

Blackwheel Company:

The Twentieth Lash

**A One-Round DUNGEONS & DRAGONS® FACTION
Adventure Packet for 13th to 16th-Level Characters
BLACKWHEEL COMPANY™ Faction Adventure for the
XEN'DRIK EXPEDITIONS™ Campaign**

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

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Adventure Background

Millennia ago, during the Age of Demons, the mighty couatls ruled Xen'drik. With the help of the Dragons, they defeated and imprisoned the rakshasa rajahs in a war that lasted thousands of years. Ultimately, the couatls sacrificed most of their number, sealing the rajahs in prisons holding their combined souls.

The locations of these prisons have long since been forgotten, but while the wards that held each paired couatl and rajah were meant to be permanent, some have weakened in the ensuing years. Two-hundred years ago, a green dragon scholar, Hruuagoryn (HUH-ROO-OO-AH-GORN), discovered a trace of one such prison woven into the draconic prophesy and slowly began to work his way back through the prophesy to find its location and study it. The mere act of discovering the existence of the prison weakened the bonds holding the rajah and its captor, allowing parts of their soul to “bleed” into Eberron.

The couatl's spirit set about to keep the location of the prison hidden, while the rakshasa conspired to force the prison's discovery — with the ultimate goal of freedom. In doing so, both discovered Hruuagoryn's mind, and fought for control of it. The rajah promised eternal life in exchange for performing a ritual to free him, and the couatl promised riches in the afterlife for performing a ritual to re-seal the prison. Eventually, the scholarly dragon was driven insane. Several months ago, he callously slaughtered the tribe of Argonnessen barbarians who worshipped him and fled to Xen'drik to find his dueling masters' hidden prison.

He found the tomb, only to discover the outer temple was inhabited by a tribe of amphibious yuan-ti, drawn to the location by whisperings of the joined Silver Flame. In such proximity to the source of the voices in his head, Hruuagoryn promptly lost the last shred of sanity he had, giving into the demon's voice, and now alternates between pacing at the outer-most ward of the prison and joining the yuan-ti in their worship of the vestiges of the couatl and rajah majesty present in the temple.

Recently, the seren clan leader of Hruuagoryn's old tribe — a dragon shaman named Mehmet — returned from a mission on Xen'drik to find his tribe destroyed and evidence leading him to discover their dragon's betrayal: Demon worship. He is the last of his tribe, and had nowhere else to turn, so he approached Blackwheel with a proposal: help him hunt down and kill the rogue dragon scholar, and he will give them the secrets to interpret the remaining Caldyn Fragments.

Adventure Synopsis

Introduction

The adventure opens deep in the jungles of Xen'drik, where the PCs meet with Mehmet, the seren dragon shaman. He tells them what he knows of the situation.

Part One: The Encampment

Mehmet

The PCs are dropped into the region via MAAD in the middle of the night and are located by Mehmet. He explains Hruuagoryn's betrayal and outlines his theory of what's happening in the area.

Drow Encampment

The drow in the area have spent the past year relentlessly attacking the yuan-ti as “interlopers”, and won't hesitate to do the same to the PCs. The party either sneaks or fights their way past the encampment.

Lost River Delta

An ancient giants' temple was built in time immemorial on the banks of an ancient river, and above the buried site of the rakshasa prison. In the time since, the river has changed course and is now a wide delta the party navigates to reach the temple itself.

Part Two: Yuan-Ti

Outer Temple

The PCs encounter the outer guard of the yuan-ti tribe — and contrary to Mehmet's guess, they are not peaceful followers of the Silver Flame. Instead, they worship the demon within the Silver Flame and fight the party to the death.

Lower Temple

Having gotten past the outer temple, the PCs descend deep into the temple past the giants' temple to a buried ruin of an even older civilization. The yuan-ti set off another of their traps: the area is rapidly filled with water, forcing the PCs towards a confrontation with the tribe's warriors.

The Hatching Chamber

The PCs battle the yuan-ti's finest warriors amidst waterfalls, pools, streams, and increasingly rising water. While the death of the yuan-ti warriors won't give them a moment's pause, the party discovers that the chamber is a hatchery for a future generation of yuan-ti. Should they be killed, as well?

Part Three: Spirits Imprisoned

Three Rings

Hruuagoryn has so far been unable to get past the three wards surrounding the inner sanctum. As the party passes through them, they are harassed by the spirit of a couatl, which becomes less distinct with each seal they break.

Hruuagoryn's Ritual

The trapped rajah has promised the dragon scholar the secret of immortality in exchange for the dragon releasing it. After decades, the dragon now has access to the location he needs to perform the ritual. The PCs can choose to confront the dragon with force or by attempting to stop the ritual itself.

Rajah, Loosed

The might of the rajah is so great that even with an incomplete ritual, it manages to break the prison's bonds. Fortunately, it is still bound to the couatl's spirit for the moment. In its anger, the rakshasa battles the couatl, the dragon, and the party, while the couatl struggles to pull the rakshasa back into its prison, while the dragon attacks the party and the couatl. With luck, the PCs may manage to destroy the rakshasa's weakened form before the couatl is destroyed, allowing the couatl to pull the demon back into its prison.

Troubleshooting

The Grinder

In typical Blackwheel fashion, during each part of this adventure, the PCs will proceed from one encounter to the next with very little time to rest or prepare. There are several encounters which you could use to provide the party with *cure* and *repair* magic if necessary. Do not heal the party completely, but use this to avoid wiping them out if the combats and traps are taking a heavier than normal toll on them.

Overwhelming Forces

Depending on how the events in the temple go, the party could face a number of yuan-ti warriors, an elder green dragon, and the angry spirits of a rakshasa rajah and its captor couatl at the same time. If the PCs are grossly outmatched in an all-on-all fight, you should consider using a lower tier version of the creatures to spare them.

Tone

BWC-12 The Twentieth Lash is a module filled with high adventure in the jungles of Xen'drik. The party is pushed forward, with each new encounter revealing new and ever greater threats.

Adventure Start

The adventure starts literally in mid-air, with the party having just been ejected from the scout airship *The Penitent Queen* to meet with Mehmet in the jungles below.

Part One: The Encampment

The adventure begins moments after the party jumps from the airship *The Delta Queen*, one of several fast scout ships Blackwheel Company uses for reconnaissance.

Read the following to the players:

All you know of the mission is that Maceck himself called it “vital to the survival of Blackwheel”. Some seren barbarian, known to eat Blackwheel hires he captures, holds some critical secret to interpreting the Caldyn Fragments, something none of the other factions know, and has offered to trade that knowledge for a simple favor. Of what, you don’t know. All you know is that unless this storm calms down, this is going to be one hell of a jump.

Although intimately familiar by now, you’re also keenly aware that every MAAD jump is different, as have all of your missions in Blackwheel been. Far below the deck of The Penitent Queen, there’s a river delta you have to jump to, and quickly. Despite the best efforts of the Lyrandar skyfire captain, the ship rocks violently.

