

URC7-02

Chasing the Darkness

A One-Round Dungeons & Dragons® Living Greyhawk™

Regional Adventure set in the County of Urnst

Version 1.8

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For years, darkness spread across the land infiltrating noble families and other organizations they came. The time of House Rilyn'Virr nears its end. The choice is now yours: let a package go by helping the Guild and make a profit from it, or stop it and perhaps die. Either way, you'll be chasing the darkness.

This is the final installment of the Chasing the Darkness series (Part One: URC5-04 *That Which Lurks*. Part Two: URC6-06 *Enemy of My Enemy*). A one-round County of Urnst adventure set in the County of Urnst for PCs level 4-15 (APLs 6-14).

Resources for this adventure [and the authors of those works] include: *Complete Divine* [David Noonan], *Fiendish Codex I: Hordes of the Abyss* [Ed Stark, James Jacobs, & Erik Mona], *GDQ 1-7 Queen of the Spiders* [Gary Gygax], *Libris Mortis* [Andy Collins & Bruce R. Cordell], *The Miniatures Handbook* [Charles Ryan & Jennifer Clarke Wilkes], *Monster Manual IV* [Jennifer Clarke Wilkes, Chris Thomasson, M. Alexander Jurkat & Chris Sims], *Sandstorm* [Bruce R. Cordell, Jennifer Clarke Wilkes & JD Wiker], URC4-08 *Cold Trails* [Michelle Lutz], URC5-04 *That Which Lurks* [D'Anne Rooney], URC6-06 *Enemy of My Enemy* [D'Anne Rooney].

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, Richard Baker, and Peter Adkison.

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Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D® campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as

part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the County of Urnst. Characters from the County of Urnst pay one (1) Time Unit per round, while all other characters pay two (2) Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

Lord Terrel Yarne was revealed as a drow in URC4-08 *Cold Trails*. His story is that he went to war with all the other young men who fought in the Greyhawk wars. However, during a fierce battle, his fellows saw him fall, and, presuming he was dead, left his body behind.

For some time a renegade group of drow that worshipped the god Vhaeraun had been watching Terrel, and, when he fell in battle, they seized the opportunity

presented. Taking him from the fight, they replaced him with one of their own members of House Rilyn'Virr. The 'new' Terrel Yarne proceeded to further the cause of House Rilyn'Virr by working both sides of the war and increasing his wealth.

Those who saw him noticed a change in him, but assumed it was because of the fighting he had done and his near-death experience. He returned to the County at the end of the war and married a woman of common ancestry. This greatly upset his family, who had no idea that this was not the real Terrel, - but it worked out well for Terrel because the woman was easily enthralled and she kept his secret.

He settled down in the County and became well-known for his superb wines, business acumen, and rare public appearances. The rumors concerning this were that he had been badly disfigured during the war and was self conscious about his looks.

THE STORY THUS FAR...

Years later, Terrel began to make his move by marrying his daughter to another noble, one Lord Garnwick Bryne. His main purpose in doing this was an attempt to absorb the smaller vintner's properties with his own. That plan failed when Kianna Yarne-Bryne was foiled in her plan by adventurers and exposed as a drow priestess. (URC5-04 *That Which Lurks*)

Lord Yarne also had other drow begin to infiltrate the Viper's Den Rogue Guild based out of Brotton. They found that they could use the network of rogue guilds to further their goals on the surface.

The drow established a foothold in the town of Didieln in the Vinewind area, as well as built a hidden chapel beneath the manor house of Baron Belin Torquann. Baron Belin Torquann has been missing since the Civil War and his estates lie abandoned. Since the capture and destruction of that particular temple, the drow found that they needed to relocate.

This time they moved their operation to a hidden location within Didieln. This new base gave them access not only to the surface, but to the UnderOerth as well. (URC6-06 *Enemy of My Enemy*)

In their continuing effort to create unrest and a power vacuum in the County, they sent two of their most accomplished assassins to kill the Contessa Elone Hofre Gellor. Their idea was to further the demise of the Gellor ruling house that began in URC6-01 *Death of a Bird*. Not wanting to see the Contessa raised, they used a blade made of thinaun to capture her soul.

All was going well for the worshippers of Vhaeraun, or so they thought. They had laid their plans, made inroads into the County's hierarchy, and now was the time to move. Amassing a great army beneath the very feet of the County, they prepared to invade.

Their plans were destined to fail; however, as another group of drow came to the fore. House Teken'afin, worshippers of Lolth, sent an emissary to the County with information not only about the drow army, but on the location of the assassins of the Contessa. Shi'raena

Teken'afin, high priestess of Lolth presented Lord Jacobis Underley with the information needed to locate the assassins. All she asked in return was the precise location of the Rilyn'Virr army. (URC6-06 *Enemy of My Enemy*)

THE STORY CONTINUES...

Having destroyed the bulk of House Rilyn'Virr and its army, Shi'raena Teken'afin found that there was one piece still missing... the leader of this house. She knew that in order to be fully successful, she must find the head of House Rilyn'Virr and annihilate him as well.

Some years prior to this, the head of House Rilyn'Virr died and the title and power passed to his only descendant... Lord Terrel Yarne. Not being stupid by any stretch of the imagination, Lord Yarne was well aware of House Teken'afin and their agenda to obliterate him and his house.

With the destruction of his army, Lord Yarne saw the writing on the wall so to speak and decided it was time for him to depart from the County.

Unwilling to take along the female thrall he has called wife these past many years, Terrel kills her before leaving so that she cannot tell anyone about him. Fortunately for the rest of the Yarne family, they know nothing about their supposed brother's real identity and so are safe from his killing hands.

Terrel's contacts in the Viper's Guild assist him in his escape from the County with Shi'raena hot on his heels. Those who are part of any Rogues Guild hear that a very expensive 'package' is being moved across the border. Of course, being the rogues they are, this is the most interesting news they've heard in quite some time; and perhaps they can make some profit from it.

ADVENTURE SUMMARY

Introduction: Setting the Hook The story opens with the party of adventurers visiting the town of Hardwyn. They can do some information gathering, which will lead to the various hooks.

1: Striking a Deal

It is up to each person(s) who has received a mission request, to convince their party to go along.

2: Chasing the Darkness All groups will be heading to Shadowwick for one reason or another. As they arrive, they meet with either resistance as they try to leave with Terrel Yarne, or they become the resistance.

3: Into the Abyss The party is met by a face from the past as they are pulled into the Abyss by a powerful force.

4: Following a Path As the drow priestess flees with her captive, the party is attacked by some of the denizens of the Abyss.

5: Caught in a Web The party is defeated by the minions of Lolth sent to capture them. They are taken to her stronghold to serve as either slaves, or sacrifices.

6: What a Wicked Web We Weave The party travels through the Demonweb and discovers that doors of choice line their path.

7: Queen of the Spiders The party has a choice here, go free the captives and sacrifices, or go home. Choosing to free the captives is not so easy though.

8: Out of the Parlor The party attempts to escape from the Demonweb and return home.

Conclusion: The group finds out what their rewards may be once they arrive back home.

PREPARATION FOR PLAY

Permitting non-standard use of influence during this scenario is up to the DM's discretion. The influence spent in this way must be appropriate for the entity granting the influence and that entity's region of influence. The cost for a single, non-standard, use is a minimum of three influence points as per Favors and Influence in the County of Urnst Regional Living Greyhawk Campaign. The DM is required to email the triad at coutriad@yahoogroups.com to report the non-standard use for evaluation to be included in subsequent revisions of that document.

Determine if any of the PCs belong to any of the following groups or have any of the following favors.

- Rogue's guilds
- Temples of Olidammara or Norebo
- Underley Network
- Have the favor of Lord Jacobis Underley
- Knights of the Swan.

Go to **Appendix 4** for a flow chart on what to give each group or person. These items will be handed out before the adventure even begins.

If there is no one in the group that belongs to any of these factions, proceed to **Encounter 1: Making the Deal**.

For those who belong to any faction, allow the PC to read and respond to the assignment. If they have any questions, continue to the **Introduction: Setting the Hook**. If they have no questions, proceed to **Encounter 1: Making the Deal**.

INTRODUCTION: SETTING THE HOOK

After you have given out the handouts to each faction, take them aside according to their path and allow them to ask the below questions.

PATH A: BRINGING THE PACKAGE OUT OF THE COUNTY

Once the player(s) have read the mission, allow them to ask questions concerning it.

- **What exactly is the 'package'?** The package is a man of note who has found that the County is no longer a place in which he wishes to live.
- **Why does this person need to get out of the County like this?** That is not for me, or you, to know. He just needs to leave unobtrusively.
- **Is there any danger in escorting him?** Well of course there is; that's why he's contracted me to hire some hearty adventurers.
- **Is he wanted by the law?** We are all innocent...
- **Who exactly is this person?** Lord Terrel Yarne.
- **How much will you pay us?** I will pay you more than enough for your trouble. If pressed, he will offer them 200 gp/APL.
- **Who are you?** I am a person of no consequence and therefore, you do not need to know that. Besides, you will never see me after this.
- **How will Lord Yarne know that we are there to help him?** You will give him this emblem, which will tell him you were sent by us. (The emblem is the symbol of the Viper's Rogue Guild) See Player Handout 8

A Knowledge (local) check (DC 25) reveals that the Vipers Guild has a sinister reputation. The same check also reveals that the Viper's Guild members also make up the Shadow Network.

Once they agree to the mission, they are given information leading them to a secret passage that goes underground from the barn directly into the house and Lord Yarne's study.

Troubleshooting: If the PC or party attacks the messenger, he escapes using the shadows and this particular option will be closed to the party. Return to the **Encounter 1: Making the Deal** and **Path C: A Murder**.

PATH B: STOPPING THE PACKAGE

Underley Network Members

Once the PC(s) has met their contact, allow him/her to ask questions. Be sure to do this away from the table.

- **Who is this person?** We suspect that it is Lord Terrel Yarne.
- **Why is he considered an enemy of the County?** Because we have discovered that he was involved in the murder of the Contessa.

- **What do we do if/when we catch him?** Bring him back to Radigast City and to Lord Underley for further determination of his guilt.
- **Is the Countess aware of this?** No, she is not as yet.
- **Does the Countess approve of this?** She will be made aware of this once we have the culprit in hand.
- **What will happen to him upon his return to Radigast?** He will be tried for his crimes.
- **Should we bring him back dead or alive?** Alive is preferable, but dead is also fine.
- **How much will we get paid?** The man smiles slightly as he tells the group that they will be paid as they always are.
- **Do you have a suggestion on where to start?** He is heading toward his estates near Didieln.

Once they agree to the mission, they are given information leading them to a secret passage that goes underground from the barn directly into the house and Lord Yarne's study.

Knights of the Swan

If the Knight, or page, of the Swan agrees to meet with Sir Hewlin, give them **Player Handout 6: Meeting with Sir Torquann**.

If after reading the handout, the adventurer wants to ask questions. Whittenbock has the following information. Take the player away from the others to give them the answers.

- **Who is this person?** We suspect that it is Lord Terrel Yarne.
- **Why is he considered an enemy of the County?** Because we have discovered that he was involved in the murder of the Contessa.
- **What do we do if/when we catch him?** Bring him back here for further determination of his guilt.
- **Is the Countess aware of this?** No, she is not as yet.
- **Does the Countess approve of this?** She will be made aware of this once we have the culprit in hand.
- **What will happen to him upon his return to Radigast?** He will be tried for his crimes.
- **How much will we get paid?** Sir Hewlin looks surprised. Why, you should see this as your duty, not as a way to make some coin.
- **Should we bring him back dead or alive?** Alive is preferable, but dead is better than not at all.
- **Do you have a suggestion on where to start?** He is heading toward his estates near Didieln.

Once they agree to the mission, they are given information leading them to a secret passage that goes underground from the barn directly into the house and Lord Yarne's study.

1: MAKING THE DEAL

Winter has its grip firmly over the County of Urnst. For reasons of your own, you traveled to Hardwyn and managed to procure a room at the Stinging Nettle.

Sitting in the common room this evening are several other adventurers; some you recognize, and some you may not.

Allow the PCs to introduce themselves if they do not already know each other. However, if they choose to sit alone, then that is fine as well.

Give them some time to roleplay with each other and the barmaid who serves drinks to them. While they are sitting in the inn, they overhear the following conversations with a successful Listen check:

- **DC 1** The Council of Peers elected Rachel Duncombe as Countess Rachel the First.
- **DC 5** Countess Rachel is getting ready to establish her Council of Lords.
- **DC 10** There are rumors of something dark and evil living in the Fennelmore.
- **DC 12** Several marriage proposals from other nations have been sent to the new Countess.
- **DC 14** There have been some strange comings and going on the road coming down from the Artonsamay this past month.
- **DC 16** Such a shame that Lord Yarne lost the Private Label Reserve award this year to Lord Garnwick Bryne. Especially since he had won this special award for the past 6 years.
- **DC 20** They say that Lord Jacobis Underley has established an alliance with dark, demonic forces.
- **DC 25** Lord Terrel Yarne has been even more reclusive lately than normal. No one has actually seen him, or his wife, in a fortnight.

ALL

Allow each person who has received a mission to present the mission to their group and attempt to convince them to go along with it. The entire party must agree to follow ONE path. If they do not reach a common decision, continue with **Path C: A Murder**.

If no one in the group qualified for a mission, proceed with **Path C: A Murder**.

PATH C: A MURDER

This path is for those who did not fit into any of the above groups, or for those who refused any of the other missions.

Read or paraphrase the following to the entire group:

The door of the inn slams open as a large man with piercing green eyes pushes into the building. His

eyes rove over the room and the occupants within before lighting on you.

Crossing the room with long strides, he stops at your table and says, "I have need of your assistance in tracking down a murderer."

If the party decides to go investigate, continue, otherwise, the adventure is over for them.

The Constable, Kurl Mecole, leads you to the Yarne house in Hardwyn. Upon entering, you notice that there are quite a few others searching the area for clues.

Taking you directly to the bedroom, you notice a covered body in the middle of a large canopied bed.

There is no doubt that this is the body of a wealthy woman and, although very few have actually seen Lady Yarne, there is no question that this is her.

A search or heal check of the body (DC 15) reveals that she was killed skillfully, with an assassin's blade at the base of her skull.

A further search of the room (DC 15), specifically the desk, uncovers a message written in Undercommon (DC 20 Decipher Script). See **Player Handout 7**. This should lead the party to Shadowwick, the Yarne estate outside of Didieln.

2: CHASING THE DARKNESS

All groups will be heading to Shadowwick, one of Yarne's estates near Didieln, for one reason or another. As they arrive, they meet with either resistance as they try to leave with Terrel Yarne, or they become the resistance.

Follow the path the group is taking. All groups will be facing the same group of NPCs; depending on the path. The NPCs are from the opposing faction.

See Appendix Six for a map of Shaddowwick.

PATH A: BRINGING THE PACKAGE OUT OF THE COUNTY

Once the party arrives at Shadowwick, they are greeted at the front door by a set of guards who demand to see proof of who they are. Once the proof is given, they are shown to Terrel Yarne's study where he is frantically packing his personal items for travel. He refuses to leave until he has everything.

While the party waits for him to gather his items, the group attempting to stop him enters the room via a secret passage that they were told about.

Give the PCs Listen checks (DC 15+APL) to hear the opposing party coming through the passage.

PATH B: STOPPING THE PACKAGE

Underley Network Members and Knights of the Swan

From here on out, these two groups are following the same path.

Once the party arrives at Shadowwick, they easily find the secret entrance into the house. The passage leads underground from the barn to the house and then through passages to Lord Terrel's study.

If they step through the secret door, they find Lord Yarne in his room adjacent to the study. However, there is a group of thugs there defending him.

Give the thugs escorting Lord Yarne Listen checks (DC 10+APL) to hear the approach of the PCs through the secret passage and allow them to be ready if necessary.

PATH C: A MURDER

The investigators of the murdered Lady Yarne find evidence that leads them to believe that Lord Yarne is heading for his Shadowwick estate.

Upon arriving, they find Lord Yarne and his body guards in his bedroom as he packs his belongings.

ALL PATHS

APL 6 (EL 6)

☛ **Lokee**: human male fighter 2; hp 24; see Appendix One

☛ **Jeanuea Fletcher**: human female ranger 2; hp 16; see Appendix One

☛ **Brother Justin of Olidammara**: human male cleric 3; hp 20; see Appendix One

☛ **Rheanna Hinge**: human female wizard 3; hp 13; see Appendix One

APL 8 (EL 8)

☛ **Lokee**: human male fighter 4; hp 42; see Appendix One

☛ **Jeanuea Fletcher**: human female ranger 4; hp 32; see Appendix One

☛ **Brother Justin of Olidammara**: human female cleric 5; hp 40; see Appendix One

☛ **Rheanna Hinge**: human female wizard 5; hp 26; see Appendix One

APL 10 (EL 10)

☛ **Lokee**: human male fighter 6; hp 64; see Appendix One

☛ **Jeanuea Fletcher**: human female ranger 6; hp 48; see Appendix One

☛ **Brother Justin of Olidammara**: human male cleric 7; hp 36; see Appendix One

☛ **Rheanna Hinge**: human female wizard 7; hp 36; see Appendix One

APL 12 (EL 12)

☛ **Lokee**: human male fighter 8; hp 93; see Appendix One

☛ **Jeanuea Fletcher**: human female ranger 8; hp 64; see Appendix One

☛ **Brother Justin of Olidammara**: human male cleric 9; hp 74; see Appendix One

☛ **Rheanna Hinge**: human female wizard 9; hp 64; see Appendix One

APL 14 (EL 14)

☛ **Lokee**: human male fighter 10; hp 127; see Appendix One

☛ **Jeanuea Fletcher**: human female ranger 10; hp 80; see Appendix One

☛ **Brother Justin of Olidammara**: human male cleric 11; hp 90; see Appendix One

☛ **Rheanna Hinge**: human female wizard 11; hp 78; see Appendix One

Tactics: The fighters do their best to protect the casters during this fight. All of the NPCs are wearing holy symbols of Olidammara.

Development: As soon as the last guard becomes incapacitated, proceed to Encounter 3: Into the Abyss.

3: INTO THE ABYSS

As the last of Lord Yarne's guards falls to the ground or flees, a dark portal, the size of a normal doorway, opens beside Lord Yarne. Reaching through the portal with eight tentacles is a creature shaped like a blob and smelling horribly. It wraps Lord Yarne in its grasp and pulls him back through the opening.

As Lord Terrel Yarne disappears through the gateway, you hear the voice of Shi'raena Teken'afin, the drow priestess some of you have met before, say, "Foolish adventurers. You have played very nicely into my web."

As the priestess and her entourage disappear from the portal's field of view, you feel a strong force wrenching at you. As if the open gate beckons you to follow.

You realize that the portal is beginning to fade away.

The party has a choice to step through the gate or not. If the party does not step through the gate in two rounds, the adventure is over and they have lost Terrel Yarne to the drow. If they do not step through, Terrel Yarne is gone, never to be seen again. Proceed to the Conclusion.

If the party steps through the gate, continue to the next encounter.

DM's Note: If the PCs take the time to loot the fallen, they do not have time to go through the portal before it closes. However, on their return trip, if they remember

that they have left fallen behind them, they may direct the portal to return them to this room.

In addition, if they attack Lord Yarne, he surrenders, but is taken by the yochlol before the PCs can take him anywhere.

4: FOLLOWING A PATH

Stepping through the portal, you find you are in a strange-looking room with a polished, stone floor, foggy walls, and four doors leading out of it. One of those doors is the one from which you entered the room and, as you watch, it closes behind the last person to cross the threshold and fades from sight.

Unfortunately, looking at the other three doors, you cannot determine which one the priestess of Lolth and her entourage went through.

If they try to locate the door that they just came through, they will be unsuccessful; it no longer exists.

The players are now in the 66th level of the Abyss; the Demonweb Pits. See **Appendix 2: The Demonweb** for a description. Use this to describe to the PCs where they are.

Give anyone that states they are looking closer at the floor a Spot check (DC 15) to notice the tormented faces that make up the stone.

Tracking the drow over the stone floors is impossible due to the nature of the floor.

If any of the PCs makes a DC 20 Knowledge (planes) check give them **Player Handout 5: The Demonweb**.

A door is chosen, a choice is made and you continue on into this strange place. Winding away into the distance between the foggy walls is a 20 foot wide stone walkway.

PCs who make a DC 10+APL Listen check hear Terrel Yarne's occasional calls for help in the distance. You should remember that the PCs cannot teleport while inside the Demonweb and that there is no light unless otherwise stated.

If the party follows the fleeing drow, give them another DC 15+APL Spot and/or Listen check to notice the creatures falling down on the party from the above path of the web. The distance between paths is 40 feet and *feather fall* allows a PC to fall 60 feet per round, so the monsters reach the party in the start of the round.

