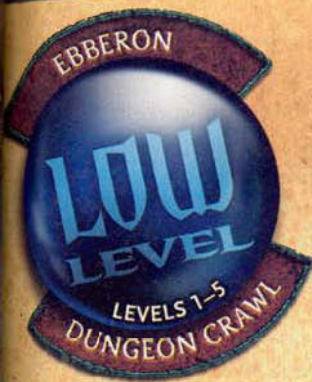


Only the naga's soft hiss disturbed the eerie silence of the darkened chamber. Verites the Bard gasped in horror, even as his warforged companion looked quizzically at the creature's flickering tongue. The adventurers knew they stood before their doom.



Vestan ir'Simul simply smiled. The adventurers had been fools to follow him here. His Queen would dine well tonight.





QUEEN WITH BURNING EYES

BY JAMES WYATT

ARTWORK BY RAMÓN PÉREZ
CARTOGRAPHY BY WIZARDS OF THE COAST & MIKE SCHLEY

"The Queen with Burning Eyes" is an adventure set in the world of Eberron. Designed for six 1st-level PCs, characters who complete the entire adventure could reach 3rd level by its climax. This adventure is intended as a follow-up to "The Forgotten Forge," the 1st-level adventure in the *EBERRON Campaign Setting*. Characters who have completed this earlier adventure should be close to reaching 2nd level. Brand new adventurers can still play this adventure, but they'll need to retreat to rest and recover their strength more often. In any case, you should allow characters to level up during the course of this adventure once they accumulate enough experience, as the encounters at the end of "The Queen with Burning Eyes" are quite tough.

ADVENTURE BACKGROUND

Nine thousand years ago, a mysterious race known as the daelkyr emerged from the insane and alien plane of Xoriat, sending their minions forth in waves to conquer Eberron. They were driven back, but their legacy remains in the form of aberrations that still haunt the depths of the earth. Deep below the towering city of Sharn, one of these aberrations has long ruled over a tiny kingdom of kobolds, grimlocks, and dolgrims. This aberration is a bright naga (a monster described in the *Miniatures Handbook*) known as the Queen with Burning Eyes.

The Queen with Burning Eyes ruled over her little kingdom for some decades, having no contact with the surface world or any interest in its affairs. All that changed with the entrance of Vestan ir'Simul into affairs. A bored and decadent petty aristocrat in Sharn, Vestan had recurring dreams about the bright naga, and over time his initial horror at these dreams turned into a mad fascination. He hired a group of adventurers to seek out the creature. When they at last led him through narrow sewers and ancient tunnels to the Queen's domain, Vestan offered the adventurers as his first sacrifice to the Queen, and pledged his life to her service.

Vestan has since gathered several of his aristocrat friends into his new Cult of the Dragon Below, and

employs local ruffians to protect the cult's secrecy. He has diverted public funds to finance an excavation aimed to provide easier access between his Queen's domain and the lowest levels of Sharn. Workers in the Cogs know that something is wrong—robberies have increased dramatically, and now several laborers have gone missing—but they have no idea what is going on. The cult seeks to penetrate deep underground to a mystical paradise they call the Heart of the Dragon, while the Queen herself seeks to open a portal to the mad plane of Xoriat and allow the daelkyr she reveres as creators to return once more to Eberron.

One additional factor complicates the situation. Before accepting Vestan's commission to find the Queen with Burning Eyes, the group of adventurers who became his first sacrifice to the bright naga stole a trinket from an agent of the Emerald Claw—an amulet key that opens a mysterious vault hidden somewhere on the lost continent of Xen'drik. This realm lies far to the south, and is a place of secrets and mystery. Vast ruins lie hidden in the jungles here, remnants of a bygone civilization of giants. The Order of the Emerald Claw has been tracking the adventurers for over a year, and finally learned of their disappearance in Sharn's depths. A low-ranking Emerald Claw agent named Demise has come to Sharn with a group of enforcers, hoping to recover the amulet at last, setting in motion a much larger plot.

ADVENTURE SYNOPSIS

The adventure begins in the lower levels of Sharn, the City of Towers. If the PCs have recently completed the introductory EBERRON adventure, "The Forgotten Forge" (found in the *EBERRON Campaign Setting* book), they might find clues that lead them to explore the Queen's domain on their own. Otherwise, the troubles of the local citizens—and the scheming of Vestan ir'Simul—could lead them to explore the ruins. See "Adventure Hooks," below.

For whatever reason, the PCs enter the ruins and encounter some of the subjects of the Queen with Burning Eyes. Initially, their explorations seem like little more than a very traditional dungeon crawl: disorganized monsters

THE QUEEN WITH
BURNING EYES

resist their intrusion, treasure is won, and experience earned. When the PCs eventually retreat from the ruins to rest, however, they encounter the first twists in the plot.

First, an agent of the Emerald Claw approaches them, asking whether the PCs have found the amulet in the ruins. He offers a handsome sum for it if they find it and give it to him.

Eager to earn more of the Queen's respect and amass more power for his cult, Vestan plots to have the PCs kidnapped during the night so that he might offer them as his next sacrifice to the bright naga. Weakened from their exploration of the ruins, the PCs might fall victim to Vestan's hired thugs and wake the next morning back in the ruins, in the midst of a cult ritual. Even if the PCs manage to fight off the thugs, they encounter Vestan in the ruins when they next return.

Assuming they defeat Vestan and his allies and destroy the Queen with Burning Eyes, the PCs face one more threat: the Order of the Emerald Claw. Led by the elven necromancer Demise (described in Chapter 9 of the *EBERON Campaign Setting*), the agents of the Emerald Claw try to take the amulet from the PCs by force. Demise flees from any combat, and continues to hound their path until the amulet is in her possession once again.

ADVENTURE HOOKS

If you did not run "The Forgotten Forge," you need not tie this adventure to the events of that one at all. You can modify the hook involving Sergeant Barlon, below, as one means of drawing the PCs in. Also consider these hooks:

- As they spend time in the lower levels of Sharn (perhaps because they can't afford to spend time any higher up), the heroes hear stories of

robberies and disappearances from workers in the Cogs. They might be motivated to investigate these rumors on their own.

- Alternatively, Vestan ir'Simul himself might hire the characters to investigate the excavation. Pretending to show concern for the workers troubled by the disappearances, Vestan offers to pay the characters to explore the area. He offers a relatively small amount up front, 100 gp each, but promises more upon completion of the mission. Naturally, Vestan never intends to pay the rest of the gold, since he plans to sacrifice the characters to the Queen with Burning Eyes.

If you ran "The Forgotten Forge" from the *EBERON Campaign Setting*, several hooks in that adventure can lead the PCs into this one:

- If the PCs forged a good relationship with Sergeant Dolom, he might ask for their help. Though his beat is confined to the upper levels of the city where he first met the heroes, he has a cousin in the lower levels who is troubled by a recent crime wave. Showing some investigative talent but little stomach for risk, his cousin (a watch inquisitive named Kafton) has identified Vestan's excavation as a likely source of the trouble and seeks adventurers to explore it.
- Elaydren d'Cannith's signet ring provides one key to unlock the secrets of Bonal Geldem's journal, but the PCs might find others. If one of them is associated with House Cannith, that character could possibly access the journal. Any character who can make a successful Use Magic Device check against DC 25 can cause a single page of

SHARN: CITY OF TOWERS

👑 **Sharn (Metropolis):** Conventional (town council), Nonstandard (dragonmarked houses), Nonstandard (the Citadel), Nonstandard (criminal guilds); AL N; 100,000 gp limit; Assets 1,125,720,000 gp; Population 211,850; Integrated (33% human, 17% dwarf, 10% halfling, 9% goblinoid, 8% gnome, 6% elf, 5% half-elf, 4% shifter, 3% changeling, 2% orc and half-orc, 1% warforged, 1% kalashtar, 1% other races).

Authority Figures: Lord Mayor Cathan ir'Demell (LN male human Ari16); Merrix d'Cannith (LE male human artificer 9/dragonmark heir 3); Saidan Boromar (NE male halfling Rog8).

From its roots among the ancient ruins of a goblinoid city to the impossible heights of its soaring towers, Sharn is the greatest city of Khorvaire. With a tremendous array of cultural, culinary, and commercial delights to sample, and its position as the gateway to the lost continent of Xen'drik,

Sharn attracts visitors and adventurers from around Eberon. It is a hotbed of activity, known in equal measures for its wonders, its crime rate, its amazing amount of corruption, and its exciting atmosphere.