A sudden onslaught of hail—as large as a halfling’s fist—tears through rigging and planking alike. The sound of lumber snapping like twigs reverberates through the air. Just as suddenly, with a violent shake and final, booming snarl, the elemental bindings on the small sloop twist and shatter; the bound elemental roars from its shackles, hissing in the driving rain and obliterates the pilot in an instant, then rages into the sky. You plummet to Eberron below, almost forgetting in the chaos that you were preparing to jump.

Hail pelts you from every direction as you careen into dense clouds. You can’t see the ground, and only have instinct to tell you when to slow your decent. Oh, yes. It’s another day in Six Paths Battalion.

The adventure begins as the PCs use their *MAAD token* to land on the jungle floor. All they know of their mission is (as always) that it’s of the utmost importance to Blackwheel, and that they’ll be met by a seren barbarian when they land.

Magic-Assisted Airship Drops

Successfully activating a feather fall talisman at the appropriate time during a MAAD means succeeding at a DC 11 Will save. Use the chart below to determine the result of the Will Save.

Final Will Save Total	Result
1 or less	Death—Talisman not activated before impact, or talisman activated too soon (<i>feather fall</i> spell expires before impact)
2-3	3d6 falling damage, landing missed—Talisman activated late. DC 12 Reflex save required to keep from falling overboard. Succeeding on the Reflex save means the PC can catch some rigging and pull aboard the forecastle.
4-5	2d6 falling damage, land prone—Talisman activated late
6-7	1d6 falling damage, land prone—Talisman activated late
8-10	Land prone—Hard landing
11-19	Acceptable landing
20 or more	Flawless landing—PC lands with a flourish, +2 bonus on Spot, Move Silent, Hide, and Listen checks as well as Initiative and attack rolls within 20 seconds of landing.

Few situations are as difficult as a Magic-Assisted Airship Drop. While risk must exist, it's unrealistic to penalize 5% of players for rolling natural 1's on the Will save. Natural 1s are not instantly fatal. Treat them as you would any other roll of the d20 in this unique situation. Players may always add an action point roll to this save. NPCs may (and perhaps should) encourage PCs with negative Will save modifiers to use magic or other means to help augment or offset that weakness during the drop.

A DC 15 Tumble check successfully reduces any damage taken by 1d6 points. Casting a spell during free-fall requires a DC 20 Concentration check due to the extreme conditions unless otherwise noted.

Griffon Wings

Characters who participated in the events of *BWC-3 Marked Man* or *BWC-4 The Trouble with Pirates* gain a +1 bonus to the Will save for the MAAD-drop.

Animal Companions

For members of Blackwheel Company who have familiars or animal companions granted as class abilities (such as a druid's animal companion), their animal companion or familiar has been trained to jump with the PC.

Medium or smaller creatures can share the PC's *MAAD token*. It does not need its own Will save (using the master's instead), and a DC 15 Ride or Handle Animal check (as appropriate) is sufficient to calm the animal and control it during the jump. A failed check causes the PC to take a -4 penalty on the MAAD chart.

Large or larger creatures must use their own *MAAD token*. A DC 20 Ride or Handle Animal check is required to calm and prepare the animal sufficiently before the drop, though it still uses its master's Will save for the jump. A failed Ride or Handle Animal check causes the PC to take a -4 penalty on the MAAD result.

Creatures that are not granted by class abilities can not participate in MAAD drops.

Inclement Weather

Due to the lack of visibility and inclement visibility, the MAAD roll is at a -10; however, treat any roll less than a 2 due to this penalty as a 2.

Encounter 1: Mehmet

Once the PCs land, they are met by Mehmet. Read the following:

With a splash, you land, waist deep in silt-laden water. The hail and sleet is so fierce you can't even see your hands in front of your eyes. Then, suddenly and with a crash of thunder and lightning, a hulking seran appears in front of you. The barbarian is built like a bloodstriker dinosaur. He scowls at you, raising a mace festooned with bones. "I ask for warriors, and the dwarf sends me children? Hruuagoryn truly has forsaken his tribe. No matter. The dwarf will have no answers if you do not fulfill your role here."

Development

Although he needs their help, Mehmet is arrogant and stubborn, giving up only the least amount of information possible in answer to their questions. He'd much rather just head silently into the temple, leaving them to simply follow as hired muscle. He knows time is of the essence and won't brook more than a few questions before demanding they take action.

What do you need us to do?

"There's a dragon somewhere in that temple," he gestures past a small camp in the direction of an ancient ruined structure now flooded by a river delta. "You're going to kill it."

A dragon? Why kill it?

"Hruuagoryn was my tribe's voice and my people's god. Then he turned his back on life. He is no longer worthy of the blood that flows in his veins."

What did Hruuagoryn do to deserve death?

"You ask too many questions, petulant creature. He has begun demon-worship, practicing it in that temple. The yuan-ti are here to help."

Yuan-ti?

The seren leader pulls a leech off his leg, squeezing it off-handedly. "They're in the temple. They worship the Silver Flame."

Aren't yuan-ti evil?

"Silence! Not all creatures are as narrow-minded as you black-clad imbeciles."

Who's in that camp?

"Drow. Here to kill the yuan-ti, no doubt. This is their land, and they have every right. Going to try to kill us, as well. Now move. Hruuagoryn dies this night, or you do."

Why don't you kill the dragon, if it must die?

"I should kill you where you stand, insect. Even when instructed by dragons, no seren can harm a dragon. That would be tantamount to deicide and unforgivable to our kind."

Encounter 2: Drow Encampment

A tribe of drow have set up a temporary village at the outskirts of the river delta from which they launch regular attacks at the interloping yuan-ti living in the ancient temple. There are several hundred drow in the village, but only a handful capable of taking the PCs in a fight.

As the party approaches, read the following:

The weather clears to a steady downpour. A few hundred yards distant, you see a series of temporary houses built on platforms made by strapping dozens of massive logs together. Drow men, women, and children work on their daily routines. Throughout the village, fifty-foot long—and even bigger—mummified snakes are strapped along the peaks of the houses. The snake motif continues in the trappings of the individuals themselves, with fanged daggers hanging on every belt and white tattoos of stylized serpent/scorpion hybrids on the adult's arms. Serpentine bridges stretch from platform to platform, and, in the center of it all, an enormous coiled constrictor, sleeps, with one wary eye watching the area.

The two most likely choices the party can make are to sneak past the village and on to the temple, or to try to converse with the drow. If the party tries to parley, the full force of drow warriors capable of fighting the party attack. If they try to sneak by, have each PC roll three Move Silently checks; due to the inclement weather, they have a +10 bonus on each roll. Average the worst rolls of each PC to find the result:

Move Silently

15 or lower: The party must fight the full force of the drow.

15-20: The party is discovered by a look-out force of 2 drow duskblades. Unless they dispatch both in under 4 rounds, the commotion causes them to be discovered and they must fight the full force.

21+: The party reaches the entrance to the temple undetected.

Foes: The inhabitants of this village are drow, who will fight to the death any interlopers on this sacred ground.