Shi'raena has the protection of Lolth while she is here, and she knows the web very well. While she and her party are fleeing the PCs, she has sent back some other creatures to slow them down.

If, however, the PCs have forged papers, using the ring from ADP6-01 *Fane of the Drow* with a check of DC 15, the group sent to stop them, allows them to pass while looking somewhat confused. In this event, the PCs get full experience for bypassing the encounter.

A DC 15 Knowledge (religion) check reveals that these are a Lolth-touched creatures, a superior specimen.

Lolth is the spider goddess of the drow and Queen of the Demonweb Pits.

Another DC 15 + the creature's CR Knowledge (religion) check reveals that Lolth-touched creatures can be of almost any kind, and that they have greatly increased Strength and Constitution. They are utterly fearless.

APL 6 (EL 9)

☞ **Lolth Touched Barbarian (3):** Female elf (drow) barbarian 3; hp 54; see Appendix One

☞ **Priestess of Lolth:** Female elf (drow) cleric 6; hp 57; see Appendix One

APL 8 (EL 11)

☞ **Lolth Touched Barbarian (3):** Female elf (drow) barbarian 5; hp 90; see Appendix One

☞ **Priestess of Lolth:** Female elf (drow) cleric 8; hp 71; see Appendix One

APL 10 (EL 13)

☞ **Lolth Touched Barbarian (3):** Female elf (drow) barbarian 7; hp 105; see Appendix One

☞ **Priestess of Lolth:** Female elf (drow) cleric 10; hp 85; see Appendix One

APL 12 (EL 15)

☞ **Lolth Touched Barbarian (3):** Female elf (drow) barbarian 9; hp 135; see Appendix One

☞ **Priestess of Lolth:** Female elf (drow) cleric 12; hp 99; see Appendix One

APL 14 (EL 17)

☞ **Lolth Touched Barbarian (3):** Female elf (drow) barbarian 11; hp 165; see Appendix One

☞ **Priestess of Lolth:** Female elf (drow) cleric 14; hp 113; see Appendix One

Development: The drow attempt to capture the PCs rather than kill them; however, they will still use lethal damage. Once the fight is done, any PC that is bleeding out is stabilized by the drow who take them to Lolth's prison. Continue with **Encounter 6**.

If the party defeats the group sent to attack them, they may continue along the path they have been following, or they may attempt to change to another path. Proceed to **Encounter 5**.

5: WHAT A WICKED WEB WE WEAVE

Allow the PCs to decide what they want to do now. They may attempt to follow the priestess, or they may try to explore more of the Demonweb.

If they choose to follow after the priestess, they will find that the web seems to go on interminably.

Every now and then, they pass a metal door that sits on the side of the path. The door appears to be firmly attached to the path; however, if they manage to look at the other side of the door, they will see merely the other side of the door.

Opening the door is a different matter. If they do so, give them the description of the opened doors by rolling a d12 to determine which doors they get. **Limit these rooms to those with treasure if running under a time limit (Rooms Four, Six, and Eight)**

Door One

This square room 40' x 40' is paved with black and white marble squares in a chessboard pattern. Lined up on both sides of the room are human sized marble chess pieces in the various dress of the piece they represent, as well as made up of various creatures.

The white pieces are all good creatures some humanoid, some outsider.

The black pieces are all made up of evil creatures. The black queen is a representation of a spider with a beautiful woman's face.

There is nothing extraordinary about this room; however, anyone looking closely at the chess pieces with a DC 25 Search or a Heal check realize that these were once real creatures.

This would be a perfect place for the party to rest.

Door Two

This unlit room is 80' x 150', the ceiling 20 feet high; the entrance is in the center of one 150-foot wall. The floor is inlaid with an elaborate mosaic of demonic designs, but other than that, the room is bare.

This would be a perfect place for the party to rest.

Door Three

This room is 70' x 70' and an unearthly glow seems to come from everywhere, lighting the room.

In each corner of the room is a pedestal with the statue of a devil on each and in the center of the room is an arcane circle.

This is a teleportation room that teleports anyone stepping into the circle to the Battle Fields of Acheron.

A DC 20 Knowledge (arcane) identifies the circle and a DC 20 Knowledge (planes) the plane of Acheron.

This is one of the various exits from the Abyss. If the PCs choose to use this portal, or any other they come across other than the one leading home, it takes them 10 TUs to return to the County.

However, if the group has a cleric able to cast *plane shift* with them, or if they have rescued Faelwyn, they can avoid this penalty.

Door Four

This room appears to be a stable of sorts. Its only occupant is a nightmare, which is locked in a stall and chained to the floor. This is the personal mount of Lolth.

A DC 10 Spot check reveals that the creature is badly wounded and has been abused for quite some time, perhaps years.

It will tell the party that, if they release him, he will reward them with his *horseshoes of speed*.

All APLs

☛ **Nightmare**: large outsider (evil, extraplanar); hp 23; see *Monster Manual* pp 194

Door Five

This room is 90 feet square and appears to be lit from the ceiling by a pale blue radiance. The walls of the room are polished black stone and have no ledges, handholds, niches or cracks that the party can see.

From the door, which is in the center of the wall and 20 feet from the floor, a 10-foot-wide stone ramp extends to the center of the room to a 30' diameter island. Surrounding the island and covering the floor of the rest of the room is water, black and impenetrable to sight. The water is 20 feet deep.

A DC 20 Knowledge (arcane) identifies the island as a teleportation circle, and a DC 20 Knowledge (planes) reveals that it leads to the Elemental Plane of Water.

This is one of the various exits from the Abyss. If the PCs choose to use this portal, or any other they come across other than the one leading home, it will take them 10 TUs to return to the County.

However, if the group has a cleric able to cast *plane shift* with them, or they have rescued Faelwyn, they can avoid this penalty.

Door Six

In this small (10' x 10'), but ornate room, is a table with an elderly man sitting at it. The man shuffles a deck of tarot cards and then looks expectantly at those in the doorway.

The man will lay out four tarot cards before the first PC that sits at the table with him.

The old man gazes closely at the cards, then at your face before a wide smile spreads across his face. "Ah... you are the one I was told to wait for and here you are."

Reaching into his robes, he draws out an object wrapped in black silk and hands it to you. "This was meant for you."

Wrapped in the silk is a Horn of Goodness/Evil. Once he has handed it to the PC: *The old man fades from sight and the room becomes bare with only the chair that are sitting in left behind and the table with the deck of cards still sitting on it.*

The cards are a Deck of Illusions, Planar.

Door Seven

This 30' x 30' room is well lit by torches. There are two doors other than you entered through, set in

each of the walls. Directly opposite the entrance is a highly polished 10-foot-square metal mirror.

The mirror is actually a very powerful lodestone. Any PC wearing armor made of metal (magical armor included) who is in the room, or within 10 feet of the mirror, will be drawn to this magnet. Studded leather is lightly tugged at, and PCs wearing chain or scale mail may avoid being drawn in with DC 15 or greater Strength check.

A PC wearing splint or banded mail must succeed at a Strength check of DC 18 or greater to resist the pull, and anyone in plate mail is inescapably drawn in.

Anyone who is pulled to the mirror must succeed at a DC 25 Strength check to escape. They may receive the help of three of their party members to get loose and out of the room.

DM's Note: Rather than spend a half hour throwing dice, allow them to experience the room and then succeed in getting out.

Door Eight

This 30' x 30' foot room is dark and dank with piles of rubbish lying along the back walls of the room.

A DC 30 Search check uncovers a secret door that leads to a small room containing a single bed and an occupant.

The occupant is a hound archon named Faelwyn. She has been beaten and tortured by the mariliths who normally occupy this room. She tells the PCs that they need to leave before the demons return.

If the party sets Faelwyn free, they may take her as a cohort if they qualify.

If they ask Faelwyn where the prisoners would be taken, she responds that they are taken to Lolth's prison via a portal. She knows this because she has been there and was recently given to the mariliths as a plaything. She can show them the way if they ask her to.

If the party decides to stick around to fight the mariliths, they will be beaten to a pulp and captured when the six demons return.

Hound Archon: female medium outsider (archon, extraplanar, good, lawful); hp 33 (currently 12); *Monster Manual* pp 16

Door Nine

This 50' x 70' room has walls made of rough mortared stone and there is a 12-foot tall bronze double door in the center of the opposite wall. The floor is loosely packed dirt, littered with bones and decayed flesh. Torch or lantern light reveals the occasional gleam of a gem or a coin in the dirt.

After investigation, PCs discover that the bronze doors are false doors. There is nothing else remarkable about this room. Those making a DC 10 Knowledge (religion) check realize that this was a burial chamber at one point in time.

A DC 20 Knowledge (religion) check reveals that this was a room used for growing ghouls in the turned soil. However, someone or something has come through here recently and ripped all of the undead apart, leaving them to rot.

Door Ten

This 50' x 50' room has a 10-foot-square pit filled with blazing logs in the center of it. The walls are encrusted with brittle layers of molds and lichens that have survived by the light and the warmth of the fire.

The floor near the walls is littered with broken bits of the things that grow on the walls. The ceiling is sooty black. The air is warm and smoky, but not uncomfortable.

A DC 20 Knowledge (arcane) identifies the pit as a teleportation device, and a DC 20 Knowledge (planes) reveals that it leads to the Elemental Plane of Earth.

This is one of the various exits from the Abyss. If the PCs choose to use this portal, or any other they come across other than the one leading home, it will take them 20-APL TUs to return to the County.

However, if the group has a cleric able to cast *plane shift* with them, or they have rescued Faelwyn, they can avoid this penalty.

Door Eleven

This massive room is lit with black candles and the floor is obsidian with a web pattern cut into the stone.

The center of the web-like floor has an altar sitting in the midst of it, as well as a depiction of Lolth hanging above it. This is obviously an evil temple to the Spider Queen.

Any PC of good alignment will be unable to enter this room without a Will save of DC 30. If they fail the save, they gain one negative level.

If the PCs do manage to enter anyway, they find nothing of note here. If good PCs attempt to consecrate the area, they find that their magic is not powerful enough to do so.

Door Twelve

This door leads back to the room where you began.

If PCs return to this room before they have completed the module and decide to leave; then proceed to the Conclusion.

Portal to Lolth's Prison

This portal leads to the area where all prisoners are kept. Prominent enemies of Lolth who (by resilience or charisma cannot be destroyed often find themselves exiled to Lolth's Prison.

If the PCs cross through the portal, proceed to **Encounter 7: Queen of the Spiders.**

6: CAUGHT IN A WEB

If any of the PCs are captured during the battle with the denizens of the demonweb, they will be taken directly to Lolth's prison.

Read or paraphrase the following:

You awaken naked, unarmed, and alone, to the sounds of screams, crying, and pleas for mercy coming from all around you.

The cage in which you find yourself is chaotic; however, you can make out some of the languages being spoken by the beings around to you.

All of the PCs are chained to a metal wall within the cage.

They have none of their possessions, nor any spell components. In addition, a permanent anti-magic zone has been placed on the area. Therefore, not even spells without spell components will work.

Those captured will be here for several hours and are visited only once by a drow female guard who examines them and pronounces their fate.

Use the table below to randomly roll the fate of each captured PC.

D10	Fate
1-2	Food for the spiders
3-4	Breeding stock
5-6	Slave labor
7-8	Sold to Mindflayers
9-10	Sacrifice to Lolth

Eventually, a group of adventurers comes to rescue the prisoners. Once rescued, continue to the **Conclusion: I Had to be Rescued**

7: QUEEN OF THE SPIDERS

Crossing through the portal reveals a tiny flat world with a diameter of about 2,000 yards. Five small suns glow through the surrounding inky starfield, ranging in color from red to white.

The cages sitting in the center of the world are guarded by several creatures and the screams and moans of the prisoners can be heard echoing through the air.

You can just make out the form of Terrel Yarne being beaten by one of the guards before being thrust into the cage on the left.

Allow the PCs to discuss their next course of action.

If they decide to attempt to rescue Lord Terrel Yarne or any of the captives they hear screaming, continue.

If they decide not to rescue anyone, the guards see them in any event and bring the fight to them.

While the battle rages, Terrel Yarne starts working on the lock of his cage and is free in 5 rounds, then he unlocks the other cages.

Once this happens, the prisoners begin to flee away from the fight. Terrel's hope is that he will be lost in the confusion and able to escape.

APL 6 (EL 9)

☞ **Yochlol**: Medium outsider; hp 95; see Appendix One

☞ **Quasit** (6): Tiny outsider (chaotic, extraplanar, evil); hp 13; *Monster Manual* pp 46

APL 8 (EL 11)

☞ **Yochlol**: Medium outsider; hp 95; see Appendix One

☞ **Babau** (4): Medium outsider (chaotic, extra planar, evil); hp 66; *Monster Manual* pp 40

APL 10 (EL 13)

☞ **Yochlol**: Medium outsider; hp 95; see Appendix One

☞ **Vrock** (4): Large outsider (chaotic, extra planar, evil, tanar'ri); hp 115; *Monster Manual* pp 48

APL 12 (EL 15)

☞ **Yochlol** (2): Medium outsider; hp 95; see Appendix One

☞ **Bebilith** (3): Huge outsider (chaotic, extra planar, evil); hp 150; *Monster Manual* pp 42

☞ **Vrock** (3): Large outsider (chaotic, extra planar, evil, tanar'ri); hp 115; *Monster Manual* pp 48

APL 14 (EL 17)

☞ **Yochlol** (2): Medium outsider; hp 95; see Appendix One

☞ **Vrock** (4): Large outsider (chaotic, extra planar, evil, tanar'ri); hp 115; *Monster Manual* pp 48

☞ **Bebilith** (8): Huge outsider (chaotic, extra planar, evil); hp 150; *Monster Manual* pp 42

Treasure: None

Tactics: The demons protect the yochlol while she uses her *domination* ability on the PCs. Demons (especially at higher APLs) use their abilities to the maximum efficiency. (Vrock use *Dance of Ruin*, Bebilith *rend armor*, Yochlol use *dominate* to turn the party against one another). Make sure you are familiar with the many abilities of each demon.

Lolth is fully aware of the presence of the PCs in her domain; however, she has done nothing as yet because she is curious about how far they will come.

After the fight has gone on for several rounds, read or paraphrase the following.

As the fight rages, you hear a loud sound and looking up, you see a gargantuan metallic spider lowering through the air to land on the flat plain a hundred of feet from the cages.

The mouth of the spider opens and reveals itself as a gang plank of sorts that comes to rest in the dusty soil.

Exiting from the mouth of the spider is a swarm of demons, drow, yochlol and other creatures; following them is perhaps the most beautiful woman you have ever seen. Well, at least she would be if the lower half of her body was not shaped like a spider. A chill passes over you as you realize that you are seeing the goddess Lolth.

You can tell that the army is pleading with her to allow them to come confront you, but as her cold pale eyes lock on yours, and the cruel smile parts her lips, you realize that she is just waiting to see how you will fare.

You are a fly caught in her web and for now, she just plays with you.

Development: If the party chooses to stand and fight after the first group of monsters are defeated, continue to throw the above monsters at them one wave after another.

If they choose to flee back the way they came, continue to **Encounter 8: Out of the Parlor**.

8: OUT OF THE PARLOR

You hear a voice say, "This way, I know the way out." Clearing your vision, you see a drow, who vaguely resembles Terrel Yarne.

Do not let the party debate very long about following Lord Yarne. Give them two rounds of discussion before having Lolth and her army begin to march towards the PCs.

If the PCs continue to stand in Lolth's sight, they are captured and Lord Yarne is slain before their eyes.

If the PCs choose not to take Lord Yarne along, he follows them anyway because he feels he just might be safer with them than alone in the Demonweb.

During their flight toward the portal home, they hear a contingent of drow behind them.

Shi'raena Teken'afin calls out from the small army of drow (about 40 in all) following you, "You cannot tell me that you actually trust this vermin," she says indicating Terrel Yarne. "I have a bargain for you. Give him to me, and I will show you the way back to your home plane. As a matter of fact, I can have it open in the same place from where you entered. Lolth wants the traitor more than she wants you!"

If the PCs are willing to listen to Shi'raena Teken'afin, proceed to Dealing with the Drow. If they are not, Shi'raena lets them go and will telling them they are fools. Proceed to Dealing with Lord Yarne.

If, however, they have Faelwyn with them, they may choose to follow her. In that event, proceed to Following Faelwyn.

Dealing with the Drow

Shi'raena waits to see what the party has to say. By now, they should be depleted in resources and should realize that attacking her and her group will mean their death.

She will offer the PCs a gift for giving her Terrel. She will offer an even larger gift if the PCs kill Terrel and leave his body with her. However, Terrel is unarmed and considered defenseless. Paladins and those with Lawful and Good alignments should think twice about this. Paladins and divine casters of lawful or good deities, who allow this, lose their divine abilities until they atone because this is an evil act.

If they choose to make the deal with Shi'raena, she immediately takes them to the correct portal room. If this happens, continue to At the Portal.

Dealing with Lord Yarne

If the group chooses to follow Lord Terrel Yarne, they have to find their own way out of the web because Lord Yarne has never been here before and does not actually know the way out. In this instance, they will be lost for 10 TUs before they find their way to the portal to the Prime Material Plane.

However if the group has a cleric with them able to cast *plane shift*, or they have rescued Faelwyn, they can avoid this penalty.

Once they reach the portal, Lord Yarne tells them that this is the portal to the Prime Material plane and all they need to do is think of where they want to come out at.

Lord Terrel Yarne will do his best (even offering to give his holdings to one of the party members) to get the party to allow him to go through on his own. If he succeeds, he chooses another location from the rest of the group and will be gone forever.

Following Faelwyn

Having been in the Demonweb for years, Faelwyn is familiar with its layout. She takes them to a portal leading to her home plane. From there, they are able to find their way home.

At the Portal

No matter which person the PCs decided to follow, they eventually reach a portal. When they do reach a portal, read or paraphrase the following:

The portal opens and you can see the destination that you have chosen on the other side.

However, just as you begin to step through, you hear that same sound made by the Spider Queen's

gargantuan metallic spider and you feel the area around you shake. The image brought to mind is that of a giant spider sitting on its web, testing the strands for food.

If they hurry through the portal, there is no problem. If they delay, they are captured.

CONCLUSION

Whispers on the wind scatter across the County of Urnst like leaves trailing behind a dying storm.

Rumor has it that Lord Terrel Yarne murdered his wife and left the County, leaving all of his belongings and the family business to Faun Yarne.

Apparently, the new Lady Yarne is unaware of her brother's location and saddened by the fact that he will not be at her wedding to Zeli Torquann in the Spring.

Other rumors say that Lord Terrel Yarne is dead, and still others, that he was a drow of all things. Surely that is a lie....

Several days later, each of you receives a message from Lord Garnwick Bryne thanking you for your recent assistance. Included in the message is an offer from the newest winner of the Harvest Label Private Reserve to sell to you his special award winner for half price.

AR REWARDS

Judges: Please ensure that you give the appropriate AR rewards to each player.

PCs Worked for the Viper's Guild

- If the group was tasked by the Viper's Rogue Guild to assist Lord Terrel Yarne in leaving the County and they have not brought him back to the County, they will receive the **Favor of the Viper's Guild** AR reward. (They receive this award even if they gave him over to Shi'raena Teken'afin)

PCs Worked for the Underley Network

- If the group was tasked by the Underley Network to stop Lord Terrel Yarne from leaving the County and they have him in their possession, or explain that they left him in the Abyss, they will receive the **Favor of the Underley Network** AR reward.
- If they do not have Lord Terrel Yarne with them, and explain that he got away from them, they will receive the **Disfavor of the Underley Network** AR reward.

PCs Worked for the Knights of the Swan

- If the group was tasked by the Knights of the Swan to stop Lord Terrel Yarne from leaving the County and they have him in their possession, or explain that they left him in the Abyss, they will receive the **Favor of the Knights of the Swan** AR reward.

- If they **do not** have Lord Terrel Yarne with them, and explain that he got away from them, they will receive the **Disfavor of the Knights of the Swan** AR reward.

Found Faelwyn

- If the party found and rescued Faelwyn, they have the opportunity to take her as a cohort. They receive the **Cohort** AR reward.

Gave Terrel Yarne to Shi'raena

- Any group who consents to give Terrel Yarne to Shi'raena Teken'afin receive the **Favor of Shi'raena Teken'afin** AR reward.

Participated in Killing Terrel Yarne

- Any lawful or good PC, specifically paladins and clerics, who willingly allow the other party members to murder Terrel Yarne for Shi'raena Teken'afin immediately lose their divine abilities for participating in an evil act. In addition, to earning the **Favor of Shi'raena Teken'afin** AR reward, they receive the **Atonement Required** AR reward and the notes section of their AR should be noted concerning this.

