

CORS7-02



Rise of the Spider Queen

A One–Round Dungeons & Dragons® Living Greyhawk™ Core Special Adventure

Version 1

by Colleen Simpson

Circle Reviewer: Creighton Broadhurst

Playtesters: Derek Christensen, Wes Nicholson, Bruce Paris, Andrew Alexandrou, Sue Allen, Dean Bailey, York Cooke, Robin Farnsworth, Chris Hirst, Greg Jones, Ashley Leget, Amy Nicholson, Jennie Nicholson, Phillip Nicholson, Sulenna Nicholson, Daniel Oddo, Antigone Paris, Luke Parry, Dean Reilly, Brendan Robertson, Jireh Scheurwater, Joseph Schibberas, Sean Wellsmore

Sterich is once more in need of heroes to stand between it and the rising tide of darkness. Humanoid and giant raids boiling out of the Crystalmist Mountains are again increasing in frequency and boldness. Rumors swirling thickly through Istivin's shadowed streets speak of the malevolent Spider Queen and her resurgent interest in the sunlit lands of the Flanaess. A one-round core special adventure set in the March of Sterich and the Crystalmist Mountains for characters level 1-11 (APLs 2-8).

Resources for this adventure [and the authors of those works] include *Expedition to the Demonweb Pits* [Wolfgang Baur and Gwendolyn F.M. Kestrel], *Dracoomicon* [Andy Collins, Skip Williams, James Wyatt], *Dragon Magic* [Owen K.C. Stephens and Rodney Thompson], *Drow of the Underdark* [Ari Martnell, Anthony Pryor, Robert J. Schwalb, Greg A. Vaughan], *Dungeonscape* [Jason Bulmahn and Rich Burlew], *Frostburn* [Wolfgang Baur, James Jacobs, George Strayton], *Monster Manual IV* [Gwendolyn F.M. Kestrel, Jennifer Clarke Wilkes, Matthew Sernett, Eric Cagle, Andrew Finch, Christopher Lindsay, Kolja Raven Liquette, Chris Sims, Owen K.C. Stephens, Travis Stout, JD Wiker, and Skip Williams], *Races of the Dragon* [Gwendolyn F.M. Kestrel, Jennifer Clarke Wilkes, Kolja Raven Liquette].

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit www.wizards.com/d20

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, Living Greyhawk, D&D Rewards, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc, in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2005 Wizards of the Coast, Inc.
Visit the LIVING GREYHAWK website at www.rpga.com.

RPGA® SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA event 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 session Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the session DM. You must be at least a HERALD-LEVEL GM to run this adventure. 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 two (2) points.

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

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

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 calculate the Average Party Level (APL), follow the process below:

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. 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. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in 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.

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.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing this adventure in 2008, check the current version of the

LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round core special adventure set in the March of the Sterich and the Crystallmist Mountains. All characters pay 2 Time Units.

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 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 avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in Survival and succeeds on a DC 20 Survival check, he heals temporary ability damage as if he had 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). PCs may Take 10 on this roll.

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

PREPARATION FOR PLAY

Some of the monsters, spells, and so on, in this adventure have been the subject of errata or official FAQ. Some of these changes have been incorporated into the encounter's official stat blocks. Other clarifications are listed here.

DMs should be aware that the results of applicable Knowledge checks for various encounters can be found in Appendix 3: Learning More.

NEW RULE ITEMS

Core adventures often utilize new rules items –including new classes, prestige classes, races, feats, spells, and equipment (including magic items) – that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. This adventure includes all the information required to run these characters. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

ENCOUNTER FORMAT

This adventure utilizes a new encounter format. Each combat encounter fits onto a single or double page. (The maps are included in the DM's Maps Appendix.) Use this information in conjunction with the stat blocks presented in the *Monster Manual* or Appendix 1 to run the

adventure.

DM Map 1 provides an overview of the dungeon.

PREVIOUS CORE ADVENTURES

Events and AR items from several previous adventures can affect play in the COR57-02 *Rise of the Spider Queen*. Before play begins check to see if any of the players have played any of the following adventures:

- **Gloom and Disunion Cycle:** PCs that have completed COR2-04 *Birthday Bash* and/or COR2-05 *Beneath the Vale*, already know that the drow scheme in Sterich.
- **COR53-01 *Assault on the Vault*:** PCs that helped foil House Noqar's kidnap attempt of Lady Tismina, Lord Stophase, and General Krill have already fought the drow (and have traveled to the Vault of the Drow).
- **ADP6-03 *Red Hand of Doom*:** PCs that are helping to defeat the Red Hand's invasion of Sterich may have AR items that impact on their reputation and ability to acquire items in Sterich.

THE DROW

Unsurprisingly, the drow feature heavily in this adventure. Thus, the DM should review the drow, and their abilities (MM 103), before play begins. In particular, the DM should be completely familiar with the drows' spell-like abilities – *dancing lights*, *darkness*, and *faerie fire* – as well as their light blindness vulnerability.

Drow Poison: Additionally, many drow in this adventure make use of drow sleep poison. An opponent hit by a drow's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours.

ADVENTURE BACKGROUND

A plot unfolding in the layers of the Abyss has set things moving in the surface worlds of the Prime Material plane. Spurred on by a rumor that Lolth is intending to strengthen her grip on, and return to, the surface lands the drow are beginning to stir.