Drow Ranger: hp 98; Combat Statistic

Drow Scout: hp 98; Combat Statistic

Drow Duskblade: hp 98; Combat Statistic

Drow Scout CR 7

hp 36 (6 HD)

CE Medium humanoid (elf)

Init +5; **Senses** darkvision 120'; Listen +8, Spot +9
Languages Drow

AC 18, touch 14, flat-footed 14
SR 17
Fort +6, **Ref** +9, **Will** +3

Speed 30 ft. (6 squares)
Melee masterwork drow long knife +9/+9/+4/+4 (1d6+2/19-20)
Ranged masterwork Xen'drik boomerang +11 (1d6/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +8
Atk Options Poison, Drow Skirmisher, Drow Scorpion Warrior, Distracting Attack
Spell-Like Abilities (CL 6th):
1/day—*dancing lights, darkness, faerie fire*

Abilities Str 14, Dex 18, Con 12, Int 12, Wis 12, Cha 10
Feats Track, Two-Weapon Fighting, Improved Two-Weapon Fighting, Endurance, Drow Skirmisher, Drow Scorpion Warrior, Weapon Finesse, Distracting Attack
Possessions +2 *chitin armor*
Skills Climb +8, Hide +10, Knowledge (nature) +7, Listen +9, Move Silent +11, Search +6, Spot +8, Survival +9

Drow Skirmisher (Ex) The drow has +1 damage on attacks if he moves 5 or more feet in a round.
Drow Scorpion Warrior (Ex) The drow adds +1d4 damage to all attacks targeting the same PC on the round following any round in which it hits a PC with an attack.
Distracting Attack (Ex) Whenever the drow hits with an attack, until the start of this creature's next turn, the PC hit by the attack is considered flanked to the other drow.

Drow Scout CR 7
hp 36 (6 HD)

CE Medium humanoid (elf)
Init +5; **Senses** darkvision 120'; Listen +8, Spot +9
Languages Drow

AC 18, touch 14, flat-footed 14
SR 17
Fort +4, **Ref** +9, **Will** +3

Speed 40 ft. (8 squares)
Melee masterwork drow long knife +5/+5 (1d6+2/19-20)
Ranged masterwork Xen'drik boomerang +8 (1d6/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +6
Atk Options Poison, Flawless Stride
Spell-Like Abilities (CL 6th):
1/day—*dancing lights, darkness, faerie fire*

Abilities Str 14, Dex 18, Con 12, Int 12, Wis 12, Cha 10
Feats Track, Two-Weapon Fighting, Improved Two-Weapon Fighting, Endurance, Drow Skirmisher, Drow Scorpion Warrior, Weapon Finesse, Distracting Attack
Possessions +2 *chitin armor*
Skills Climb +8, Hide +10, Knowledge (nature) +7, Listen +9, Move Silent +11, Search +6, Spot +8, Survival +9

Drow Skirmisher (Ex) The drow has +2d6 damage on attacks if he moves 10 or more feet in a round.

Drow Scorpion Warrior (Ex) The drow adds +1d4 damage to all attacks targeting the same PC on the round following any round in which it hits a PC with an attack.

Flawless Stride (Ex) The drow does not provoke opportunity attacks from creatures it hit with an attack this round.

Drow Duskblade **CR 7**

hp 36 (6 HD)

CE Medium humanoid (elf)

Init +4; **Senses** darkvision 120'; Listen +8, Spot +9

Languages Drow

AC 20, touch 14, flat-footed 16

SR 17

Fort +6, **Ref** +6, **Will** +6

Speed 30 ft. (6 squares)

Melee masterwork scorpion claw gauntlet +7/+7/+2 (1d6+2 plus 1d6+1 damage on second hit)

Ranged masterwork Xen'drik boomerang +11 (1d6/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +6

Atk Options Poison

Spell-Like Abilities (CL 6th):

1/day—*dancing lights, darkness, faerie fire*

Duskblade Spells (CL 6th, 6/7/3):

0—*acid splash, ray of frost, touch of fatigue*

1—*blade of blood, burning hands, shocking grasp, swift expeditious retreat*

2—*swift invisibility, ghoul touch*

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

Feats Armored Mage, Combat Casting, Arcane Channeling, Quick Cast, Spell Power, Two-Weapon Fighting, Drow Skirmisher, Rending Claws

Possessions +2 *chitin armor*

Skills Concentration +14, Knowledge (geography) +5, Knowledge (arcane) +5, Knowledge (nature) +5, Spellcraft

Drow Skirmisher (Ex) The drow has +2d6 damage on attacks if he moves 10 or more feet in a round.

Rending Claws (Ex) If the drow hits the same target with more than one attack, +1d6+1 damage to second hit.

Arcane Channeling (Ex) The drow can deliver a touch spell as part of a melee weapon attack.

Encounter 3: Lost River Delta

Read the following:

Past the drow village, the temple sits in a wide, shallow delta where one river meets with another, covering hundreds of acres. Stinging insects harass you and leeches swarm to cling to your exposed skin as you cross the dangerous waters. The water itself tricks and beguiles you with hidden pits and eddies, making traversal difficult.

Crossing the delta is no mean feat, with hidden and sudden depth and current changes.

Tactical Map Details

If you have a copy of Forest Cliff Lair from *Fantastic Locations: Caves of Chaos*, use the outdoors half approaching the waterfall artwork. Otherwise, draw one as shown:

Due to the continuous assaults on their home by the nearby drow, the yuan-ti are always on high alert, and cannot be surprised. Attempts at diplomacy are met first with laughter, and then with attack. The PCs may attempt skill checks to gather some basic information about the temple.

Knowledge (Architecture)

DC 25: The architecture pre-dates that of the giants by millennia.

DC 35: This temple was built by couatls in the Age of Demons.

Knowledge (History)

DC 18: The dragonmark is naturally occurring. The dragonshards are too small to be of much value, and are slowly and continuously excreted by the earth surrounding the temple.

DC 23: The couatls imprisoned rakshasa rajah in temples such as this throughout Xen'drik.

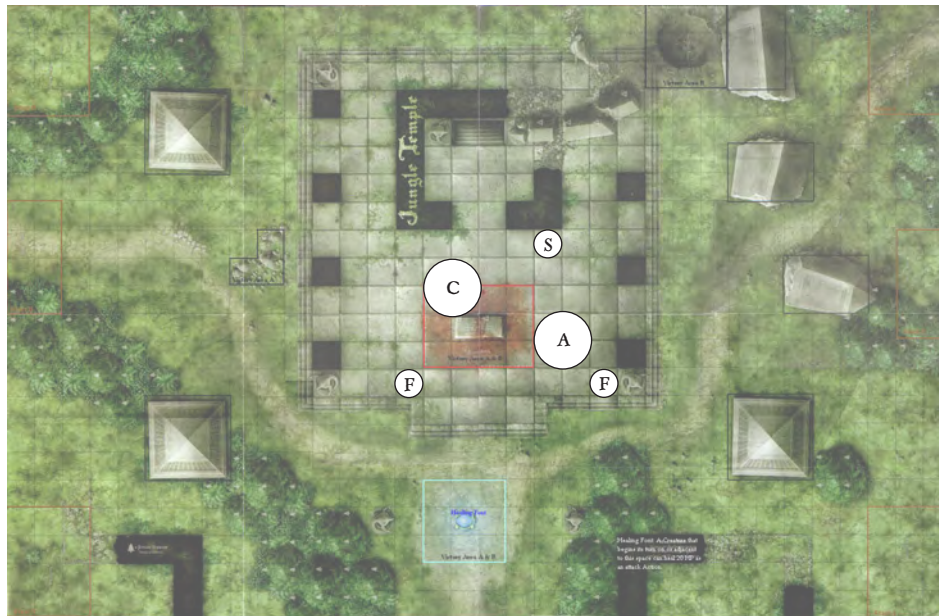
DC 28: To imprison the rajah, the couatls bound their souls to the rakshasa.