Captured by the Drow

- If any of the PCs were captured by the drow, they receive the **Guest of Lolth** AR reward.

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each PC.

Encounter 2: Chasing the Darkness

Defeat those either guarding or trying to capture Lord Terrel Yarne

APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP
APL 14	420 XP

Encounter 4: Following a Path

Defeat the minions of Lolth sent to capture the party.

APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP

Encounter 7: Queen of the Spiders

Defeat the guards in Lolth's Prison.

APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP

Story Award

Objective(s) met: Tracked down Terrel Yarne and discovered he was a drow. Escaped from the Abyss.

APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 XP
APL 14	360 XP

Total possible experience:

APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP
APL 12	1575 XP
APL 14	1800 XP

TREASURE SUMMARY

During an adventure, PCs encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each PC gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the PCs cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that PCs can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), PCs may return to retrieve loot. If the PCs do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each PC gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because PCs may want to use them during the adventure. Many times PCs must cast identify, analyze dweomer or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the

number of gold pieces a PCs total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

Encounter 2: Chasing the Darkness

APL 6: Loot: 297 gp; Coin: 100 gp; Magic: 541 gp each; *broach of shielding* (250 gp each); *cloak of resistance* +1 (167 gp each); *wand of cure light wounds* (125 gp each); Total: 939 gp each.

APL 8: Loot: 345 gp; Coin: 0 gp; Magic: 1,987 gp each; *amulet of health* +2 (667 gp each); *broach of shielding* (x2) (500 gp each); *cloak of resistance* +1 (500 gp each); *studded leather armor* +1 (196 gp each); *wand of cure light wounds* (125 gp each); Total: 2332 gp each.

APL 10: Loot: 65 gp; Coin: 0 gp; Magic: 8,866 gp each; *amulet of health* +2 (x2) (1,333 gp each); *bag of tricks* (gray) (150 gp each); *broach of shielding* (x2) (500 gp each); *cloak of resistance* +2 (2,000 gp each); *mace* +1 (385 gp each); *full plate armor* +1 (442 gp each); *greatsword* +1 (392 gp each); *half plate armor* +1 (2,792 gp each); *longsword* +1 (553 gp each); *studded leather armor* +1 (194 gp each); *wand of cure light wounds* (125 gp each); Total: 8932 gp each.

APL 12: Loot: 34 gp; Coin: 0 gp; Magic: 22,112 gp each; *amulet of health* +4 (2,667 gp each); *amulet of health* +6 (6,000 gp each); *bag of tricks* (rust) (500 gp each); *broach of shielding* (x2) (500 gp each); *cloak of resistance* +3 (x3) (4,500 gp each); *mace* +1 (385 gp each); *full plate armor* +1 (442 gp each); *greatsword* +1 (392 gp each); *half plate armor* +1 (2,792 gp each); *headband of intellect* +4 (2,667 gp each); *longbow* +1 (398 gp each); *longsword* +1 (553 gp each); *studded leather armor* +1 (196 gp each); *wand of cure light wounds* (125 gp each); Total: 22,146 gp each.

APL 14: Loot: 65 gp; Coin: 0 gp; Magic: 39,633 gp each; *adamantine flaming burst greatsword* +1 (3,558 gp each); *amulet of health* +6 (12,000 gp each); *amulet of natural armor* +3 (3,000 gp each); *bag of tricks* (rust) (500 gp each); *broach of shielding* (x2) (500 gp each); *cloak of resistance* +3 (x3) (3,000 gp each); *mace* +1 (385 gp each); *full plate armor* +1 (442 gp each); *gloves of dexterity* +4 (2,667 gp each); *half plate armor* +1 (moderate fortification) (2,792 gp each); *headband of intellect* +6 (6,000 gp each); *incense of meditation* (817 gp each); *longsword* +1 (553 gp each); *mighty composite longbow* (+2 Str) +1 (433 gp each); *peripat of wisdom* +4 (2,667 gp each); *studded leather armor* +1 (196 gp each); *wand of cure light wounds* (125 gp each); Total: 39,698 gp each.

Encounter 4: Following a Path

APL 6: Loot: 287 gp; Coin: 0 gp; Magic: 6,817 gp each; *cloak of charisma* +4 (2,667 gp each); *peripat of wisdom* +4 (2,667 gp each); *potion cure moderate wounds* (x3) (150 gp each); *ring of protection* +2 (1,333 gp each); Total: 7,103 gp each.

APL 8: Loot: 375 gp; Coin: 0 gp; Magic: 13,691 gp each; *cloak of charisma* +4 (2,667 gp each); *mace* +1 (385 gp each); *full plate armor* +1 (445 gp each); *greataxe* +1 (x3)

(1,160 gp each); *periapt of wisdom* +4 (2,667 gp each); Total: 14,065 gp each.

APL 10: Loot: 373 gp; Coin: 0 gp; Magic: 32,227 gp each; *amulet natural armor* +4 (x3) (16,000 gp each); *cloak of charisma* +4 (2,667 gp each); *mace* +1 (385 gp each); *greataxe* +1 (x3) (1,160 gp each); *mithral full plate armor* +1 (1,942 gp each); *mithral heavy steel shield* +1 (362 gp each); *periapt of wisdom* +4 (2,667 gp each); *potion of cure serious wounds* (x9) (1,125 gp each); *ring of protection* +4 (5,333 gp each); *studded leather armor* +1 (x3) (588 gp each); Total: 32,600 gp each.

APL 12: Loot: 373 gp; Coin: 0 gp; Magic: 5,156 gp each; *amulet natural armor* +4 (x3) (16,000 gp each); *cloak of charisma* +4 (2,667 gp each); *mace* +1 (385 gp each); *greataxe* +1 (x3) (1,160 gp each); *mithral full plate armor* +1 (1,942 gp each); *mithral heavy steel shield* +1 (362 gp each); *periapt of wisdom* +6 (6,000 gp each); *potion of cure serious wounds* (x9) (1,125 gp each); *ring of protection* +4 (5,333 gp each); *studded leather armor* +1 (x3) (588 gp each); Total: 51,933 gp each.

APL 14: Loot: 40 gp; Coin: 0 gp; Magic: 62,894 gp each; *amulet natural armor* +4 (x3) (16,000 gp each); *cloak of charisma* +6 (6,000 gp each); *mace* +1 (385 gp each); *humanbane, keen, greataxe* +1 (x3) (9,160 gp each); *mithral full plate armor* +1 (1,942 gp each); *mithral heavy steel shield* +1 (362 gp each); *periapt of wisdom* +6 (6,000 gp each); *potion of cure serious wounds* (x9) (1,125 gp each); *ring of protection* +4 (5,333 gp each); *studded leather armor* +1 (x3) (588 gp each); Total: 62,934 gp each.

Encounter 5: What a Wicked Web We Weave

All APLs: *horn of goodness/evil* (1,083 gp each); *deck of illusions, planar* (1,350 gp each); *horseshoes of speed* (500 gp each); Total 2,933 gp.

Treasure Cap

APL 6:	900 gp
APL 8:	1,300 gp
APL 10:	2,300 gp
APL 12:	3,300 gp
APL 14:	6,600 gp

Total Possible Treasure

APL 6:	10,975 gp
APL 8:	19,331 gp
APL 10:	44,464 gp
APL 12:	77,013 gp
APL 14:	105,534 gp

SPECIAL

☛ **Cohort:** For rescuing her, Faelwyn, a hound archon, will become your cohort. In future events, only one Faelwyn may be present at the table. Faelwyn may only advance as a paladin, fighter, and/or ranger

☛ **Favor of (circle one): Viper's Rogue Guild ☛/Knights of the Swan ☛/Obsidian Conclave(§):** You have Regional access to items marked with the symbol next to the circled metaorg's name.

☛ **Disfavor of the Viper's Rogue Guild:** You have earned the enmity of the Viper's Rogue Guild and lose all Influence Points with any faction of the County's Shadow Network

☛ **Disfavor of the Knights of the Swan:** You cannot join this organization until you earn five influence points from them.

☛ **Favor of the Underley Network** You are invited to join the Underley Network if you are not already a member. Send an email to coutriad@yahoogroups.com for more information.

☛ **Disfavor of the Underley Network:** You cannot join this organization until you earn five influence points from them.

☛ **Atonement Required:** You have lost your divine abilities and must atone for being involved in the evil act of murdering, Lord Terrel Yarne. Contact your local Triad for more information.

☛ **Favor of Shi'raena Teken'afin:** The priestess of Lolth has promised you one item of your choice from DMG table 7-27 (for any one PC that killed Terrel Yarne, you have access to table 7-28 as well). Cross off once used. Value promised: 16,000 gp.

☛ **Guest of Lolth:** You spent 20 TUs as a guest of Lolth and gain +2 to all knowledge checks regarding the Demonweb and Drow

☛ **Rheanna Hinge's Spell Book:** This spellbook contains the following spells: 0—*acid splash, amanuensis, arcane mark, caltrops, dancing lights, daze, detect magic, detect poison, disrupt undead, electric jolt, flare, ghost sound, launch bolt, launch item, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, repair minor damage, repair minor damage, resistance, silent portal, sonic snap, stick, touch of fatigue*; 1—*backbiter, cause fear, enlarge person, mage armor, magic missile, ray of enfeeblement, shield*; 2—*blindness/deafness, false life, ray of sickness, ray of weakness*; 3—*bands of steel, dispel magic, ray of exhaustion, vampiric touch*; 4—*burning blood, enervation, wither (sand storm), wrack*; 5—*cone of cold, moonbow, night's caress, prismatic ray*; 6—*circle of death, ray of entropy*. Cost 2,950 gp. (Obsidian Conclave members may purchase this item for 2,000 gp.)

☛ **Lord Bryne's Reserve:** Lord Bryne will sell you his wine at a discount price. Sharing a bottle of this grants a +4 circumstance bonus to Gather Information checks. Freq: Regional, Cost 4 gp.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APLs 6 and 8:

- ÑHorn of Goodness/Evil (Adventure; DMG)
- ÑHorseshoes of Speed (Adventure; DMG)
- Deck of Illusions, Planar (Adventure; Planar Handbook; 8,100 gp)
- !§Headband of Intellect +4 (Adventure; DMG)
- Wand Cure Light Wounds (Adventure; DMG)
- !Bag of Tricks (gray) (Adventure; DMG)
- §Rheanna Hinge's Spell book (see above)

APL 10 (all of APLs 2-8 plus the following):

- ÑAmulet of Natural Armor +4 (Adventure; DMG)
- Mithral Full Plate Armor +1 (Adventure; DMG)
- Mithral Heavy Steel Shield +1 (Adventure; DMG)
- !§Ring of Protection +4 (Adventure; DMG)
- §Wand of Magic Missiles (Adventure; CL5; DMG)
- Amulet of Health +4 (Adventure; DMG)

APL 12 (all of APLs 2-10 plus the following):

- Periapt of Wisdom +6 (Adventure; DMG)
- ÑCloak of Charisma +6 (Adventure; DMG)
- !§Headband of Intellect +6 (Adventure; DMG)
- Amulet of Health +6 (Adventure; DMG)
- !§Bag of Tricks (rust) (Adventure; DMG)

APL 14

- Humanbane, Keen Greataxe (Adventure; DMG)

ALL APLS

TERREL YARNE

CR 15

Male elf (drow) rogue 14

NE Medium humanoid (elf)

Init +12 ; **Senses** darkvision 120 ft.; **Listen** +4 , **Spot** +4 ;

Languages Common, Elven, Undercommon, Flan, Old Oeridian, Drow Sign Language

AC 24, touch 18, flat-footed 24; +1 dodge bonus, +4 mobility against AoOs (+8 Dex, +6 +1 *mithral breastplate*)

hp 72 (14d6+14HD)

Immune Sleep Effects

SR 26

Fort +8, **Ref** +20, **Will** +6; +2 against enchantments; +2 Will against spells and spell like effects

Weakness Light blindness

Speed 30 ft. in +1 *mithral breastplate* (6 squares), base movement 30 ft;

Melee +1 *rapier* +19 (1d6+1 plus poison/crit 15-20/x2) or

Melee +1 *rapier* +19/+14 (1d6+1 plus poison/crit 15-20/x2) or

Ranged dagger +18/+13 (1d4)

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

Base Atk +10/+5; **Grp** +10

Atk Options Sneak Attack +7d6, Purple Worm Poison (Injury DC 24 (fort save), Initial 1d6 Str, secondary 1d6 Str)

Special Actions Evasion, Trapfinding, Trap Sense +4, Uncanny Dodge, Improved Uncanny Dodge

Combat Gear +1 *Rapier: Bane: humanoid, human, Keen;*

Spell-Like Abilities (CL 14th):

(1x/day)-*dancing lights, darkness, faerie fire*
‡ Already cast

Abilities Str 10, Dex 27, Con 12, Int 16, Wis 8, Cha 22

Feats Dodge, Improved Initiative, Mobility, Skill Focus: Disguise, Weapon Finesse

Skills Appraise +5 , Balance +15 , Bluff +9 , Climb +5 , Decipher Script +8 , Diplomacy +27 , Disguise +31 , Escape Artist +18 , Forgery +10 , Gather Information +20 , Hide +18 , Intimidate +9 , Jump +8 , Knowledge (Local) +7 , Knowledge (Nobility and Royalty) +5 , Listen +4 , Move Silently +25 , Open Locks +13 , Profession (Merchant) +4 , Profession (Vintner) +6 , Search +5 , Sense Motive +11 , Sleight of Hand +18 , Spot +4 , Swim +4 , Tumble +27 , Use Rope +13

Possessions combat gear plus *amulet of proof against detection and location; circlet of persuasion; cloak of charisma +6; gloves of dexterity +4; lockpicks +1; ring of protection +3; vest of resistance +3.* mwk disguise kit

Appearance: Terrel Yarne is rumored to be of mixed Suel-Flan descent but appears to be full-blooded Flan. He appears in public rarely, using body doubles for large gatherings.

2: CHASING THE DARKNESS

LOKEE

CR 2

Male human fighter 2

N Medium humanoid (human)

Init +1 ; **Senses** Listen +0 , Spot +0**Languages** Common

AC 17, touch 10, flat-footed 17

(+7 armor)

hp 20 (2HD)**Fort** +6, **Ref** +1, **Will** +0**Speed** 20 ft. in half-plate (4 squares), base movement 30 ft.**Melee** greatsword +5 (2d6+2/19-20x2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +2 ; **Grp** +4**Atk Options** Cleave, Power Attack**Combat Gear** greatsword, half-plate, ~~pot~~ *enlarge person*

Abilities Str 15, Dex 12, Con 16, Int 10, Wis 10, Cha 8

Feats Cleave, Improved Toughness, Power Attack, Weapon Focus (greatsword)**Skills** Climb +0 , Handle Animal +2, Intimidate +1, Jump -5**Possessions** combat gear**Power Up Suite (enlarged)**

AC 15, touch 9, flat-footed 15

(-1 size, -1 Dex, +7 armor)

Melee greatsword +6 (2d6+3/19-20x2)**Space** 10 ft.; **Reach** 10 ft.**Abilities** Str 17, Dex 10,

JEANUEA FLETCHER

CR 2

Female human ranger 2

N Medium humanoid (human)

Init +1 ; **Senses** Listen +7 , Spot +7**Languages** Common

AC 14, touch 11, flat-footed 13

(+1 Dex, +3 studded leather)

hp 16 (2 HD)**Fort** +5 **Ref** +4, **Will** +2**Speed** 30 ft. in studded leather (6 squares), base movement 30 ft.**Melee** mwk longsword +2 (1d8+2) and mwk shortsword +3 (1d6+1/19-20x2) or**Melee** mwk longsword +2 (1d8+1) or**Ranged** mwk longbow +4 (1d8)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** +3**Atk Options** Favored Enemy: Humanoid (human) +2, Two Weapon Fighting**Combat Gear** mwk longbow, mwk longsword, mwk shortsword, studded leather, 20 arrows, *wand of cure light wounds* (50 charges)

Abilities Str 13, Dex 12, Con 14, Int 10, Wis 15, Cha 8

SQ Wild Empathy (+0), Ranger Combat Style (Two-Weapon Combat, Two-Weapon Fighting), Track**Feats** Quick Draw, Alertness**Skills** Climb +3 , Concentration +7 , Handle Animal +2 , Hide +5, Listen +7 , Move Silently +5 , Spot +7 , Survival +5**Possessions** combat gear

BROTHER JUSTIN

CR 3

Male human cleric of Olidammara 3

CN Medium humanoid (human)

Init -1 ; **Senses** Listen +2 , Spot +2**Languages** Common

AC 19, touch 9, flat-footed 20

(-1 Dex, +8 full plate, +2 heavy steel shield)

hp 24 (3 HD)**Fort** +4 **Ref** +0, **Will** +5**Speed** 30 ft. in full plate (4 squares), base movement 30 ft.**Melee** mwk light mace +4 (1d6+1) or**Ranged** crossbow, light +1 (1d8)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** +2**Atk Options** *cure light wounds*, *cure minor wounds*, *hold person* (DC 14), *invisibility*,**Special Actions** rebuke undead 4/day (+1, 2d6+4, 3rd), spontaneous casting (inflict)**Combat Gear** full plate armor, heavy steel shield, mwk light mace, crossbow, light, 20 bolts**Cleric Spells Prepared** (CL 3rd):2nd— *hold person* (DC 14), *invisibility* ^D, *restoration*, *lesser*1st— *bless*, *cure light wounds* (1d8+5) *expeditious retreat* ^D, *shield of faith*,0— *cure minor wounds*, *detect magic*, *guidance*, *light***D:** Domain spell. Deity: Olidammara. Domains:

Celerity, Trickery

† Already cast

Abilities Str 13, Dex 8, Con 14, Int 10, Wis 15, Cha 12

Feats Augment Healing*, Skill Focus (concentration)**Skills** Concentration +9 , Diplomacy +4 , Heal +3 , Listen +2 Knowledge (Religion) +5 Spot +2**Possessions** combat gear plus 600 gp

RHEANNA HINGE

CR 3

Female human wizard 3

CN Medium human

Init +2 ; **Senses** Listen +1 , Spot +1**Languages** Celestial, Common, DraconicAC 16, touch 16, flat-footed 14 ; *mage armor*(+2 Dex, +4 *mage armor*)**hp** 13 (3 HD)**Fort** +2, **Ref** +3, **Will** +4**Speed** 30 ft. (6 squares), base movement 30 ft.**Melee** quarterstaff +1 (1d6) or**Ranged** mwk light crossbow +4 (1d8 19-20/x2);**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +1; **Grp** +1**Atk Options** *backbiter*, *blindness/deafness* (DC 15), *magic missile*, *ray of enfeeblement* (+3 ranged)

touch, +4 within 30'), *ray of frost* (+3 ranged touch, +4 within 30'), , *ray of weakness* (+4 ranged touch, +5 within 30'), *touch of fatigue* (+1 melee touch DC 13)

Combat Gear quarterstaff, mwk light crossbow, *cloak of resistance +1*, *broach of shielding*

Wizard Spells Prepared (CL 3rd):

2—*blindness/deafness* (DC 15), *ray of weakness* (+4 ranged touch, +5 within 30')

1— *backbiter*, *mage armor* ‡, *magic missile*, *ray of enfeeblement* (+3 ranged touch, +4 within 30')

0—*dancing lights*, *detect magic*, *disrupt undead* (DC 13), *ray of frost* (+3 ranged touch, +4 within 30'), *touch of fatigue* (+1 melee touch DC 13)

‡ Already cast

Abilities Str 10, Dex 14, Con 13, Int 15, Wis 12, Cha 8

SQ Raven familiar, Scribe Scroll

Feats Point Blank Shot, Skill Focus (concentration), Spell Focus (necromancy)

Skills Appraise +7, Concentration +8, Decipher Script +7, Knowledge (Arcana) +7, Knowledge (The Planes) +7, Listen +1, Move Silently +2, Spellcraft +7 Spot +1

Possessions combat gear

Spellbook spells prepared plus 1st— *burning hands*, *enlarge person*, *feather fall*, *identify*, *mage armor*, *magic missile*, *ray of enfeeblement*; 2nd— *knock*, *spectral hand*

4: FOLLOWING A PATH

LOLTH-TOUCHED BARBARIAN (3) CR 5

Female drow barbarian 3

CE Medium elf (drow)

Init +2; **Senses** darkvision 120 ft.; Listen +1, Spot +1

Languages Common, Elven, Undercommon, Drow Sign Language

AC 16, touch 16, flat-footed 16; +1 dodge (+3 Dex, +3 studded leather armor)

hp 54 (3 HD)

Immune fear, sleep

SR 14

Fort +7, **Ref** +3, **Will** +2 (+2 Saves vs. Enchantment Spells and Effects); +2 Will Saves vs. Spells and Spell-like Effects

Weakness light blindness

Speed 40 ft. in studded leather (8 squares), base movement 40 ft

Melee mwk greataxe +10 (1d12+5/crit 20/x3) or

Ranged composite longbow +5 (1d8)

Space 5 ft.; **Reach** X5 ft.