Sharn is an important stop for trade routes crossing the continent. Situated near the mouth of the Dagger River, its wharfs harbor ships from around the world, including spice-laden vessels from distant Sarlona. Enormous lifts haul cargo from these ships to the warehouses and marketplaces of the city, built on the cliffs high above the river. From there, lightning rail coaches and more mundane caravans carry the goods across Khorvaire.

Sharn is also home to Morgrave University, hardly the most prestigious educational institution in the world. Morgrave is well known for its focus on history, emphasizing the study of both the ancient civilizations of Xen'drik and the city of Sharn itself, dating back to its goblinoid roots.

| Creature | D&D Miniature | Encounter Area or Event |
|-------------------------|--|-------------------------|
| Choker | Kobold Skirmisher (<i>Dragoneye</i> 35/60) | Area 9 |
| Demise | Cleric of Nerull (<i>Dragoneye</i> 30/60) | Event 3 |
| Dolgaunt | Zombie (<i>Harbinger</i> 58/80) | Area 7 |
| Dolgrim Warrior | Goblin Skirmisher (<i>Dragoneye</i> 31/60) | Area 6 |
| Emerald Claw Soldier | Man-At-Arms (<i>Harbinger</i> 10/80) | Event 3 |
| Ghoul | Ghoul (<i>Harbinger</i> 63/80) | Area 8 |
| Goblin Rogue | Goblin Sneak (<i>Harbinger</i> 42/80) | Area 1 |
| Goblin Warrior | Goblin Warrior (<i>Dragoneye</i> 32/60) | Area 1 |
| Grimlock | Grimlock (<i>Dragoneye</i> 42/60) | Area 2, Area 10 |
| Hobgoblin Warrior | Hobgoblin Warrior (<i>Dragoneye</i> 33/60) | Event 2 |
| Human Commoner Zombie | Zombie (<i>Harbinger</i> 58/80) | Event 3 |
| Human Warrior Skeleton | Skeleton (<i>Harbinger</i> 55/80) | Event 3 |
| Kobold Sorcerer | Kobold Warrior (<i>Harbinger</i> 48/80) | Area 3 |
| Kobold Warrior | Kobold Skirmisher (<i>Dragoneye</i> 35/60) | Area 3, Area 4 |
| Large Monstrous Spider | Large Monstrous Spider (<i>Dragoneye</i> 54/60) | Area 5 |
| Nothic | Nothic (<i>Archfiends</i> 36/60) | Area 11 |
| Queer with Burning Eyes | Bright Naga (<i>Dragoneye</i> 45/60) | Area 11, Area 12 |
| Thug Leader | Human Thug (<i>Harbinger</i> 47/60) | Event 2 |
| Thug | Human Bandit (<i>Harbinger</i> 66/80) | Area 11, Event 2 |
| Travack | Kerwyn (<i>Dragoneye</i> 22/60) | Event 1, Event 3 |
| Vestan ir'Simul | Purple Dragon Knight (<i>Dragoneye</i> 7/60) | Area 11 |
| Wolf Skeleton | Wolf Skeleton (<i>Harbinger</i> 57/80) | Event 3 |
| Young Aristocrat | Cultist of the Dragon (<i>Archfiends</i> 48/60) | Area 11 |

writing to become visible. In any event, you can use the journal as a hook for the PCs. The entry immediately before all his notes about the lost Cannith foundry describes an unusual excavation in the Cogs beneath the city, and mentions rumors of monsters emerging from that excavation. The journal provides enough information to locate the excavation.

USING D&D MINIATURES

Many of the monsters in this adventure can be represented by miniatures from the first three sets of *D&D MINIATURES*: *Harbinger*, *Dragoneye*, and *Archfiends*. In many cases, you can use monster statistics directly from the statistics cards that come with the miniatures. In addition, all of the rooms in the dungeon can be formed from various combinations of the terrain tiles that come in *D&D MINIATURES Entry Packs*. The "Tiles" entry at the end of each encounter area indicates which tiles you'll need for that room. Refer to the map of the ruins to see how to lay the tiles out to create the room in question.

Refer to the table above for suggestions on which D&D Miniatures to use for the creatures encountered in this adventure. Their use is by no means required.

CHAPTER ONE: THE EXCAVATION

The domain of the Queen with Burning Eyes lies deep in the ruins of ancient cities beneath the current city of Sharn. Vestan's excavation site is in the part of the city known as the Cogs, where great furnaces and foundries support Sharn's industry and exports. The PCs can take a magical lift (a heavy iron cage riding a line of glowing blue force through a form of levitation) from the rowdy tavern district of Downstairs to a foundry in the Cogs (10 minutes). From there, it's a matter of walking down a long, spiraling ramp lit only occasionally by torches (30 minutes), then a short walk through narrow tunnels to the excavation (15 minutes). The read-aloud text in area 1, below, describes the entrance.

DUNGEON FEATURES

The following features are true unless otherwise noted in the specific area description.

Doors: Average doors have the following qualities:

◆ **Wooden Doors:** 1 in. thick; hardness 5; hp 10; AC 5; break DC 18.

Ceilings: Ceilings in the dungeon average around 8 feet high. Built by goblins, the dungeon does not offer a great deal of head room for Medium or larger creatures.

Light: The dungeon is inhabited by kobolds (who dislike light) and grimlocks (who have no need of it). Human

Domain of the Queen

with **Burning Eyes**



Tile Modifications

- a. Hole Leading to Dungeon → c.
- b. Monstrous Spider Web
- c. Hole Leading to Surface → a.
- d. Doors
- e. Camouflaged Pit Trap

Encounters

- 1 The Dig Site
- 2 Entrance
- 3 Sorcerer's Chamber
- 4 Kobold Rooms
- 5 Spiders Nest
- 6 Dolgrim Den
- 7 Dolgaunt Haunt
- 8 Ancient Crypt
- 9 Ossuary
- 10 Grimlock Camp
- 11 Khyber Shrine
- 12 Death Shrine



1 square = 5 feet

empire of Dhakaan, some twisted goblins took to the worship of the departed daelkyr. A group of these debased goblins built this temple in the ruins of the great city of Ja'shaarat, the city that stood on the site of Sharn before the human metropolis of Dorasharn. A successful Knowledge (dungeoneering) check (DC 12) allows a character to identify the subjects of the statues as dolgaunts, aberrations created by the daelkyr from hobgoblin stock.

Creatures: Two grimlocks are stationed here to guard the entrance to the Queen with Burning Eyes's domain. If they hear the sounds of combat with the goblin guards above, they hide in the corridors leading out of this room in order to get the jump on characters entering from area 1.

➔ **Grimlocks (2):** hp 11 each; *Monster Manual* 140.

Possessions: Battleaxe, flask of alchemist's fire.

Tiles: You can make the room by overlapping two Rubble Room tiles. Be sure to note which edges of the tiles are walls and which lead off into corridors.

3. SORCERER'S CHAMBER (EL 2)

The door leading into this room is trapped (see "Trap," below).

This rectangular room has a shallow alcove on one wall, in which sleeping furs are spread out. A statue in the far corner depicts a tentacle-faced humanoid devouring a goblin's brain. Two short, scaly humanoids leap to the attack, while a third keeps its distance. They yip at you like dogs while brandishing their spears.

The statue depicts a mind flayer feasting on a goblin.

Creatures: Three kobolds lurk in this room. Upon noticing the PCs, they leap up and brandish spears, yipping in Draconic, "Depart from here or taste our steel!" Two of them are warriors. The third is a sorcerer named Krang. Krang leads the kobolds here and in area 4 in the service of the Queen with Burning Eyes.

➔ **Kobold Warri (2):** hp 4 each; *Monster Manual* 161.

Possessions: Spear, light crossbow, 20 bolts.

➔ **Krang, Male Kobold Sorz:** CR 2; Small humanoid (reptilian); HD 2d4+3; hp 9; Init +3; Spd 30 ft.; AC 16, touch 15, flat-footed 13; Base Atk +1; Grap -5; Atk +0 melee (1d6-2, spear); Full Atk +0 melee (1d6-2, spear); SA spells; SQ light sensitivity, toad familiar; AL LE; SV Fort +0, Ref +3, Will +4; Str 6, Dex 16, Con 11, Int 10, Wis 12, Cha 15.

Skills: Concentration +5, Craft (trapmaking) +2, Search+2, Spellcraft +5.

Feats: Toughness.

Languages: Draconic.

Spells Known (6/5; DC 12 + spell level): 0—*acid splash, daze, detect magic, prestidigitation, read magic*; 1st—*magic missile, magic weapon*.

Possessions: Spear, *ring of protection* +1.