Knowledge (Arcane)

DC 20: The dragonshard fragments form a natural dragonmark on the earth.

Tactical Map Details

If you have a copy of Jungle Temple from *D&D Miniatures Starter Set (2008)*, use it. Otherwise, draw one as shown. On this map, all grassy squares are shallow water, all forest squares are deep water, and the natural dragonmark is represented by the outer edge of the temple.



Deep Water: There is about 4 feet of running water in these squares. It costs 4 squares of movement for Medium characters to enter these squares. Small characters must swim (Medium characters can choose to swim), and Tumbling is impossible.

Shallow Water: The water in these squares is approximately 1 foot in depth. It costs 2 squares of movement to enter these squares. The DC of Tumble checks increases by 2 in these squares.

Temple Walls: Crumbling ancient embankments surrounding the temple are in these squares. The walls are 2 feet thick, and characters can stand on them to gain a bonus for higher ground (+1 to attack rolls). They can also be used for cover against attacks from the other side of the wall (+4 AC, +2 Reflex). Climb DC 20, break DC 35, hardness 8, 90 hp.

Dragonmark: Snakes and yuan-ti within the area of this dragonmark gain a +2 bonus on attack rolls. Non-snakes and non-yuan-ti in the area take 1d4 points of poison damage each round they remain in the area.

Creatures

The Yuan-ti Cult Leader starts in the square marked (C). The Yuan-Ti Abomination starts in the square marked (A). The Yuan-Ti Half-Blood Sorcerer starts in the square marked (S). Finally, the two Yuan-Ti Pureblood Fighters start in the squares marked (F).

Yuan-Ti Abomination Cult Leader: hp 98; Combat Statistic

Yuan-Ti Abomination: hp 98; Combat Statistic

Yuan-Ti Half Blood Sorcerer: hp 98; Combat Statistic

Yuan-Ti Pureblood Fighter: hp 98; Combat Statistic

Yuan-Ti Abomination Cult Leader CR 9

A bizarre cross between a serpent and a humanoid stands before you. It wears a chainmail shirt and carries a flaming falchion.

hp 127 (13 HD)

CE Large monstrous humanoid

Init +4; **Senses** darkvision 60 ft., scent; Listen +21, Spot +21

Languages Common, Draconic, Giant, Gnome, Goblin, Orc, Infernal, Yuan-Ti

AC 24, touch 9, flat-footed 24

SR 22

Fort +12, **Ref** +7, **Will** +15

Speed 30 ft. (6 squares), swim 40 ft. (8 squares)

Melee +1 *flaming falchion* +17/+12/+17 (2d6+8/15-20 plus 1d6 fire) and bite +15 (2d6+2 plus poison)

Ranged longbow +11/+6/+1 (2d6/x3)

Space 10 ft.; **Reach** 10 ft.

Base Atk +12; **Grp** +21

Atk Options Blind-Fight, auras, constrict 1d6+7, improved grab, poison (DC 19, 1d6 Con/1d6 Con), *produce acid*

Special Actions *aversion*, grant move action 1/day

Spell-Like Abilities (CL 13th):

At will—*animal trance* (DC 19), *detect poison* (CL 6th), *entangle* (DC 18)

3/day—*deeper darkness*, *neutralize poison* (DC 21), *suggestion* (DC 20)

1/day—*baleful polymorph* (DC 22; snake form only), *fear* (DC 21)

Abilities Str 21, Dex 10, Con 20, Int 22, Wis 20, Cha 24

SQ alternate form, chameleon power

Feats Alertness, Blind-Fight, Combat Casting, Improved Critical (falchion), Improved Initiative, Multiattack, Skill Focus (Diplomacy), Weapon Focus (bite)

Possessions +1 *mithral shirt*, +1 *flaming falchion*, longbow with 20 arrows, *brooch of shielding*

Skills Intimidate +2, Jump +5, Listen +7, Spot +11

Auras (Ex) All allies within 60 feet who can hear the cult leader are affected by one of the following minor auras; it can switch the aura as a swift action. The major aura is always projected.

Master of Tactics (minor): +7 bonus on damage rolls when flanking.

Motivate Dexterity (minor): +7 bonus on Dexterity-based checks (including initiative checks).

Motivate Attack (major): +1 bonus on melee attack rolls.

Constrict (Ex) The cult leader deals 1d6+7 points of damage with a successful grapple check.

Improved Grab (Ex) When it hits a creature of up to Large size with its bite attack, the cult leader can attempt to start a grapple as a free action without provoking attacks of opportunity. If it succeeds, it establishes a hold and can grapple.

Aversion (Sp) As the *antipathy* spell caster level 16th, targeting one creature within 30 feet.

Grant Move Action (Ex) As a standard action, the cult leader can grant an immediate extra move action to all allies within 30 feet.

Produce Acid (Sp) The cult leader can exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including any creature hit by its bite attack. If grappling a foe, it instead deals 5d6 points of acid damage.

Chameleon Power (Sp) The cult leader has a +10 circumstance bonus on Hide checks.
Amphibious (Ex) The cult leader can breathe and move equally well on land and in the water. It is not affected by movement penalties or other combat penalties for fighting under water.

Yuan-Ti Abomination **CR 7**

This creature looks like a big serpent, except that its eyes betray a baleful intelligence and it has two burly, humanoid arms.

hp 67 (9 HD)

CE Large monstrous humanoid

Init +5; **Senses** darkvision 60 ft., scent; Spot +19, Listen +19

Languages Yuan-Ti

AC 22, touch 10, flat-footed 21

Fort +6, **Ref** +7, **Will** +11

Speed 30 ft. (6 squares), swim 30 ft. (6 squares)

Melee masterwork scimitar +13/+8 (1d8+4/18-20)

Ranged masterwork composite longbow (+4 Str bonus) +10/+5 (2d6+4/x3)

Space 10 ft.; **Reach** 10 ft.