Base Atk +3; **Grp** +8

Attack Options poison (drow poison, DC 13, unconsciousness 1 minute/unconsciousness 2d4 hours)

Combat Gear mw greataxe, composite longbow, studded leather armor, arrows (20), *potion cure moderate wounds*

Spell-Like Abilities (CL 3rd):

(1x/day)-*dancing lights*, *darkness*, *faerie fire*

‡ Already cast

Abilities Str 20, Dex 15, Con 19, Int 12, Wis 12, Cha 10

SQ Able to notice secret or concealed doors; Rage (1x/day), Fast Movement, Uncanny Dodge, Trap Sense +1

Feats Dodge, Fast Movement^B, Weapon Focus: Greataxe

Skills Balance +2, Climb +10, Escape Artist +2, Hide +6, Intimidate +6, Jump +10, Listen +1, Move Silently +6, Search +3, Spot +0, Survival +1, Swim +4

Possessions combat gear plus 2 doses drow poison, climbing kit, ~~*potion enlarge person*~~, ~~*potion bull strength*~~

Power Up Suite (*enlarged* and *bull strength*)

AC 17, touch 15, flat-footed 17

(-1 size, +2 Dex, +5 armor)

Melee mwk greataxe +12 (1d12+9/19-20x2)

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

Abilities Str 25, Dex 14

Power Up Suite (*enlarged*, *bull strength*, and *rage*)
hp 50

AC 15, touch 13, flat-footed 15

(-1 size, +2 Dex, +5 armor, -2 rage)

Will +4

Melee mwk greataxe +14 (1d12+11/19-20x2)

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

Abilities Str 29, Dex 14, Con 26

PRIESTESS OF LOLTH

CR 7

Female drow cleric 6

CE Medium elf (drow)

Init +4; **Senses** darkvision 120 ft., Listen +3, Spot +3

Languages Common, Elven, Undercommon, Drow Sign Language

AC 22, touch 12, flat-footed 22

(+0 Dex, +8 full plate, +2 heavy steel shield, +2 deflection *ring of protection* +2)

hp 57 (6 HD)

Immune sleep

SR 17

Fort +6, **Ref** +2, **Will** +8; +2 against enchantment spells and effects; +2 Will saves against spells and spell-like effects

Weakness light blindness

Speed 20 ft. in full plate (4 squares), base movement 30 ft

Melee mwk mace +6 (1d8+1) or

Ranged light crossbow +4 (1d8)

Space 5 ft.; **Reach** 5 ft.1d8

Base Atk +4; **Grp** +5

Attack Options poison (drow poison, DC 13, unconsciousness 1 minute/unconsciousness 2d4 hours), smite good 1/day (+4 attack, +6 damage), *blindness/deafness* (DC 18), *contagion*^D(DC 18), *inflict light wounds*^D(DC 16)

Special Actions Spontaneous casting (inflict), Rebuke undead 5/day (+2, 2d6+8, 6th)

Combat Gear full plate armor, heavy steel shield, mwk light mace, light crossbow, bolts (20)

Cleric Spells Prepared (CL 6th):

3rd— *aid*, *mass*, *blindness/deafness* (DC 18), *contagion*^D (DC 18), *dispel magic*

2nd— *aura against flame*, *body blades*, *cure moderate wounds*, *deific vengeance*, *invisibility*^D

1st— *cure light wounds*, *deathwatch*, *inflict light wounds*^D (DC 16), *magic weapon*, *protection from good*

0— *cure minor wounds* (x2), *detect magic*, *read magic*, *resistance*

D: Domain spell. Deity: Lolth. Domains: Destruction, Trickery

Spell—Like Abilities (CL 6th):

(1x/day)— *dancing lights*, *darkness*, *faerie fire*

† Already cast

Abilities Str 13, Dex 10, Con 12, Int 12, Wis 16, Cha 14

SQ Able to notice secret or concealed doors

Feats Improved Initiative, Augment Healing*, Skill Focus (concentration)

Skills. Concentration +13, Heal +11, Knowledge (arcane) +5, Knowledge (planes) +4, Listen +3, Spellcraft +6, Spot +3

Possessions combat gear plus 2 doses drow poison, *Cloak of Charisma* +4; *Periapt of Wisdom* +4; *Ring of Protection* +2

7: QUEEN OF THE SPIDERS

Yochlol **CR 8**

Always CE Medium Outsider (chaotic, evil, extraplanar, shapechanger)

Init +6; **Senses** darkvision 60ft, Listen +15, Spot +15

Languages Abyssal, Common, Drow Sign Language, Undercommon; telepathy 100ft.

AC 21, touch 21, flat-footed 15; Combat Expertise (+6 Dex, +5 deflection)

hp 95 (10 HD); **DR** 10/good

Immune to acid, electricity, mind-affecting spells and effects, poison

Resist cold 10, fire 10; **SR** 19

Fort +12, **Ref** +13, **Will** +9

Speed 30 ft. (6 squares)

Melee 8 tendrils +16 (1d4+4)

Space 5 ft.; **Reach** 6 ft.

Base Atk +10; **Grp** +14

Atk Options Combat Expertise, *detect thoughts* (DC 17), *dominate person* (DC 16), *web* (DC 17)

Spell-Like Abilities (CL 10th):

At Will — *detect thoughts* (DC 17), *dominate person* (DC 16), *darkness*, *desecrate*, *greater teleport* (self plus 50 pounds of objects only), *spider climb*, *stone shape*, *web* (DC 17)

Abilities Str 19, Dex 22, Con 20, Int 18, Wis 15, Cha 20

SQ Lolth's favor, mind blank, rapid shapeshifter

Feats Combat Casting, Combat Expertise, Exotic Weapon Proficiency (hand crossbow)(b), Persuasive, Weapon Finesse

Skills Bluff +20, Concentration +18, Diplomacy +22, Hide +19, Intimidate +22, Knowledge (Arcana) +17, Knowledge (religion) +17, Knowledge (the planes) +17, Listen +15, Move Silently +19, Sense Motive +15, Spot +15

Advancement by PC class; **Favored Class** Bard, see text

Gaseous Form (Su) A yochlol can assume gaseous form, appearing as a rolling cloud of oily green smoke. In this form, a yochlol's statistics does not change, although it is treated as if under the effects of a *gaseous form* spell that cannot be dispelled. A gaseous yochlol can use *contact other planes* at will as an additional spell-like ability. Any creature sharing the same square as a gaseous yochlol at the end of the creature's turn is affected as if by a *stinking cloud* spell (DC 20 Fort save negates.) The save DC is Constitution-based.

Humanoid form (Su) A yochlol can assume the form of a hauntingly beautiful human or elf (usually drow) woman. It has only little flexibility in altering its specific appearance, and as a result can't use this ability to disguise itself as a specific individual. Yochlols are nude when they initially assume humanoid form, so they often wait to assume this form until they have equipment and weapons ready. Yochlol in humanoid form cannot make tendrils attacks. They usually wear +2 *mithral chainmail* (AC26, touch 18, flatfooted 22). Yochlols are proficient with all simple and martial weapons, but they prefer to use weapons such as rapiers to take advantage of Weapon Finesse.

Lolth's Favor (Su) As a handmaiden of Lolth, a yochlol receives the spider queen's favor in the form of a Deflection bonus to its Armor Class equal to its Charisma bonus. It does not retain this bonus while in humanoid form, but it does in gaseous or spider forms.

Mind Blank (Su) A yochlol is protected at all times by the equivalent of a *mind blank* spell. This effect cannot be dispelled.

Rapid Shapeshifter (Su) A yochlol can shift between its four forms with astounding speed. Changing shape is a swift action that a yochlol can perform as often as once per round.

Spider Form (Su) A yochlol can assume spider form, appearing as a medium monstrous black widow spider. It retains all of its base statistics but gains a climb speed of 30 feet. It loses its tendril attacks but gains a bite attack (+16 melee, 1d6+6 plus poison [DC 20, 1d6 Con/2d6Con]) The poison save DC is Constitution-based.

2: CHASING THE DARKNESS

LOKEE

CR 4

Male human fighter 4

N Medium humanoid (human)

Init +1 ; **Senses** Listen +1 , Spot +1**Languages** Common

AC 18, touch 11, flat-footed 17;

(+1 Dex, +7 half-plate)

hp 44 (4 HD)**Fort** +7, **Ref** +2, **Will** +4

Speed 20 ft. in half-plate (4 squares), base movement 30 ft.

Melee greatsword +8 (2d6+5/19-20x2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +4; **Grp** +7**Atk Options** Cleave, Power Attack**Combat Gear** greatsword, half-plate, ~~potion of enlarge person~~**Abilities** Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 8**Feats** Cleave, Improved Toughness, Iron Will , Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword),**Skills** Climb +1, Escape Artist -6, Handle Animal +4, Hide - , Intimidate +1, Jump -4, Move Silently -6, Ride +4 , Swim -4**Possessions** combat gear plus *amulet of heath* +2Power Up Suite (*enlarged*)**AC** 15, touch 9, flat-footed 15

(-1 size, -1 Dex, +7 armor)

Melee greatsword +6 (2d6+8/19-20x2)**Space** 10 ft.; **Reach** 10 ft.**Abilities** Str 18, Dex 10

JEANUEA FLETCHER

CR 4

Female human ranger 4

N Medium humanoid (human)

Init +1 ; **Senses** Listen +7 , Spot +7**Aura****Languages** Common

AC 17, touch 13, flat-footed 14; +1 dodge bonus

(+3 Dex, +4 +1 *studded leather*)**hp** 25 (4 HD)**Fort** +7 **Ref** +7, **Will** +4Speed 30 ft. in +1 *studded leather* (6 squares), base movement 30 ft.**Melee** mwk longsword +6 (1d8+1) or**Melee** mwk longsword +4 (1d8+1) and mwk shortsword +4 (1d6+1/19-20x2) or**Ranged** mwk longbow +6 (1d8)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +4; **Grp** +5**Atk Options** Favored Enemy: Humanoid (human) +2, Two Weapon Fighting**Combat Gear** mwk longbow, mwk longsword, mw shortsword, +1 *studded leather*, 20 arrows, *wand of cure light wounds* (50 charges)**Ranger Spells Prepared** (CL 1st):1st- *arrow mind***Abilities** Str 13, Dex 13, Con 14, Int 10, Wis 15, Cha 8**SQ** Wild Empathy (+0), Ranger Combat Style (Two-Weapon Combat, Two-Weapon Fighting), Track Wolf animal companion**Feats** Alertness, Dodge, Endurance^B, Quick Draw , Track^B, Two-Weapon Fighting^B**Skills** Climb +3 , Concentration +7 , Handle Animal +2, Heal +5, Hide +5, Jump +4, Listen +7 , Move Silently +5 , Ride +4, Search +5, Spot +7 , Survival +5**Possessions** combat gear plus *cloak of resistance* +1

Animal Companion medium wolf (MM 283)

BROTHER JUSTIN

CR 5

Male human cleric of Olidammara 5

CN Medium humanoid (human)

Init -1 ; **Senses** Listen +3 , Spot +3**Languages** Common

AC 19, touch 9, flat-footed 19

(-1 Dex, +8 armor, +2 shield)

hp 40 (5d8+10 HD)**Fort** +6 **Ref** +1, **Will** +8

Speed 30 ft. in full plate (4 squares), base movement 30 ft

Melee mwk light mace +5 (1d6+1) or**Ranged** crossbow, light +2 (1d8)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +4**Attack Options** *blindness/deafness* (DC 16), *hold person* (DC 15)**Special Actions** Rebuke Undead 4x/day (+1, 2d6+6, 5th), Spontaneous casting (inflict)**Combat Gear** full plate armor, heavy steel shield, mwk mace, crossbow, light, 20 bolts, *broach of shielding***Cleric Spells Prepared** (CL 5th):3rd— *blindness/deafness* (DC 16), *blur*^D, *dispel magic*2nd—*bear's endurance*, *hold person* (DC 15), *invisibility*^D, *restoration*, *lesser*1st—*bless*, *entropic shield*, *expeditious retreat*^D, *shield of faith*, *summon monster I*0— *cure minor wounds* (x2), *detect magic*, *guidance*, *light***D:** Domain spell. Deity: Olidammara. Domains: Celerity, Trickery

‡ Already cast

Abilities Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12**Feats** Augment Healing*, Domain Spontaneity (celerity) , Skill Focus (concentration)**Skills** Concentration +9 , Diplomacy +4 , Heal +6 , Listen +3 Knowledge (Religion) +7 Spot +3**Possessions** combat gear plus *cloak of resistance* +1

RHEANNA HINGE

CR 5

Female human wizard 5

CN Medium human

Init +2 ; **Senses** Listen +1 , Spot +1

Languages Celestial, Common, Draconic

AC 16, touch 16, flat-footed 14 ; *mage armor*

(+2 Dex, +4 *mage armor*)

hp 28 (5 HD)

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

Speed 30 ft. (6 squares), base movement 30 ft

Melee quarterstaff +2 (1d6) or

Ranged mwk light crossbow +5 (1d8 19-20/x2);

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

Base Atk +2; **Grp** +2

Attack Options Point Blank Shot, Sudden Silent Spell

Combat Gear Quarterstaff, Crossbow, light, Masterwork, *broach of shielding*

Wizard Spells Prepared (CL 5th):

3— *dispel magic*, *ray of exhaustion* (+4 ranged touch, +5 within 30')

2— *blindness/deafness* (DC 16), *ray of sickness* (+4 ranged touch, +5 within 30'), *ray of weakness* (+4 ranged touch, +5 within 30')

1— *backbiter*, *mage armor* ‡, *magic missile*, *ray of enfeeblement* (+4 ranged touch, +5 within 30')

0— *electric jolt*, *launch bolt* (2) (+4 ranged touch, +5 within 30'), *touch of fatigue*

‡ Already cast

Abilities Str 10, Dex 14, Con 13, Int 16 , Wis 12, Cha 8

SQ Raven Familiar, Scribe Scroll,

Feats Point Blank Shot, Skill Focus (concentration) , Spell Focus (necromancy)

Skills Appraise +8 , Concentration +11 , Decipher Script +8 , Knowledge (Arcana) +11 , Knowledge (The Planes) +11 , Listen +1 , Move Silently +2 , Spellcraft +9 Spot +1

Possessions combat gear plus *cloak of resistance* +1

Spellbook spells prepared plus 0— *acid splash*, *amanuensis*, *arcane mark*, *caltrops*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *electric jolt*, *flare*, *ghost sound*, *launch bolt*, *launch item*, *light*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *repair minor damage*, *repair minor damage*, *resistance*, *silent portal*, *sonic snap*, *stick*, *touch of fatigue* ; 1—*backbiter*, *cause fear*, *chill touch*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*; 2—*blindness/deafness*, *false life*, *ray of sickness*, *ray of weakness*; 3—*dispel magic*, *ray of exhaustion*.

4: FOLLOWING A PATH

LOLTH-TOUCHED BARBARIAN (3) CR 7

Female drow barbarian 5

CE Medium elf (drow)

Init +3 ; **Senses** darkvision 120 ft.; Listen +11 , Spot +1

Languages Common, Elven, Undercommon, Drow Sign Language

AC 16, touch 13, flat-footed 16; +1 dodge

(+3 Dex, +4 +1 *studded leather armor*,)

hp 64 (5 HD)

Immune fear, sleep

SR 14

Fort +8 **Ref** +3, **Will** +2; +2 against enchantment spells and effects; +2 Will saves against spells and spell-like effects

Weakness light blindness

Speed 40 ft. in studded leather (8 squares), base movement 40 ft

Melee mwk greataxe +12 (1d12+6/crit 20/x3) or

Ranged mighty composite longbow +7 (1d8+5)

Space 5 ft.; **Reach** X5 ft.

Base Atk +5; **Grp** +10

Attack Options poison (drow poison, DC 13, unconsciousness 1 minute/unconsciousness 2d4 hours)

Special Actions Rage (2x/day)

Combat Gear +1 greataxe, mighty composite longbow(+5 Str), arrows (20), +1 *studded leather armor*, *potion cure moderate wounds* (x2)

Spell-Like Abilities (CL 5th):

(1x/day)-*dancing lights*, *darkness*, *faerie fire* ‡ Already cast

Abilities Str 21 , Dex 15 , Con 19 , Int 12 , Wis 12 , Cha 10

SQ Able to notice secret or concealed doors;

Feats Fast Movement^B, Uncanny Dodge^B, Trap Sense +1^B, Improved Uncanny Dodge^B, Dodge , Weapon Focus: Greataxe

Skills Balance +2 , Climb +10 , Escape Artist +2 , Hide +6 , Intimidate +6, Jump +10 , Listen +11 , Move Silently +6 , Search +3 , Spot +1 , Survival +1, Swim +4

Possessions combat gear plus climbing kit, 2 doses drow poison, ~~*potion enlarge person*~~, ~~*potion bull strength*~~

Power Up Suite (*enlarged* and *bull strength*)

AC 15, touch 14, flat-footed 15

(-1 size, +3 Dex, +3 armor)

Melee mwk greataxe +12 (1d12+9/19-20x2)

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

Abilities Str 25, Dex 14

Power Up Suite (*enlarged*, *bull strength*, and *rage*)
hp 50

AC 12, touch 12, flat-footed 12

(-1 size, +2 Dex, +3 armor, -2 rage)

Fort +12, **Will** +5

Melee mwk greataxe +14 (1d12+11/19-20x2)

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

Abilities Str 29, Dex 14, Con 26

PRIESTESS OF LOLTH

CR 9

Female drow cleric 8

CE Medium elf (drow)

Init +4 ; **Senses** darkvision 120 ft., Listen +5 , Spot +5

Languages Common, Elven, Undercommon, Drow Sign Language

AC 24, touch 14, flat-footed 24

(+0 Dex, +8 full plate, +2 heavy steel shield, +4 deflection *ring of protection* +4)
hp 71 (8 HD)
Immune sleep
SR 19
Fort +6, **Ref** +2, **Will** +10 [+2 against enchantment spells and effects; +2 Will saves against spells and spell-like effects]

Weakness light blindness

Speed 20 ft. in +1 *full plate* (4 squares), base movement 30 ft

Melee +1 *light mace* +8 (1d8+2) or

Ranged light crossbow +5 (1d8)

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

Base Atk +5; **Grp** +6

Attack Options poison (drow poison, DC 13, unconsciousness 1 minute/unconsciousness 2d4 hours), *Smite Good* (+4 attack +9 damage), *confusion*^D (DC 19), *confusion*^D (DC 19), *blindness/deafness* (DC 18),

Special Actions Spontaneous cast (inflict), Rebuke undead 7x/day (+4, 2d6+12, 8th)

Combat Gear +1 *full plate armor*, heavy steel shield, +1 *mace*, light crossbow, bolts (20)

Cleric Spells Prepared (CL 8th):

4th—*castigate*, *confusion*^D (DC 19), *cure critical wounds*, *giant vermin*

3rd—*aid*, *mass*, *blindness/deafness* (DC 18), *contagion*^D (DC 18), *dispel magic*, *invisibility purge*

2nd—*aura against flame*, *body blades*, *cure moderate wounds*, *deific vengeance*, *invisibility*^D

1st—*cure light wounds* (3), *deathwatch*, *magic weapon*, *protection from good*

0—*cure minor wounds* (2), *detect magic*, *read magic*, *resistance*

D: Domain spell. Deity: Lolth. Domains: Destruction, Trickery

Spell-Like Abilities (CL 8th):

(1x/day)—*dancing lights*, *darkness*, *faerie fire*

† Already cast

Abilities Str 13, Dex 10, Con 12, Int 12, Wis 20 Cha 18

SQ Able to notice secret or concealed doors

Feats Augment Healing*, Improved Initiative, Skill Focus (concentration)

Skills Concentration +13, Heal +11, Knowledge (arcane) +7, Knowledge (planes) +6, Listen +5, Spellcraft +7, Spot +3

Possessions combat gear plus *Cloak of Charisma* +4; *Periapt of Wisdom* +4; *Ring of Protection* +4

7: QUEEN OF THE SPIDERS

Yochlol **CR 8**

Always CE Medium Outsider (chaotic, evil, extraplanar, shapechanger)

Init +6; **Senses** darkvision 60ft, Listen +15, Spot +15

Languages Abyssal, Common, Drow Sign Language, Undercommon; telepathy 100ft.