Trap: The door leading into this room is trapped. Touching the doorknob without first depressing a hidden switch on the wall to the left of the door causes a scythe blade to swing out from the wall. The blade slashes out at anyone standing in front of the door. The kobolds in this room and in area 4 know about the hidden switch bypass and use it as a matter of course.

➔ **Wall Blade Trap:** CR 1; mechanical; touch trigger (door knob); automatic reset; hidden switch bypass (Search DC 25); Atk +10 melee (2d4/x4, scythe); Search DC 22; Disable Device DC 22.

Treasure: Amidst the rubble at the east end of the room is an inlaid mahogany chest worth 1,300 gp. Inside the chest are 190 gp and a divine scroll of *resist energy*.

Development: If they hear the trap triggered (Listen DC 5), the kobolds in area 4 run to defend their leader.

Tiles: Use a Treasure Room tile for this room, with the sleeping alcove in the north wall formed by a Corridor tile.

4. KOBOLD ROOMS (EL 2)

The corridor widens into a large room here, complete with ruined statues and mounds of rubble.

BYESHK

Mined in the Byeshk and Graywall Mountains bordering Droaam, this rare metal is prized by smiths for use in jewelry and weapons. It has a lustrous purple sheen and is hard and dense. Characters frustrated by the damage reduction of the dolgrims and dolgaunt might wish to acquire weapons made of byeshk. A successful Knowledge (dungeoneering) or Knowledge (the planes) check against DC 17 reveals that byeshk can bypass their DR.

A bludgeoning weapon whose head is made of byeshk has a +1 enhancement bonus on damage rolls. In addition, byeshk weapons of any type are able to bypass the damage reduction of daelkyr and some of their

creations. The market price modifier of a byeshk weapon is +1,500 gp, and such a weapon weighs 50% more than the same item made of iron.



Unless they are moving with stealth, the PCs have no opportunity to see farther into the rooms before the kobolds here spring to the attack.

Creatures: Six kobold warriors inhabit the two chambers here. They begin the encounter in the northern chamber, but leap to defend the area as soon as they hear characters coming (or hear the trap at the door to area 3 activate). Two kobolds remain in the northern chamber, firing their crossbows into the melee, while the other four rush forward to attack with their spears.

➤ **Kobold Warriors (6):** hp 4 each; *Monster Manual* 161.

Possessions: Spear, sling (4 kobolds) or light crossbow and 20 bolts (2 kobolds).

Tactics: If any kobold warrior finds an opportunity to run to area 3, it does so to implore Krang for help. The kobolds from that room join the combat in the next round.

Tiles: Use a Corridor tile for the passage leading into this area, and two slightly overlapping Statue Room tiles for the room itself.

5. SPIDER'S NEST (EL 2)

At the end of a short and rubble-strewn hallway, the space widens into an irregular chamber filled with dust. A few bones strewn on the floor indicate that something—probably grimlocks or goblinoids—ventured in here in the not-too-distant past.

The bones are indeed those of grimlocks, kobolds, and dolgrims who should not have explored this area. The residents of the ruins avoid it now.

Creature: The spider that spun the web hides in the shadows in an upper corner of the web (Hide +11, or assume it takes 10 for a skill check result of 21). The spider can pinpoint the location of any creature within 60 feet as well as any creature in contact with its web.

➤ **Large Monstrous Spider:** hp 22; *Monster Manual* 289.

Trap: The spider has strung a web across the room at the location shown on the map. As described in the *Monster Manual*, approaching characters must succeed on a DC 20 Spot check to notice the web; otherwise they stumble into it and become trapped.

Remember that a creature trapped in the web gains a +5 bonus on checks to escape the webs if he or she has something to walk on or grab while pulling free.

↗ **Large Monstrous Spiderweb:** CR —; mechanical; touch trigger; manual reset; Spot DC 20 or become entangled; Escape Artist DC 8; Break DC 12; hit points 12 (per 5-foot section); damage reduction 5/—.

Treasure: A bundle of webbing near the top of the web holds an hourglass worth 25 gp, a sack of 400 cp, and a byeshk warhammer (see sidebar).

Tiles: Use an Abattoir tile for the room, with the edges of the tile representing walls all the way around except for

the entrance. The blood rock on the tile has no effect in this room.

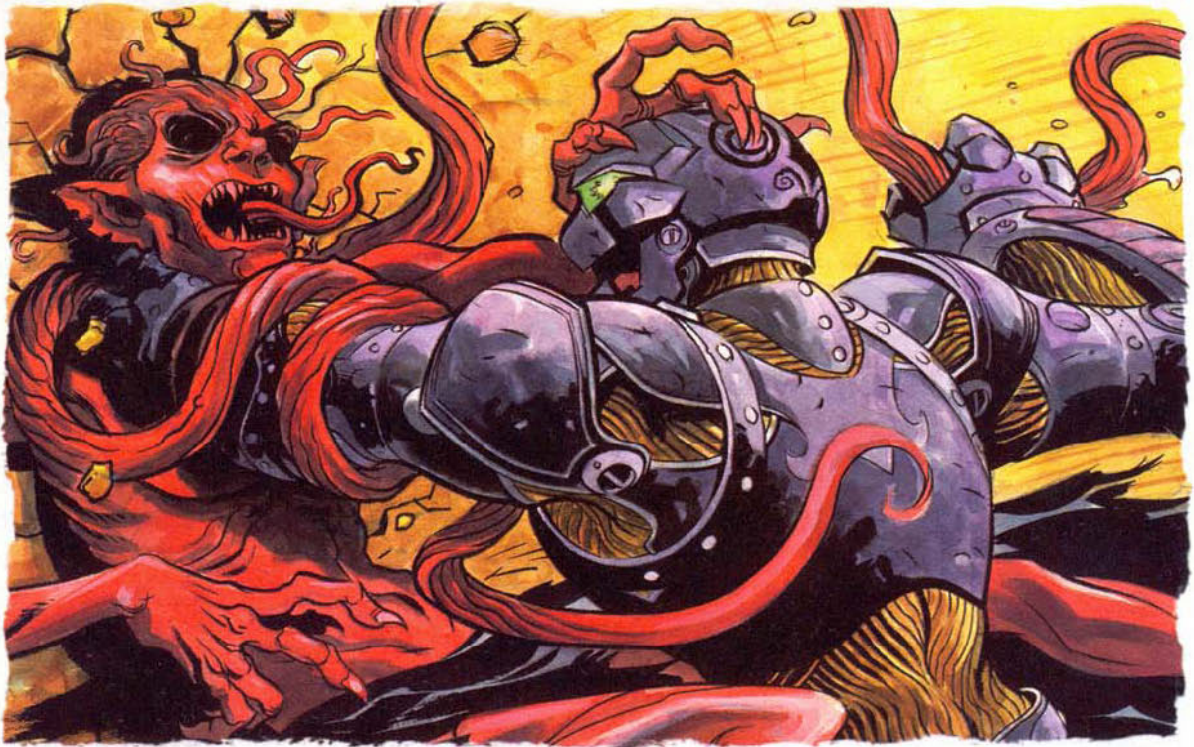
6. DOLGRIM DEN (EL 2)

The corridor branches again, and both branches widen out into rooms. It is possible that the two branches re-connect around the corners ahead.

The two branches do indeed connect; the room is a sort of loop. The eastern side is littered with heavy rubble, and a statue stands in the northeast corner. The statue represents a dolgaunt, an emaciated humanoid with whiplike tentacles extending from its shoulders.

Creatures: This room is the den of two dolgrims, aberrations created by the daelkyr from goblin stock (fully described in the *EBER-ROX Campaign Setting*). They are squat, hunchbacked wretches with four spindly arms and no head. Their chests bear twisted visages with two squealing mouths, and they wield morningstars, spears, and shields in their arms.

➤ **Dolgrim Warrior (2):** CR 1; Small aberration; HD 1d8+4; hp 8; Init +1; Spd 20 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grap +3; Atk +4 melee (1d6+3/×3, spear) or +3 ranged (1d6/19–20, light crossbow); Full Atk +4 melee (1d6+3/×3, spear) and +4 melee (1d6+1, morningstar), or +3 ranged (1d6/19–20, light crossbow); Space/Reach 5 ft./5 ft.; SA —; SQ damage



reduction 5/byeshk or magic, darkvision 60 ft., dual consciousness; AL NE; SV Fort +3, Ref +1, Will +3; Str 15, Dex 13, Con 12, Int 8, Wis 9, Cha 6.

Dual Consciousness (Ex): A dolgrim has two brains coordinating its attacks. In addition to providing a +2 bonus on Will saves, the dual brain enables a dolgrim to make attacks with one off-hand weapon at no penalty.

