the area almost like daylight.

10. Shrine to Kaima

One of many shrines to Kaima once scattered throughout the city, this shrine consists of an altar topped by a statuette depicting Kaima and an offering bowl. Adventurers who show respect for Kaima or leave an offering will get a bonus when dealing with Wojdak, leader of the marut; see the skill challenge **The Watchers** (page 85).

11. Fragmented Vault Wall

Many sections of the thick inner vault walls have been compromised. The sand giants are using the inner vault as their base of operations and have stationed guard posts at all the openings. If the adventurers wish to pass into the inner vault, they will have to deal with the guards; see Encounter V1: Inner Vault Breach (page 86).

Additional Encounters

The city vaults were carefully designed to protect Kadralhu's most precious cargo, the godling Kaima—simultaneously an object of worship and the engine which powered the fabulous city. Once thought impregnable, the vault's 50-foot-thick walls were badly compromised in Kadralhu's crash. Recently, a large portion of the northeast vault casing has collapsed, allowing some deep-dwelling creatures to enter the area. Use the additional encounters listed in this section to challenge players as they move through the vaults.

The Outer Vault

The outer vault is the most dangerous region of Kadralhu. Strange creatures have crept in through the collapsed area. Painful death and hideous terror lurk in every shadow. The giant-sized, crumbling buildings are knit together like a maze. Only the foolish and the brave dare to venture here. Even the mighty sand giants fear the outer vault. They have moved their forces inside the inner vault and send troops out only when necessary. Typical encounters in the outer vault include clashes with unnatural beasts, deranged oklu, and sand giant work sorties.

DERANGED OKLU

(Level 15: 6,700 XP)

- 10 oklu thralls (level 16 minion; page 88)
- 4 oklu assassins (level 13 lurker; page 19)

Clusters of oklu have managed to survive in the harsh environment of the city vault. This particular group has been embattled for so long that they have grown feral and vicious. They ferociously lash out at any they encounter, including other oklu. The deranged oklu have devolved beyond the point of being imprintable. In fact, their blind rage is so strong it threatens to corrupt oklu in the company of the adventurers.

SAND GIANT WORK GROUP (Level 16: 7,500 XP)

- 14 oklu thrall (level 16 minion; page 88)
- 2 sand giants (level 16 soldier; page 14)
- 1 sand giant sunspeaker (level 16 artillery; page 14)

Small sand giant work groups are spread out across the outer vault. The wary groups are mostly scavenging pipes, nails, and wooden beams to deliver to the inner vault. The scavenged items are then used to repair the temple vault and to construct the water pipeline the sand giants hope to use to awaken the dormant godling. A typical work detail consists of a sand giant overseer, some muscle in the form of a few extra giants, and a gang of imprinted oklu laborers. The encounter starts with 7 of the 14 oklu minions on the map. The second wave of minions arrives in the third round.

MORE THAN MEETS THE EYE (Level 16: 5,250 XP)

• 2 impersonator mimics (level 16 controller;

- MONSTER MANUAL 3, page 135)
- 7 mimic spawn (level 16 minion lurker; MONSTER MANUAL 3, page 135)

The more time the adventurers spend exploring the buildings, the more likely they are to come across this clutch of mimics. The mimics have devised a devilish plan to prey on the gullible. One poses as a badly wounded oklu pleading for help. If the imposter succeeds in getting aid, it implores the adventurers to help its sick child who is in a nearby building and promises to reward them in any way it can. If the adventurers follow, the oklu leads them to an empty building, where his son (actually another mimic imposter) awaits. Then the trap is sprung. All the furnishings of the room—chairs, tables, bookcases surrounding the party suddenly morph and attack.

The mimics are relentless. If their original ruse is unsuccessful, they will stalk the adventurers while working on a new scheme.

TRIGNOTARB BOUNTY HUNTERS (Level 17: 7,500 XP)

- 3 larvally controlled rockfire dreadnoughts (level 17 minion soldier; use Ailing Rockfire Dreadnoughts on page 50)
- 2 trignotarb winged hunters (level 16 skirmisher; page 50)
- 2 trignotarb mindreaving savants (level 17 artillery; page 51)

An indiscreet young courtier was spreading rumors particularly offensive to the trignotarb queen. The queen ordered the loudmouth be imprisoned, but the courtier was tipped off and fled with his attendants in the dead of night. The outraged queen placed an enormous bounty on the escapee's tongue "with the head still attached." A group of skilled trignotarb hunters have tracked the courtier here to the city vault. The trail has grown cold, but the rapacious hunters are certain their target is still somewhere in the vault because sand giants are now blocking the only exit from the vault back to the Hanging Gardens.

The Inner Vault

In comparison to the outer vault, the inner vault is strangely subdued. After crushing the threats within the inner vault, the sand giants have moved the bulk of their forces inside its protective barrier. Faez has posted a squad of guards at each ruined section of the wall, sending small salvage and scout teams to venture into the outer vault when necessary. The only obvious way in or out of the inner vault walls is through these gaps in the walls. Encounters within the inner vault walls are typically with sand giants. Faez's giants have grown complacent and their patrols less frequent, but they are still an imminent danger to the adventurers. The party would be well advised to lure their quarry into deserted alleyways and buildings to avoid a wandering patrol finding the bodies of their victims.