Base Atk +12; **Grp** +21

Atk Options Blind-Fight, constrict 1d6+6, improved grab, poison (DC 17, 1d6 Con/1d6 Con),
produce acid

Special Actions *aversion* (DC 22)

Spell-Like Abilities (CL 10th):

At will—*animal trance* (DC 16), *entangle* (DC 15)

3/day—*deeper darkness*, *neutralize poison* (DC 18), suggestion (DC 17)

1/day—*baleful polymorph* (DC 19; snake form only), fear (DC 18)

Abilities Str 19, Dex 13, Con 17, Int 20, Wis 20, Cha 18

Feats Alertness, Blind-Fight, Combat Expertise, Dodge, Improved Initiative, Mobility

Constrict (Ex) The abomination deals 1d6+6 points of damage with a successful grapple check.

Improved Grab (Ex) When it hits a creature of up to Large size with its bite attack, the cult leader can attempt to start a grapple as a free action without provoking attacks of opportunity. If it succeeds, it establishes a hold and can grapple.

Aversion (Sp) As the *antipathy* spell caster level 16th, targeting one creature within 30 feet.

Grant Move Action (Ex) As a standard action, the abomination can grant an immediate extra move action to all allies within 30 feet.

Produce Acid (Sp) The abomination can exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including any creature hit by its bite attack. If grappling a foe, it instead deals 5d6 points of acid damage.

Chameleon Power (Sp) The abomination has a +10 circumstance bonus on Hide checks.

Amphibious (Ex) The cult leader can breathe and move equally well on land and in the water. It is not affected by movement penalties or other combat penalties for fighting under water.

Yuan-Ti Pureblood Fighter **CR 7**

This creature looks like a big serpent, except that its eyes betray a baleful intelligence and it has two burly, humanoid arms.

hp 68 (9 HD)

CE Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft., scent; Spot +4, Listen +4

Languages Yuan-Ti

AC 21, touch 12, flat-footed 20

SR 19

Fort +3, **Ref** +6, **Will** +4

Speed 30 ft. (6 squares), swim 30 ft. (6 squares)

Melee masterwork scimitar +13/+7/+3 (1d6+4/18-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +11

Atk Options Blind-Fight, Whirlwind Attack

Spell-Like Abilities (CL 4th):

At will—*animal trance* (DC 12), *entangle* (DC 11)

1/day—*darkness*, *charm person* (DC 14)

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

Feats Alertness, Blind-Fight, Weapon Focus (scimitar), Weapon Specialization (scimitar), Dodge, Mobility, Spring Attack, Combat Expertise, Whirlwind Attack

Possessions +1 chitin armor, masterwork large shield

Amphibious (Ex) The yuan-ti can breathe and move equally well on land and in the water. It is not affected by movement penalties or other combat penalties for fighting under water.

Yuan-Ti Halfblood Ranger **CR 7**

This creature looks like a big serpent, except that its eyes betray a baleful intelligence and it has two burly, humanoid arms.

hp 77 (12 HD)

CE Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft., scent; Spot +4, Listen +4

Languages Yuan-Ti

AC 21, touch 12, flat-footed 19

SR 21

Fort +3, **Ref** +7, **Will** +9

Speed 30 ft. (6 squares), swim 30 ft. (6 squares)

Melee masterwork scimitar +14/+9/+5 (1d6+1/18-20) and bite +8 (1d6 plus poison)

Ranged masterwork composite (+1 Str bonus) longbow +15/+15 (1d8+1/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +12; **Grp** +13

Atk Options Blind-Fight, Rapid Shot, Shot on the Run

Spell-Like Abilities (CL 4th):

At will—*animal trance* (DC 12), *entangle* (DC 11)

1/day—*darkness*, *charm person* (DC 14)

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

Feats Alertness, Blind-Fight, Weapon Focus (scimitar), Weapon Specialization (scimitar), Dodge, Mobility, Spring Attack, Combat Expertise, Whirlwind Attack

Possessions +1 chitin armor, masterwork large shield

Produce Acid (Sp) The abomination can exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including any creature hit by its bite attack. If grappling a foe, it instead deals 5d6 points of acid damage.

Chameleon Power (Sp) The abomination has a +10 circumstance bonus on Hide checks.

Amphibious (Ex) The yuan-ti can breathe and move equally well on land and in the water. It is not affected by movement penalties or other combat penalties for fighting under water.

Yuan-Ti Halfblood Sorcerer **CR 6**

This creature looks like a big serpent, except that its eyes betray a baleful intelligence and it has two burly, humanoid arms.

hp 58 (9 HD)

CE Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft., scent; Spot +4, Listen +4
Languages Yuan-Ti

AC 17, touch 13, flat-footed 14
SR 21

Fort +3, **Ref** +8, **Will** +12

Speed 30 ft. (6 squares), swim 30 ft. (6 squares)

Melee scimitar +7/+2 (1d6+1/18-20) and bite +5 (1d6 plus poison)

Space 5 ft.; **Reach** 5 ft.

Base Atk +12; **Grp** +13

Atk Options Blind-Fight, Rapid Shot, Shot on the Run, poison (DC 17, 1d6 Con/1d6 Con),
produce acid

Spell-Like Abilities (CL 4th):

At will—*animal trance* (DC 12), *entangle* (DC 11)

1/day—*darkness*, *charm person* (DC 14)

Sorcerer Spells (CL 2nd):

6/day—*acid splash*, *resistance*, *flare*, *daze*, *touch of fatigue*

5/day—*true strike*, *protection from good*

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

Feats Alertness, Blind-Fight, Toughness, Combat Casting, Dodge, Mobility

Possessions +1 *chitin armor*, masterwork large shield

Produce Acid (Sp) The abomination can exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including any creature hit by its bite attack. If grappling a foe, it instead deals 5d6 points of acid damage.

Chameleon Power (Sp) The abomination has a +10 circumstance bonus on Hide checks.

Amphibious (Ex) The yuan-ti can breathe and move equally well on land and in the water. It is not affected by movement penalties or other combat penalties for fighting under water.

Tactics

Except for the Abomination, the yuan-ti retreat into the temple when they're taken below half hit points. The abomination fights until it or all the PCs are dead. The yuan-ti know where the living dragonmark is and use it to their advantage.

Scaling the Encounter

13th-level Characters

Remove the Yuan-Ti Halfblood Sorcerer.

15th-level Characters

Add one additional Yuan-Ti Abomination.

16th-level Characters

Add one additional Yuan-Ti Abomination and two additional Yuan-Ti Halfblood Rangers.

Development

Once the party has defeated the yuan-ti abomination and pushed the others back into the temple, they can enter the temple themselves.

Encounter 5: Lower Temple

The temple is ancient — dating from the Age of Demons — with architecture that is completely unknown even to the most learned of scholars.

As the PCs enter the temple, read the following:

A corridor leads sharply down into the darkness; water from the river outside streams down into the depths, with detritus from minor cave-ins creating a steep rapids. The walls of the corridor appear to have

been once carved with bas relief, but the water has worn them down to indistinct patches and blobs. Further down, you hear a steady hissing and scrabbling.

The corridor leads 500 feet down to the lower level of the temple. Travel is extraordinarily dangerous. Each PC needs to succeed on one DC 20 Reflex save per 100 feet or be swept down to the lower temple entryway by the strong current. They are bashed on the rocks as they plummet, taking 1d4 points of bludgeoning damage per 100 feet they fall.