Skills: A dolgrim's additional arms grant it a +4 racial bonus on Climb checks and grapple checks.

Skills: Climb +5, Hide +5, Listen +1, Spot +1.

Feats: Toughness.

Languages: Undercommon.

Possessions: Leather armor, light wooden shield, morningstar, light crossbow, 20 bolts, spear.

Trap: While the room seems to allow easy passage from one side to the other, a pit trap is in fact located between the two sides. There are two hidden switch bypasses, one on either side of the pit, so the dolgrims can move across it. The switch must be held down while creatures cross the pit, however. Normally, the dolgrims accomplish this by having one hold down the switch on one side while the other crosses the pit to the other switch so the first one can cross. (When they are alone, they go around the long way.)

↗ **Camouflaged Pit Trap:** CR 1; mechanical; location trigger; manual reset; hidden switch bypass (Search DC 22); DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 24; Disable Device DC 20.

Tactics: The dolgrims begin on the west side of the room. If they hear the party coming from one direction or the other, they move to the opposite side of the pit from

where they think the characters are coming, trying to lure as many opponents as possible to fall into the pit.

Treasure: The dolgrims have a stash of 200 gp carelessly hidden behind the statue in the northeast corner of the room (Search DC 15).

Tiles: Use a Corridor tile, an Abattoir tile, and a Rubble Room tile to form this room. Both the Corridor and the Rubble Room overlap the Abattoir by one square. The blood rock on the Abattoir tile has no effect in this room.

7. DOLGAUNT HAUNT (EL 3)

This room seems vaguely X-shaped. The darkness seems to gather menacingly in the corners of the walls, aided perhaps by the fact that the walls do not seem to run straight for any significant distance anywhere in the room. A noticeable chill in the air amplifies the sense of menace.

Two hazards lurk in this room. The lesser of the dangers is located in the northeastern corner of the room, where a patch of brown mold (*DUNGEON MASTER'S Guide*, page 76) grows. It is the source of the unusual chill.

Creature: A dolgaunt makes its home in the southern portion of the room, keeping its distance from the brown mold but enjoying the slight degree of protection it offers. The dolgaunt race is another creation of the daelkyr, which the PCs might recognize from the statues in areas 2 and 6—though much of the horrifying details of their anatomy are not apparent in the stone statues. This gaunt figure resembles a pale,

emaciated hobgoblin. It moves with eerie grace despite its empty eye sockets. Its skin is covered in a layer of writhing cilia, and a mane of longer tendrils surrounds its head. Two long, whiplike tentacles extend from its shoulders.

Assuming that the dolgaunt heard sounds of combat in area 2 (even if the PCs passed through that area some time ago), it is on its guard and ready for the PCs' intrusion into its lair—and more so if it heard them fighting the dolgrims in area 6.

➤ **Dolgaunt:** CR 2; Medium aberration; HD 2d8+2; hp 11; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +1; Grap +3; Atk +3 melee (1d3+2, tentacle); Full Atk +3 melee (1d3+2, 2 tentacles); SA vitality drain; SQ blindsight 360 ft., damage reduction 5/byeshk or magic; AL LE; SV Fort +1, Ref +3, Will +5; Str 14, Dex 16, Con 12, Int 13, Wis 15, Cha 11.

Vitality Drain (Ex): If a dolgaunt gets hold of an opponent, it can burrow into the flesh of its victim and draw out vital fluids using the tendrils that cover its skin. On a successful grapple check, the dolgaunt deals 1 point of Constitution damage in addition to normal damage. An injured dolgaunt recovers 2 hit points every time it successfully uses this ability.

Skills: Dolgaunts have a +4 racial bonus on Balance and Climb checks.

Skills: Balance +7, Climb +6, Hide +6, Jump +5, Listen +5, Move Silently +6, Spot +5.

Feats: Combat Reflexes, Improved Trip^B.

Languages: Common, Undercommon.

Treasure: The dolgaunt has a cache of treasure it keeps in a chest near the brown mold (though it carefully keeps the

mold off the chest). The wooden chest is locked (the dolgaunt carries the key) and holds 200 gp and an ancient goblet set with rubies worth 900 gp. The goblet dates from the ancient empire of Dhakaan, making it a historical treasure worth displaying in a museum, such as the Dezina Museum of Antiquities near Morgrave University, in the city far above.

♣ **Wooden Chest:** Hardness 5; hp 15; Break DC 23; Open Lock DC 20.

Tiles: Use two Abattoir tiles for the room, abutting at the 15-foot-wide openings on each tile. A Corridor tile represents the hallways north of this area, leading toward area 6 and area 2. The blood rock on the Abattoir tiles has no effect in this room.

8. ANCIENT CRYPT (EL 3)

At the end of a long, rubble-filled passage, a large room opens out. Two huge stone sarcophagi stand in state before a hideous stone statue depicting some kind of slime or ooze covered in eyes and mouths and full of protruding bones. In the wall opposite, a heavy iron door stands closed beside another statue of a tentacled humanoid. Ahead, across more rubble-strewn floor, a passageway seems to lead into another room.

In this area, the goblins who built this ancient shrine laid their honored dead to rest. The stone sarcophagi are not decorated, but they hold the corpses of two honored goblin warriors from the community. A successful Knowledge (religion) check (DC 20) reveals the purpose of this room, as well as the identity of the creature depicted by the statue behind the sar-

SELLING ANTIQUITIES

When characters find themselves in possession of antiquities, such as the ancient goblin armor in area 8 or the goblet in area 7, the Upper Menthis neighborhood of Sharn is the place to visit. Morgrave University's Dezina Museum of Antiquities has the finest collection of artifacts from Xen'drik and ancient Sharn in the world. The uppermost level of Thurias Tower near the museum is sometimes called "Little Xen'drik," thanks to the six competing dealers in antiquities that share that tower space. There is a tremendous rivalry among the dealers, all of whom sponsor expeditions to Xen'drik and pay top dollar for items brought back.

Jaster Mekdall (N male elf Exp3/Wiz2) owns the Mekdall Gallery. He is gloomy and moans frequently about being cheated by his customers, but his prices are good. Haga Wissel (NE female human Exp2/Rog4) owns Echoes of the Past. She is cheerful and friendly but extremely hard-nosed about prices, and she has been accused of having criminal connections and even paying burglars to steal items from

other collectors. Kidro Osanak (N male gnome Exp8) owns Window on the Past. A wizened old gnome, he harbors a deep resentment toward Haga Wissel for giving her business a name so similar to his. He is one of the only dealers in Little Xen'drik who is more interested in the historical knowledge contained in his treasures than in their monetary worth. Biballin Postar (CG male halfling Exp4) owns Postar's Jewelry Art Gallery, specializing in the jewelry of ancient Xen'drik. He is absent-minded and keeps completely irregular hours, but can be counted on to pay the best price for jewelry items. Reina Doiran (NG female human Exp2/Sor6) owns Cloud Antiquities. A flamboyant character, she judges items quickly based on her own aesthetic sense rather than their historical value, and pays more for pretty items than dusty potsherds. Her twin sister, Fista Doiran (NG female human Exp8) is the opposite, and the twins cooperate to some extent despite a strong sense of rivalry. Fista owns the Doiran Gallery.

cophagi. It is a depiction of the “Eater of the Dead,” a gibbering moulder-like creature these goblins believed would welcome the dead to an eternity of madness. The other statue is another dolgaunt, like the statues in areas 2 and 6.

The door leading to area 10 is locked and made of iron.

❖ **Iron Door:** 2 in. thick; hardness 10; hp 60; AC 5; break DC 28; Open Lock DC 20.

Creatures: Two ghouls haunt this ancient crypt. Vestan has negotiated passage past them by offering them fresh meat to eat, but they are beginning to regret the agreement and hunger for more flesh. If they heard the party coming (remember the -2 penalty on Move Silently checks across dense rubble), they are hiding behind the sarcophagi when the PCs arrive, and leap out when any character comes too close or if they think they’ve been spotted. If they did not hear the party coming, they are crouched on top of the sarcophagi.

➤ **Ghouls (3):** hp 13 each; *Monster Manual* 119.

Trap: The passageway into area 9 carries a deadly trap. A hidden switch bypass is located on either side of the trap; depressing the switch deactivates the trap for 1 round. Otherwise, anyone entering the passageway is slashed at by a scything blade.

➤ **Scything Blade Trap:** CR 1; mechanical; location trigger; automatic reset; hidden switch bypass (Search DC 22); Atk +8 melee (1d8/x3); Search DC 21; Disable Device DC 20.