AC 21, touch 21, flat-footed 15; Combat Expertise (+6 Dex, +5 deflection)

hp 95 (10 HD); **DR** 10/good

Immune to acid, electricity, mind-affecting spells and effects, poison

Resist cold 10, fire 10; **SR** 19

Fort +12, **Ref** +13, **Will** +9

Speed 30 ft. (6 squares)

Melee 8 tendrils +16 (1d4+4)

Space 5 ft.; **Reach** 6 ft.

Base Atk +10; **Grp** +14

Atk Options Combat Expertise, *detect thoughts* (DC 17), *dominate person* (DC 16), *web* (DC 17)

Spell-Like Abilities (CL 10th):

At Will — *detect thoughts* (DC 17), *dominate person* (DC 16), *darkness*, *desecrate*, *greater teleport* (self plus 50 pounds of objects only), *spider climb*, *stone shape*, *web* (DC 17)

Abilities Str 19, Dex 22, Con 20, Int 18, Wis 15, Cha 20

SQ Lolth's favor, mind blank, rapid shapeshifter

Feats Combat Casting, Combat Expertise, Exotic Weapon Proficiency (hand crossbow)(b), Persuasive, Weapon Finesse

Skills Bluff +20, Concentration +18, Diplomacy +22, Hide +19, Intimidate +22, Knowledge (Arcana) +17, Knowledge (religion) +17, Knowledge (the planes) +17, Listen +15, Move Silently +19, Sense Motive +15, Spot +15

Advancement by PC class; **Favored Class** Bard, see text

Gaseous Form (Su) A yochlol can assume gaseous form, appearing as a rolling cloud of oily green smoke. In this form, a yochlol's statistics does not change, although it is treated as if under the effects of a *gaseous form* spell that cannot be dispelled. A gaseous yochlol can use *contact other planes* at will as an additional spell-like ability. Any creature sharing the same square as a gaseous yochlol at the end of the creature's turn is affected as if by a *stinking cloud* spell (DC 20 Fort save negates.) The save DC is Constitution-based.

Humanoid form (Su) A yochlol can assume the form of a hauntingly beautiful human or elf (usually drow) woman. It has only little flexibility in altering its specific appearance, and as a result can't use this ability to disguise itself as a specific individual. Yochlols are nude when they initially assume humanoid form, so they often wait to assume this form until they have equipment and weapons ready. Yochlol in humanoid form cannot make tendrils attacks. They usually wear +2 *mithral chainmail* (AC26, touch 18, flatfooted 22). Yochlols are proficient with all simple and martial weapons, but they prefer to use weapons such as rapiers to take advantage of Weapon Finesse.

Lolth's Favor (Su) As a handmaiden of Lolth, a yochlol receives the spider queen's favor in the form of a Deflection bonus to its Armor Class equal to its Charisma bonus. It does not retain this bonus

while in humanoid form, but it does in gaseous or spider forms.

Mind Blank (Su) A yochlol is protected at all times by the equivalent of a *mind blank* spell. This effect cannot be dispelled.

Rapid Shapeshifter (Su) A yochlol can shift between its four forms with astounding speed. Changing shape is a swift action that a yochlol can perform as often as once per round.

Spider Form (Su) A yochlol can assume spider form, appearing as a medium monstrous black widow spider. It retains all of its base statistics but gains a climb speed of 30 feet. It loses its tentacle attacks but gains a bite attack (+16 melee, 1d6+6 plus poison [DC 20, 1d6 Con/2d6Con]) The poison save DC is Constitution-based.

2: CHASING THE DARKNESS

LOKEE CR 6

Male human fighter 6

N Medium humanoid (human)

Init +1 ; **Senses** Listen +1 , Spot +1

Languages Common

AC 18, touch 10, flat-footed 18

(+1 Dex, +8 +1 half-plate)

hp 70 (6 HD) Improved Toughness

Fort +8, **Ref** +3, **Will** +5

Speed 20 ft. in +1 half-plate (4 squares), base movement 30 ft.

Melee greatsword +11/+6 (2d6+6/19-20x2)

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

Base Atk +6; **Grp** +9

Atk Options Cleave, Great Cleave, Power Attack

Combat Gear +1 greatsword, +1 half-plate, ~~potion of enlarge person~~

Abilities Str 16 , Dex 12, Con 18 , Int 0, Wis 12, Cha 8

Feats Cleave, Endurance , Great Cleave , Improved Toughness, Iron Will , Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Climb +1, Escape Artist -6, Handle Animal +4, Hide - , Intimidate +1, Jump -4, Move Silently -6, Ride +5 , Swim -4

Possessions combat gear plus *amulet of heath* +4

Power Up Suite (enlarged)

AC 16, touch 9, flat-footed 16

(-1 size, -1 Dex, +8 armor)

Melee greatsword +10/+5 (2d6+8/19-20x2)

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

Abilities Str 19, Dex 10

JEANUEA FLETCHER CR 6

Female human ranger 6

N Medium humanoid (human)

Init +1 ; **Senses** Listen +9 , Spot +9

Languages Common

AC 15, touch 11, flat-footed 14; +1 dodge bonus (+1 Dex, +4 +1 studded leather)

hp 37 (6 HD)

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

Speed 30 ft. in +1 studded leather (6 squares), base movement 30 ft.

Melee +1 longsword +7 (1d8+3) and +1 shortsword +7 (1d6+2/19-20x2) or

Melee +1 longsword +9/+4 (1d8+3) or

Ranged mwk longbow +10/+5 (1d8)

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

Base Atk +6/+1; **Grp** +8

Atk Options Favored Enemy: Human (+4), Favored Enemy: Magical Beast (+2), Combat Reflexes

Combat Gear +1 studded leather, +1 longsword, +1 shortsword, mwk longbow, wand of cure light wounds (50 charges), 20 arrows

Ranger Spells Prepared (CL 2nd):

1st— *arrow mind*, *longstrider*

Abilities Str 13, Dex 13, Con 14, Int 10, Wis 15, Cha 8

SQ Animal Companion, Wild Empathy (+5)

Feats Alertness, Combat Reflexes , Dodge, Endurance^B, Quick Draw , Track^B, Two-Weapon Fighting^B

Skills Climb +4 , Concentration +7 , Handle Animal +3, Heal +6, Hide +5, Jump +4, Listen +9 , Move Silently +4 , Ride +5, Search +7, Spot +9 , Survival +7

Possessions combat gear plus *cloak of resistance* +2, *bag of tricks* (gray)

Abilities Str 13, Dex 13, Con 14, Int 10, Wis 15, Cha 8

SQ Wild Empathy (+0), Ranger Combat Style (Two-Weapon Combat, Two-Weapon Fighting), Track Wolf animal companion

Possessions combat gear plus *cloak of resistance* +1

Animal Companion medium wolf (MM 283)

ANIMAL COMPANION CR1

N Medium animal (wolf)

Init +2 ; **Senses** Listen +4 , Spot +2

AC 17, touch 13, flat-footed 14

(+3 Dex, +4 natural armor)

hp 26 (4 HD)

Fort +6 **Ref** +7, **Will** +2

Speed 50 ft. (10 squares), base movement 50 ft

Melee bite +6 (1d6+2)

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

Base Atk +3; **Grp** +5

Atk Options Trip

Abilities Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6

SQ Scent, low light vision

Feats Track, Weapon Focus: Bite

Skills Jump + 4 , Listen + 4, Move Silently + 4, Spot + 3 Survival + 1.

BROTHER JUSTIN CR 7

Male human cleric of Olidammara 7

CN Medium humanoid (human)

Init +3 ; **Senses** Listen +3 , Spot +3

Languages Common

AC 20, touch 9, flat-footed 20

(-1 Dex, +9 +1 full plate, +2 heavy steel shield)

hp 56 (7 HD)

Fort +9 **Ref** +3, **Will** +10

Speed 30 ft. in +1 full plate (4 squares), base movement 30 ft

Melee +1 light mace +7 (1d8+2) or

Ranged crossbow, light +5 (1d8)

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

Base Atk +5 ; **Grp** +6

Atk Options Combat Casting

Special Actions Rebuke undead 4x/day (+1, 2d6+8, 7th), Spontaneous casting (inflict),

Combat Gear +1 full plate armor, heavy steel shield, mwk mace, crossbow, light, 20 bolts, *broach of shielding*

Cleric Spells Prepared (CL 7th):

4th—*haste*^D, *shield of faith*, *mass*

3rd—*blindness/deafness* (DC 16), *blur*^D, *dispel magic*, *invisibility purge*

2nd—*bear's endurance*, *close wounds*, *hold person* (DC 15), *invisibility*^D, *restoration*, *lesser*

1st—*bless*, *cure light wounds*, *entropic shield*, *expeditious retreat*^D, *shield of faith*, *summon monster I*

0—*cure minor wounds* (2), *detect magic*, *guidance*, *light*

D: Domain spell. Deity: Olidammara. Domains:

Celerity, Trickery

† Already cast

Abilities Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12

Feats Augment Healing*, Domain Spontaneity (celerity), Improved Initiative Skill Focus (concentration)

Skills Concentration +13, Diplomacy +4, Heal +6, Listen +3 Knowledge (Religion) +7 Spot +3

Possessions combat gear plus *cloak of resistance* +2

RHEANNA HINGE

CR 7

Female human wizard 7

CN Medium human

Init +2; **Senses** Listen +1, Spot +1

Languages Celestial, Common, Draconic

AC 16, touch 16, flat-footed 14; *mage armor* (+2 Dex, +4 *mage armor*)

hp 36 (7 HD)

Fort +6 **Ref** +6 **Will** +8

Speed 30 ft. (6 squares), base movement 30 ft

Melee quarterstaff +3 (1d6) or

Ranged mwk light crossbow +3 (1d8 19-20/x2);

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

Base Atk +3; **Grp** +3

Atk Options Point Blank Shot

Combat Gear quarterstaff, mwk light crossbow

Wizard Spells Prepared (CL 7th):

4—*enervation* (+4 ranged touch, +5 within 30')

3—*bands of steel*, *dispel magic*, *ray of exhaustion* (+4 ranged touch, +5 within 30')

2—*blindness/deafness*, *false life*, *ray of sickness* (+4 ranged touch, +5 within 30'), *ray of weakness* (+4 ranged touch, +5 within 30')

1—*backbiter*, *mage armor*, *magic missile* (2), *ray of enfeeblement* (+4 ranged touch, +5 within 30')

0—*electric jolt*, *launch bolt* (2), *touch of fatigue*

† Already cast

Abilities Str 10, Dex 14, Con 13, Int 16, Wis 12, Cha 8

SQ Raven Familiar, Scribe Scroll

Feats Point Blank Shot, Precise Shot, Skill Focus (concentration), Spell Focus (necromancy)

Skills Appraise +8, Concentration +13, Decipher Script +8, Knowledge (Arcana) +14, Knowledge

(The Planes) +14, Listen +1, Move Silently +2, Spellcraft +12 Spot +1

Possessions combat gear plus *cloak of resistance* +2, *amulet of heath* +2, *brooch of shielding*

Spellbook spells prepared plus 0—*acid splash*, *amanuensis*, *arcane mark*, *caltrops*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *ghost sound*, *launch item*, *light*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *repair minor damage*, *repair minor damage*, *resistance*, *silent portal*, *sonic snap*, *stick*; 1—*backbiter*, *cause fear*, *shield*; 3—*vampiric touch*; 4—*wrack*

4: FOLLOWING A PATH

LOLTH-TOUCHED BARBARIAN (3) CR 9

Female drow barbarian 7

CE Medium elf (drow)

Init +2; **Senses** darkvision 120 ft.; Listen +11, Spot +6

Languages Common, Elven, Undercommon, Drow Sign Language

AC 20, touch 12, flat-footed 18; +1 dodge

(+2 Dex, +4 +1 *studded leather armor*, +4 natural *amulet of natural armor* +4,)

hp 105 (7 HD)

DR 1/-

Immune fear, sleep

SR 18

Fort +11 **Ref** +5, **Will** +3; +2 against enchantment spells and effects; +2 Will saves against spells and spell-like effects

Fort +9 **Ref** +4, **Will** +3; +2 against enchantment spells and effects; +2 Will saves against spells and spell-like effects

Weakness light blindness

Speed 40 ft. in +1 *studded leather* (8 squares), base movement 40 ft

Melee mwk greataxe +14 (1d12+6/crit 20/x3) or

Ranged mighty composite longbow +7/+2 (1d8+5)

Space 5 ft.; **Reach** X5 ft.

Base Atk +7; **Grp** +12

Attack Options Combat Reflexes, Powerful Charge, Rage 2x/day, poison (drow poison, DC 13, unconsciousness 1 minute/unconsciousness 2d4 hours),

Combat Gear +1 greataxe, mighty composite longbow(+5 Str), +1 *studded leather armor*, *amulet of natural armor* +4, *potion cure serious wounds* (2)

Spell-Like Abilities (CL 7th):

(1x/day)-dancing lights, darkness, faerie fire

† Already cast

Abilities Str 21, Dex 15, Con 19, Int 12, Wis 12, Cha 10

SQ Able to notice secret or concealed doors, Fast Movement, Illiteracy, Uncanny Dodge, Improved Uncanny Dodge, Trap Sense (+2)

Feats Combat Reflexes, Dodge, Fast Movement^B, Improved Uncanny Dodge^B, Trap Sense +1^B, Uncanny Dodge^B, Weapon Focus: Greataxe

Skills Balance +2 , Climb +14 , Escape Artist +2 , Hide +6 , Intimidate +9, Jump +10 , Listen +11 , Move Silently +6 , Search +3 , Spot +6 , Survival +1, Swim +4

Possessions combat gear plus climbing kit, 2 doses drow poison, ~~potion enlarge person~~, ~~potion bull strength~~

Power Up Suite (*enlarged and bull strength*)

AC 19, touch 12, flat-footed 19

(-1 size, +3 Dex, +3 armor, +4 natural)

Melee mwk greataxe +14 (1d12+11/19-20x2)

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

Abilities Str 26, Dex 14

Power Up Suite (*enlarged, bull strength, and rage*)
hp 50

AC 16, touch 10, flat-footed 16

(-1 size, +3 Dex, +3 armor, +4 natural, -2 rage)

Fort +13, **Will** +5

Melee mwk greataxe +17 (1d12+15/19-20x2)

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

Abilities Str 30, Dex 14, Con 26

PRIESTESS OF LOLTH

CR 11

Female drow cleric 10

CE Medium elf (drow)

Init +4 ; **Senses** darkvision 120 ft., Listen +5 , Spot +5

Languages Common, Elven, Undercommon, Drow Sign Language

AC 26, touch 14, flat-footed 26

(+0 Dex, +9 +1 *mithral full plate*, +3 +1 *mithral heavy steel shield*, +4 deflection *ring of protection* +4)

hp 85 (10 HD)

Immune sleep

SR 21

Fort +8, **Ref** +3, **Will** +12; +2 against enchantment spells and effects; +2 Will saves against spells and spell-like effects

Weakness light blindness

Speed 20 ft. in +1 *mithral full plate* (4 squares), base movement 30 ft

Melee +1 *light mace* +9/+4 (1d8+2) or

Ranged light crossbow +7 (1d8)

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

Base Atk +7; **Grp** +8

Attack Options poison (drow poison, DC 13, unconsciousness 1 minute/unconsciousness 2d4 hours), *blindness/deafness* (DC 18), *confusion*^D (DC 19), *contagion*^D (DC 18), , *inflict light wounds*^D (DC 16), *inflict light wounds*, *mass*^D (DC 20),

Special Actions Rebuke Undead 7x/day (+4, 2d6+14, 10th)

Combat Gear +1 *mithral full plate armor*, +1 *mithral heavy steel shield*, +1 *light mace*, light crossbow, bolts (20)

Cleric Spells Prepared (CL 10th):

5th—*cure light wounds*, *mass*, *dispel good*, *inflict light wounds*, *mass*^D (DC 20), *stalwart pact*

4th—*castigate*, *confusion*^D (DC 19), *cure critical wounds*, *giant vermin*, *recitation*

3rd— *aid*, *mass*, *blindness/deafness* (DC 18), *contagion*^D (DC 18), *dispel magic*, *invisibility purge*

2nd— *aura against flame*, *body blades*, *cure moderate wounds*, *deific vengeance*, *invisibility*^D, *stabilize*

1st— *cure light wounds*, *deathwatch*, *inflict light wounds*^D (DC 16), *magic weapon*, *obscuring mist*, *protection from good*

0— *cure minor wounds* (x2), *detect magic*, *read magic*, *resistance*

D: Domain spell. Deity: Lolth. Domains: Destruction, Trickery

Spell—Like Abilities (CL 10th): (DC 20)

(1x/day)—*dancing lights*, *darkness*, *faerie fire*

† **Already cast**

Abilities Str 14 , Dex 10 , Con 12 , Int 12 , Wis 20 Cha 18

SQ Able to notice secret or concealed doors

Feats Augment Healing* , Domain Spontaneity Improved Initiative , Skill Focus (concentration)

Skills Concentration +16 , Heal +14 , Knowledge (arcane) +7 , Knowledge (planes) +6 , Listen +5 Spellcraft +7 Spot +3

Possessions combat gear plus *Cloak of Charisma* +4; *Periapt of Wisdom* +4; *Ring of Protection* +4

7: QUEEN OF THE SPIDERS

YOCHLOL

CR 8

Always CE Medium Outsider (chaotic, evil, extraplanar, shapechanger)

Init +6 ; **Senses** darkvision 60ft, Listen +15 , Spot +15

Languages Abyssal, Common, Drow Sign Language, Undercommon; telepathy 100ft.

AC 21, touch 21, flat-footed 15 ; **Combat Expertise** (+6 Dex, +5 deflection)

hp 95 (10 HD); **DR** 10/good

Immune to acid, electricity, mind-affecting spells and effects, poison

Resist cold 10, fire 10; **SR** 19

Fort +12, **Ref** +13, **Will** +9

Speed 30 ft. (6 squares)

Melee 8 tendrils +16 (1d4+4)

Space 5 ft.; **Reach** 6 ft.

Base Atk +10; **Grp** +14

Atk Options Combat Expertise, *detect thoughts* (DC 17), *dominate person* (DC 16), *web* (DC 17)

Spell-Like Abilities (CL 10th):

At Will – *detect thoughts* (DC 17), *dominate person* (DC 16), *darkness*, *desecrate*, *greater teleport* (self plus 50 pounds of objects only), *spider climb*, *stone shape*, *web* (DC 17)

Abilities Str 19, Dex 22, Con 20, Int 18, Wis 15, Cha 20

SQ Lolth's favor, mind blank, rapid shapeshifter

Feats Combat Casting, Combat Expertise, Exotic Weapon Proficiency (hand crossbow)(b), Persuasive, Weapon Finesse

Skills Bluff +20 , Concentration +18, Diplomacy +22 , Hide +19, Intimidate +22, Knowledge (Arcana) +17, Knowledge (religion) +17, Knowledge (the planes) +17, Listen +15 , Move Silently +19 , Sense Motive +15 , Spot +15

Advancement by PC class; **Favored Class** Bard, see text

Gaseous Form (Su) A yochlol can assume gaseous form, appearing as a rolling cloud of oily green smoke. In this form, a yochlol's statistics does not change, although it is treated as if under the effects of a *gaseous form* spell that cannot be dispelled. A gaseous yochlol can use *contact other planes* at will as an additional spell-like ability. Any creature sharing the same square as a gaseous yochlol at the end of the creature's turn is affected as if by a *stinking cloud* spell (DC 20 Fort save negates.) The save DC is Constitution-based.

Humanoid form (Su) A yochlol can assume the form of a hauntingly beautiful human or elf (usually drow) woman. It has only little flexibility in altering its specific appearance, and as a result can't use this ability to disguise itself as a specific individual. Yochlols are nude when they initially assume humanoid form, so they often wait to assume this form until they have equipment and weapons ready. Yochlol in humanoid form cannot make

tendrils attacks. They usually wear +2 *mithral chainmail* (AC26, touch 18, flatfooted 22). Yochlols are proficient with all simple and martial weapons, but they prefer to use weapons such as rapiers to take advantage of Weapon Finesse.

Lolth's Favor (Su) As a handmaiden of Lolth, a yochlol receives the spider queen's favor in the form of a Deflection bonus to its Armor Class equal to its Charisma bonus. It does not retain this bonus while in humanoid form, but it does in gaseous or spider forms.

Mind Blank (Su) A yochlol is protected at all times by the equivalent of a *mind blank* spell. This effect cannot be dispelled.

Rapid Shapeshifter (Su) A yochlol can shift between its four forms with astounding speed. Changing shape is a swift action that a yochlol can perform as often as once per round.