When the party arrives at the temple entryway, read the following:

At the bottom of the slope, the temple opens into a wide room. A massive stone slab hangs precariously above the entrance, overgrown with moss. The room is 40-foot square. On either side of the room, an alcove contains a twenty-foot tall cast iron statue of a snake with a demon's head. Ahead of you, a natural corridor filled with shallow, stagnant water leads further into the temple. Above it hangs another giant stone slab.

Once the party is all in the room, the statue's eyes flash, and both stone slabs crash to the ground, blocking both the way out and the way further in, as well as blocking the still-rushing in water's egress. The room starts filling with water; in a total of 10 rounds, the room is completely filled. Luckily for the party, the trap blocking the exit leading further down into the temple misfires slightly, and the slab crashes off center, leaving a 3-inch gap.

While the slab blocking the exit is stuck fast, the slab blocking the way deeper into the temple can be moved. A successful Strength check (DC 22) will lift it just far and just long enough for 3 PCs to get through (including the lifters). The cast iron snake statues are recent construction and once the room is half-filled with water, can be knocked over with a Strength check (DC 15) — a Knowledge (Engineering) check DC 15 reveals this. Each cast iron snake used as a lever provides a +2 cumulative circumstance bonus to the Strength check, and allows the slab to be held open for the entire party to escape.

Beyond the slab is a short corridor leading to another room. Read the following:

A foot-wide, ten-foot deep channel of water keeping order of most of the water from above navigates this 30-foot square room from one end to the other, where it exits through a stone door that has a honeycomb of small holes drilled through it. Throughout the room, small pools reflect the light of four urns—one in each corner of the room. Each urn contains a flickering ball of blue energy. The walls are carved with intricately detailed murals of demons which appear to dance in the pale blue light.

The door to the third chamber is held fast by a simple electromechanical mechanism (Search DC 29, Disable Device DC 27). The door can also be opened by succeeding on a Strength check DC 22. As soon as a PC touches the door, a deluge of water pours from the ceiling into the chamber, filling it in 10 rounds. After 4 rounds, the water spills over the lips of the urns, shorting out the energy balls and causing 3d6 points of damage to each PC in the water, simultaneously plunging the room into darkness. This also shorts the lock on the door, lowering the Strength DC to open the door to 18.

The PCs may attempt to gather some information from the stories found in the murals.

Knowledge (History)

DC 23: The murals depict the Age of Demons, where dragons battled the rakshasa rajah for control of Eberron.

DC 27: The murals specifically depict the couatls coming to the dragons' aid on the continent of Xen'drik.

DC 35: A detailed story of a specific couatl and rajah (though their names are lost to the ages) is threaded throughout the other stories. Their spirits were merged and together imprisoned in the innermost sanctum of this temple.

Once the party gets past the room, read the following:

Once again, the water drains to a large room, smaller still than the previous two, and once again, as you enter, the door behind you crashes, solidly trapping you in the room. At a mere 15-foot by 35-feet, it's positively claustrophobic. The water draining from above has already filled this room to a depth of 3 feet. Another closed door leads further into the temple. Next to the door is a crystal plate set into the wall surrounded by levers and knobs; the whole device looks like it's been recently smashed, and is leaking a strange gray fluid. The oily liquid floats atop the water, currently blazing with a green and purple fire which seems to suck the warmth out of the air hungrily.

The liquid is in the single square adjacent to the door as the party enters, but expands to cover one additional square each round the party remains in the room. If a character touches the liquid, it is strangely cold to the touch, and deals a single point of cold damage. However, the character must succeed on a Fortitude save DC 18 +1 cumulative for each round the character has been affected by the fire or the character becomes slowed, as per the *slow* spell (CL 18th).

The control panel is damaged, but functions enough yet to allow the party to open the door into the hatching chamber. Finding the right combination of twiddling requires succeeding on a Knowledge (Arcana) check (DC 20). The party can also opt to completely destroy the device (12 hardness, hp 23), which also opens the door.

Once the party has opened the door, the water in the chamber barrels down to **The Hatching Chamber**, carrying the party along a steeply declining corridor to the uppermost platform.

Encounter 6: The Hatching Chamber

The PCs have found their way to the yuan-ti's hatching chamber. Several tribes use this chamber as a breeding ground, due to the possible powers of the snake-bound dragonmark in the temple above.

After the PCs are dumped into the final chamber of the lower temple, read the following:

You splash down in a large room. It looks splintered, as if age has shattered the room. The floor and ceiling of the room is uneven. Water dashes from above in torrents ranging from rivulets to gushing waterfalls. On the far side of the room, a large pair of closed lava-stone doors glow, providing the only, pale light in this chamber.

Scattered throughout the room are nests built from waterproofed tanned hides; each is filled with dozens of large, grey eggs. Yuan-ti warriors surround you menacingly.

The PCs have found their way to the yuan-ti's hatching chamber. The yuan-ti fight ruthlessly and to the death to protect their future young. There are one hundred eggs in five nests in the room. If the PCs destroy any of the eggs while the yuan-ti are still alive, they become even more barbaric (see Development for more).

Tactical Map Details

Draw a map similar to the following.

Waterfall: Entering these squares is impossible; there is too strong a current. They provide full cover against ranged attacks which pass through them. Any creature that enters a square adjacent to a waterfall square must succeed on a DC 17 Reflex save, or be dragged into the Waterfall square, taking 3d6 points of bludgeoning damage. Afterwards, place the creature in a square up to 3 squares distant (of your choice).

Deep Water: There is about 4 feet of standing water in these squares. It costs 4 squares of movement for Medium characters to enter these squares. Small characters must swim (Medium characters can choose to swim), and Tumbling is impossible. PCs in these squares take 1d6 points of nonlethal damage per round. This counts as cold damage for the purpose of immunity or resistance. A creature that takes this nonlethal damage is fatigued. The yuan-ti are immune to this effect.

Shallow Water: The water in all other squares is approximately 1 foot in depth. It costs 2 squares of movement to enter these squares. The DC of Tumble checks increases by 2 in these squares.

Creatures

All of the Yuan-Ti start in any square you choose.

Tactics

The yuan-ti use their amphibious abilities, coupled with the difficult terrain for the PCs and their spring attack to great advantage, striking from a safe location, then moving to another. If the PCs harm any of the eggs, the yuan-ti focus on that PC or PCs, gaining the bonuses listed under Enraged Parent.

Development

If the PCs destroy any of the eggs, the Yuan-Ti gain a +4 circumstance bonus on attack rolls and +2d6 on the damage of any attack. They attempt to kill any PCs that destroyed any eggs before any other PCs.

When the yuan-ti have all been killed, the PCs can investigate the strange doors; go to **Spirits Imprisoned**.

Part Three: Spirits Imprisoned

The doors are a final ward between Eberron and the prison beyond. Hruuagoryn has been unable to pass through the doors, and waits here, silently and invisible, for the party to open them for him.