Treasure: Two ancient goblin skeletons lie in the stone sarcophagi. Each one wears full plate and carries a greatsword, though all these items are ancient almost beyond reckoning. However, a museum (such as the Dezina Museum of Antiquities near Morgrave University) would gladly accept them as a donation, while a dealer in antiquities would pay full price for them (1,500 gp for each set of armor and 50 gp for each greatsword).

Tiles: Use a Rubble Room tile for the antechamber, a Treasure Room tile for the northern wing, a Statue Room tile for the eastern wing, and an Entry Tile (the one with three walls), overlapped by the Rubble Room, for the southern wing. You can put a card or other object over the eastern exit of the Statue Room tile to close the room off.

9. OSSUARY (EL 2)

The walls of this room are lined with small shelf-like alcoves. Bones are visible within some of them, dry and brown with age. Two statues face each other from opposite corners of the room, depicting leering fiends of some sort, with huge fangs and sharp-looking claws. A large iron door stands closed on the opposite wall.

These are the graves of the goblins who lived in this complex shortly after it was built. Unlike the goblin warriors in the sarcophagi in area 8, these were not buried with any worldly possessions. The statues depict the demonic lieutenants of the Eater of the Dead.

The door leading to area 11 is a heavy iron door, though it is normally neither locked nor stuck. If the PCs are imprisoned in room 11 later in the adventure, however, it is locked.

❖ **Iron Door:** 2 in. thick; hardness 10; hp 60; Break DC 28; Open Lock DC 20.

Creature: A choker hides in one of the graves near the ceiling, just to the right of the door to area 11. It tries to remain hidden until the party is most of the way into area 11, then grabs the last character to leave the room.

➤ **Choker:** hp 16; *Monster Manual* 34.

Tiles: Use a Statue Room tile for the room.

10. GRIMLOCK CAMP (EL 3)

This room is in shambles, with a jumbled mess of furs, mining tools, rubble from the crumbling walls and ceiling, and a number of silver coins scattered across the floor in no apparent order. A statue in the far right corner of the room depicts some kind of tentacled worm.

Having no real aesthetic sense, the residents of this room leave their belongings in a jumble, grabbing a fur to sleep on in any part of the room they like, and dropping their possessions wherever they are no longer needed. The statue depicts a carrion crawler, but characters who examine it closely might find some of the grimlocks’ treasure (see below).

Creatures: Three grimlocks wait here for their turn at guard duty in area 2 or at making raids into the city above.

➤ **Grimlocks (3):** hp 11 each; *Monster Manual* 140.

Treasure: Scattered over the floor are 1,600 sp. One of the carrion crawler statue’s claws holds a large moonstone worth 70 gp, and a *wand of owl’s wisdom* with 31 charges remaining is held in one of its tentacles. Both are easy to find while examining the statue (Search DC 10), but somewhat difficult to notice when just looking around the room (Spot DC 20).

11. KHYBER SHRINE (EL 3 OR 5)

A yawning pit, some twenty feet wide, dominates the center of this room. Around it, four runic circles are carved in the stone, relics of some ancient ritual practice. The room itself is not quite square, the walls refusing to run in straight lines. Four of the corners of the room hold grotesque statues depicting humanlike creatures with handsome faces but clothed in hideous chitin armor. A single door leads out of the room, to the left of the entrance.

This room has been the center of worship for a huge number of aberration and human cultists over the last several millennia. The four statues represent daelkyrs (see Chapter 12 of the *EBERRON Campaign Setting*). Each statue shows a daelkyr engaged the process of molding a hideous aberration, as if shaping it out of clay. One

makes a mind flayer, one a dolgaunt, one a choker, and the last a beholder.

Creatures: What creatures are in this room depends on when the PCs visit it. If the PCs have not yet left the dungeon and returned, then the room is empty of creatures.

The Second Day (EL 3+): If event 1, "The First Night" has already occurred, then this room has a different population. Any surviving thugs from that event are here, as is Vestan ir'Simul.

➤ **Human Thugs, Male Human War1 (up to 3):** CR 1/2; Medium humanoid (human); HD 1d8; hp 4; Init +5; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +1; Grp +2; Atk/Full Atk +2 melee (1d6+1 nonlethal, sap) or +2 melee (1d6+1, handaxe); AL NE; SV Fort +2, Ref +1, Will -1; Str 12, Dex 13, Con 11, Int 10, Wis 9, Cha 8.

Skills: Climb +3, Jump +3, Spot +3.

Feats: Dodge, Improved Initiative.

Languages: Common

Possessions: Leather armor, heavy wooden shield, handaxe, sap.

➤ **Vestan ir'Simul, Male Human Ari1/Adp3 (Cult of the Dragon Below):** CR 3; Medium humanoid (human); HD 1d8+2 plus 3d6+6; hp 26; Init -1; Spd 20 ft.; AC 17, touch 9, flat-footed 17; Base Atk +1; Grp +3; Atk/Full Atk +5 melee (2d6+3, masterwork greatsword); AL CN; SV Fort +4, Ref +1, Will +8; Str 15, Dex 8, Con 14, Int 10, Wis 14, Cha 12.

Skills: Bluff +5, Concentration +5, Knowledge (local) +2, Knowledge (nobility and royalty) +4, Knowledge (religion) +7, Knowledge (the planes) +5, Listen +6.

Feats: Aberrant Dragonmark⁵, Combat Casting, Weapon Focus (greatsword).

⁵Feat from the *EBERRON Campaign Setting*.

Languages: Common.

Aberrant Dragonmark (Sp): 1/day—*cause fear* (DC 12). Caster level 2nd.

Adept Spells Prepared (3/3; DC 12 + spell level): ○—*detect magic, touch of fatigue* (2); 1st—*command, lesser confusion, sleep*.

Possessions: Full plate armor, masterwork greatsword, cloak of resistance +1, potion of cure moderate wounds, potion of shield of faith (+2), oil of magic weapon.

The Ritual (EL 5+): If the PCs have been brought here as captives, Vestan leads a ritual with the participation of four young aristocrat friends. The Queen with Burning Eyes is on hand to receive the sacrifice, and any surviving thugs from event 1 are present to maintain order. Vestan begins the ritual with this prayer, addressed to the Queen with Burning Eyes: "Reveal to us, O Queen with Burning Eyes, the depths of Khyber, and open to us the glories of the Dragon Below. Accept this offering of blood, and grant us your favor in return." However, while he offers this prayer, one of the young aristocrats—apparently sickened at the thought of actually participating in a human sacrifice—unfastens the manacles of one of the PCs, preferably the toughest-looking

of the characters. After combat breaks out, that aristocrat continues freeing PCs until the entire party is free.

➤ **Thugs:** See above.

➤ **Vestan ir'Simul:** See above.

➤ **Queen with Burning Eyes, Bright Naga:** CR 3; Large aberration; HD 5d8+15; hp 37; Init +1; Spd 40 ft.; AC 15, touch 10, flat-footed 14 (-1 size, +1 Dex, +5 natural); Base Atk +3; Grp +9; Atk +4 melee (2d6+3, bite); Full Atk +4 melee (2d6+3, bite); SA mock spell; SQ darkvision 60 ft.; AL CE; SV Fort +4, Ref +2, Will +6; Str 15, Dex 12, Con 17, Int 10, Wis 15, Cha 12.

Mock Spell (Sp): Bright nagas can use the effect of one 1st-level sorcerer spell at will as a spell-like ability, as a 3rd-level sorcerer. The Queen with Burning Eyes can use *color spray* (DC 12). The save DC is Charisma-based.

Skills: Concentration +11, Listen +12, Spot +4.

Feats: Alertness, Combat Casting.

Languages: Common, Draconic.

➤ **Young Aristocrats, Male and Female Human Ari1 (4):** CR 1/2; Medium humanoid (human); HD 1d8; hp 4; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +0; Grp -1; Atk/Full Atk -1 melee (1d3 nonlethal, unarmed attack); AL N; SV Fort +0, Ref +0, Will +1; Str 9, Dex 11, Con 10, Int 12, Wis 8, Cha 13.

Skills: Diplomacy +5, Gather Information +5, Knowledge (local) +6, Knowledge (nobility and royalty) +6, Knowledge (religion) +3, Knowledge (the planes) +3, Ride +4.

Feats: Education^F, Research^F.

^FFeat from the *EBERRON Campaign Setting*.

Languages: Common, Draconic.

Possessions: Black hooded robes, 2d10 gp each.

