

Z03 – Digging for Lies conversion to Eberron

Important NPC's

Prof. Lisa Haldaran (Xambria Meredith)

Archaeologist. Fearless. Slightly traumatized from recent disaster. Slightly unhinged. Miner's pick, various tools. Athletic, but dresses conservatively. Driven to solve mysteries. Strong moral code.

Lisa is a rising star in the academic world of archaeology, and at 39 she's the youngest professor at the University of Wynarn in Fairhaven. She has always had a particular interest in Gatekeeper relics, since the golden treasures were so wondrous to behold.

Lisa preferred a hands-on approach to unearthing the secrets of history, and frequently put her life in danger, either on digs in hostile lands, or because the excavations themselves were filled with traps. She enjoyed nothing more than exploring ancient ruins, using a canny mix of caution and daring to avoid curses and traps, or survives the ones she didn't see in advance.

She is the older sister of Oxton Tarrenwood. She recently learned her brother has a fey double and Oxton is her real brother. The fey double is a mirror of the original, both physically, mentally and in personality. After meeting Oxton in Passage, he explained the situation and they made up to each other. The fey double is an agent of the Voice of Rot and met her at the dig site, trying to stop her. She thought this was Oxton instead of the fey double, so she's angry with Oxton again.

A month ago something went terribly wrong at one of her digs. For months she had been excavating and exploring a ziggurat of the Gatekeepers, a truly legendary find. She had taken all the proper precautions—careful probing for traps, magical auguries, prayers and supplications to appease the spirits of the land being disturbed. To her dismay, there is a hole in her mind, and she does not know what went wrong.

She remembers leaving for supplies, then returning and finding dead bodies, mangled and mutated. After that, her memory is a blur. She took a train to Passage, sought shelter with peers at Pardwright University, and struggled to cope with the horrors she'd seen. Because Oxton came to the site, she has not tried to contact him when she returned to Passage.

Despite her trained athleticism, Lisa dresses conservatively, more comfortable displaying the workings of her mind than the shape of her body. Now more than ever, she covers up as much as possible, and sometimes when she thinks about what she saw at the dig she can almost feel something trying to wriggle out of her skin.

Though traumatized, Lisa has devoted her life to uncovering mysteries. She wants to find out what killed her dig crew, but somehow she knows if she goes back to her dig, it will not end well for her.

Sijhen

A gidim mindflayer psion from Xoriat. Sijhen was poised thousands of years ago to invade this world from a vanguard in Xoriat. Though only a novice at controlling the minds of beasts and mortals, Sijhen was specifically developed as one of his race's experts in planar travel. It was studying the Xoriat side of a planar seal when the greater Axis Seal took effect, and so was trapped in a timeless space between worlds.

The Gidim are a special breed of Dyrn the corrupter made in Xoriat. As outsiders they can possess corporeal creatures, but in their natural forms they can waver between wholly physical and existing only as barely-visible thoughtforms. Normally they assume the appearance of gray-skinned bipeds with tentacled heads. They subsist on thoughts, not physical food, and their own sentience is dependent on consuming enough complex ideas as sustenance. Consuming the physical brain of their victim, gives them access to most of the memories and thoughts of their victims. Details of Xoriat can be found in Exploring Eberron p199.

Barely conscious in stasis, Sijhen dreamed of finding its way home. Then, when the Seal of Xoriat opened, Sijhen and a small horde of Gidim warbeasts were expelled into this world. Sijhen recognized immediately the world had changed significantly. He hid in the mind of the first being it sensed, Lisa (Xambria), having her being noticed because she was attuned to the Golden Icon of Xoriat.

Sijhen's and Lisa's minds effectively occupy the same body. While Lisa retains control of her body most of the time, Sijhen is capable of taking control for short periods of time, and he is also able to "edit" what Lisa remembers or says. Sijhen is careful not to make his host seem crazy, and luckily the two minds have a shared purpose of discovering what happened at the dig site.

Benedict Pemberton

Human, not a dragon. He's affiliated with Merrix d'Cannith of Cannith South. Working on the development of duplicants based on original warforged technology. The flesh of the duplicants is grown from original changeling flesh. Pemberton buys the bodies of deceased changelings to acquire the required ingredients. The goal is to make new warforged without a creation forge. As a secondary option it's possible to make a new creation forge in Droaam, a location outside the Thronehold Accords.

Professor Hans Weber

Professor Hans Weber, the curator of Pardwright's natural history museum is planning a gala of artifacts of the Dhakaani Empire and the Gatekeepers. He can put the PC's in contact with Prof. Lisa Hal-daran.

Professor Weber, a human originally from Karrnath, believes himself smarter and more capable than just about everybody in the world, and he gets along well with anybody as long as they don't challenge his beliefs. Weber is busy preparing for the coming museum exposition featuring many wonders of the Dhakaani Empire and Gatekeepers in Aundair.

Professor Weber is a born lecturer who loves the sound of his own voice, and at the slightest cue he quickly rattles off some of the Gatekeepers' astounding accomplishments, including their understanding of astronomy, magic, and goldsmithing that have gone both unheralded and unmatched for centuries. Weber is happy to answer any questions the party has, though like all mainstream scholars he has no idea about the Axis Seal.

Kvarti Gordath (Kvarti Gorbatiy)

Dwarven sniper and gunsmith. Old former Karrnathian military uniform restyled, but practical. Rifle's stock carved from giant bone, with ancient engraving. Contentedly philosophical.