Encounter 7: Three Rings

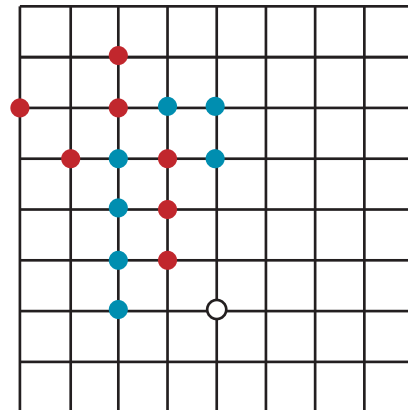
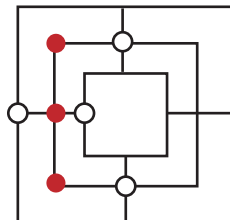
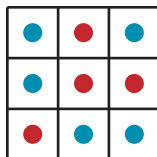
Read the following to the players:

The doors ahead of you are tall even for the architecture of this temple. They are engraved with geometric patterns — a stark contrast to the realistic depictions of creatures in the other chambers. A golden disc seals the doors and hums with invisible energy. Upon the disc are three patterns; a simple 3x3 grid, a more complex pattern, and a pattern of diagonal lines. Upon each are several dragonshards carved into buttons, like game playing pieces.

If a non-Good character touches the disc, he must succeed on a Fortitude save (DC 15) or be paralyzed for 1d4 rounds. The three puzzles are simple games; the doors themselves project a maze-like aura which affects evil and neutral creatures most predominantly. Originally, it affected all creatures, protecting the prison from even being discovered, but its magic has faltered over the millennia.

On each puzzle, there are two colors of dragonshard stones, red and blue. The stones within the puzzles cannot be moved, but there are a number of red and blue pieces below them that can be removed from the disc and inserted into holes in each puzzle.

The first puzzle is a simple tic-tac-toe. Once rearranged such that there is a victor, the stones begin to glow. The second puzzle is a snapshot of a game of Nine Men's Morris in progress. If any pieces is placed such that a piece would be captured (surrounded), the stones begin to glow. The third puzzle is similar to Nine Men's Morris, and is a representation of a Go game in progress. If stones are placed such that one side is victorious, the stones begin to glow, and the ward is removed. The white stones in the diagram show one possible solution to each.



Development

Once the characters solve the final puzzle, the golden disc crumbles and the doors swing open noiselessly. Proceed to **Hruuagoryn's Ritual**.

Encounter 8: Hruuagoryn's Ritual

As the final seal opens, read the following:

The gigantic doors swing open slowly, revealing a massive room beyond. A quick estimate places it at no less than five hundred feet across and two-hundred feet tall, with a domed ceiling. Floating twenty feet off the ground in the middle of the room is a white marble statue of a humanoid with a cat-like head bound in glowing chains. Its hands seem strangely swapped, as though on backwards. The walls, ceiling, and floor are polished completely smooth, and not even a trickle of water from the river above dares enter the room.

A single, deep voice chants, reverberating throughout the chamber. It seems to come first from behind you, then above you, and then on the floor below the statue. The statue begins revolving, slowly at first, but gaining speed by degrees.

Hruuagoryn races past the PCs, invisible, and begins the ritual. The spirit of the rajah appears after 1 round. With each passing round, the spirit of the rajah becomes even more substantive. After 10 rounds, unless the PCs stop the ritual, the rajah is freed.

Creatures

Hruuagoryn starts the encounter in the center of the room, next to the statue.

Hruuagoryn: hp 270; Combat Statistic

Hruuagoryn CR 13

The green dragon before you stands massive, even for its age; its eyes flicker between fiercely intelligent and deeply disturbed.

hp 270 (20 HD)

N Huge dragon

Init -2; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Spot +17, Listen +17

Languages Common, Draconic, Giant

Aura frightful presense (180 ft., DC 25)

AC 26, touch 6, flat-footed 25

Immune acid, paralysis, sleep

SR 21

Fort +19, **Ref** +10, **Will** +14

Speed 40 ft. (8 squares), fly 100 ft. (clumsy), swim 40 ft.

Melee bite +29 (3d8+10) and
2 claws +23 each, (1d8+5) and
2 wings +23 each (1d8+5) and
tail slap +23 (2d6+15)

Space 15 ft., **Reach** 10 ft. (15 ft. with bite)

Atk Options Clinging Breath, Improved Overrun, Large and in Charge, Maximize Breath, Power Attack, magic strike

Special Actions breath weapon, crush 2d8+15 (DC 29)

Sorcerer Spells Known (CL 5th):

2nd (5/day) — *invisibility*, *obscure object*

1st (8/day) — *charm person* (DC 16), *mage armor*, *shield*, *sleep* (DC 16)

0 (6/day) — *detect magic*, *detect poison*, *mage hand*, *message*, *open/close*, *read magic*

Spell-Like Abilities(CL 5th):

3/day — *suggestion* (DC 18)

Base Atk +20; **Grp** +38

Abilities Str 30, Dex 6, Con 24, Int 12, Wis 14, Cha 20

Feats Clinging Breath, Improved Natural Attack (bite), Improved Overrun, Large and in Charge, Maximize Breath, Power Attack, Weapon Focus (bite)

Skills Bluff +25, Concentration +14, Diplomacy +14, Intimidate +30, Jump +14, Sense Motive +30, Swim +24

Possessions *ring of mind shielding*, pale lavender *ioun stone* (12 levels left)

Magic Strike (Ex) Hruuagoryn's natural attacks are treated as magic weapons for the purpose of overcoming damage reduction.

Breath Weapon (Su) 50-ft. cone, once every 1d4 rounds, damage 12d6 acid, Reflex DC 27 half.

Clinging Breath At his option, Hruuagoryn can choose to have creatures affected by his breath weapon take half the original damage dealt to them on the following round; doing so increases the number of rounds until the breath weapon becomes available for use again by 1. As a full-round action, affected creatures can succeed on a Reflex save (DC 27) to scrape off the clinging breath before taking damage.

Large and in Charge When Hruuagoryn takes an attack of opportunity against a creature entering his threatened area, he can push them back to the square they left before entering that square; make opposed Strength checks, with the dragon gaining a +4 bonus for each size category larger than his opponent and a +1 bonus for every 5 points of damage he dealt on the attack of opportunity.

Maximize Breath As a full-round action, Hruuagoryn can choose to deal maximum damage on his breath weapon; this causes the number of rounds he must wait to use the breath weapon again by 3.

Tactics

If the PCs attack Hruuagoryn, he uses the advantages afforded him by the large chamber to fly above their reach and attack them from afar. Each round, he alternates between performing ritual and attacking the party. In order to free the rajah, he must complete a total of 10 rounds of ritual.

Development

If Hruuagoryn succeeds in freeing the rajah, the demon steps out of his insubstantial form, kills Hruuagoryn with a single word, then vanishes. In this case, the final encounter, **Rajah, Loosed**, is skipped; the party has failed to prevent the rajah from escaping.