SAND GIANT GUARD POST (Level 17: 10,400 XP)

• Encounter V1: Inner Vault Breach (see page 86)

The inner vault is well-guarded, and before adventurers can enter it, they will have to get through one of these guard posts. Make sure the adventurers pass through this encounter, described in more detail on pages 86-87, before moving into the inner vault.

SAND GIANT SCOUTS (Level 16: 7,000 XP)

• 5 sand giants (level 16 soldier; page 86)

The recruits in this scouting party just recently arrived in the city and are still very green. While hesitant to engage in handto-hand combat, these scouts are very adept with their glass javelins, lining up in formation to allow effective use of their deadly hurling skills. If engaged in close quarters, two sand giants attempt to hold the front line, thus allowing the others to make javelin attacks.

If reusing this encounter multiple times, swap out one sand giant for a giant sunspeaker (page 86).

SAND GIANT PATROL (Level 17: 10,800 XP)

- 4 sand giants (level 16 soldier; page 86)
- 1 sand giant dunecaller (level 17 controller; page 89)
- 1 sand giant pounder (level 18 brute; page 87)

Sand giant patrols are scattered throughout the area inside the walls of the inner vault. The patrols periodically rotate to relieve the guard posts along the broken boundary between the inner and outer vault. By now, the giants on patrol realize there is little danger within this bastion. When Faez's watchful eye is elsewhere, many have stopped walking their routes altogether in favor of drinking, gambling, and ransacking the Kadrana buildings in their search for treasure.

If reusing this encounter multiple times, swap out the sand giant dunecaller for a sand giant sunspeaker (10,400 XP) or another sand giant pounder (page 86; 11,200 XP).

TRIAL OF STRENGTH (Level 17: 8,000 XP)

• 5 marut watchers (level 17 soldier; page 85)

The marut have been watching the party from afar. Now they are ready to test the adventurers' mettle. They suddenly teleport into a circle around the party. One says, "You must be strong for what lies ahead." Then they fall silent until the end of the encounter. Grant the marut a surprise round. The marut do not make killing blows, choosing to knock their targets unconscious with the flat of their blades. Each marut teleports out of the encounter just before being reduced to zero hit points. If the marut defeat the party, they excoriate the adventurers as unworthy and leave in disgust. The party incurs one automatic failure in **The Watchers** skill challenge (see page 85). If the marut are reduced to a single watcher, the marut concede the battle, saying "Kaima has chosen well" before teleporting away. The party gains one automatic success in **The Watchers** skill challenge.

Skill Challenges

he following skill challenges take place while the adventurers trek through the labyrinthine city vaults.

Masterless Oklu

This ongoing skill challenge takes place in the outer vault. A skittish band of masterless oklu, trapped in the vault since the city's fall, follow the party concealed in darkness. When the characters enter combat, they hoot and cheer for the adventurers but do not participate directly in combat. After every encounter, they rush back to the safety of the shadows.

Imprint Masterless Oklu

For this skill challenge, track a separate pool of impression points for the masterless oklu, keeping a running tally for each applicable skill. Each time a character makes a successful skill check, add one to the tally. Remove one (or more) point for each failure, as specified below. Each tally that is positive counts as one point towards the total pool of masterless oklu impressions points (max 8). For more details on impression points, see **Interacting with the Oklu** (page 32). The number of impression points also affects the final encounter.

Level: 14 (5,000 XP)

Complexity: Special

Primary Skills: Acrobatics, Arcana, Athletics, Endurance, Heal, Intimidate, Religion, Stealth.

Acrobatics or Athletics (DC 22): The masterless oklu are impressed by feats of physical prowess.

Intimidate (DC 24): The harsh conditions in the vault have impressed the oklu with respect for stronger creatures.

Religion (DC 16): Oklu instinctively value displays of reverence. *Arcana* or *Heal (DC 31)*: Arcane and healing arts are little

understood by the oklu, but a sufficient display of skill will impress them.

Endurance (DC 28): The oklu's short attention span makes impressing them with feats of endurance difficult.

Stealth (DC 31): The secretive oklu are hard to impress when it comes to displays of stealth. Failures count double.

UNLOCKABLE POWERS

Masterless oklu have their own Imprint Terrain abilities that are unlocked when enough masterless oklu impressions points are accumulated.

Clothesline

Oklu thugs lock arms and rush the enemy. Imprint Terrain Encounter Unlock: 3 masterless oklu impression points Minor Action Endurance (DC Difficult) Area: Wall 3 within 10 Target: Each enemy in the effected area Effect: The target is knocked prone.

Healing Brew

Dodging enemy blows, a lone oklu rushes to the side of an ally in need and administers a healing tribal remedy.

Imprint Terrain Encounter

Unlock: 7 masterless oklu impression points Minor Action Heal (DC Difficult) Area: Burst 1 within 10 Target: One ally in burst Effect: The target spends a healing surge. Instead of the normal hit points gained, the target regains 25 hit points and makes one saving throw against an effect that a save can end.

The Watchers

Before they reach the Temple of Rebirth, the adventurers should engage in this skill challenge.

Kaima's worshipers were meticulous in their preparation for their goddess's rebirth. The architects signed a contract with marut to intervene if Kaima was ever under attack. The marut were to be the last line of defense if the godling was threatened within the temple vault. Though they were unable to aid the poisoned godling, they stand guard over her dormant form to this day.