A dwarven, Kundarak trained, locksmith who became a gunsmith during the war. He became a soldier in the Karrnathian army and became a specialized sniper. He turned mercenary after the Last War ended. Kvarti wasn't interested in Heid Eschatol's philosophy until he found a book on the subject in the hands of a man he had assassinated. Now, though he presents a weary face to maintain his reputation, he goes through life content. He has all his affairs in order, and while he hopes to find a cause worth dying for, he would not be angry if his life was cut short.

When Kvarti is hired to kill someone, he knows he won't be close for the final shot, so he likes to find his victim and perhaps even make some small talk so he can better understand the context of the person's death.

Kvarti is more of a gunsmith than a philosopher or soldier, though. He has several custom-built firearms, including an enchanted, rifled musket. The stock is carved from the thigh bone of a **giant**, pulled from a glacier in the Icetop Mountains in northern Karrnath. Words are engraved into the bone in the long-forgotten **abyssa** language, but Kvarti claims the **femur** was already carved when he found it. The words read, "Cry out / for at the end of time / I rise."

Kaja Arendt (Kaja Stewart)

Arcanoscientist. Planar theorist. Summons guns. Affects a “common” accent despite education. Fascinated by the possibilities of technology.

Sister to Julia Arendt living in the Lower Woods district. (See doc – not yet in guide). Kaja was recruited as an arcanoscientific researcher by Reed Macbannin. She was the head of magical research at Macbannin's laboratory. When she realized she might be arrested for her involvement in his project, she hid, taking a collection of magic items from a laboratory located away from Macbannin's primary manor.

An expert in theoretical planar physics, Kaja devised the way to refine witchoil from the veil between the real world and the Bleak Gate. She now works for Lorcan Kell, and in the intervening months since her flight she has focused on crafting pocket dimensions for the purpose of concealing weapons and contraband. But unlike most of her cohorts who worked for Macbannin, Kaja is looking for a way to go back to work on her old project. Together she and Kell are trying to get in touch with the Obscurati, though they don't even know that's the group's name.

She's an artificer with the artillerist subclass instead of a sorcerer.

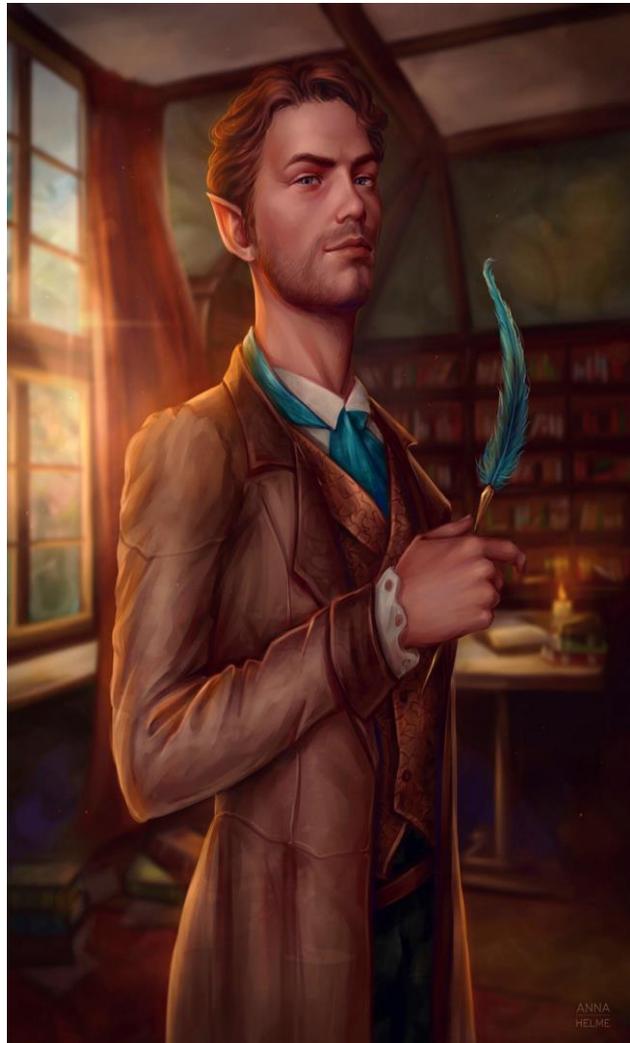
Cord ir'Bergeron (Caius Bergeron)

Half-elf Brelish Aurum member and philanthropist. Maintains plausible deniability. False graciousness. Ring—Old Bergeron Gold.

Cord ir'Bergeron, second son of the Count of Galethspyre, a wealthy Brelish noble family with a reputation for philanthropy. His great-grandfather founded the expedition that first discovered the Axis Seal, and members of his family have been recruited into the Obscurati ever since. He was a potential next-in-line to take over Golden Cell after the Duchess attacked Axis Island, but he prefers the academic side of the project. The wood production and the harbor of Galethspyre are important to the Obscurati. Their construction projects need a lot of materials, so a busy port is important. His father is responsible for the connections with the King's Citadel, so all cargo entering the harbor is checked but no problems ensue.

His current stay in Passage lets him check up on several of his sponsored digs. He's also been tasked by the Ob top tier to keep an eye on possible loose ends from Macbannin's defeat. In particular, he's watching Lorcan Kell and Kaja Arendt, evaluating whether to leave them alone, recruit them, or kill them.

Cord is constantly reading—at all times he'll have with him either a book or a pile of letters from archaeologists who benefit from his philanthropic donations, adding notes with his inkpen. He's prone to playing with an inkpen to keep his hands busy, and tends to leave scratches or ink-stains in furniture when he's impatient. He has a love for the Lhazarian dish *polpo vivo*, or live octopus, sliced and eaten while the tentacles still squirm.