If the PCs manage to kill Hruuagoryn before he completes the ritual, proceed to **Rajah, Loosed**.

Encounter 9: Rajah, Loosed

Although the PCs defeated Hruuagoryn and interrupted his ritual, the damaged state of the prison's wards allows the rajah to attempt a final escape.

Once the PCs defeat the dragon, read the following:

No sooner has the dragon's body collapsed to the temple's floor, than a bolt of lightning crackles across the statue and the rajah's spirit becomes suddenly more substantial. He laughs in an inhuman voice filled with violence. Counteracting that in your head is a soothing voice, whispered, sibilant, and confident: "Children of Galifar, drive him back, or your world is ended." A soft glow, in the form of a winged serpent materializes, joined to the rajah's spirit by a violently twisting grey tendril of grey shadows.

Creatures

The spirit manifests fully in the statue square, and proceeds to kill the nearest PC.

Zakya Rakshasa Rajah Spirit: hp 126; Combat Statistic

Zakya Rakshasa Rajah Spirit **CR 15**

This being resembles a shadowy form humanoid tiger clad in scale mail, carrying a large sword and a heavy shield. Its form seems human except for a tiger head and a luxurious coat of fur visible through gaps in its mail. Tendrils of blackness leech from the spirit and grip your heart with unending fear.

hp 126 (13 HD)

NE Large augmented outsider (undead)

Init +20; **Senses** blindsense 120 ft., darkvision 240 ft., keen senses; Spot +14, Listen +16

Languages Infernal

Aura lifeleech (30 ft., DC 25)

AC 27, touch 12, flat-footed 25

Immune undead immunities; **DR** 15/good and piercing

Resist incorporeal

SR 15

Fort +13, **Ref** +13, **Will** +15

Speed 30 ft. (6 squares), fly 60 ft. (good)

Melee bite incorporeal touch +21/+16 (1d10+10)

Space 10 ft., **Reach** 10 ft.

Atk Options Blind-Fight, Combat Reflexes, Cleave, Power Attack

Special Actions steal essence

Spell-Like Abilities (CL 11th):

At will — *concussion blast*, *ego whip*, *mind thrust*

3/day — *death urge*

Base Atk +18; **Grp** —

Abilities Str 20, Dex 14, Con —, Int 13, Wis 13, Cha 11

Feats Blind-Fight, Combat Reflexes, Improved Initiative, Weapon Finesse, Cleave, Power Attack, Weapon Focus (incorporeal touch), Weapon Specialization (incorporeal touch)

Skills Hide +14, Intimidate +14, Listen +14, Sense Motive +12, Spot +16

Incorporeal The rajah is immune to nonmagical attacks; 50% chance to ignore damage from corporeal source (except positive energy, force, ghost touch). Attacks ignore natural armor, armor, and shield.

Lifeleech All living creatures within 30 feet of the rajah take 2d4 additional damage whenever they take damage from any source. The rajah gains the same number of temporary hit points.

Spell-Like Abilities (Sp) While the rajah is but a mere whisper of its original form, it has several psionic abilities:

Concussion Blast: Range 170 ft., two targets, no save, 3d6 force damage.

Death Urge: range 170 ft., one target, Will DC 16 negates, target seeks to end own life for 1 round. If armed, makes a full-round attack on self, dealing critical hit damage.

Ego Whip: Range 170 ft., one target, Will DC 16 half, 2d4 Cha damage and dazed 1 round (save negates).

Mind Thrust: Range 40 ft., one target, Will DC 16 half, 7d10 damage.

Growing Might The rajah has a 50% chance each round, increasing by cumulative 5% each round, of being able to use one of its spell-like abilities as a swift action that round. It can forgo that swift action to add +4 to the DC of any of its spell-like abilities during that round.

Tactics

The rajah leaps into battle with relish, determined to destroy every nearby creature. Although it can fly, it prefers to stay in toe-to-toe battle with the PCs until it's at half hit points. The couatl spirit stays nearby, but cannot affect the PCs or the rajah.

Development

When the rajah's hit points become 0 or lower, it is pulled back into the prison; the adventure is concluded.

Ending the Adventure

The adventure ends when the PCs either help the couatl spirit trap the rajah, or the rajah is loosed upon Eberron.

Read the following if the PCs defeat the rajah's spirit before the couatl spirit is killed:

The ghostly couatl flares brilliantly — and for a moment, you sense what she must have been like in life, and it blinds you. In your mind's eye, you see the couatl and rajah struggle for a moment longer, then merge once again, the combined entity drawing once again into the prison.

Read the following if the couatl's spirit is killed:

The ghostly couatl simply fades away. A single note chimes soundlessly in your head. Then your head erupts with pain and you collapse to the ground, agony. The last you hear before blacking out is a hideous, otherworldly laughter drawn from all the evils of Kyber and focused, needle-like, on all of Eberron.

Adventure Questions

1. How did the PCs handle meeting Mehmet?

- a. The PCs gathered all of the information they could.
- b. The PCs gathered most of the information, but with significant prompting.
- c. The PCs gathered little to no information from the seren informant.

2. How did the PCs handle the drow encampment?

- a. The PCs handled them "gnoll" style, slaughtering each warrior.
- b. The PCs battled a number of the drow, but snuck past most of them.
- c. They got past the encampment without the alarm being raised.
- d. The PCs tried diplomacy, failed, and fled.

3. How did the PCs handle the flooding trap?

- a. They bypassed the dangers of the trap easily.
- b. The PCs struggled with the trap, but eventually made it to the lower temple unscathed.
- c. The bloated corpses of the PCs became food for the next generation of yuan-ti.

4. How did the PCs handle the fight in the hatchery?

- a. The PCs were annihilated by the superior yuan-ti abominations.
- b. The PCs took care of the yuan-ti, but it was touch and go.
- c. With typical Blackwheel tactics and coordination, the PCs overpowered the yuan-yi with aplomb.

5. Did the PCs protect Eberron from the rakshasa rajah?

- a. The party didn't get this far.
- b. They killed the dragon, but the rajah defeated them and escaped.
- c. They killed the dragon and helped the couatl imprison the rajah's spirit.

6. Rate the players' role-playing:

- a. Fantastic; everyone was clearly a member of Blackwheel Company. United aim!
- b. Good; the players made an effort to role-play where given clear opportunity.
- c. Poor; the characters were just numbers on a sheet of paper.

Story Objects

Battlefield Promotion

Object ID: EXBC37

Object Name: Battlefield Promotion

Object Description: For exemplary service in Blackwheel Company, you have been promoted to Lieutenant Commander, the pinnacle of field ranks in the Company. At your option, you now command large, vital operations within Blackwheel.

Mark of the Paragon

Object ID: EXBC38

Object Name: Mark of the Paragon

Object Description: For proving your loyalty to Blackwheel Company beyond a shadow of doubt, you have been bestowed its highest honor for field service: Mark of the Paragon. This gleaming platinum and rudy medallion hangs proudly on your dress uniform. Once per adventure, you may take an additional turn at any point after your normal initiative order.