Alternative Ritual (EL 5+): If the PCs have already killed the Queen with Burning Eyes, then the purpose of the ritual is to summon a new aberration to replace her as the object of the cult's devotion. Vestan offers this prayer to the Dragon Below: "We bring before you the slayers of the Queen with Burning Eyes, offering them as a sacrifice of appeasement. O Dragon Below, send us a new incarnation of your maleficence to claim this blood offering and lead us to the depths of Khyber!" As he finishes this prayer, a nothic clambers out of the pit and begins haphazardly attacking whomever is nearby (roll 1d4 to see which side of the pit the nothic emerges from).

A nothic is a hunched aberration with a single huge eye that dominates its entire face. Its body is bloated and misshapen, and its limbs are wiry but strong. Its arms end in claws that reach the ground as it emerges from the pit with an awkward hop.

➤ **Thugs:** See above.

➤ **Vestan ir'Simul:** See above.

➤ **Nothic:** CR 3; Medium aberration; HD 5d8+20; hp 42; Init +5; Spd 30 ft.; AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural); Base Atk +3; Grp +7; Atk +7 melee (1d4+4, claw); Full Atk +7 melee (1d4+4, 2 claws); SA flesh-rotting gaze; SQ darkvision 120 ft., see invisibility; AL CE; SV Fort +5, Ref +2, Will +7; Str 18, Dex 12, Con 19, Int 9, Wis 13, Cha 8.

Flesh-Rotting Gaze (Su): Deals 1d6 damage, 30 feet, Will DC 16 negates.

See Invisibility (Su): A nothic can see invisible and ethereal creatures as though constantly under the effect of a *see invisibility* spell.

Skills: Spot +13.

Feats: Improved Initiative, Iron Will.

Languages: Undercommon.

Trap: The pit in the center of the room is of apparently infinite depth. Tunnels lead off from it into the hidden recesses of the underworld of Khyber. The nothic clambers up the sides of the pit from one of these side passages. Any character falling into the pit is likely lost forever.

Tiles: The room is formed from four Shrine tiles abutting each other, with a space in the middle representing the pit.

12. DEATH SHRINE (EL 3)

This dark and crowded room reeks of blood, and indeed the rock of the floor itself seems stained with ancient gore. Far to the right, in the corner of the room, stands a hideous statue of a snake-like creature with a human

head. The air is heavy with perfumed smoke that seems only to emphasize the charnel smell of the place.

This is the lair of the Queen with Burning Eyes, her sanctum sanctorum for many years. She adopted it as her own abode because of the statue of a naga in the corner, but it is a fitting place to serve as her throne room. The evil of centuries has seeped into the stone floor, and the power of death is strong here. Anyone standing in the northern half of the room gains the benefit of the Improved Critical feat with any weapon. In the southern part of the room a magical circle is inscribed on the floor and demarcated with lit braziers full of coal and incense. Any character standing in the circle (even partially) gains a +2 enhancement bonus on attack rolls and can bypass damage reduction as if wielding a magic weapon.

Creature: The Queen with Burning Eyes hides (Hide -3) between the two short walls in the northern part of the room. When threatened, she rises to her full height and demands, "Who dares to come unannounced before the Queen with

Burning Eyes? Prepare to meet your doom!" She prefers to fight with part of her body on the blood rock in the northern part of the room and part of her body within the sacred circle in the southern part of the room, gaining the benefits of both magical effects.

➤ **Queen with Burning Eyes:** See area 11, above.

Treasure: The naga's lair contains its accumulated treasure. A large chest holds 200 gp and a golden amulet worth 800 gp. The front of the amulet has a runic inscription that reads "3 turns right, 3 turns left, 1 right, and push!" The inscription circles the outside edge of the round amulet, and in the middle is a crude map showing part of the coastline of Xen'drik. Stormreach is marked with the image of a gate, while another location is marked with a star. The reverse of the amulet has a large number of strange protrusions in a haphazard arrangement. The amulet is a key designed to open an ancient vault in Xen'drik.

Tiles: You can make the room using an Abattoir tile and a Shrine tile next to each other. Unlike in most rooms, use the D&D MINIATURES effects of both tiles in this room, as described above.



CHAPTER TWO: CULTISTS AND THE CLAW

Vestan's cult does not sit idly by while the PCs explore their hidden sanctuary and threaten their aberration patron, the Queen with Burning Eyes. Likewise, the Order of the Emerald Claw closes in on the amulet just as the PCs enter

the ruins, and are ready to try to win it when the PCs emerge from the ruins.

EVENT 1: UP FROM THE RUINS (EL 3)

Unless the PCs have taken extraordinary precautions about telling no one of their plans in the Excavation and have made sure that none saw them enter the tunnel leading to it, a spy and member of the Order of the Emerald Claw named Travack quickly learns that the PCs are in the dungeon. When they first emerge from the excavation, he is there to greet them.

A handsome man with shifty eyes approaches and asks if he can talk with you for a moment. He wears black studded leather armor and carries a rapier and dagger at his belt. His black hair is cropped close to his head, and he has a neat mustache.

Assuming the PCs let him speak, he tells them a story that is very close to the truth.

"Almost a year ago, an item was stolen from me, an amulet. I have spent nearly every waking hour since then attempting to recover it. It has been impossibly hard work and the law has offered no assistance, but I have finally tracked the thief to this area. I cannot claim to regret that he is believed to be dead. Unfortunately, he died in the exploration of an ancient ruin beneath the Cogs of this city, and his body was never recovered. I can only assume that the amulet—my amulet—still lies with his rotting corpse at the site of his death, or in the possession of his killer.

"I am no adventurer, and I do not wish to explore these ruins. I understand, however, that you are currently engaged in the exploration of those same ruins. I will gladly pay more than the amulet's actual value to have it returned to my possession. Say...200 gold pieces?"

Travack doesn't yet know whether the PCs have the amulet or not, though he watches their reactions very carefully as he speaks to see if they do. If they do not yet have it or convince Travack that they don't, he urges them to contact him if they do find it in the course of their adventuring, telling them to leave word for him in the nearby Rockache Tavern.

Travack is unwilling to provide any information about the amulet other than a physical description. "It is round, with eight points around the outside edge. The front contains an inscription and a little bit of map, while the back is studded with odd-shaped protrusions." He would prefer not to say what purpose the amulet might serve or why he wants it back so desperately, but he emphasizes that it is his property that was wrongfully stolen from him.

Creature: Travack is a spy in the service of the Order of the Emerald Claw assigned to accompany Demise in her

search for the stolen amulet. He has no interest in fighting the PCs at this point, and certainly would prefer not to fight them alone. If they refuse his offer outright, he backs off gracefully—but he returns later.

➔ **Travack, Male Human Rog3:** CR 3; Medium humanoid (human); HD 3d6+3; hp 16; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +2; Grap +4; Atk +5 melee (1d6+2, masterwork rapier); Full Atk +3 melee (1d6+2, masterwork rapier) and +2 melee (1d4+1, dagger); SA sneak attack +2d6; SQ evasion, trap sense +1, trapfinding; AL N; SV Fort +3, Ref +6, Will +2; Str 14, Dex 15, Con 13, Int 8, Wis 10, Cha 12.

Skills: Balance +10, Climb +8, Disable Device +5, Diplomacy +3, Hide +8, Jump +4, Move Silently +8, Open Lock +8, Sense Motive +6, Tumble +8.

Feats: Improved Initiative, Two-Weapon Fighting.

Languages: Common.

Possessions: +1 studded leather, masterwork rapier, dagger, cloak of resistance +1, 30 gp.

Development: If the PCs give Travack the amulet, he takes it back to Demise and the two immediately set about booking passage on a ship to Stormreach in Xen'drik. In this case, event 3 does not occur.

If the PCs refuse to give him the amulet, he grows obviously angry and storms off. He reports his failure to Demise, and the two begin planning to ambush the PCs when they emerge from the ruins again, as detailed in event 3.

2. THE FIRST NIGHT (EL 4)

Whenever and wherever the PCs rest for the first time—whether they make camp in the ruins or retreat to a comfortable inn in the city above—Vestan sends a gang of hired thugs to kidnap them. The thugs force their way into the PCs' presence (breaking down inn doors as needed) and attack them, attempting to knock them unconscious and bring them to the Khyber Shrine in the ruins.

Creatures: The thugs are a motley assembly of humans and goblinoids, basically paid muscle recruited from the worst neighborhoods of Sharn. They take delight in their assignment, though they attack for nonlethal damage in order to keep the PCs alive for the ritual.

➔ **Human Thugs (3):** hp 4 each; see area 11.

➔ **Hobgoblin Warri (2):** hp 4 each; *Monster Manual* 153. **Possessions:** Sap, studded leather, light shield.