When the skill challenge begins, read:

The cloying aroma of incense fills your nostrils and darkness surrounds you. Shadowy figures seem to lurk just outside your vision but disappear when you turn to face them. A voice calls out. "Why are you here?"

The marut are trying to determine whether the adventurers pose a threat to the godling. Their leader, Wojdak, interrogates the party. Questions Wojdak might ask include the following:

- Who sent you?
- Whom do you worship?
- What is your reason for being here?
- Do you wish harm to the goddess?
- Are you working with the giants?

Level: 16 (XP 1,400).

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Diplomacy, History, Religion, Streetwise

- Diplomacy or Streetwise (DC 25): The character convinces the marut of his or her noble intentions.
- *History* or *Religion (DC 20)*: The character influences the marut with his or her knowledge or devotion. Award a +2 bonus to the skill check if the character makes reference to Kaima or Kadrana.

Special: Don't forget to include automatic successes and failures granted by the **Trial of Strength** encounter (page 84) or making offerings at one of Kaima's shrines (page 83).

Secondary Skills: Insight, Perception.

Insight or *Perception (DC 20)*: The character receives a +2 bonus on his or her next skill check.

- Success: The zone of darkness dissipates and a voice says, "When the hour is at hand, you will have our swords," The marut will aid the party in Encounter V2.
- Failure: The marut are not impressed. They will back the sand giants in Encounter V2: Temple of Rebirth (see page 87).

Marut Watcher	Level 17 Soldier
Medium immortal humanoid	XP 1,600
HP 166; Bloodied 83	Initiative +15
AC 34; Fortitude 34; Reflex 28; Will 29 Speed 8, fly 4 (hover). teleport 2 True	Perception +19 esight 10
Immune sleep	0
STANDARD ACTIO	NS
m Fullblade (radiant, weapon) • At-Will	
Attack: +23 vs. AC	
<i>Hit</i> : 1d10 + 8 damage plus 1d6 radiant dam 1 square, and the target is marked unti watcher's next turn.	
M Double Slash Recharge 5 6	
Effect: The marut watcher makes two fullb	lade attacks.
Skills Endurance +19, Intimidate +14	
Str 29 (+17) Dex 20 (+13) Wis	
Con 22 (+14) Int 11 (+8) Cha	
Alignment unaligned Languages Sup	pernal
Equipment fullblade	

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INNER VAULT BREACH

LEVEL 17 (10,400 XP)

SETUP

- 4 Sand Giant Soldiers (G)
- 1 Sand Giant Pounder (P)
- 2 Sand Giant Sunspeakers (S)

The inner vault is incredibly well protected. The heavy reinforced vault doors have been firmly sealed by corrosion. However, the inner vault walls have crumbled in several places. The sand giants have posted squads of guards at all these openings. It appears the only way into the inner vault is through the guard posts. The following encounter can be used at any wall openings shown on the location map.

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When the adventurers get near the opening, read:

The barrier wall has collapsed and left a large gap. From your vantage point, you can see a group of giants have taken up a defensive position. Several fallen columns have been rolled in front of the opening as a barrier. The area before the wall has been cleared of almost all cover. Two robed giants are standing on an elevated portion of the wall vigilantly scanning the area with their eyes. It will be extremely difficult to assault their position without being exposed to attack.

When the adventurers engage the giants, read:

The largest sand giant leaps down from his perch and cracks his knuckles. He says (in Giant), "Ho, brothers, what do we have here? Some little ones come to play?"

The other giants guffaw and slap each other's backs. A giant from the wall says (in Giant), "Should I sound the alarm?"

The first giant laughs and says (in Giant), "Not for these suckling pups. Why let Faez have all the fun?"

Perception Check

DC 23: The sand giant sunspeaker positioned to the west is wearing a large horn on his belt that is used to alert others to danger. The sunspeaker will blow the horn in the fifth round or later if the battle is going badly. Add another Sand Giant soldier to the fray every three rounds thereafter.

Quest XP: 1,000 XP (minor quest) if the adventurers dispatch the sunspeaker before he sounds the alarm.

Sand Giant	Level 16 Soldier
Large elemental humanoid (giant)	XP 1,400
HP 148; Bloodied 74 Initiative +14	
AC 32; Fortitude 30; Reflex 29; Will 27	Perception +12
Speed 8	
Resist 10 fire	
TRAITS	
Desert Tactics	
Sand giants deal an extra 2d6 of fire dan	nage against flanked
targets.	
STANDARD ACTION	VS
m Glass Scimitar (weapon) • At-Will	
Attack: Melee 2 (one creature); +20 vs.	AC
<i>Hit</i> : 3d12 + 10 damage.	

r Glass Javelin (weapon) • At-Will

Attack: Ranged 15/30 (one creature); +18 vs. AC *Hit*: 3d10 + 9 damage.

MINOR ACTIONS

C Sand Blast • Encounter Attack: Close blast 3; +21 vs. Reflex Hit: 2d12 + 4 fire damage, and the target is blinded (save ends). Skills Athletics +21, Endurance +18 Str 26 (+16) Dex 18 (+12) Wis 19 (+12) Con 21 (+13) Int 14 (+10) Cha 13 (+9) Alignment evil Languages Giant, Common Equipment leather armor, scimitar, javelin x4

SAND GIANT SUNSPEAKER Level 16 Artillery Large elemental humanoid (giant) XP 1,400

HP 116; Bloodied 58 Initiative +15 AC 28; Fortitude 29; Reflex 30; Will 26 Speed 8 Resist 10 fire

Perception +12

TRAITS

Desert Tactics

Sand giants deal an extra 2d6 of fire damage against flanked targets.