Rock Rackus

Celebrity explorer and musician. Permanent sneer-smirk. Diamond-encrusted gold pistol. Unbelievably arrogant. Makes ridiculous claims. Doesn't know what to do with his fame.

Entertainer Rock Rackus has stumbled his way to national celebrity. A one-time dock worker, he signed up for a tour on a merchant ship, crashed in the Malice Lands, found treasure on his way back to civilization, and became modestly famous selling his story. He would open for curious audiences before operas and symphonies, and venues loved using his street-born flavor to lure in people who would normally never attend.

Then, a year ago, he made an impromptu cameo in an opera, upstaging the lead actor and skewing the plot to one much more raunchy and violent. The public was fascinated, and he was asked to repeat the performance. For four months he ruined an excellent Rock Rackus show, and brought in record ticket sales. Before the novelty wore off, he left, saying he was going on a new adventure, and that he would bring back treasure for "his people in the streets."

He returned a month ago, armed with a diamond-encrusted gold pistol and claiming he had traveled to the moon, met the Unseen Court, and cuckolded the fey king. He began performing a bevy of sexually vulgar songs in taverns throughout Bosum Strand, and financed the works of dozens of other dockers with money allegedly stolen from the temple of a god Rock left bleeding from a gunshot wound.

The dockers love his wild new style. Scholars dismiss his tale of interplanetary travel as obvious fabrications, pointing to his most preposterous claims, like his having visited a forest that is on fire and has never burned out. Most in Flint and throughout Risur see him as an idiot at best or a blasphemer at worst. The controversy has only made him more popular.

Lady Inspectress Margaret ir'Saxby

Head of local REA office. Treats party like they're not there. Refined. Political aspirations. Overbearing. Gets others to fight for her.

The Passage branch is run by Inspectress Margaret ir'Saxby, a former superstar investigator who cracked many famous cases, became the darling of the public, and earned herself a knighthood. During the Last War she married a young nobleman, acquiring clout among aristocratic circles. People say the marriage was meant simply to improve her standing, and Lady Inspectress Saxby's fierce emphasis that she be the face of the RHC is well known among constables. When the then-director of Passage's branch of the REA lost favor in a scandal, she easily won the appointment to take his place. Inspectress ir'Saxby leads her branch with incisive intelligence and an experienced intuition for determining which of her constables should pursue which threats. On the other hand, some complain that her confidence borders on megalomania. On several occasions underlings who have become a bit too popular for her liking have received transfers to less prestigious postings.

At nearly fifty, Lady ir'Saxby remains quite fit and retains youthful beauty. She demands authority wherever she goes, and uses many subtle reminders to let people know who is boss. For example, there is only one (expensive, comfortable) chair in her office: hers.

Despite her power and authority, Saxby grew bored with the role of an administrator, until Reed Macbannin recruited her in a clandestine project. She believed she was providing coverage for a critical secret military project, and she foresaw great rewards from the king when the project was complete. When Macbannin fell, she became far more concerned with maintaining her position than in rooting out threats to the nation.

Spy Master Thuel Racannoch (Lord Viscount Inspector Nigel Price-Hill)

While the Royal Eyes ultimately report to Aurala, the day-to-day operations are handled by her spymaster Thuel Racannoch. Thuel has only held the position for the past two years - he replaced Nara ir'Galantyr, who retired under mysterious circumstances to Wyr shortly after Aurala signed the

Treaty of Thronehold. Thuel is completely loyal to Aurala, having worked his way up the ranks the hard way over many years, without the usual benefit of an easy start granted to those of noble birth.

The queen's every word is an order to Thuel, and his loyalty is beyond question. Furthermore he's cautious when he's unsure of the queen's wishes. Some of the assistant spy masters would like the Royal Eyes to do more on their own initiative and less at the behest of the queen. Thuel has a curt reply for his subordinates: "They call it the Royal Eyes for a reason."

Thuel trained in the martial academies, to become a knight arcane, and fought in the Last War. His career as an investigator began by rooting out profiteering during the war, and he later helped thwart several plots to embarrass the newly appointed queen Aurala. His most famous success, however, was defeating a group of Emerald Claw agents who were trying to assassinate the Queen.

The Spy Master is disdainful of corruption, but has been through enough to understand how constables can be tempted to it. He has on several occasions managed to catch low-level investigators taking their first steps toward abusing their power, and turn them back on the right path by giving them a second chance. Thuel is known as a great lover of music.

Lauren d'Orien (Lauryn Cyneburg)

Lauren, born in Passage, has developed a dragonmark of Passage at a young age. During the war her abilities were frequently hired by Aundair and the Royal Eyes, making her a more integral part of the Royal Eyes. After serving the Royal Eyes for over a decade, the Royal Eyes asked House Orien for the exclusive right to hire her. House Orien refused, because her large dragonmark was an important asset for the House. When Queen Aurala became monarch of Aundair, she heard about the situation and started the negotiation with the House over her services and they came to a secret agreement. Because the neutrality of the House needed to be guaranteed, Lauren needed to formally cut her ties to the House. Shortly after this she was appointed Director of Infiltration of the Royal Eyes of Aundair, a position she held ever since.

Though over sixty years old, she only betrays her age with the weariness of her eyes. She has traveled, almost literally, everywhere on the continent of Khorvaire. As the REA's Director of Infiltration, her expertise in teleportation has seen her delivering agents to missions around the world, and she's tired of seeing them not return when things go wrong.