➔ **Thug Leader, Male Human War2:** CR 1; Medium humanoid (human); HD 2d8+5; hp 14; Init +0; Spd 20 ft.; AC 15, touch 10, flat-footed 15; Base Atk +2; Grap +3; Atk/Full Atk +3 melee (1d6+1 nonlethal, sap) or +4 melee (1d6+1, masterwork club); AL LE; SV Fort +4, Ref +0, Will -1; Str 13, Dex 11, Con 12, Int 8, Wis 9, Cha 10.

Skills: Intimidate +5.

Feats: Dodge, Toughness.

Languages: Common.

THE QUEEN WITH
BURNING EYES



Possessions: Scale mail, light wooden shield, masterwork club, sap.

Tactics: The thugs attack using their saps, trying to bludgeon the PCs into unconsciousness. Although they enjoy their work, they are paid muscle, and aren't so desperate for cash that they'll willingly give their lives in the course of their work. The thugs flee if any of them is killed outright by an attack.

Development: If the thugs manage to knock all the PCs unconscious, they carry the bodies to area 11 in the ruins. They bind the PCs in manacles with average locks (Escape Artist DC 30, break DC 26, Open Lock DC 25).

EVENT 3: FINAL CHALLENGE (EL 7)

When the characters emerge from the dungeon for the last time, they are confronted by agents of the Emerald Claw, including Travack, who are in search of the amulet. (Naturally, this encounter does not occur if the PCs negotiated a deal with Travack, unless they renege on the deal.) It is left to the DM to determine the ideal time and place for this encounter to occur: it could be in the Cogs as the PCs emerge from the ruins, battered and bedraggled, or it could happen some days later while the characters are heading home after a night of celebrating their gains in the dungeon. Note that as an EL 7 encounter, this event is quite likely beyond the scope of what a party of low-level adventurers can handle. This is deliberate; this event is intended to set up Demise as a recurring villain in your campaign.

Creatures: The leader of this mission is Demise, an elf necromancer from Aerenal whose fascination with death goes beyond elven norms. She wears a black robe and a darkweave cloak that covers her like a strip of pure shadow. Her face is hidden behind a beautiful deathmask; where her flesh is revealed—her hands, forearms, and neck—it is gray and rotting. In this respect she appears to be a zombie or a lich, but in fact her skin condition is artificially induced, and she is perfectly healthy and alive. She has a chillingly nihilistic attitude, challenging all the heroes' achievements and encouraging them to give up their struggle and surrender to the inevitability of death. (Demise is fully described in Chapter 9 of the *EBERRON Campaign Setting*.)

Demise brings a selection of her grisliest minions on this errand, as well as her right-hand man (Travack) and two well-trained Emerald Claw soldiers.

➤ **Demise, Female Elf Artificer 1/Necromancer 3:** CR 4; Medium humanoid (elf); HD 1d6 plus 3d4; hp 15; Init +2; Spd 30 ft.; AC 16 (with *mage armor*), touch 12, flat-footed 14; Base Atk +1; Grap -1; Atk/Full Atk -1 melee (1d4-2/19-20, dagger) or +4 ranged (1d8/×3, darkwood longbow); SA infusions, spells; SQ artisan bonus, disable trap, elf traits, item creation, low-light vision; AL

NE; SV Fort +1, Ref +3, Will +6; Str 6, Dex 14, Con 10, Int 16, Wis 13, Cha 14.

Artisan Bonus: Demise gains a +2 bonus on Use Magic Device checks to activate an item of a kind for which she has the prerequisite item creation feat.

Disable Trap: An artificer can use the Search skill to locate traps when the task has a DC higher than 20, and can use the Disable Device skill to disarm magic traps.

Item Creation (Ex): An artificer can create a magic item even if she does not have access to the spells that are prerequisites for the item.

Skills: Concentration +7, Craft (alchemy) +9, Intimidate +4, Knowledge (arcana) +5, Knowledge (history) +5, Spellcraft +9, Use Magic Device +4 (+6 involving scrolls).

Feats: Scribe Scroll[®], Spell Focus (necromancy), Still Spell.

Languages: Common, Draconic, Elven, Giant, Gnome.

Wizard Spells Prepared (5/4/3; save DC 13 + spell level, 14 + spell level for necromancy spells): 0—*detect magic* (2), *light*, *message*, *touch of fatigue**; 1st—*chill touch**, *expeditious retreat*, *mage armor*, *ray of enfeeblement**; 2nd—*command undead**, *invisibility*, *scare**.

Spellbook: 0—all except *acid splash*, *daze*; 1st—*cause fear**, *chill touch**, *detect undead*, *disguise self*, *expeditious retreat*, *identify*, *mage armor*, *ray of enfeeblement**, *shield*; 2nd—*command undead**, *false life**, *fox's cunning*, *invisibility*, *scare**.

* These spells belong to the school of necromancy, which is Demise's specialty. **Prohibited Schools:** Conjunction and enchantment.

Infusions (3 1st-level infusions, DC 13 + infusion level). If you do not have access to the *EBERRON Campaign Setting*, Demise can cast *identify*, *light*, *magic stone*, *magic vestment*, *magic weapon*, or *shield of faith* freely, a total of three times per day.

Possessions: Dagger, darkwood longbow with 15 arrows, *robe of bones*, *potion of cure light wounds*, *potion of protection from good*, *wand of cause fear* (50 charges), darkweave cloak (a cloak with strands of shadow interwoven with black threads that grants a +1 circumstance bonus on Hide checks made in shadow illumination or dark conditions, the darkweave cloak is worth 100 gp), alabaster deathmask, 20 gp in a belt pouch.

➤ **Travack:** hp 16; see event 1.

➤ **Emerald Claw Soldiers, Human War 2 (2):** CR 1; Medium humanoid (human); HD 2d8+5; hp 14; Init +0; Spd 20 ft.; AC 17, touch 10, flat-footed 17 (+5 armor, +2 shield); Base Atk +2; Grap +3; Atk/Full Atk +3 melee (1d8+1, flail) or +2 ranged (1d8/19-20, light crossbow); AL LE; SV Fort +4, Ref +0, Will +0; Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8.

Skills: Intimidate +1, Knowledge (religion) +0, Ride +2.

Feats: Power Attack, Toughness.

Possessions: Chainmail, heavy wooden shield, flail, light crossbow with 20 bolts, sunrod, tabard with a claw

insignia, pouch with 8 sp and 3 gp, identification papers (two sets, one false).

➔ **Human Warrior Skeletons (3):** hp 6 each; *Monster Manual* 226.

➔ **Wolf Skeleton:** hp 13; *Monster Manual* 226.

➔ **Human Commoner Zombies (2):** hp 16 each; *Monster Manual* 266.

Tactics: Travack thinks kind characters are weak, and tries to play on that perceived weakness. If it is possible for him to take a hostage before the PCs emerge from the ruins or immediately upon their arrival, he does so, holding his dagger blade to the hostage's throat while Demise makes her demands.

None of the villains fight until Demise gives the word to do so. First, she asks the characters to hand over the amulet. "Sorry to make such a fuss over this," she says, "but we really must have it—it was stolen from us, and the lock it works has frustrated all our attempts to open it without the key."

If the PCs refuse to hand over the amulet, Demise casts *invisibility* on herself and retreats to a safe distance while her minions attack. She flees (as does Travack) if it becomes apparent the PCs are going to win. If the PCs do hand over the amulet, Demise, Travack, and the soldiers leave immediately with the amulet, while the undead remain behind and attack.