STANDARD ACTIONS

m Glass Dagger (weapon) • At-Will Attack: +20 vs. AC

Hit: 2d6 + 9.

r Solar Flare • At-Will

Attack: 10 (one creature); +19 vs. Reflex

Hit: 3d8 + 7 fire damage.

C Heat Wave • At-Will

Attack: Close Blast 3 (enemies in burst); +21 vs. Reflex *Hit*: 2d8 + 9 fire damage and target is pushed 1 space.

A Hot Box • Encounter

Attack: Area burst 3 within 20 (creatures in burst); +21 vs. Reflex

Hit: 3d8 + 10.

Effect: The burst creates a zone that lasts until the end of the encounter. Any creature that enters the zone or starts its turn there takes 10 fire damage.

MINOR ACTIONS

C Sand Blast • Encounter Attack: Close blast 3; +21 vs. Reflex Hit: 2d12 + 4 fire damage, and the target is blinded (save ends). Skills Athletics +18, Endurance +18 Str 20 (+13) Dex 24 (+15) Wis 19 (+12) Con 21 (+13) Int 14 (+10) Cha 13 (+9) Alignment evil Languages Giant, Common

Equipment cloth armor (basic clothing), dagger

SAND GIANT POUNDER Large elemental humanoid (giant)

Level 18 Brute XP 2,000

HP 203; Bloodied 102 Initiative +13 AC 26; Fortitude 28; Reflex 32; Will 33 Perception +14 Speed 6 Resist 10 fire

TRAITS

Desert Tactics

Sand giants deal an extra 2d6 of fire damage against flanked targets.

STANDARD ACTIONS

m Fists Of Sand • At-Will

Attack: Melee 2 (one creature); +21 vs. AC

Hit: 4d10 + 8 damage and the target is marked under the end of the pounder's next turn.

M Jab and Hook • At-Will

Attack: Melee 2 (one creatures); +21 vs. AC

Hit: 2d10 + 6 damage. The target slides 2 squares and is dazed (save ends).

Aftereffect: The pounder can shift 1 square.

M Savage Uppercut • Recharge when first bloodied

Attack: Melee 2 (one creature); +21 vs. AC

Hit: 5d10 + 7 damage. The target is pushed 5 spaces and falls prone.

MINOR ACTIONS

C Sand Blast • Encounter

Attack: Close blast 3; +19 vs. Reflex

Hit: 2d12 + 5 fire damage, and the target is blinded (save ends).

TRIGGERED ACTIONS

Turn to Sand • Encounter

Trigger: An enemy hits the pounder with a melee attack. Effect (Immediate Interrupt): The triggering attack does half damage.

Skills Athletics +21, Endurance +21

Str 24 (+16) Dex 19 (+13) Wis 20 (+14) Con 25 (+16) Int 15 (+11) Cha 14 (+11) Alignment evil Languages Giant, Common

Equipment leather armor



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The sand giants spent a great deal of time fortifying their position. Though full of bravado, they have no interest in giving up any advantage to the enemy. The defenders will hold their position and make ranged attacks from cover until the players enter melee range. If the players take cover behind the boulder or attempt to make ranged attacks from cover, one of the sand giant sunspeakers will cast hot box on their position.

The sand giant pounder is the natural leader of the group. If possible, the pounder will ready a charge attack that triggers when the first PC comes within 5 spaces. The other sand giants hold their ground and support the pounder with javelin and ranged attacks. If the pounder is bloodied, the sand giants soldiers engage in melee to aid him.

FEATURES OF THE AREA

Illumination: Bright light. The sand giant sunspeakers have cast a powerful illumination spell over the area.

Broken Columns: The broken columns have been moved here from the inner vault. Each column is 10 feet high and provides cover. Creatures can climb over the columns with a DC 18 Athletics or Acrobatics check.

Boulder: The sand giants were unable to move one large boulder. The boulder is 20 feet high and provides cover. The rock face is very smooth. Creatures will need a DC 25 Athletics or Acrobatics check to climb it.

Raised Wall: The flat areas above the opening in the inner vault wall are 30 feet high. The vault wall off the map extends from floor to ceiling and is impassable.

PEASURE

The sand giant pounder gathered a few baubles from the ruins while off-duty. Generate 1 treasure for this encounter.

ENCOUNTER V2 TEMPLE OF REBIRTH (PT 1)

LEVEL 18 (12,500 XP)

SETUP

- 14 Oklu Thralls (O)
- 1 Sand Giant Dunecaller (D)
- 2 Sand Giant Pounders (P)
- Faez (F)

At the exact center of the city vault stands the Temple of Rebirth, a huge reinforced dome that protects the birthing pool of Kaima's embryonic form. Faez and his tribe have already infiltrated the temple vault. The sand giants have discovered that the godling yet lives and wish to rouse her from her slumber.

Within the temple, the sand giants and their oklu thralls are working at a feverish pace to make the repairs necessary to raise the city again. Oklu masons have filled and mortared the cracks in the dry birthing pool. A makeshift pipeline from the temple vault to the water source (connected to the Waterworks) is almost complete. The only remaining task is to fill the gigantic pool with water.