Spider Form (Su) A yochlol can assume spider form, appearing as a medium monstrous black widow spider. It retains all of its base statistics but gains a climb speed of 30 feet. It loses its tendril attacks but gains a bite attack (+16 melee, 1d6+6 plus poison [DC 20, 1d6 Con/2d6Con]) The poison save DC is Constitution-based.

2: CHASING THE DARKNESS

LOKEE CR 8

Male human fighter 8

N Medium humanoid (human)

Init +1 ; **Senses** Listen +1 , Spot +1**Languages** Common

AC 18, touch 10, flat-footed 18

(+1 Dex, +8 +1 *half-plate*)**hp** 101 (8 HD); Diehard, Improved Toughness**Fort** +9, **Ref** +3, **Will** +5Speed 20 ft. in +1 *half-plate* (4 squares), base movement 30 ft.**Melee** greatsword +13/+8 (2d6+6/19-20x2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +8; **Grp** +9**Atk Options** Cleave, Great Cleave, Power Attack
Power Attack, Cleave**Combat Gear** +1 *greatsword*, +1 *half-plate*, ~~pot~~ *enlarge person***Abilities** Str 17 , Dex 12, Con 18 , Int 10, Wis 12, Cha 8**Feats** Cleave, Die Hard , Endurance , Great Cleave ,
Improved Toughness, Iron Will , Power Attack,
Weapon Focus (greatsword), Weapon
Specialization (greatsword)**Skills** Climb +1, Escape Artist -6, Handle Animal +4 ,
Hide - , Intimidate +1, Jump -4, Listen +1 , Move
Silently -6, Ride +8 , Swim +2 Spot +1**Possessions** combat gear plus *amulet of health* +6**Power Up Suite** (*enlarged*)**AC** 17, touch 10, flat-footed 17; Combat Expertise
(-1 size, +8 armor)**Melee** +1 *greatsword* +14/+9 (2d6+10/19-20x2)**Space** 10 ft.; **Reach** 10 ft.**Abilities** Str 19, Dex 10**JEANUEA FLETCHER** CR 8

Female human ranger 8

N Medium humanoid (human)

Init +2 ; **Senses** Listen +9 , Spot +9 **Languages**
CommonAC 15, touch 12, flat-footed 14; +1 *dodge* bonus
(+2 Dex, +4 +1 *studded leather*)**hp** 48 (8 HD)**Fort** +11 **Ref** +11, **Will** +8Speed 30 ft. in +1 *studded leather* (6 squares), base movement 30 ft.**Melee** +1 *longsword* +8/+3 (1d8+2) and
+1 *shortsword* +8/+3 (1d6+2/19-20x2) or**Melee** +1 *longsword* +10/+5 (1d8+2) or**Ranged** +1 *longbow* +10/+5 (1d8)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +8/+3 ; **Grp** +9**Atk Options** Human (+4), Favored Enemy: Magical
Beast (+2)**Combat Gear** +1 *studded leather*, +1 *longsword*, +1
longbow, *wand of cure light wounds* (50 charges),
20 arrows**Ranger Spells Prepared** (CL 3rd):2nd— *barkskin* †1st— *arrow mind*, *longstrider*

† Already cast

Abilities Str 13, Dex 14, Con 14, Int 10, Wis 15, Cha 8**SQ** Wild Empathy (+6), Woodland Stride, Swift
Tracker**Feats** Alertness, Combat Reflexes , Dodge,
Endurance^B, Quick Draw , Track^B, Two-Weapon
Fighting^B**Skills** Climb +5 , Concentration +9 , Handle Animal
+4 , Heal +7, Hide +7 , Jump +5, Listen +9 , Move
Silently +7 , Ride +6, Search +7, Spot +9 , Survival
+7**Possessions** combat gear plus *cloak of resistance*
+3, *bag of tricks* (*rust*)**ANIMAL COMPANION** CR 1

N Medium animal (wolf)

Init +2 ; **Senses** Listen +4 , Spot +2

AC 17, touch 13, flat-footed 14

(+3 Dex, +4 natural armor)

hp 26 (4d8+8 HD)**Fort** +8 **Ref** +7, **Will** +1

Speed 50 ft. (10 squares), base movement 50 ft.

Melee bite +6 (1d6+2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +5**Atk Options** Trip**Abilities** Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6**SQ** Scent, low light vision**Feats** Track, Weapon Focus: Bite**Skills** Jump + 4 , Listen + 4, Move Silently + 4, Spot +
3 Survival + 1.**BROTHER JUSTIN** CR 9

Male human cleric of Olidammara 9

CN Medium humanoid (human)

Init +3 ; **Senses** Listen +5 , Spot +5**Languages** Common

AC 20, touch 9, flat-footed 20

(-1 Dex, +9 +1 *full plate*, +2 heavy steel shield)**hp** 74 (9 HD)**Fort** +11 **Ref** +5, **Will** +14Speed 30 ft. in +1 *full plate* (4 squares), base movement 30 ft.**Melee** +1 *light mace* +8 (1d8+2) or**Ranged** masterwork crossbow, light +6 (1d8)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +6 ; **Grp** +7**Atk Options** *blindness/deafness* (DC 17), *hold*
person (DC 16), *sound burst* (DC 17)

Special Actions rebuke undead 4x/day (+1, 2d6+10, 9th), Spontaneous casting (inflict)

Combat Gear +1 full plate armor, heavy steel shield, +1 light mace, crossbow, light, 20 bolts, brooch of shielding

Cleric Spells Prepared (CL 9th):
 5th—*stalwart pact* ‡, *tree stride* ^D
 4th—*haste* ^D, *shield of faith*, *mass*, *recitation*
 3rd—*blindness/deafness* (DC 17), *blur* ^D, *dispel magic*, *invisibility purge*, *magic vestment*
 2nd—*bear's endurance*, *close wounds*, *hold person* (DC 16), *invisibility* ^D, *restoration*, *lesser, sound burst* (DC 17)
 1st—*bless*, *entropic shield*, *expeditious retreat* ^D, *cure light wounds*, *shield of faith*, *summon monster I*
 0—*cure minor wounds* (2), *detect magic*, *guidance*, *light*
 ‡: Domain spell. Deity: Olidammara. Domains: Celerity, Trickery
 ‡ Already cast

Abilities Str 13, Dex 8, Con 14, Int 10, Wis 20, Cha 12

Feats Augment Healing*, Domain Spontaneity (celerity), Improved Initiative Skill Focus (concentration) Sudden Silent

Skills Concentration +13, Diplomacy +7, Heal +8, Listen +5 Knowledge (Religion) +7 Spot +5

Possessions combat gear plus *brooch of shielding*, *cloak of resistance* +3, *periapt of wisdom* +3

RHEANNA HINGE CR 9

Female human wizard 9
 CN Medium human
Init +2; **Senses** Listen +1, Spot +1
Languages Celestial, Common, Draconic

AC 16, touch 16, flat-footed 14; *mage armor* (+2 Dex, +4 *mage armor*)
hp 64 (0 HD)
Fort +9 **Ref** +7 **Will** +8

Speed 30 ft. (6 squares), base movement 30 ft
Melee quarterstaff +4 (1d6) or
Ranged mwk light crossbow +4 (1d8 19-20/x2);
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +4
Atk Options Point Blank Shot, Precise Shot,
Combat Gear quarterstaff, mwk light crossbow
Wizard Spells Prepared (CL 9th):
 5—*night's caress*, *prismatic ray*
 4—*burning blood*, *enervation*, *wither*
 3—*bands of steel*, *dispel magic*, *ray of exhaustion*, *vampiric touch*
 2—*blindness/deafness*, *false life*, *ray of sickness* (x2), *ray of weakness*
 1—*backbiter*, *mage armor*, *magic missile* (3), *ray of enfeeblement*
 0—*electric jolt*, *launch bolt* (2), *touch of fatigue*
 ‡ Already cast

Abilities Str 10, Dex 14, Con 18 Int 21, Wis 12, Cha 8

SQ Raven Familiar, Scribe Scroll

Feats Sudden Empower
Feats Point Blank Shot, Precise Shot, Scribe Scroll
 Skill Focus (concentration), Spell Focus (necromancy) Sudden *enlarge*
Skills Appraise +10, Concentration +19, Decipher Script +14, Knowledge (Arcana) +17, Knowledge (The Planes) +17, Listen +1, Move Silently +2, Spellcraft +17 Spot +1
Possessions combat gear plus *cloak of resistance* +3, *amulet of heath* +4, *broach of shielding*, *headband of intellect* +4
Spellbook spells prepared plus 0—*acid splash*, *amanuensis*, *arcane mark*, *caltrops*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *ghost sound*, *launch item*, *light*, *mage Hand*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *repair minor damage*, *repair minor damage*, *resistance*, *silent portal*, *sonic snap*, *stick*; 1—*cause fear*, *shield*

4: FOLLOWING A PATH

LOLTH-TOUCHED BARBARIAN (3)

CR 11

Female drow barbarian 9
 CE Medium elf (drow)
Init +3; **Senses** darkvision 120 ft.; Listen +11, Spot +6,
Languages Common, Elven, Undercommon, Drow Sign Language

AC 21, touch 13, flat-footed 18; +1 dodge (+3 Dex, +4 +1 *studded leather armor*, +4 natural *amulet of natural armor* +4,)
hp 135 (9 HD)
DR 1/-
Immune fear, sleep
SR 20
Fort +10, **Ref** +6, **Will** +4; +2 against enchantment spells and effects; +2 Will saves against spells and spell-like effects
Weakness light blindness

Speed 40 ft. in +1 *studded leather* (8 squares), base movement 40 ft
Melee +1 *greataxe* +16/+11 (1d12+6/crit 19-20/x3) or
Ranged mighty composite longbow +13 (+5 Str) +12/+7 (1d8+5)
Space 5 ft.; **Reach** X5 ft.
Base Atk +9; **Grp** +14
Attack Options poison (drow poison, DC 13, unconsciousness 1 minute/unconsciousness 2d4 hours), Combat Reflexes
Combat Gear +1 *greataxe*, mighty composite longbow(+5 Str), +1 *studded leather armor*, *amulet of natural armor* +4, *potion cure serious wounds* (x2)
Spell-Like Abilities (CL 9th):
 (1x/day)-*dancing lights*, *darkness*, *faerie fire*
 ‡ Already cast

Abilities Str 21, Dex 16, Con 19, Int 12, Wis 12, Cha 10

SQ Able to notice secret or concealed doors; Rage (3x/day), Fast Movement, Uncanny Dodge, Trap Sense +3, Improved Uncanny Dodge
Feats Combat Reflexes, Dodge, Fast Movement^B, Improved Critical: Greataxe Improved Uncanny Dodge^B, Trap Sense +1^B, Uncanny Dodge^B, Weapon Focus: Greataxe
Skills Balance +2, Climb +16, Escape Artist +2, Hide +6, Intimidate +12, Jump +15, Listen +11, Move Silently +6, Search +3, Spot +6, Survival +1, Swim +4
Possessions combat gear plus climbing kit, 2 doses drow poison ~~potion enlarge person, potion bull strength~~

Power Up Suite (*enlarged and bull strength*)
AC 19, touch 12, flat-footed 19
 (-1 size, +3 Dex, +3 armor, +4 natural)
Melee +1 greataxe +18 (1d12+11/19-20x2)
Space 10 ft.; **Reach** 10 ft.
Abilities Str 25, Dex 14
Power Up Suite (*enlarged, bull strength, and rage*)
hp 50
AC 16, touch 12, flat-footed 16
 (-1 size, +2 Dex, +3 armor, +4 natural, -2 rage)
Fort +14, **Will** +6
Melee mwk greataxe +20 (1d12+13/19-20x2)
Space 10 ft.; **Reach** 10 ft.
Abilities Str 29, Dex 14, Con 26

PRIESTESS OF LOLTH **CR 13**
 Female drow cleric 12
 CE Medium elf (drow)
Init +4; **Senses** darkvision 120 ft., Listen +6, Spot +6
Languages Common, Elven, Undercommon, Drow Sign Language

AC 26, touch 14, flat-footed 26
 (+0 Dex, +9 +1 mithral full plate, +3 +1 mithral heavy steel shield, +4 deflection ring of protection +4)
hp 99 (12 HD); *stalwart pact*
Immune sleep
SR 23
Fort +9, **Ref** +4, **Will** +14; +2 against enchantment spells and effects; +2 Will saves against spells and spell-like effects

Weakness light blindness

Speed 20 ft. in +1 mithral full plate (4 squares), base movement 30 ft
Melee +1 light mace +12/+7 (1d8+2, plus *infernal wound*) or
Ranged light crossbow +9 (1d8)
Space 5 ft.; **Reach** 5 ft.
Base Atk +9; **Grp** +11
Attack Options Destruction 1x/day (+4 attack, +12 damage), *blindness/deafness* (DC 19), *castigate* (DC 20), *Clutch of Orcus* (*enervate spell*) (DC 21), *confusion*^D (DC 20), *contagion*^D (DC 19), *frost breath* (DC 18), *inflict light wounds* (*enervate spell*) (DC 19), *hold person* (DC 18), *inflict light wounds, mass*^D (DC 21), *rejection* (DC 22), poison

(drow poison, DC 13, unconsciousness 1 minute/unconsciousness 2d4 hours)
Special Actions rebuke undead 7x/day (+4, 2d6+16, 12th) spontaneous cast (inflict)
Combat Gear +1mithral full plate armor, +1 mithral heavy steel shield, +1 mace, light crossbow, bolts (20)
Cleric Spells Prepared (CL 12th):
 6th—*cure moderate wounds, mass, dispel magic, greater, harm*^D, *rejection* (DC 22)
 5th—*Clutch of Orcus* (*enervate spell*) (DC 21), *cure light wounds, mass, dispel good, inflict light wounds, mass*^D (DC 21), *stalwart pact* ‡
 4th—*castigate* (DC 20), *confusion*^D (DC 20), *cure critical wounds, giant vermin, recitation*
 3rd—*aid, mass, blindness/deafness* (DC 19), *contagion*^D (DC 19), *dispel magic, inflict light wounds* (*enervate spell*) (DC 19), *invisibility purge*
 2nd—*cure moderate wounds, deific vengeance, frost breath* (DC 18), *hold person* (DC 18), *infernal wound* ‡, *inky cloud, invisibility*^D
 1st—*cure light wounds* (x2), *deathwatch, inflict light wounds*^D (DC 17), *magic weapon, obscuring mist, protection from good, shield of faith*
 0—*cure minor wounds* (x2), *detect magic, read magic, resistance*

D: Domain spell. Deity: Lolth. Domains: Destruction, Trickery

Spell—Like Abilities (CL 12th):
 (1x/day)—*dancing lights, darkness, faerie fire*
 ‡ Already cast

Abilities Str 14, Dex 10, Con 12, Int 12, Wis 23 Cha 18

SQ Able to notice secret or concealed doors
Feats Augment Healing*, Domain Spontaneity
Enervate Spell, Improved Initiative, Skill Focus (concentration)
Skills Concentration +13, Heal +16, Knowledge (arcane) +7, Knowledge (planes) +7, Listen +6
 Spellcraft +8 Spot +6
Possessions combat gear plus *Cloak of Charisma* +4; *Periapt of Wisdom* +6; *Ring of Protection* +4

7: QUEEN OF THE SPIDERS

YOCHLOL **CR 8**
 Always CE Medium Outsider (chaotic, evil, extraplanar, shapechanger)
Init +6; **Senses** darkvision 60ft, Listen +15, Spot +15
Languages Abyssal, Common, Drow Sign Language, Undercommon; telepathy 100ft.

AC 21, touch 21, flat-footed 15; **Combat Expertise** (+6 Dex, +5 deflection)
hp 95 (10 HD); **DR** 10/good
Immune to acid, electricity, mind-affecting spells and effects, poison
Resist cold 10, fire 10; **SR** 19
Fort +12, **Ref** +13, **Will** +9

Speed 30 ft. (6 squares)
Melee 8 tendrils +16 (1d4+4)

Space 5 ft.; **Reach** 6 ft.

Base Atk +10; **Grp** +14

Atk Options Combat Expertise, *detect thoughts* (DC 17), *dominate person* (DC 16), *web* (DC 17)

Spell-Like Abilities (CL 10th):

At Will – *detect thoughts* (DC 17), *dominate person* (DC 16), *darkness*, *desecrate*, *greater teleport* (self plus 50 pounds of objects only), *spider climb*, *stone shape*, *web* (DC 17)

Abilities Str 19, Dex 22, Con 20, Int 18, Wis 15, Cha 20

SQ Lolth's favor, mind blank, rapid shapeshifter

Feats Combat Casting, Combat Expertise, Exotic Weapon Proficiency (hand crossbow)(b), Persuasive, Weapon Finesse

Skills Bluff +20, Concentration +18, Diplomacy +22, Hide +19, Intimidate +22, Knowledge (Arcana) +17, Knowledge (religion) +17, Knowledge (the planes) +17, Listen +15, Move Silently +19, Sense Motive +15, Spot +15

Advancement by PC class; **Favored Class** Bard, see text

Gaseous Form (Su) A yochlol can assume gaseous form, appearing as a rolling cloud of oily green smoke. In this form, a yochlol's statistics does not change, although it is treated as if under the effects of a *gaseous form* spell that cannot be dispelled. A gaseous yochlol can use *contact other planes* at will as an additional spell-like ability. Any creature sharing the same square as a gaseous yochlol at the end of the creature's turn is affected as if by a *stinking cloud* spell (DC 20 Fort save negates.) The save DC is Constitution-based.

Humanoid form (Su) A yochlol can assume the form of a hauntingly beautiful human or elf (usually drow) woman. It has only little flexibility in altering its specific appearance, and as a result can't use this ability to disguise itself as a specific individual. Yochlols are nude when they initially assume humanoid form, so they often wait to assume this form until they have equipment and weapons ready. Yochlol in humanoid form cannot make tendrils attacks. They usually wear +2 *mithral chainmail* (AC26, touch 18, flatfooted 22). Yochlols are proficient with all simple and martial weapons, but they prefer to use weapons such as rapiers to take advantage of Weapon Finesse.

Lolth's Favor (Su) As a handmaiden of Lolth, a yochlol receives the spider queen's favor in the form of a Deflection bonus to its Armor Class equal to its Charisma bonus. It does not retain this bonus while in humanoid form, but it does in gaseous or spider forms.

Mind Blank (Su) A yochlol is protected at all times by the equivalent of a *mind blank* spell. This effect cannot be dispelled.

Rapid Shapeshifter (Su) A yochlol can shift between its four forms with astounding speed. Changing shape is a swift action that a yochlol can perform as often as once per round.

Spider Form (Su) A yochlol can assume spider form, appearing as a medium monstrous black widow

spider. It retains all of its base statistics but gains a climb speed of 30 feet. It loses its tendril attacks but gains a bite attack (+16 melee, 1d6+6 plus poison [DC 20, 1d6 Con/2d6Con]) The poison save DC is Constitution-based.