Lauren carries herself with an odd mix of stiffness and informality. She'll never let her guard down or expose her own emotions, and she hates jokes because she hates laughing. But she's used to dealing with uncannily powerful individuals, and she has a knack for saying things that seem like insults, but only to people who fight monsters for a living and think they should as a consequence be able to accomplish anything. Thuel Raccannoch enjoys keeping her around to remind him that his constables are real people, not mythic heroes



Finona Duvall

Finona Duvall is a half-elf instead of a tiefling. Her expedition further consists of two dwarves and two humans as written in the adventure. Her group is "educated" at Morgrave University in Sharn and hired by Cordir Bergeron.

Adjusted names to Aundairian names.

Sergeant Bokk Nagel (Alfred Bellastair) North Edge, citywatch

Sergeant Sanne Bateu (Sara Lockheart) Central District, citywatch

Kaja Arendt (Kaja Stewart), researcher of McBannin

Dorius Istravar Debly (Dilfi), gnome related to Zilargo (male)

Kalva Istravar Debly (Fildi), gnome related to Zilargo (female)

Simon Petilom (Simon Langfield)

Timeline

End of Therendor – Discovery of the Ziggurat

25th of Nymm – Murder of Aaren d'Cannith (Alexander Grappa)

28th of Nymm – Discovery of the Seal

21st of Lharvion – Opening of the Seal

26th of Lharvion – Lisa (Xambria) back to Passage

12th of Barrakas – Cord ir'Bergeron (Caius Bergeron) sends more investigators to recover golden seal

22nd of Barrakas – Investigators return with golden seal

25th of Barrakas – Investigators leave for seal sunken Ziggurat

1st of Rhaan – Adventure start

1st of Rhaan until the 28th of Aryth – Kaybeau Arms and Technology Exposition in Central District.

4th of Rhaan Party leaves for Ziggurat of Xoriat?

7th of Rhaan – Lisa (Xambria) kills Cord ir'Bergeron, investigators arrive at sunken Ziggurat

8th of Rhaan – Lisa breaks into Saxby's home, Party investigates Ziggurat

9th of Rhaan – Lisa leaves for Droaam by lightning rail to Sharn, taking a boat to Droaam.

12th of Rhaan, Party returns to Passage

14th of Rhaan, Party leaves for Droaam

19th of Rhaan – Lisa arrives at Sunken Ziggurat location

24th of Rhaan, Party arrives at Sunken Ziggurat (lightning rail and sailing boat)

26th of Rhaan, Party leaves for Passage

13th of Sypheros, Party returns in Passage (Sailing boat)

15th of Sypheros – Gatekeeper gala opens at the museum.

Background and locations

Background

- The Ancients – Gatekeepers
- Golden Legion of Egal the Shimmering – Invasion by Daelkyr during Dhakaani Empire.

- Axis Seal ritual is from the Age of Demons time. It has been done in multiple occasions to shut of planes or change which planes were accessible. Vvaraak taught the Gatekeepers to perform this ritual.
- Gatekeepers blocked access to Xoriat by a hurried revision to the Axis Seal ritual. Dyrnn the Corrupter already corrupted the Dhakaani Empire and Gatekeeper organisation.
- Leader of the Gatekeepers has made an attack on Axis Island during Last War, due to digging on the island and disturbance of the Axis Seal (968 YK). Most still living Gatekeepers died during this attack. Obscurati took leader prisoner and learned details of the ritual. Leader has been murdered by Obscurati.
- The Gatekeepers used weapons of gold versus the aberrations of Dyrnn, after the ritual was performed. Aberrants of Dyrnn are more susceptible to attacks made by gold weapons after the ritual was completed. Thoughtform's incorporeal traits are suppressed by gold weapons.
- The Ziggurat to Apet is a Ziggurat to Xoriat. When the seal inside the ziggurat was made a small slice of Xoriat was cut off, creating a pocket dimension of the Fields of Thought (Exploring Eberron p202). Dyrnn replaces the Elder Mother as mentioned in the Sijhen and the Gidim sidebar. One of the necessary parts to retain the inaccessibility of Xoriat was to maintain this seal and reinforce it once per year with Gatekeeper rituals. The gatekeepers have not reinforced the seal in the last decades, so its defenses and durability are weak. This made it possible for the ziggurat to be found and the seal to be openend.
- While the seal is open, the Ziggurat counts as a very weak manifest zone to Xoriat. In this manifest zone the *Dangerous Revelations* trait is active (Exploring Eberron p199). Due to this trait aberrations spread the Distant Madness disease.
- Lisa Tarrenwood (Xambria) hasn't visited Oxton, because she met his fey twin at the site and he tried to thwart her digging. His twin is a liaison of the Voice of Rot. He tried to intervene in the name of the Voice of Rot, to prevent the opening of the seal. Opening of the seal has awakened the Voice of Rot.
- The ruins of Pala, where Rock Rackus found a burned-out library, are located near Xandrar.