Once inside the entrance, the PCs find that a long gradual stairway curves along the perimeter of the dome to the main floor of the Temple of Rebirth.

As the adventurers reach the top of the stairs, read:

The stairway opens into a huge open chamber lit as brightly as day by intensely luminescent runes. The temple is in surprisingly good condition. The domed ceiling is covered in a faded mural of the stars in the night sky. A tremendous tiled pool, covered with wooden beams, winches, and platforms, dominates the center of the room. The great pipeline leading into the room branches out into smaller pipes that disappear below the construction area. Oklu workers scurry over the rickety scaffolding while sand giant overseers bark orders.



When a sand giant sees the adventurers, read:

A sand giant foreman notices you and shouts, "Faez! Faez!" A hulking brute of a sand giant turns to face you. A cruel smile parts his battle-scarred face. The giant bellows orders and cracks a massive black whip over his turbaned head. An overwhelming mob of oklu workers grab pipes and wrenches and rush your position. Sand giants close ranks behind them.

In the nick of time, the oklu that have been shadowing you burst screaming into the chamber and collide in a wave against the oncoming mob. The sound of battle reverberates hideously through the chamber.

At the beginning of the third round of combat, read:

You smell the familiar scent of incense as blue flashes of light signal the arrival of the teleporting marut watchers. Their leader cries, "The godling must not be harmed. Long live Kaima!" as the marut pitch headlong into the fray.

If the party succeeded in both the Trial of Strength encounter (see page 84) and The Watchers skill challenge (page 85), add one marut watcher (level 17 soldier; page 85) to their team. Otherwise, add the marut to the sand giants' team.

OKLU THRALL Level 16 Minion MEDIUM NATURAL HUMANOID (REPTILE) XP 350

HP 1; a missed attack never damages a minion Initiative +12 AC 27; Fortitude 31; Reflex 28; Will 25 Perception +12 Speed 6

TRAITS

Imitative Personality

If the last creature to take a turn hit with any attacks on that turn, the oklu gains a +5 bonus to damage rolls during its turn. If the last creature didn't attack or missed with all attacks, the oklu takes a -5 penalty to damage instead.

STANDARD ACTIONS

m Heavy Tool (weapon) • At-Will

Attack: +21 vs. AC

Hit: 11 damage.

Miss: The thrall is invisible until the end of its next turn and shifts 2 squares.

TRIGGERED ACTIONS

Imprint of Cruelty • At-Will

Effect (Immediate Interrupt): Melee 1; The thrall can knock the flanked target prone.

	5 1	
Skills Stealth +17		
Str 18 (+12)	Dex 18 (+12)	Wis 18 (+12)
Con 18 (+12)	Int 18 (+12)	Cha 18 (+12)
Alignment unalig	gned Langua	ges Common, Giant
Equipment heavy	y tool	

Sand Giant DunecallerLevel 17 ControllerLarge elemental humanoid (giant)XP 1,600	m Fists Of Sa
HP 156; Bloodied 78 Initiative +12	Attack: Mel
AC 27; Fortitude 27; Reflex 32; Will 32 Perception +12	<i>Hit</i> : 4d10 +
Speed 6	end of the p
Resist 10 fire	M Jab and Ho
TRAITS	Attack: Mel
Desert Tactics	<i>Hit</i> : 2d10 +
Sand giants deal an extra 2d6 of fire damage against flanked	dazed (save
targets.	Aftereffect: '
STANDARD ACTIONS	M Savage Up
m Glass Staff (weapon) • At-Will	Attack: Mel
Attack: Melee 2 (one creature); +19 vs. AC	<i>Hit</i> : 5d10 +
<i>Hit</i> : 3d8 + 12 damage.	prone.
A Sand Storm • Encounter	Treas
Attack: Area burst 1 within 20 (creatures in burst); +21 vs.	C.C. 1.D.1 (
Fortitude	C Sand Blast
<i>Hit</i> : $4d10 + 6$ fire damage, and the target slides 2 squares.	Attack: Clos
Miss: Half damage.	<i>Hit</i> : 2d12 +
A Dune Summon (conjuration) • Encounter	ends).
Effect: Area wall 6 within 10; the dunecaller conjures a wall	
of sand. The wall is 1 square high, blocks line of sight, and	Turn to Sand
provides cover. The wall's spaces are difficult terrain. Any	Trigger: An
creature occupying an effected space is knocked prone.	Effect (Imm
Aftereffect: Any prone creature in the area of effect cannot	damage.
stand up, is immobilized, and takes 10 ongoing damage (save ends all).	Skills Athletic
r Heat Ray (fire) • At-Will	Str 24 (+16)
Attack: Ranged 10 (one creature); +20 vs. AC	Con 25 (+16)
	Alignment ev
<i>Hit</i> : 2d10 + 13 fire damage.	Equipment le
MOVE ACTIONS	FAEZ
Silt Shift • Encounter	LARGE ELEME
Effect: The dunecaller shifts 8 squares and can move through	HP 174; Bloo
enemy spaces.	AC 32; Fortit
MINOR ACTIONS	Speed 8
C Sand Blast • Encounter	Resist 10 fire
Attack: Close blast 3; +21 vs. Reflex	Saving Throw
Hit: 2d12 + 5 fire damage, and the target is blinded (save	
ends).	Desert Tactic
Wind Slam • At-Will	Sand giants
Attack: 10 (one creature); +19 vs. Fortitude	targets.
Effect: The target slides 2 squares.	
Skills Endurance +18, Nature +17	m Huge Sand
Str 20 (+13) Dex 18 (+12) Wis 19 (+12)	Attack: Mel
Con 21 (+13) Int 14 (+10) Cha 13 (+9)	<i>Hit</i> : 2d10 +
Alignment evil Languages Giant, Common	M Choking V
Equipment cloth armor (basic clothing), staff implement	Attack: Mel
SAND GIANT POUNDER Level 18 Brute	<i>Hit</i> : 1d6 +
Large elemental humanoid (giant) XP 2,000	ends).
HP 203; Bloodied 102 Initiative +13	Special: Fae
AC 26; Fortitude 28; Reflex 32; Will 33 Resist 10 fire	attack. Faez
Speed 6	A Quicksand
Perception +14	Attack: Are
TRAITS	<i>Hit</i> : The tar
	- in in the