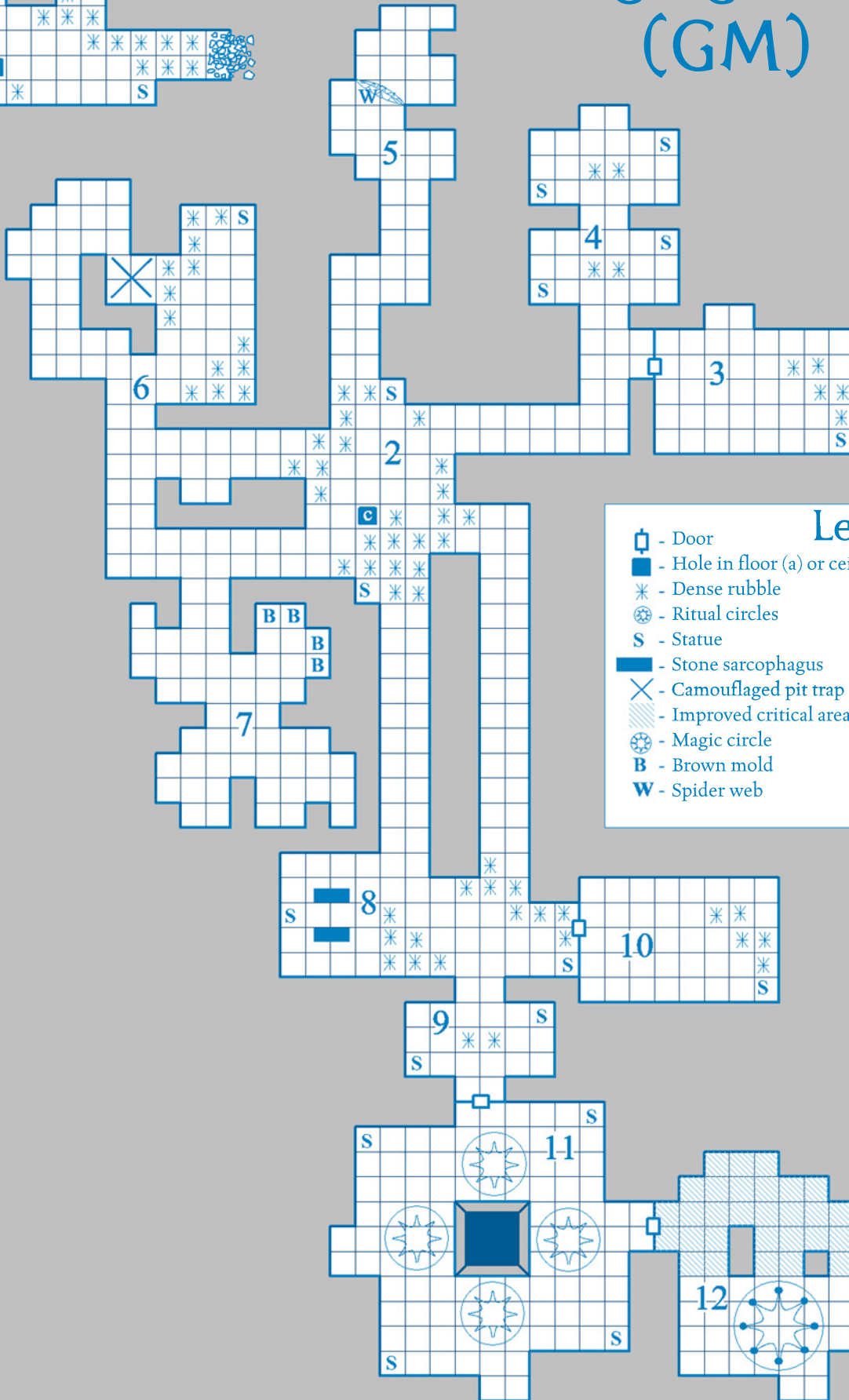
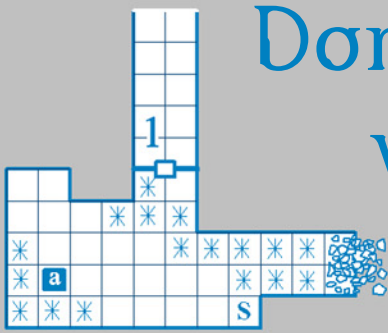
CONCLUDING THE ADVENTURE

If the PCs manage to kill the Queen with Burning Eyes and disrupt Vestan ir'Simul's cult, the robberies and disappearances occurring in the Cogs cease. The ruins and the shaft to Khyber remain dangerous, and more creatures quickly move into the vacated chambers, but without the cultists around to organize things they remain in the ruins and do not trouble the nearby residents.

The strange amulet that the Emerald Claw and Demise are so anxious to steal from the PCs opens an ancient vault in Xer'drik, the approximate location of which is shown on the amulet. Its contents, and the details of getting there—with or without the amulet, and whether chasing the Emerald Claw agents or being chased by them—are left to the DM's imagination in devising the next adventure! Ω

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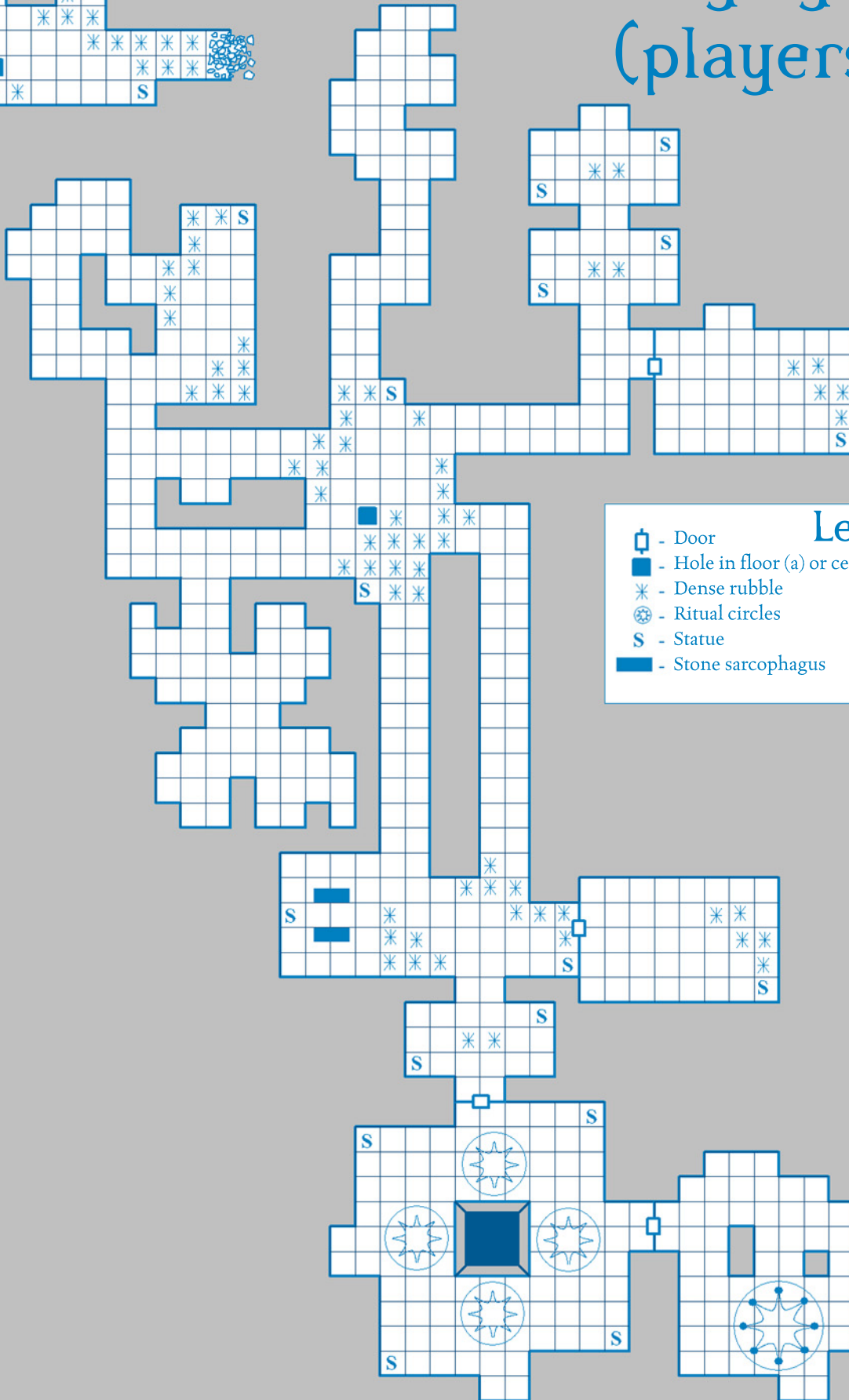
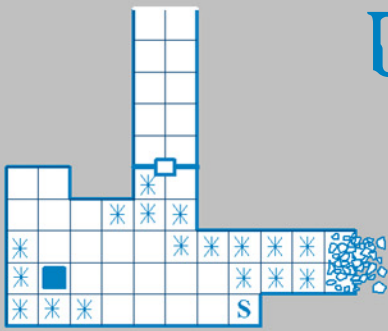
Domain of the Queen with Burning Eyes (GM)









Legend

- Door
- Hole in floor (a) or ceiling (c)
- Dense rubble
- Ritual circles
- Statue
- Stone sarcophagus
- Camouflaged pit trap
- Improved critical area
- Magic circle
- Brown mold
- Spider web

Domain of the Queen with Burning Eyes (players)



Legend

-  - Door
-  - Hole in floor (a) or ceiling (c)
-  - Dense rubble
-  - Ritual circles
-  - Statue
-  - Stone sarcophagus