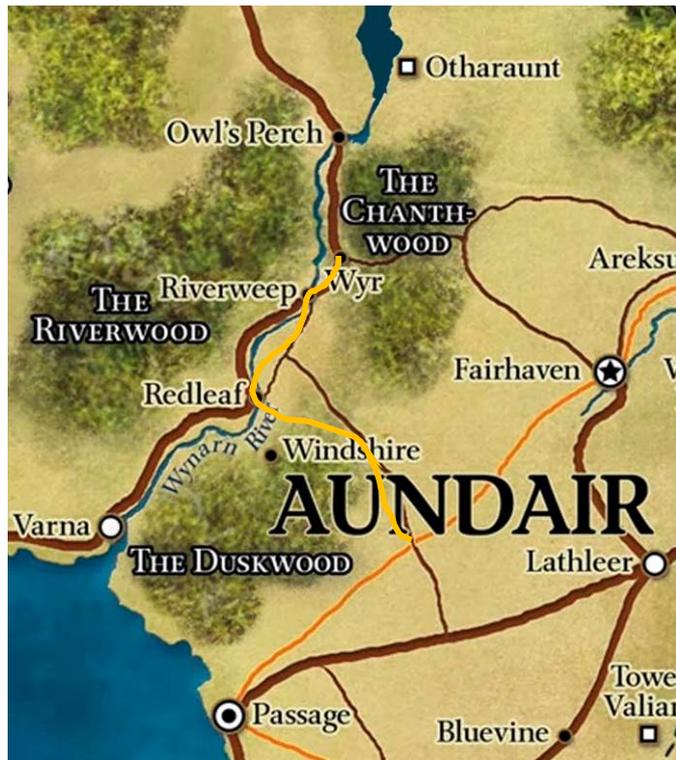
K.A.T.E.

- The KATE is an exposition comparable to the world exhibitions in the 19th century.
- Most Dragonmarked houses have a stand at the KATE.
 - Cannith- South is not publicly at the K.A.T.E. It is represented by Pemberton Industries, although not publicly
 - Cannith West (**Pavilion Military**): Has one of the three huge pavilions. It will display the advanced weapons as described in Chronicles of Eberron Chapter 2.
 - Deneith:
 - Ghallanda: New luxuries for rooms in the Golden Dragon Hotel (Hotel Aurum), like magical possibilities of room heating and cooling. Automatic waking system in combination with clocks.
 - Jorasco: New administration of body stimulants for soldiers. One shot will give a person the ability of the barbarian's rage.
 - Kundarak: New locksmith technology. Visitors get the opportunity to open a Kundarak lock with lock picks.

- Lyrandar: A model of the latest airship, the Silver Dragon
- Medani: Show a new detector for Scrying
- Orien (**Pavilion Rail**): has the railroad pavilion from the adventure. It shows the new lightning rail route through the Mournland. The lightning rail coaches are supplemented with magic absorption stones to offset the Living Spells in the Mournland. A specific device has been made to add conductor stones in situ if a conductor stone is missing.
- Phiarlan: Shows a device which is capable to record a show at one place and through scrying technology is capable of projecting the recorded image at a distance of 1 mile. Further investigation should make it possible to increase this range.
- Sivis: Has developed a illusory book. It's possible to write your notes in the book, but make sure something else is visible for if someone else is reading the book.
- Tharashk: Kade d'Velderan has made a small tent to show his martial techniques – Manticore pincer, harpy battlechants, and the gnoll pack manoeuvres.
- Thuranni: no presence
- Vadalis: no presence on a technology exposition.
- The Arcane Congress (**Major Tent**) will have a stand on the KATE, showing the Magical Industrial Equipment
- Aundair tent (**Pavilion Industry + Coaltongue model**)
- Inspiration for magical devices can be found in the book Magical Industrial Revolution, A Pre-Apocalyptic Setting Guide, by Skerples
- The KATE takes place at the City Fairgrounds in Central District. It lasts from the 1st day of Rhaan until the end of Aryth (3 months).

Locations

- **Kaybeau Fairgrounds.**
- **Lanternwood Subrail Station.**
- **Pardwright University.**
- **Silver Swan.** See Sanctuary in the not yet in guide document.
- **Wyr (Bole).** A small lightning rail line is made from Passage to Wyr. Originally planned to Merylsward, through Owl's Perch. Because the difficulty of making a lightning rail through the High Bayou and the independence of the Eldeen Reaches the line was never finished and ends in Wyr now. Protest by the duchess of Windshire has stopped the line from going there. Passage to Wyr is approximately 300 miles by lightning rail, and a train rides once per day, leaving in the morning. It takes one day to reach Wyr by lightning rail.



- Nara ir'Galantyr, the former Spy Master of the REA is the current chief inspectress of the REA in Wyr. She usually is in a dour mood, still not used to the noise produced by the close by lumber mills. She has a deep-seated respect for the fey, which might be a reason she has been demoted to this location by the Queen. She's a frequent visitor of the Phiarlan theater and is a fan of opera. She misses the high quality operas on show in Fairhaven.
- Archbishop Dariznu, governor of Thaliost, is originally from Wyr.
- Wyr is an important silver flame town with a focus on the pure flame. This has always led to struggles within the town with the people more in league with the fey and their traditions. During the Silver Crusade most shifters in Wyr were murdered by the local Puritans, a dark page in het history of the town. Some houses in the town still have the secret rooms, the local shifters hid during this period. The local Puritans are led by Bishop Bara Haldron. She's been recently promoted to bishop on account of Archbishop Dariznu.
- Wyr is historically rich from lumber and fertile forest gardens cultivated with the aid of fey. Lumber is floating through the river from the creeks in the Chanthwood.
- Wyr is known for its distilleries, it produces the best Cognac of Khorvaire.
- Wyr has a significant base of operations for House Vadalis. This base is used for acquiring new specimens for research in both the Chanthwood and the Riverwood. The local house is led by Majera d'Vadalis, a dragonmarked heir of the House.
- Soldiers from Otharaunt usually spent their leave in Wyr, as it is the largest town in the western border of Aundair.
- **Owl's Perch (Agate).** Owl's Perch is approximately 50 miles from Wyr and can be reached in two days by House Orien caravan or coach or by river boat. The small town of 400 inhabitants is located on an island in the middle of the Wynnarn river. During the war an amphibian Karnathian attack captured the town, and decimated the population. Both

Karnathians and adherents to the Blood of Vol are treated with fear and hate. A group of monster hunters has always been in town to fight undead and other monsters coming out of the High Bayou.