Desert Tactics

Sand giants deal an extra 2d6 of fire damage against flanked targets.

STANDARD ACTIONS

and • At-Will

elee 2 (one creature); +21 vs. AC

+ 8 damage and the target is marked under the pounder's next turn.

ook • At-Will

elee 2 (one creatures); +21 vs. AC

+ 6 damage. The target slides 2 squares and is e ends).

The pounder can shift 1 square.

opercut • Recharge when first bloodied elee 2 (one creature); +21 vs. AC

7 damage. The target is pushed 5 spaces and falls

MINOR ACTIONS

• Encounter

ose blast 3; +19 vs. Reflex

+ 5 fire damage, and the target is blinded (save

TRIGGERED ACTIONS

l • Encounter

n enemy hits the pounder with a melee attack. nediate Interrupt): The triggering attack does half

ics +21, Endurance +21 Dex 19 (+13) Wis 20 (+14) Int 15 (+11) Cha 14 (+11) vil Languages Giant, Common

eather armor

FAEZ	Level 18 Control	ler (Leader)
LARGE ELEMENTAL HUMA	ANOID	XP 2,000
IID 174 D1 1. 107	T 141 41 117	

odied 87 Initiative +15 tude 33; Reflex 27; Will 30

Perception +13

ws +2

s deal an extra 2d6 fire damage against flanked

TRAITS

STANDARD ACTIONS

d Fist • At-Will

elee 2 (one creature); +23 vs. AC

- 10 damage.

Whip • At-Will

lee 5 (one creature); +23 vs. AC

10 damage and the target is restrained (save

ez can only restrain one enemy at a time with this z can end the effect as a free action.

l • At-Will

ea 2 within 10 (creatures in burst); +22 vs. Reflex *Hit*: The target is immobilized (save ends).

Effect: The burst creates a zone of difficult terrain that lasts until the end of the encounter.

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M Heel • At-Will

Requirements: The target is restrained by *choking whip*. *Attack*: Melee 5 (one creature); +22 vs. Fortitude *Hit*: 3d6 + 7 damage. The target is pulled to an adjacent square and falls prone.

MINOR ACTIONS

C Sand Blast • At-Will

Attack: Close blast 3 (all creatures); +22 vs. Reflex *Hit*: 2d12 + 4 fire damage, and the target is blinded (save ends).

FREE ACTIONS

Cheap Shot • At-Will

Requirements: The target is restrained by choking whip.

Effect: One ally within 5 squares can immediately shift one square and make a basic melee attack against the restrained target.

Skills Diplomacy +20, Intimidate +20

 Str 19 (+13)
 Dex 22 (+15)
 Wis 19 (+13)

 Con 22 (+15)
 Int 19 (+13)
 Cha 22 (+15)

 Alignment evil
 Languages Common, Giant

Equipment whip, leather armor

TACTICS

Faez is a seasoned warrior and leader. He will stand behind the sand giant pounders and shout orders while attacking from safety with his whip. Faez uses his choking whip and cheap shot to get his troops in better positions to defend him. The dunecaller always opens an assault with *dune summon*, hoping to pin enemies beneath a mountain of earth. All enemy combatants will suffer opportunity attacks and weak positions if necessary to protect Faez.

Features of the Area

Illumination: Bright light.

Hole: The hole under the work area is actually Kaima's dry birthing pool. The pool is 50 feet deep.

Crates: Several large crates are spread throughout the room. All crates are 10 feet high and provide cover.

CONCLUSION

When the fight is over, do not let the party take a rest. Allow the players to spend a single healing surge and proceed immediately to Encounter V3: Temple of Rebirth (Part 2). If the players are defeated, they are captured by Faez, who immediately puts his grand plans into effect (see page 92).

TEMPLE OF REBIRTH (PT 2)

Development Level 18 (12,000 XP) Development

SETUP

• Sand Leviathan (L)

In death, Faez transcends the constraints of his mortal form. He becomes one with the desert, a sand leviathan, a being of pure sand. Now he desires nothing but his revenge. The leviathan starts the round by bursting through the wooden platform, hoping to bring down a few characters to the floor 50 feet below.