2: CHASING THE DARKNESS

LOKEE CR 10

Male human fighter 10

N Medium humanoid (human)

Init +1 ; **Senses** Listen +3 , Spot +0**Languages** Abyssal, Common

AC 22, touch 12, flat-footed 22; Combat Expertise (+10 armor, +2 deflection)

hp 127 (10 HD); Diehard; Stalwart Pact**Fort** +12, **Ref** +4, **Will** +6Speed 20 ft. in +1 *half-plate* (4 squares), base movement 30 ft.**Melee** +1 *adamantine flaming burst greatsword* +14/+9 (2d6+7+1d6 [fire]/19-20x2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +10; **Grp** +13**Atk Options** Combat Expertise, Improved Disarm, Power Attack, Cleave**Combat Gear** +1 *adamantine flaming burst greatsword*, +1 *half-plate with moderate fortification*, ring of force shield, ~~potion of enlarge person~~**Abilities** Str 17 , Dex 12, Con 20 , Int 10, Wis 12, Cha 8**Feats** Cleave, Die Hard , Endurance , Great Cleave , Greater Weapon Focus (greatsword), Improved Toughness, Improved Critical (greatsword) , Iron Will , Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)**Skills** Climb +6 , Escape Artist -6, Handle Animal +4 , Hide - , Intimidate +1, Jump -4, Listen +1 , Move Silently -6, Ride +8 , Swim +2 Spot +1**Possessions** combat gear plus *amulet of health* +6**Power Up Suite** (*enlarged*)**AC** 20, touch 11, flat-footed 20

(-1 size, -1 Dex, +10 armor, +2 deflection)

Melee +1 *adamantine flaming burst greatsword*, +16/+11 (2d6+9/19-20x2)**Space** 10 ft.; **Reach** 10 ft.**Abilities** Str 19, Dex 10**JEANUEA FLETCHER** CR 10

Female human ranger 10

N Medium humanoid (human)

Init +3 ; **Senses** Listen +10 , Spot +10**Languages** CommonAC 20, touch 13, flat-footed 17; +1 dodge bonus (+3 Dex, +4 +1 *studded leather*, +3 *amulet of natural armor*)**hp** 59 (10 HD)**Fort** +12 **Ref** +13, **Will** +8; EvasionSpeed 30 ft. in +1 *studded leather* (6 squares), base movement 30 ft.**Melee** +1 *longsword* +10/+7 (1d8+2) and +1 *shortsword* +10/+7 (1d6+1) or**Melee** +1 *longsword* +14/+9 (1d8+3) or**Ranged** +1 *mighty composite longbow* +14/+9 (1d8+2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +10; **Grp** +11**Atk Options** Combat Reflexes, Favored Enemy:Human (+4), Favored Enemy: Magical Beast (+2), arrow *mind***Combat Gear** +1 *studded leather*, +1 *longsword*, +1 *mighty composite longbow* [+2 Str], *wand of cure light wounds* (50 charges), 20 arrows**Ranger Spells Prepared** (CL 3rd):2nd—*barkskin* † , *bear's endurance*1st— *arrow mind*, *longstrider*

† Already cast

Abilities Str 13, Dex 16, Con 14, Int 10, Wis 15, Cha 8 **SQ** Wild Empathy (+9), Woodland Stride, Swift Tracker**Feats** Alertness, Combat Reflexes , Dodge, Endurance^B, Improved Two-weapon fighting , Quick Draw , Track^B, Two-Weapon Fighting^B**Skills** Climb +8 , Concentration +10 , Handle Animal +5 , Heal +11, Hide +9 , Jump +5, Listen +10 , Move Silently +9 , Ride +9, Search +8, Spot +10 , Survival +8**Possessions** combat gear plus *amulet of natural armor* +3, *cloak of resistance* +3, *bag of trick (rust)*, *gloves of dexterity* +4**ANIMAL COMPANION** CR 1

N Medium animal (wolf)

Init +2 ; **Senses** Listen +3 , Spot +3

AC 17, touch 13, flat-footed 14

(+3 Dex, +4 natural armor)

hp 26 (4d8+8 HD)**Fort** +6 **Ref** +7, **Will** +2

Speed 50 ft. (10 squares), base movement 50 ft.

Melee bite +6 (1d6+2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +5**Atk Options** Trip**Abilities** Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6**SQ** Scent, low light vision**Feats** Track, Weapon Focus: Bite**Skills** Jump + 4 , Listen + 4, Move Silently + 4, Spot + 3 Survival + 1.**BROTHER JUSTIN** CR 11

Male human cleric of Olidammara 11

CN Medium humanoid (human)

Init +3 ; **Senses** Listen +5 , Spot +5**Languages** Common

AC 20, touch 9, flat-footed 20

(-1 Dex, +9 +1 *full plate*, +2 heavy steel shield)**hp** 90 (11 HD)**Fort** +13 **Ref** +6, **Will** +16Speed 30 ft. in +1 *full plate* (4 squares), base movement 30 ft.**Melee** +1 *light mace* +10/+5 (1d8+2) or**Ranged** masterwork crossbow, light +9/+4 (1d8)**Space** 5 ft.; **Reach** 5 ft.

Base Atk +5 ; **Grp** +10

Atk Options *castigate* (DC 19), *dismissal* (DC 19), *hand of the faithful* (DC 19), *hold person* (DC 17), *inflict light wounds*, *mass* (DC 20), *slay living* (DC 20), *sound burst* (DC 17)

Special Attacks Rebuke undead 4x/day (+1, 2d6+12, 11th), spontaneous cast (inflict)

Combat Gear +1 *full plate armor*, heavy steel shield, +1 *mace*, crossbow, light, 20 bolts

Cleric Spells Prepared (CL 11th):

6th—*heal*, *wind walk*^D

5th—*inflict light wounds*, *mass* (DC 20), *slay living* (DC 20), *stalwart pact* †, *tree stride*^D

4th—*castigate* (DC 19), *dismissal* (DC 19), *hand of the faithful* (DC 19), *haste*^D, *recitation*

3rd—*aid*, *mass*, *blindness/deafness* (DC 18), *blur*^D, *dispel magic*, *invisibility purge*, *magic vestment*

2nd—*bear's endurance*, *close wounds*, *hold person* (DC 17), *invisibility*^D, *restoration*, *lesser*, *sound burst* (DC 17)

1st— *less*, *entropic shield*, *expeditious retreat*^D, *cure light wounds*, *nimbus of light*, *obscuring mist*, *shield of faith*, *summon monster I*

0—*cure minor wounds* (3), *detect magic*, *guidance*, *light*

D: Domain spell. Deity: Olidammara. Domains: Celerity, Trickery

† Already cast

Abilities Str 13, Dex 8, Con 14, Int 10, Wis 21, Cha 12

Feats Augment Healing*, Domain Spontaneity (celerity), Improved Initiative Skill Focus (concentration) Sudden Silent

Skills Concentration +15, Diplomacy +8, Heal +9, Listen +5 Knowledge (Religion) +8 Spot +5

Possessions combat gear plus *brooch of shielding*, *cloak of resistance* +4, *incense of meditation*, *periapt of wisdom* +4

RHEANNA HINGE

CR 11

Female human wizard 11

CN Medium human

Init +2 ; **Senses** Listen +1, Spot +1

Languages Celestial, Common, Draconic

AC 16, touch 16, flat-footed 14 ; *mage armor* (+2 Dex, +4 *mage armor*)

hp 78 (11 HD)

Fort +11 **Ref** +8 **Will** +11

Speed 30 ft. (6 squares), base movement 30 ft

Melee Quarterstaff +5 (1d6) or

Ranged Crossbow, light, Masterwork +8 (1d8 19-20/x2);

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

Base Atk +5; **Grp** +5

Atk Options Point Blank Shot, Precise Shot

Combat Gear Quarterstaff, Crossbow, light, Masterwork

Wizard Spells Prepared (CL 11th):

6—*circle of death*, *ray of entropy*

5—*moonbow*, *night's caress*, *prismatic ray*

4—*burning blood*, *enervation* (x2), *wither*

3—*bands of steel*, *dispel magic* (x2), *ray of exhaustion*, *vampiric touch*

2—*blindness/deafness* (x2), *false life*, *ray of sickness* (x2), *ray of weakness*

1—*backbiter*, *mage armor*, *magic missile*, (x3), *ray of enfeeblement*

0—*electric jolt*, *launch bolt* (2), *touch of fatigue*

† Already cast

Abilities Str 10, Dex 14, Con 20 Int 23, Wis 12, Cha 8

SQ Raven Familiar, Scribe Scroll

Sudden Enlarge, Sudden Empower, Sudden Silent

Feats Point Blank Shot, Precise Shot, Scribe Scroll Skill Focus (concentration), Spell Focus (necromancy) Sudden *enlarge*

Skills Appraise +20, Concentration +21, Decipher Script +20, Gather Information +6, Knowledge (Arcana) +20, Knowledge (Local - NMR) +20, Knowledge (The Planes) +20, Listen +1, Move Silently +2, Spellcraft +20 Spot +1

Possessions combat gear plus *cloak of resistance* +3, *amulet of heath* +6, *brooch of shielding*, *headband of intellect* +6

Spellbook spells prepared plus 0— *acid splash*, *amanuensis*, *arcane mark*, *caltrops*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *ghost sound*, *launch item*, *light*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *repair minor damage*, *repair minor damage*, *resistance*, *silent portal*, *sonic snap*, *stick*; 1— *cause fear*, *enlarge person*, *shield*

4: FOLLOWING A PATH

LOLTH-TOUCHED BARBARIAN (3)

CR 13

Female drow barbarian 11

CE Medium elf (drow)

Init +3 ; **Senses** darkvision 120 ft.; Listen +13, Spot +6,

Languages Common, Elven, Undercommon, Drow Sign Language

AC 21, touch 13, flat-footed 18; +1 *dodge* (+3 Dex, +4 +1 *studded leather armor*, +4 *natural amulet of natural armor* +4,)

(+3 Dex, +3 armor, +4 natural)

hp 165 (11 HD)

DR 2/-

Immune fear, sleep

SR 22

Fort +11 **Ref** +6, **Will** +4; +2 against enchantment spells and effects; +2 Will saves against spells and spell-like effects

Weakness light blindness

Speed 40 ft. in +1 *studded leather* (8 squares), base movement 40 ft

Melee +1 *humanbane*, *keen*, *greataxe (brilliant blade)* +18/+13/+8 (1d12+6/crit 17-20/x3) or

Ranged mighty composite longbow(+5 Str) +14/+9/+4 (1d8+5)

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

Base Atk +11; **Grp** +16

Attack Options poison (drow poison, DC 13, unconsciousness 1 minute/unconsciousness 2d4 hours), Greater Rage,

Combat Gear +1 *humanbane*, *keen*, *greataxe*, mighty composite longbow(+5 Str), +1 *studded leather armor*, *amulet of natural armor* +4, *potion cure serious wounds* (x2), ~~*potion enlarge person*~~, ~~*potion bull strength*~~

Spell-Like Abilities (CL 11th):

(1x/day)—*dancing lights*, *darkness*, *faerie fire*

‡ Already cast

Abilities Str 21 , Dex 16 , Con 19 , Int 12 , Wis 12 , Cha 10

SQ Illiteracy, Trap Sense

Feats Combat Reflexes, Dodge, Fast Movement^B, Improved Critical: Greataxe Improved Uncanny Dodge^B, Powerful Charge Trap Sense +1^B, Uncanny Dodge^B, Weapon Focus: Greataxe

Skills Balance +2 , Climb +18 , Escape Artist +2 , Hide +6 , Intimidate +14, Jump +19 , Listen +13 , Move Silently +6 , Search +3 , Spot +6 , Survival +1, Swim +4

Possessions combat gear plus climbing kit, 2 doses drow poison, ~~*potion enlarge person*~~, ~~*potion bull strength*~~

Power Up Suite (*enlarged and bull strength*)

AC 18, touch 11, flat-footed 18

(-1 size, +2 Dex, +3 armor, +4 natural)

Melee +1 *humanbane*, *keen*, *greataxe* +19/+14/+9 (1d12+10/crit 19-20/x3)

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

Abilities Str 25, Dex 14

Power Up Suite (*enlarged, bull strength, and rage*)
hp 198

AC 16, touch 12, flat-footed 16

(-1 size, +2 Dex, +3 armor, +4 natural, -2 rage)

Fort +15, **Will** +6

Melee mwk greataxe +14 (1d12+11/19-20x2)

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

Abilities Str 31, Dex 14, Con 29

PRIESTESS OF LOLTH

CR 15

Female drow cleric 14

CE Medium elf (drow)

nit +4 ; **Senses** darkvision 120 ft., Listen +6 , Spot +6

Languages Common, Elven, Undercommon, Drow Sign Language

AC 26, touch 14, flat-footed 26

(+0 Dex, +9 +1 *mithral full plate*, +3 +1 *mithral heavy steel shield*, +4 deflection *ring of protection* +4)

hp 113 (12 HD); *stalwart pact*

Immune sleep

SR 25

Fort +10, **Ref** +4, **Will** +15; +2 against enchantment spells and effects; +2 Will saves against spells and spell-like effects

Weakness light blindness

Speed 20 ft. in +1 *mithral full plate* (4 squares), base movement 30 ft

Melee +1 *light mace* +12/+7 (1d8+2, plus *infernal wound*) or

Ranged light crossbow +10 (1d8)

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

Base Atk +10; **Grp** +12

Attack Options Smite Good (+4 attack, +14

damage), *blindness/deafness* (DC 20), *castigate* (DC 21), *Clutch of Orcus* (*enervate spell*) (DC 22), *confusion*^D (DC 21), *contagion*^D (DC 20) *disintegrate*^D (DC 23), *harm*^D (DC 23), *inflict light wounds* (*enervate spell*) (DC 20), *inflict light wounds, mass*^D (DC 22), *inflict moderate wounds* (*enervate spell*) (DC 21) *moon bolt* (*enervate spell*) (DC 23), poison (drow poison, DC 13, unconsciousness 1 minute/unconsciousness 2d4 hours)

Special Actions Rebuke undead x/day (+4, 2d6+18, 14th), spontaneous cast (*inflict*)

Combat Gear +1 *mithral full plate armor*, +1 *mithral heavy steel shield*, +1 *mace*, light crossbow, bolts (20)

Cleric Spells Prepared (CL 14th):

7th — *brilliant blades* (3) ‡, *disintegrate*^D (DC 23)

6th—*cure moderate wounds*, *mass*, *dispel magic*, *greater*, *harm*^D (DC 23), *moon bolt* (*enervate spell*) (DC 23), *spider plague*

5th—*Clutch of Orcus* (*enervate spell*) (DC 22), *cure light wounds*, *mass*, *dispel good*, *inflict light wounds*, *mass*^D (DC 22), *stalwart pact* ‡

4th—*castigate* (DC 21), *confusion*^D (DC 21), *cure critical wounds*, *freedom of movement*, *giant vermin*, *inflict moderate wounds* (*enervate spell*) (DC 21)

3rd—*aid*, *mass*, *blindness/deafness* (DC 20), *contagion*^D (DC 20), *dispel magic*, *inflict light wounds* (*enervate spell*) (DC 20), *invisibility purge*

2nd—*cure moderate wounds*, *deific vengeance*, *frost breath* (DC 19), *hold person* (DC 19), *infernal wound*, *inky cloud*, *invisibility*^D, *resist energy*

1st—*cure light wounds* (2), *deathwatch*, *inflict light wounds*^D (DC 18), *magic weapon*, *obscuring mist*, *protection from good*, *shield of faith*

0—*cure minor wounds* (3), *detect magic*, *read magic*, *resistance*

D: Domain spell. Deity: Lolth. Domains: Destruction, Trickery

Spell—Like Abilities (CL 14th):

(1x/day)—*dancing lights*, *darkness*, *faerie fire*

‡ Already cast

Abilities Str 14 , Dex 10 , Con 12 , Int 12 , Wis 23 Cha 18

SQ Able to notice secret or concealed doors

Feats Augment Healing*, Domain Spontaneity Enervate Spell , Improved Initiative , Skill Focus (concentration)

Skills Concentration +20 , Heal +18 , Knowledge (arcane) +10 , Knowledge (planes) +7 , Listen +6 Spellcraft +8 Spot +6

Possessions combat gear plus *Cloak of Charisma* +4; *Periap of Wisdom* +6

7: QUEEN OF THE SPIDERS

Yochlol **CR 8**

Always CE Medium Outsider (chaotic, evil, extraplanar, shapechanger)

Init +6; **Senses** darkvision 60ft, Listen +15, Spot +15

Languages Abyssal, Common, Drow Sign Language, Undercommon; telepathy 100ft.

AC 21, touch 21, flat-footed 15; Combat Expertise (+6 Dex, +5 deflection)

hp 95 (10 HD); **DR** 10/good

Immune to acid, electricity, mind-affecting spells and effects, poison

Resist cold 10, fire 10; **SR** 19

Fort +12, **Ref** +13, **Will** +9

Speed 30 ft. (6 squares)

Melee 8 tendrils +16 (1d4+4)

Space 5 ft.; **Reach** 6 ft.

Base Atk +10; **Grp** +14

Atk Options Combat Expertise, *detect thoughts* (DC 17), *dominate person* (DC 16), *web* (DC 17)

Spell-Like Abilities (CL 10th):

At Will – *detect thoughts* (DC 17), *dominate person* (DC 16), *darkness*, *desecrate*, *greater teleport* (self plus 50 pounds of objects only), *spider climb*, *stone shape*, *web* (DC 17)

Abilities Str 19, Dex 22, Con 20, Int 18, Wis 15, Cha 20

SQ Lolth's favor, mind blank, rapid shapeshifter

Feats Combat Casting, Combat Expertise, Exotic Weapon Proficiency (hand crossbow)(b), Persuasive, Weapon Finesse

Skills Bluff +20, Concentration +18, Diplomacy +22, Hide +19, Intimidate +22, Knowledge (Arcana) +17, Knowledge (religion) +17, Knowledge (the planes) +17, Listen +15, Move Silently +19, Sense Motive +15, Spot +15

Advancement by PC class; **Favored Class** Bard, see text

Gaseous Form (Su) A yochlol can assume gaseous form, appearing as a rolling cloud of oily green smoke. In this form, a yochlol's statistics does not change, although it is treated as if under the effects of a *gaseous form* spell that cannot be dispelled. A gaseous yochlol can use *contact other planes* at will as an additional spell-like ability. Any creature sharing the same square as a gaseous yochlol at the end of the creature's turn is affected as if by a *stinking cloud* spell (DC 20 Fort save negates.) The save DC is Constitution-based.

Humanoid form (Su) A yochlol can assume the form of a hauntingly beautiful human or elf (usually drow) woman. It has only little flexibility in altering its specific appearance, and as a result can't use this ability to disguise itself as a specific individual. Yochlols are nude when they initially assume humanoid form, so they often wait to assume this form until they have equipment and weapons ready. Yochlol in humanoid form cannot make tendrils attacks. They usually wear +2 *mithral chainmail* (AC26, touch 18, flatfooted 22). Yochlols

are proficient with all simple and martial weapons, but they prefer to use weapons such as rapiers to take advantage of Weapon Finesse.

Lolth's Favor (Su) As a handmaiden of Lolth, a yochlol receives the spider queen's favor in the form of a Deflection bonus to its Armor Class equal to its Charisma bonus. It does not retain this bonus while in humanoid form, but it does in gaseous or spider forms.

Mind Blank (Su) A yochlol is protected at all times by the equivalent of a *mind blank* spell. This effect cannot be dispelled.

Rapid Shapeshifter (Su) A yochlol can shift between its four forms with astounding speed. Changing shape is a swift action that a yochlol can perform as often as once per round.

Spider Form (Su) A yochlol can assume spider form, appearing as a medium monstrous black widow spider. It retains all of its base statistics but gains a climb speed of 30 feet. It loses its tendril attacks but gains a bite attack (+16 melee, 1d6+6 plus poison [DC 20, 1d6 Con/2d6Con]) The poison save DC is Constitution-based.

APPENDIX 2: THE DEMONWEB

FROM THE FIENDISH CODEX I HORDES OF THE ABYSS:

Layer Number: 66

Ruler: Lolth

Traits: No gravity (outside Lolth's web), infinite
Some Abyssal layers are the realms of demon lord, and others are the realms of the gods. The Spider Queen Lolth is a demon that became a god, and her infinite realm is the nexus of some of the most nefarious plots in the Abyss. Lolth seeks to expand her realm by drawing worlds of the Prime Material into her cosmic Demonweb, gaining additional power with each conquest. The Demon Queen of Spiders coverts the status of the most powerful gods and seeks to achieve their station through treachery, deceit and murder.

The Demonweb takes the form of an immense network of overlapping 20—feet wide floors of polished stone, each about three inches thick. Examination of the pathways reveals a subtle movement in the apparently natural patterns upon the stone, which constantly shift to form the twisted bodies and faces of condemned souls. Curved walls of stick webbing surround the pathways, creating tube—like corridors. The webbing is only slightly adhesive — enough to feel strange but not enough to hinder movement. Climbing the web passage requires a DC 10 Climb check. The webbing is immune to fire, cold, and electricity; has hardness 10 and 20 hit points per 5—foot section.

A billowing infinity of putrid gray clouds suffuses the layer beyond the web tunnels. PCs that venture into the cloud must succeed on a DC 22 Fortitude save to resist being drawn forever into the chaos of the Abyss. Far beneath Lolth's web lie the dreaded Demonweb Pits.

Here and there solid metal doors lead off from a pathway, apparently into the fog. These portals in fact lead to a variety of demiplanes and Material Plane worlds that figure into Lolth's political and military schemes. Many of these worlds have been utterly defeated by Lolth's minions and swarm with dark elves, demons and other servants of the Queen of the Demonwebpits.

In the Demonweb, evil or chaotic spells functions as if cast by a caster of twice the normal level. *Web* spells spread out to fill twice the area they normally would. The save DC of the *poison* spell increases by 3. *Spider climb*

lasts twice as long, as does any spell that summons any kind of vermin. Evil creatures heal naturally at twice the normal rate.

Within the Demonweb, teleportation is utterly impossible, blocked by Lolth's divine will. Certain of her most favored agents retain specially cursed geometric sculptures that allow instant travel to and from specific locations in the Demonweb. Common keys, in order of rarity and value include iron pyramids, silver spheres, eight—pointed bronze stars and pale blue crystal cubes.

Adventurers in the Demonweb must avoid the drow patrols that sweep the passageways as well as the demons and arachnid horrors that do Lolth's bidding. The numerous metal doors leading to other worlds bear no markings whatsoever, and trial and error remains the best means of exploration without native cooperation. In extreme rare cases, a persuasive PC might convince one of Lolth's servants to betray another, but none will ever betray the will of their beloved demon queen.