- The High Bayou is most easily accessible from Owl's Perch and local guides can be found in the town.
- The Wynarn River is known for the trek of salmon and Owl's Perch has a festival during the salmon trek in spring and autumn. The salmon population also supports the local bear population, naming the festival the *Feeding of the Bears*.
- The High Bayou is known for the huge spiders and silk trappers from Owl's Perch enter the High Bayou to collect threads from huge spider nests in the swamp. Before leaving they always offer to the Voice of Rot to stay safe from the local undead and monsters.
- **High Bayou** is the area north of Wyr where the Wynarn River slowly flows to Eldeen Bay. The largest part of the High Bayou is located on the eastern bank of the Wynarn River inside the Chanth Wood. The Ziggurat of Xoriat is located at the High Bayou. If the location is known it can be reached by boat in one day (12 hours) from Owl's Perch.
- **Graywall (Seobriga).**
- **Shaarat Kol (Pezarillo)**
- **Blackcaps (Ziggurat of Jiese; Fernia)** visited by Rock Rackus
- **The Gloaming in the Towering Woods in the Eldeen Reaches (Ziggurat to Nem; Mabar)**
- **Manta Bay, Shaarat Kol (Ziggurat to Mavisha; Lamannia)**
- **Xandrar (Ancient Pala)** Rock Rackus found ruins here.
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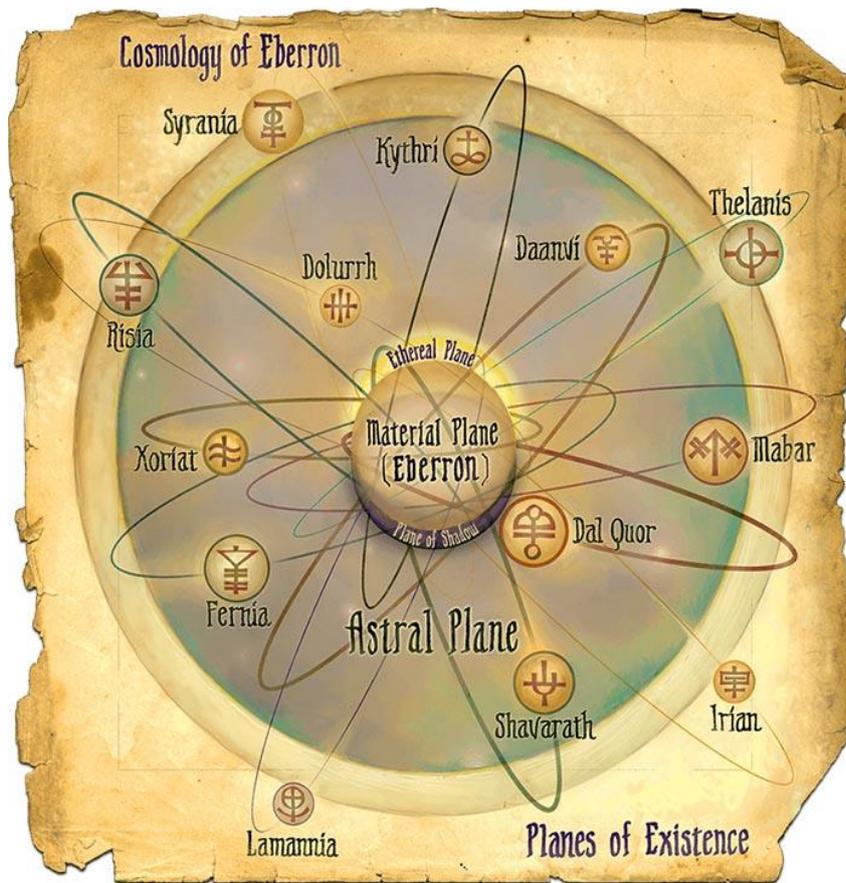
Special Scenes

Mangled Golem:

Alexander Grappa is Aaren d'Cannith, Aaren d'Cannith hoped to sail to the Eldeen Reaches, to contact the Eladrin colonies there. Date of death is 25th of Nymm in 999 YK, Aaren is a human man between 65 en 75 years old, with a rather large dragonmark of House Cannith. With DC12 medicine they can determine the death was in Nymm, not the specific date. The dental care was from house Jorasco, so expensive. The ship departure dates are between 20th of Nymm and the 4th of Lharvion. No sock initials are stitched, the dragonmark is a sufficient clue for his identity. The "golem" is a specific type made of bronze. A lot of techniques used for the fabrication of warforged are used in this golem, but it's not a known type of warforged. It's very sophisticated.

Ziggurat Interior:

The pattern consists of a central green stone with 13 elliptic rings. (The central green stone is Eberron, not the Sun). There is no specific order to the ellipses. If the adventure mentions a numbered ring, instead one of the planar symbols of the Eberron cosmology is shown:



Rainbow	R	G	B
Mabar	122	122	122
Syrania	255	255	255
Dal Quor	0	0	0
Shavarath	122	0	0
Fernia	255	0	0
Lamannia	255	122	0
Irian	255	255	0
Thelanis	122	192	0
Eberron	0	255	0
Dolurrh	0	192	122
Risia	0	122	255
Daanvi	0	0	255
Xoriat	61	0	122
Kythri	192	0	192

The colors of the planes have been converted as shown next to the picture. These can be used for the color of the symbols.