When the encounter starts, read:

The stricken sand giant leader falls, clutching his mortal wound. The blood gushing from his chest turns to grains of sand. Faez unleashes an unearthly scream, then explodes into a plume of sand. The granules rain down on the wood scaffolding and seep into the dark pool below.

You hear a hissing noise seconds before the wooden platform below your feet violently explodes. The heavy wooden beams splinter like twigs as a huge fist of sand shoots up from below. A colossal beast comprised of living sand rears up from the pool and begins striking wildly in all directions. The remaining combatants dash madly for the exit. Thorough all the chaos, you glimpse the corpse of an enormous vaguely aquatic creature piled at the bottom of the pool.

If a PC is adjacent to one of the remaining wooden beams (shown on the map), that player can make a DC 25 Acrobatics or Athletics check to stand on a ceiling beam. Anyone who fails his or her save plummets 50 feet to the floor below. A corner of the pool is filled with the husk of the godling. Players landing in those squares take only half damage from the fall.

If the marut sided with the sand giants in Encounter V2, the appearance of the sand leviathan immediately causes them to switch their allegiance to the adventurers.

If the marut change allegiance, read:

A marut watcher leaps to your aid in the pool. "This beast will harm the godling. You have my sword if you agree not to harm Kaima."

Add a marut watcher (see page 85) to the PCs' team. The marut should start bloodied and with half hit points.

If a water pipe is activated near the godling or a player splashes the godling with water, it responds with a burst of radiant energy.

If Kaima is sprayed with water, read:

When water comes in contact with the enormous corpse in the pool, you see energy rippling briefly over its skin. The incandescent runes lighting the chamber flare brightly, blinding you for a moment.

SAND LEVIATHANLEVEL 19 SOLO BRUTE Huge elemental animate XP 12,000

HP 740; Bloodied 370 Initiative +13 AC 31; Fortitude 32; Reflex 34; Will 31 Speed 8, fly 4 Immune disease, poison; Resist 5 fire Saving Throws +5; Action Points 2

Perception +13

TRAITS

Insubstantial

The leviathan takes half damage from all attacks, except attacks that deal force damage.

Fading Corporation

While the leviathan is affected by the dazed or stunned condition, it grants combat advantage, cannot flank an enemy, and loses all resistances including insubstantial, but retains full use of its actions. The leviathan must save as normal.

Blood Rage

When the leviathan is bloodied, it scores a critical hit on 18–20.

STANDARD ACTIONS

m Sand Hammer • At-Will

Attack: Melee 3 (one creature); +22 vs. AC

Hit: 4d12 + 9 damage and the target is knocked prone.

Swirling Cloud Attack • Recharge

Effect: Faez moves up to 10 squares and can make two basic melee attacks against separate targets at any point during the movement.

C Furnace Blast (fire) • Recharge 4 5 6

Attack: Close blast 5 (creatures in blast); +20 vs. Fortitude *Hit*: 4d10 + 9 fire damage. The target is pushed 2 squares and takes ongoing 20 fire damage (save ends).

C Rising Fists • At-Will

Attack: Burst 5 (one, two, or three creatures in burst); +22 vs. AC

Hit: 2d10 + 11 damage and target slides 2 squares.

MINOR ACTIONS

A Pillar of Sand • At-Will

Attack: Burst 2 within 10 (all creatures); +22 vs. AC

Hit: 2d8 + 9 and the target is restrained (save ends).

Effect: The target is pulled 1 square towards the origin of the blast.

TRIGGERED ACTIONS

Devastating Backhand • At-Will

Attack (Immediate Reaction): Melee 2 (triggering enemy); +20 vs. Reflex

 Hit: 2d12 + 9 damage and target is pushed 1 square.

 Str 19 (+13)
 Dex 19 (+13)

 Con 25 (+16)
 Int 19 (+13)

 Cha 19 (+13)

 Alignment evil

 Languages —

NX NX

TACTICS

The sand leviathan is an amorphous mass of living sand. It usually assumes a vaguely humanoid form but it changes shape quickly. In a single round, it might turn into a fast-flying cloud, smack a character with a hammer-shaped fist, then form into a pillar of sand and try to bury a group of characters. The leviathan's insubstantial ability is canceled by contact with water. If a character opens a water pipe, it will move out of the affected area if possible.

Features of the Area

Illumination: Bright light.

Empty Pool: The 50-foot-deep pool is covered in intricate tile work.

Godling: The body of the godling lies in one corner of the pool. The skin feels dry and cracked to the touch. The godling has grown dormant due to years of neglect. If the godling is sprayed with water, the walls and floors of the complex shudder.

Wood Beams: The wooden platform is destroyed in the sand leviathan's opening attack. The remaining beams are not in good condition. Each beam could take an additional 40 points of damage before collapsing.

Water Pipes: Three water pipes have been installed in the pool. Each pipe extends down to the bottom of pool and is capped with a valve that can be opened as a minor action or by an attack that does more than 20 points of damage. When a valve is open, the areas indicated by dotted squares on the map below fill with water. If the sand leviathan starts its turn or moves in a water-filled square, the leviathan loses its *insubstantial* trait until the end of its next turn.

TREASURE

Generate one treasure to represent Faez's hoard. The hoard also contains the **Circlet of Rapport** (see page 12). The circlet magically resizes to fit the head of anyone holding it. Any coins are in the form of ancient Kadralhu platinum pieces.