DENIZENS

Most permanent residents of the Demonweb are drow worshippers of Lolth, powerful and arrogant clerics who live to fulfill the dark whims of their goddess. These agents defend the layer from intruders and act as facilitators of Lolth's ambitions upon the worlds linked to her web. The Spider Queen's inner circle of advisors and agents commands respect in diverse Material Plane locales and each member considers itself a major player in the politics of the Outer Planes.

Lolth favor personal breeds of demons such as the Yochlol to the general kinds found on other layers, and these "handmaiden" of her divine will outrank even more powerful demons like balors and nalfashnee bound to the Spider Queen, much to their chagrin.

APPENDIX 3: RULES ITEMS

FEATS

Augment Healing*

Prerequisite: Heal 4 ranks

Benefit: Add +2 points per spell level to the amount of damage healed by any Conjunction [Healing] spell that you cast.

For example, a 1st-level cleric with this feat casting *cure light wounds* would restore 1d8+3 hp. An 8th-level cleric with the Healing domain and this feat casting *cure moderate wounds* would restore 2d8+13 hp (9 for his caster level including the +1 caster level bonus for the Healing domain, +4 for the feat). A 13th-level druid casting *heal* would restore 144 hp (130 for her caster level + 14 for the feat, since *heal* is a 7th-level druid spell).

Source: *Complete Divine*, p.79

Domain Spontaneity [Divine]

You are so familiar with one of your domains that you can convert other prepared spells into spells from that domain.

Prerequisite: Ability to turn or rebuke undead.

Benefit: Each time you take this feat, choose a domain that you have access to. You may now convert prepared divine spells into any spell from that domain. You expend a spell of equal or higher level, as well as expending one of your daily turn undead attempts. This works just as good clerics spontaneously cast prepared spells as *cure* spells.

Special: You can take this feat multiple times. Each time you take the feat, it applies to a new domain.

Source: *Complete Divine*, p.80

Enervate Spell [Metamagic]

Your spells channel negative energy to deal extra damage to living creatures, but are less effective against unliving opponents.

Prerequisites: Nongood alignment must not have the ability to turn undead.

Benefit: Your spells are infused with negative energy. An enervated spell deals an extra 50% damage to living creatures, but deals 50% less damage to constructs, undead, and objects. An enervated spell uses up a spell slot two levels higher than the spell's actual level.

Special: A PC who has the ability to channel positive energy to turn undead cannot select this feat.

Source: *Libris Mortis*, p.26

Improved Toughness

You are significantly tougher than normal

Prerequisite: Base Fortitude Save Bonus +2

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a Hit Die (such as by gaining a level), you gain 1 additional hit point. If you lose a Hit Die (such as by losing a level), you lose 1 hit point permanently.

Source: *Libris Mortis*, p.27

Sudden Silent

Once per day you can cast a spell silently without preparation

Benefits: Once per day you can apply the Silent Spell feat to any spell you can cast without increasing the level of the spell or specially preparing it ahead of time. You can still use the Silent Spell normally if you have it.

Source: *Miniatures Handbook*, p.28

Powerful Charge

You can charge with extra force.

Prerequisites: Medium or larger, base attack bonus +1.

Benefits: When you charge, if your melee attack hits, it deals an extra 1d8 points of damage (if you're medium). For Larger creatures, the extra damage is 2d6; for Huge, 3d6; for Gargantuan, 4d6; and for Colossal, 6d6.

This feat works only when you make a charge. It does not work when you're mounted. If you have the ability to make multiple attacks on a charge, you may only apply this extra damage to only one of those attacks in a round.

Special: A fighter may select Powerful Charge as one of his fighter bonus feats.

Source: *Miniatures Handbook*, p.27

SPELLS

WITHER (Sandstorm)

Necromancy

Level: Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft.+ 10 ft./level)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

This spell drains moisture from the body of a living creature. The target takes 1d6 points of desiccation damage per caster level (maximum 10d6) and is dehydrated (see page 15). A creature that makes a successful Fortitude save takes half damage and is not dehydrated. A plant or elemental of the water subtype

instead takes 1dB points of desiccation damage per caster level (maximum 15dB).

Material Component: A pinch of powdered bone.

Source: *Sandstorm*, p.128

CREATURES – TEMPLATES

Lolth—Touched Creature

Lolth-touched” is an acquired template that can be added to any non-good, non-lawful, corporeal living creature referred to hereafter as the base creature).

Challenge Rating: Same as the base creature +1.

Alignment: The creature’s alignment changes to chaotic evil.

Abilities: Increase from the base creature as follows: Str +6, Con +6.

Skills: A Lolth—touched creature gains a +4 racial bonus on Hide and Move Silently checks.

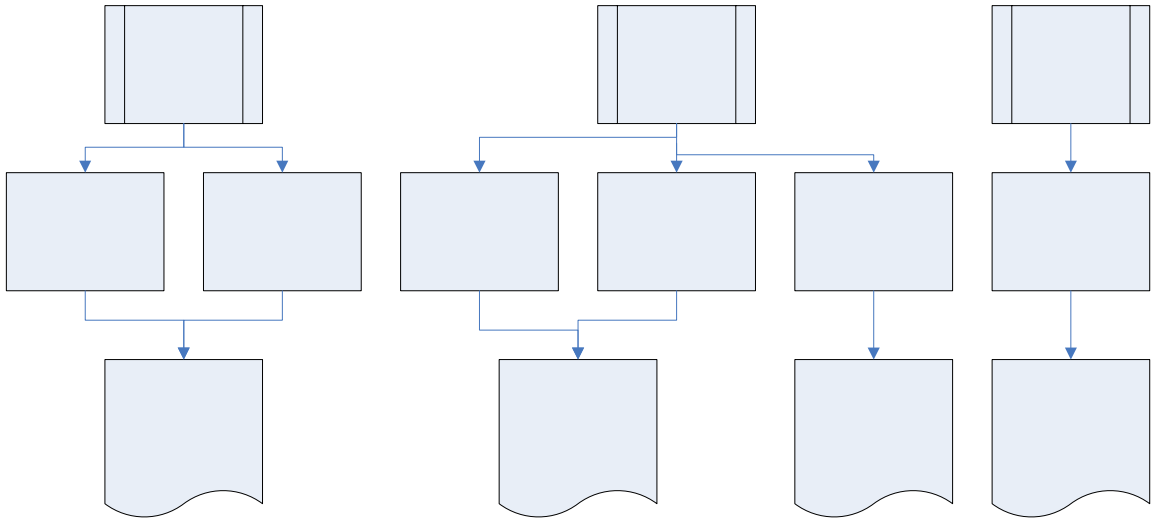
Special Qualities: A Lolth—touched creature has all the special qualities of the base creature, plus the following special quality.

Fearless (Ex): Lolth—touched creatures have immunity to all fear effects.

Level Adjustment: Same as the base creature +1

Source: *Monster Manual IV*, pp.93-94

APPENDIX FOUR: PATHS OF CHOICE

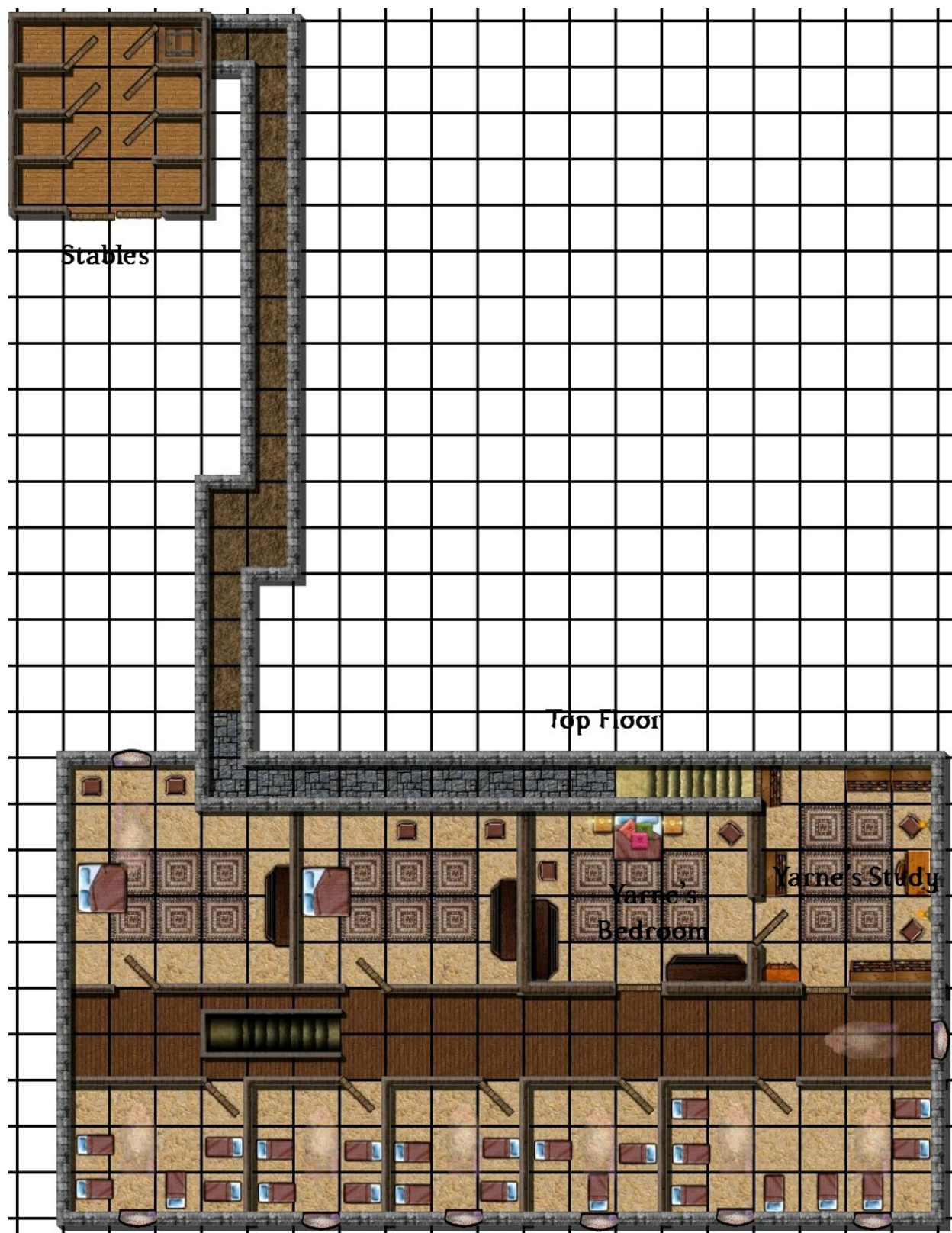


**Path A:
Bringing the
Package out
of the County**

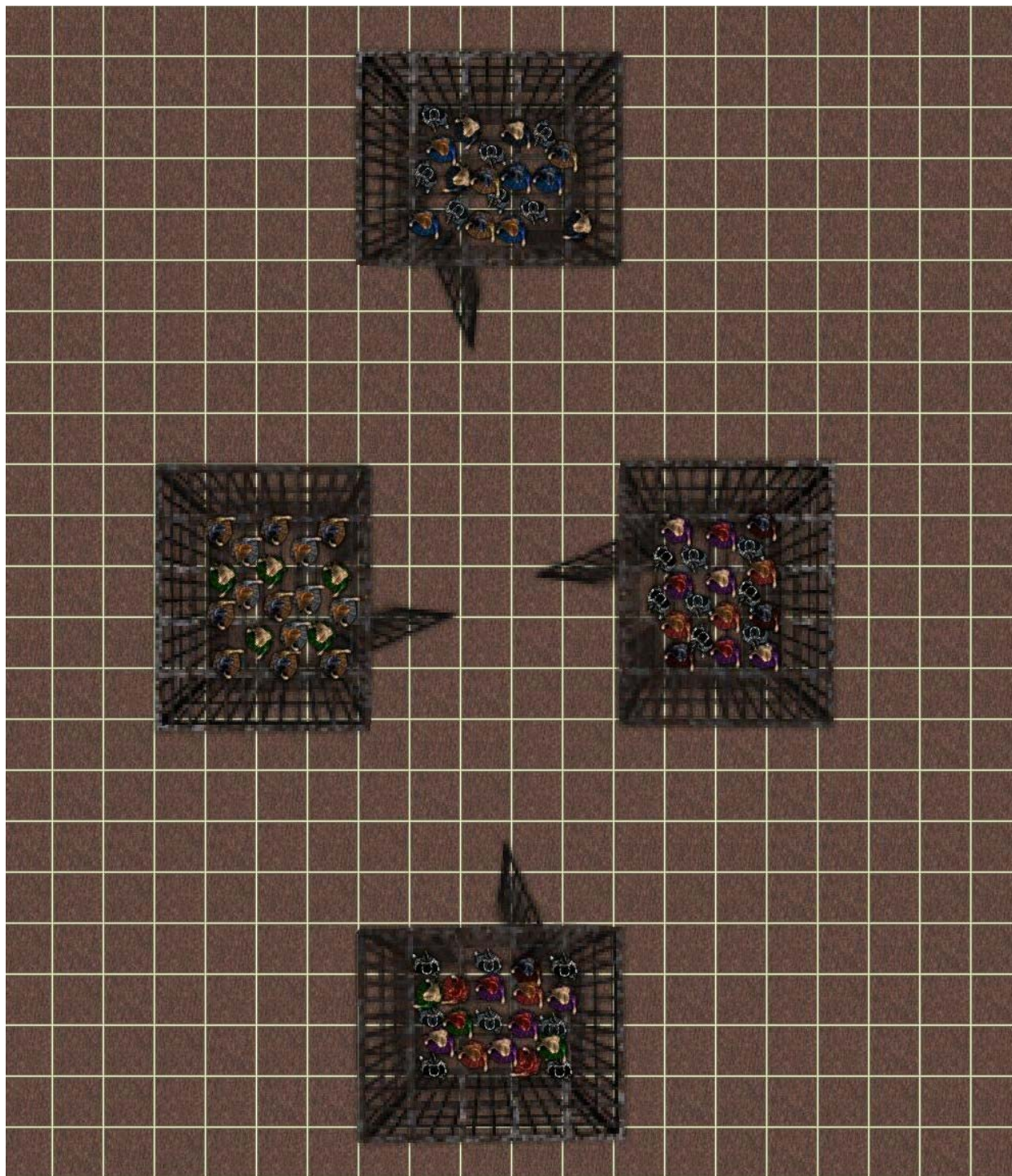
**Rogue's Guild
Members**

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APPENDIX SIX: SHADOWWICK



APPENDIX SEVEN: LOLTH'S PRISON



PLAYER HANDOUT 1: AN OFFER FROM THE VIPERS

You feel a slight tug on your pocket and an added weight to it. If you reach into your pocket, you will find a note and a bag of gold.

The note reads:

It really is too cold for this; however, we figured you could use some coin. We have a package we need to move out of the County and you seem like just the type to carry it for us.

If you are interested, meet me at the town stables.



(This note is signed with the insignia of the Viper's Rogue's Guild based out of Brotton.)

Once you arrive, you are met by a non-descript man.

"I'm glad to see you are the type of person that I thought you were. I have a proposal for you and an offer of good payment if you accept."

The man leans back against an unoccupied stall and looks furtively around before continuing. "I am certain; however, that you would like to know the details before you agree."

"You see, I have a package that needs to be escorted to the border just past the Fennelmore swamp. This is a sensitive transaction and before I go on, I need to know if you are willing to be the escort."

PLAYER HANDOUT 2: CONTACTED BY THE UNDERLEY NETWORK

As you enter town, you catch sight of a non-descript man standing across the square. It is not the looks of the man that drew your attention; however, but the signals he is making with his hands and body language.

You recognize these signals as those of the Underley Network and he is asking you to step around the building for a few moments.

You meet your mysterious contact behind the Stinging Nettle. As you round the corner and step into even deeper darkness, you hear a soft voice say, "Greetings, I am so glad that you have chosen to answer the call of your County in this situation."

As you look closer, you see a small human male dressed in black and wearing the coat of arms of the Underley House emblazoned on the breast of his jacket.

"I apologize for this manner of meeting, but there are eyes and ears everywhere; we do not want them to become aware of what is happening. The Underley Network and Lord Underley himself require your assistance in catching a state criminal before he manages to escape from the County."

PLAYER HANDOUT 3: ORDERS

A woman dressed as a Knight of the Swan spots you as you enter town, and walks directly toward you.

Saluting you, she then addresses you "Greetings, I am here at the behest of Sir Karl Whittenbock. He has a mission for you."

That said, the page hands a sealed package to you and walks away... The note reads:

The Knights of the Swan have received word that an enemy of the County is being smuggled out towards the south.

We require your assistance in discovering where this person is going and who this person is. Come immediately to the home of Sir Hewlin Torquann in Hardwyn for further instructions.

Sir Karl Whittenbock,
Knight Paragon

You arrive, as expected, at Sir Hewlin's manor house and are shown to a sparsely furnished room with a large desk sitting in the midst of it. Seated behind the desk is a young man with sandy hair and dressed in the livery of the Knights of the Swan.

Rising as you enter, he greets you all with a wide smile. "Thank you for being so prompt. I will not waste your time, so let me get right to the heart of the matter. Some time ago it was discovered that an agent working against the crown was preparing to move from the County. We want him caught at all costs and brought to justice. Sir Whittenbock has called upon you to complete this mission for us." His demeanor grows serious, "I must stress that this is of the utmost importance."

PLAYER HANDOUT 4: A SUSPICIOUS NOTE

The note found in the desk in Lady Yarne's bedroom is written in Undercommon (DC 20 Decipher Script).

Transport will be ready at the assigned time and will meet you at Shadowwick at the full moon.

PLAYER HANDOUT 5: THE DEMONWEB

FROM THE FIENDISH CODEX I HORDES OF THE ABYSS:

Layer Number: 66

Ruler: Lolth

Traits: No gravity (outside Lolth's web), infinite
Some Abyssal layers are the realms of demon lord, and others are the realms of the gods. The Spider Queen Lolth is a demon that became a god, and her infinite realm is the nexus of some of the most nefarious plots in the Abyss. Lolth seeks to expand her realm by drawing worlds of the Prime Material into her cosmic Demonweb, gaining additional power with each conquest. The Demon Queen of Spiders coverts the status of the most powerful gods and seeks to achieve their station through treachery, deceit and murder.

The Demonweb takes the form of an immense network of overlapping 20-foot wide floors of polished stone, each about three inches thick. Examination of the pathways reveals a subtle movement in the apparently natural patterns upon the stone, which constantly shift to form the twisted bodies and faces of condemned souls. Curved walls of stick webbing surround the pathways, creating tube-like corridors. The webbing is only slightly adhesive – enough to feel strange but not enough to hinder movement. A billowing infinity of putrid gray clouds suffuses the layer beyond the web tunnels. PCs that venture into the cloud must may be drawn forever into the chaos of the Abyss. Far beneath Lolth's web lie the dreaded Demonweb Pits.

Here and there solid metal doors lead off from a pathway, apparently into the fog. These portals in fact lead to a variety of demi-planes and Material Plane worlds that figure into Lolth's political and military schemes. Many of these worlds have been utterly defeated by Lolth's minions and swarm with dark elves, demons and other servants of the Queen of the Demonweb pits.

Within the Demonweb, teleportation is utterly impossible, blocked by Lolth's divine will. Certain of her most favored agents retain specially cursed geometric sculptures that allow instant travel to and from specific locations in the Demonweb. Common keys, in order of rarity and value include iron pyramids, silver spheres, eight-pointed bronze stars and pale blue crystal cubes.

Adventurers in the Demonweb must avoid the drow patrols that sweep the passageways as well as the demons and arachnid horrors that do Lolth's bidding. The numerous metal doors leading to other worlds bear no markings whatsoever, and trial and error remains the best means of

exploration without native cooperation. In extreme rare cases, a persuasive PC might convince one of Lolth's servants to betray another, but none will ever betray the will of their beloved demon queen.

DENIZENS

Most permanent residents of the Demonweb are drow worshippers of Lolth, powerful and arrogant clerics who live to fulfill the dark whims of their goddess. These agents defend the layer from intruders and act as facilitators of Lolth's ambitions upon the worlds linked to her web. The Spider Queen's inner circle of advisors and agents commands respect in diverse Material Plane locales and each member considers itself a major player in the politics of the Outer Planes.

Lolth favor personal breeds of demons such as the yochlol to the general kinds found on other layers, and these "handmaiden" of her divine will outrank even more powerful demons like balors and nalfashnee bound to the Spider Queen, much to their chagrin.