1. Entrance: Apet is replaced with the symbol of Xoriat

2. Spear Traps and Mummies: The language of the Ancients is the Dhakaani language. Which is an ancient form of the current Goblin language. Someone speaking Goblin could fool the mummies with a DC17 Charisma (Deception) check if they ask permission to pass.

3. Fire Burst Traps: Jiese is replaced with the symbol of Fernia, dots are still red, no change.

4. Crushing Force Trap: Urim is replaced with the symbol of Daanvi, the color on the map changes to blue. The crushing force represents the rigidity of the laws of Daanvi, it's prisons etcetera. In the time of the gatekeepers, no formal written contracts were present, but important messages were painted or chiseled into stone. So a stone object weighing at least 20 pounds with cave artistry or chiseled text can stop this trap.

5. Hall of Needles: Avilona is replaced with the symbol of Shavarath (as the plane of the war, the dart trap represents the guerilla warfare). Hitting the center of the circle (AC22) with a hunting weapon, bow or dart or blowpipe will suppress the pressure plate for 5 minutes. The color of the dots changes to blood red.

6. Hallucinatory Floor Room: Av is replaced with the symbol of Thelanis (Dal Quor, was not accessible since the age of giants, Thelanis is logical for illusions). On the map is just one dot and it should be a more olive green. Disbelieving an illusion should be a DC 15 Intelligence (Investigation) check, as an action, as written in the spell Programmed Illusion or Silent Image, though this could be too severe in combination with the monsters.

7. Rainbow bridges:

Crystal	Activates	Deactivates	Planetary Correspondence
Red	Red	Green	Jiese, Plane of Fire
Orange	Orange	Blue	Avilona, Plane of Air
Yellow	Yellow	Violet	Urim, Plane of Earth
Green	Green	Red	Av, Plane of Dreams
Blue	Blue	Orange	Mavisha, Plane of Water
Violet	Violet	Yellow	Nem, Plane of Ruin

Crystal	Activates	Deactivates	Planetary Correspondence
Red	Red	Light Green	Fernia, The Sea of Flame
Orange	Orange	Blue	Lamannia, The Twilight Forest
Yellow	Yellow	Purple	Irian, The Eternal Day
Light Green	Light Green	Red	Thelanis, The Faerie Court
Blue	Blue	Orange	Daanvi, The Perfect Order
Violet	Violet	Yellow	Kythri, The Churning Chaos

The Sealing of Xoriat vision.

A character who finishes the solution of the rainbow bridge puzzle is briefly flooded with light, during which he experiences a vision of the three mummified guardians of the ziggurat, back when they were alive, at the sealing of the portal to Xoriat.

The three orcs, wear deep red tunics, the color of dried blood, trimmed with deerskin and rabbit fur. They wear light leather armors, and axes with blades made of Byeshk. They wear ornate golden bracelets and torcs, clearly as symbols of luxury and of their station within the Gatekeeper order. These three specific orcs wear their iconic relics – staff, sword, and amulet – and stand in a bare cave of dry gray stone, roughly cut apart. They are surrounded by semi-translucent creatures similar to the tentacled monsters you have recently encountered. The monsters form a blockade in front of a golden plate set in the wall, and the monsters hesitate to attack.

The sword wielder barks something in his Ancient Dhakaani language, and You understand his words: “Warbeasts of Dyrn! Toteth’s seal failed.”

“A trick,” growls the amulet-wearer. “They’re from Dyrn, but I smell the spores of Avassh on them.” “Sniff them later,” says the sword wielder. “Think at them so I can cut them.”

The staff wielder closes his eyes as if in meditation. One of the monsters nearest the sword-wielder turns solid, and the warrior hews it in two with his byeshk-edged greatsword.

The PC gains the ability to speak and understand Ancient Dhakaani Goblin, and also learns that he can focus his thoughts to influence creatures of Thoughtform, as detailed on page 9 (thoughtform creature type).

8. Map Room: The seven concentric circles are replaced with an orrery with thirteen elliptic circles surrounding an empty slot. The slots in the ellipses are empty. The map of Khorvaire from the time of the Dhakaani Empire is not a lot different to the current map.

Location of the ziggurat of Mavisha/Lamannia is located in the Manta Bay, near Shaarat Kol in Droaam.

9. False seal room: Mavisha is replaced with Lamannia. The dot will be changed to orange. The background is the sun and the twelve moons, with a very difficult to perceive 13th moon. The trap will be disabled with water (tied to the Lamannia layer of “The Endless Ocean” or swamp water tied to the layer of “The Rot”, Exploring Eberron page 175). The toxic water needs to be a natural poison, because of the strong natural focus of Lamannia.

10. The Portal to Nothing: Nem is replaced with Mabar. The dot will be changed to gray. The pillars are carved to look like black dragons, to honor Vvaraak for teaching the Gatekeepers. The scene is of orcs, goblins, bugbears and hobgoblins battling beneath the moons of Eberron.

Planar trails:

Energy form Xoriat smells like

DC 18 Intelligence (Arcana): Xoriat is the source of magical energy used with transmutation, change, and teleportation. The focus is on the unnatural, that which could also be. So magic use with unexpected results could have energy tight to Xoriat. Magic usage in these areas could give false trails of planar energy to Xoriat.