CONCLUSION

After the players have subdued the sand leviathan, they can further investigate the godling, the city's power source. Anyone who succeeds in an Easy DC Heal check can determine the godling lives in water (she has visible gill slits). The Aftermath section on the following page contains more information about the operation of the flying city.

By the end of this encounter, the marut watchers have been convinced of the adventurers' intentions for Kaima. The marut will explain the dormant husk in the pool is the godling and that Kadralhu once flew through the air. For any further information, the marut will direct the party to the Technical Library located in the outer vault (page 82).

The masterless oklu will revere the party as liberators after the battle is won. The oklu will follow the commands of the adventurers, especially directives related to repairing the city and preparing the city for travel.

If the sand giants or the leviathan defeat the players, it doesn't necessarily mean the end of the adventure. Rather than killing the party, Faez strips the adventurers of their equipment and imprisons them in the makeshift jail (page 83). By the time the adventurers recover, Faez has raised the city and is moving to attack a nearby settlement—perhaps Hallampor (see page 12), as practice for an assault on Ekabba. Can the adventurers escape in time to thwart Faez's diabolical plot?

AFTERMATH

aving explored the city, infiltrated the vaults, and defeated the sand giants, it should now be apparent to the adventurers that Kadralhu is more than merely a ruined city buried beneath the sands of time. Kadralhu once sailed the skies and can be made to do so once again. If the players are still unaware of the city's true nature, it may help to have an oklu the players have befriended or the marut watchers lead them to the Technical Library located in the outer vault (page 82).

Flying the City

If the players wish to raise the city, they must first heal the godling, cleanse the incubation pool water, and communicate with Kaima through the **Circlet of Rapport** (see page 12).

Healing the Godling

Replenish the Pool: The godling lies shriveled and dormant in the incubation pool in the Temple of Rebirth. To fully awaken Kaima, the pool must be filled with water. Once comfortably hydrated, the godling regains her senses within a few hours, provided the water is clean. The godling has multiple protuberances that fasten themselves to openings in the pool. She will instinctively begin pumping water through the pipes that activate the city's wondrous mechanisms. Unfortunately, summoning enough water to sustain this effect is probably not possible.

Cleanse the Water: Unless the players have cleansed the water in the Waterworks, the incoming water is contaminated. Contact with tainted water makes the godling act unpredictably. This may cause the city to

rocket to high altitudes, or drift aimlessly, or zig-zag about. Give the players time to identify the problem before Kadralhu crashes back to the ground.

If the water has already been purified, the godling automatically raises the city to hover several hundred feet above the sands. Once Kadralhu is raised, the rubble in the collapsed area (see page 82) falls away; through the gaping hole the adventurers can see the desert surface far below.

Communicating with the Godling

Although she appears helpless in godling form, Kaima is still quite powerful. Once awakened from her slumber the goddess immediately begins protecting herself. Characters may discover their hold over the oklu rapidly diminishing as Kaima erases their imprints and begins directing them to city repairs. The goddess also compels the Cult of Rebirth oklu to come immediately to the vault temple to tend to her needs. The marut watchers are also dedicated to preserving the goddess at all costs.

In godling form, Kaima can only communicate empathically; she has no way to speak directly with the characters. However, after defeating Faez, the PCs should have discovered a magic crown, known as the **Circlet of Rapport** (see page 12), that can be used to speak with the goddess.

Kaima has a will of her own. She will not take orders from any adventurer. Above all else, she desires self-preservation until the time of her ascension. The godling will grant requests to characters in gratitude for restoring her health as long as the request does not put herself or the people of Kadralhu in danger. immediately begins to plan a war of conquest against a nearby land.

Conscientious PCs might feel responsible for these consequences of raising the city. Will they attempt to protect the innocent lands around Ishmai from these rapacious predators? Will they negotiate with the water archons for a new source of water for the Hanging Gardens? Or will they consign the last known bastion of trignotarbs to extinction?

Wrestling with such option will appeal most to parties who enjoy struggling with their responsibilities.

Option 2: The Gardens Aloft

For those groups who have no interest in moral consequences and merely wish to proceed with the tale of their new flying city, assume the shock of Kadralhu's long-ago crash firmly joined the (now-inverted) slab from which the gardens hang to the rest of the city. The gardens now join the rest of Kadralhu aloft, the eerily pale vines hanging beneath the city like a fungal beard.

Although still part of Kadralhu and still provided with water, under this scenario the trignotarbs might wish to claim a more stable part of the city for their own, unless the adventurers can negotiate some mutually acceptable concorde with them. This option works best for parties who raise the city before visiting the Hanging Gardens, or for those who have unresolved issues with the trignotarbs but still prefer to stay in the restored Kadralhu.

Beyond that, the adventurers find that the old phrase "the sky's the limit" no longer really applies to them as they set forth seeking new adventures.

The Future of the Gardens

Whether through the PCs' or Faez's actions, the adventure is likely to end with the fallen city once more rising into the skies. The DM has two general options for what repercussions this event has on the Hanging Gardens.

Option 1: The Displaced Kings of Ishmai

The recovered city might leave the gardens behind in the Ishmai desert, a broken slab no longer connected to the city. Unfortunately, detachment from the Waterworks removes the Hanging Gardens' sole source of life-giving water.

Knowing her people are doomed unless they act quickly, the trignotarb queen (or princess, if she has succeeded the queen)



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