Route to the Ziggurat of Mavisha/Lamannia:

As the Ziggurat of Lamannia is in the Manta Bay near Sharaat Kol in Droaam, it's not the quickest or safest route to go by boat directly from Passage. The fastest route is to take the lightning rail (35 mph) to Sharn and take a boat from Sharn to the Ziggurat dig site. This route has been taken by Finona Duvall and her team, hiring *Il Draçon de Mer* in Sharn to sail to the Ziggurat. Professor Lisa Halderan has taken the same route, hiring the *Dagger* in Sharn.

Passage	Sharn	1324 mile	3,78 days
Sharn	Ziggurat	679 mile	5,66 days
	Total		10 days

In my campaign a canal has been made to connect the Silver Lake to the Black River to the Dagger River. This could be taken to take a boat to the Manta Bay, but it will take a couple of days extra.



It still is difficult to sail to the ziggurat with an Aundairian military ship through Brelish waters, but not impossible if a proper reason is presented to the authorities. By sailing ship it takes

approximately 16 days, by steamboat it takes approximately 12 days, and by elemental galleon it will take approximately 8 days. The party could also take the Lightning Rail and hire a ship and crew in Sharn. A local Royal Eyes agent could arrange this in Sharn for them, to have an Aundairian vessel at the ready when their train arrives in Sharn.

Passage	Xandrar	307 Mile	2,56 days
Xandrar	Galethspyre	599 mile	4,99 days
Galethspyre	Sharn	317 mile	2,64 days
Sharn	Ziggurat	679 mile	5,66 days
			16 days

Il Draçon de Mer is a Brelish merchant ship usually sailing to Stormreach, so the ship, captain and crew are prepared for dangerous missions. Droaam does not have a significant navy and as such no repercussions are taken for a Brelish armed merchant ship in Droamish waters. This incident will lead to the founding of a naval base at the coast by Kethelrax the Cunning, the kobold warlord of Shaarat Kol.

Memorandum needs to be rewritten to change details to Eberron

Description of Mavisha portal is very plausible for a portal leading to the Lamannia layer of the Endless Ocean, see page 175 of Exploring Eberron.

Magic Items in the Adventure

Amulet of the Ancients. <https://www.dndbeyond.com/magic-items/6193577-amulet-of-the-ancients>

Badger Gun

Blade of the Ancients. <https://www.dndbeyond.com/magic-items/6359664-blade-of-the-ancients>

Diamond Encrusted Piece

Experimental Steam Suit

Golden Icon of Xoriat (Apet). Item in possession of Lisa, description, <https://www.dndbeyond.com/magic-items/5098974-golden-icon-of-xoriat>

Staff of the Ancients. <https://www.dndbeyond.com/magic-items/6193428-staff-of-the-ancients>

Scenes for characters in the Campaign

Group 1:

Ernest Scribbler (18 Vult 955 YK)

- Dima will ask him to come to the found golem. As Aaren d'Cannith (Alexander Grappa) is his biological father, this will have more impact when they discover Aaren d'Cannith's conscience is in the golem. See special scenes Mangled Golem.
- Planar influences in the Ziggurat as skyseer.
- **Hallucination in Ziggurat of Xoriat:**
- **AUDIT:**

Jacques Pinard

- Spy master Thuel Racannoch will offer him a higher military rank and leadership responsibilities.
- **Hallucination in Ziggurat of Xoriat:**

- **AUDIT:** Contacts with Morgan Cippiano

Oxton Tarrenwood

- Lisa Haldaran (Xambria) is his sister
- Fey twin is agent of the Voice of Rot
- **Hallucination in Ziggurat of Xoriat:**
- **AUDIT:** Wands stolen from dying skyseer stash.

Mika d'Ghallanda

- If quest of Asrabay is full filled, he will tell her Count Miguel ir'Huson has survived the Mourning. He has pledged his worldly allegiance to Prince Oargev ir'Wynarn and is the formal liaison between the Cyran court of New Cyre and the Unseen Court of Thelanis. The Patron of the Count is Ekossigan, fey lord of the Unseen Court, herald of the 4 seasons, liege of changelings.
- As a technologist the KATE is a candy shop.
- Mika is a fan of Rock Rackus, she will try to get him out of jail. She will also discover his personality, this might influence her view of him.
- **Hallucination in Ziggurat of Xoriat:**
- **AUDIT:** Member of House Ghallanda, wand of web temporarily given to Cloudwood Bandits, making deals with foreign emissaries (Asrabey, Miguel ir'Huson)

Seagull

- Spy master Thuel Racannoch can tell him more about his former missions during the war.
- Golem made by Aaren d'Cannith has a lot of similarities to warforged. This plays into his warforged sensibilities.
- **Hallucination in Ziggurat of Xoriat:**
- **AUDIT:**

Group 2:

Crastaer Prythas

- Visiting Droaam and learning more about his temple student. He is a medusa originally from Droaam and could inform them about some of the current issues in Droaam.
- **Hallucination in Ziggurat of Xoriat:**
- **AUDIT:** Harboring a Droaamite fugitive in his temple.

Jurrian Haassen

- The K.A.T.E. and his relation with Pemberton.
- Possibility for learning a martial technique from the colonel.
- **Hallucination in Ziggurat of Xoriat:**
- **AUDIT:**

Kylian Sykes

- **Hallucination in Ziggurat of Xoriat:**
- **AUDIT:** making deals with foreign emissaries (Asrabey)

Laetitia Green

- Vekeshi Mystic plot
-
- **Hallucination in Ziggurat of Xoriat:**
- **AUDIT:**

AUDIT for the group: Neglecting their assignment with Gale and not reporting making a deal with her, without apprehending her.