The rumors of Lolth's imminent arrival on Oerth have hurled many of her loyal followers into an orgy of violence as they prepare for their mistress's attack. Raids on the surface have increased as Lolth's priesthood demand more sacrifices to hasten their mistress's arrival (and to prove their devotion). The rumors have also spurred the matron of Erel-hei Cinlu's other noble houses to action. Again, they vie with one another to prove the most loyal and most deserving of Lolth's favor.

Inevitably, many of the surface raids have fallen on the Kingdom of Sterich. As instigators of Lolth's last defeat, her followers hold a particular hatred for that surface realm.

As the adventure begins, raids have been escalating in the last two months. Many people in the western

provinces have been killed and still more have been carried away. Nobles and interested parties have noticed that elves and half-elves have been singled out above all targets.

With the increasing frequency, and the focus of these raids, many in Istivin believe that the drow have once again turned their hate-filled eyes towards Sterich.

Their studies and divinations regarding the situation have led them to believe that the drow have reclaimed the strongholds once used by frost and fire giants on raids against Sterich years ago... and they are right.

Two great houses Tormtor and Godeep, have come to the surface in Sterich, and taken the ruined strongholds. While each is aware that the other has some plot cooking, each is devoted to ensuring the success of their own plans for achieving Lolth's aims. While each would love to see the other displease Lolth through failure, they are both, for the moment, willing to let each other be, rather than be caught interfering with what might be seen as the divine will of the Spider Queen.

The House of Tormtor, under the command of Imrae Abaeir, a cleric of Lolth, has taken over the ruins of the Fire Giant's Stronghold. Their aim is to establish a strong point from which they can launch an invasion in the name of Lolth, and to this end, they have been gathering information, and as many prisoners as they can.

In a similar fashion, the weaker House of Godeep, under the command of Matron Shalith Kalrimi has on the advice of Vlon Jaelkal, a skilled sorcerer of the house, taken over the ruins once claimed by the frost giant jarl, Gungir. While Shalith is devoted to seeing Lolth's plans for conquering the surface world brought to fruition, Vlon Jaelkal's motives are not so pure.

Vlon has discovered that his powers spring from a white dragon ancestor. He has spent most of his free hours trying to discover who his ancestor was so that he might learn more from him. To date, his research has led him to not only discover and recover a clutch of white dragon eggs for his house's use, but to believe that his ancestor might, at one time, have served the Frost Giant King that was defeated before Gungir took control. It also led him to the discovery of Xarsentriskix, an ancient white dragon that holds claim to a set of tunnels that would give the drow easy access to the snow elf homelands in the Crystalmist Mountains. With the news of Lolth's intention to widen her claim to the surface lands, Vlon Jaelkal set about convincing Shalith that the frost giant's stronghold would be an ideal place from which to plan their attacks. While this is true, Vlon's true goal was to try to discover more clues leading to his sire or dam's whereabouts.

Shalith, while wary of Vlon Jaelkal and his well-known fascination for discovering his ancestor, has agreed to the plan. The stronghold is well away from populated areas, and linked to the UnderOerth by a chamber leading into a House Godeep fortress. Rather than kill Xarsentriskix, Shalith has decided to try to create an alliance with the creature but has found this to be both an expensive and challenging undertaking since, in addition to a hefty levy of treasure, Xarsentriskix also

desires revenge.

Approximately 250 years ago, an elven warrior hunted and killed her mate before destroying the largest clutch of eggs she had ever laid. She wants that warrior found – and his line extinguished, just as the line she might have built with her mate was extinguished. If the drow bring her the warrior and his mate, and promise to assist her in destroying the warrior's line, she will provide them a guarded entrance to the surface world through her lair, and assist them in destroying as many elves as possible, and sharing some of the knowledge she knows with Vlon Jaelkal.

To this end, Shalith and Vlon spent months researching the name of the elf that killed the dragon's mate. Thus far, extensive divination and library searches have revealed only the clan's name. The warrior, injured in his escape from Xarsentriskix, appears to have vanished. Those bearing his name have not been so lucky. Over the past few weeks, Shalith and Vlon have focused on kidnapping elves, both to confirm their researches, and to try to find the name and location of the warrior. After the first week, they narrowed their kidnap attempts down to elves bearing the name of a single clan, Nakiir.

After thorough questioning, the drow either sacrifice the elves to Lolth (if they are worthy), sell them as slaves, or imprison those bearing the name of Nakiir to further sweeten their deal with the dragon.

The increase in kidnappings and the trend of their kidnappings has been noted by the snow elves of the Crystalmists as well as other elven clans and, over time, the location of the drow strongholds have been discovered.

ADVENTURE SUMMARY

Introduction: PCs arrive in Istivin, where they can choose to respond to a call help from that city's nobles or journey into the Crystalmists seeking adventure.

Encounter 1: PCs are a half day from the ruins of the frost giants' stronghold and must gain entrance to the areas in which the drow have made their base. They encounter a lone snow elf of the Nakiir clan who is being pursued by a drow ranger, known as Vathres the Hunter. The elf has been doused in a foul-smelling potion made from bat droppings.

Encounter 2: PCs that rescue the snow elf, learn his name is Amaskiir Nakiir and that he has a sister who is also a prisoner of the drow and who is facing death in one of their ceremonies. He begs them to rescue her, but cannot bring himself to return to the drow stronghold. He will wait for them at their campsite and is willing to guard Vathres, if they have taken the drow prisoner. He gives directions to an alternative entrance into the drow stronghold and warns against approaching the main gate.

Encounters 3-5: The PCs have a choice of two paths. They may decide, in spite Amaskiir's advice, to gain entry through the front gate of the stronghold. If they do this, the adventure is over for them. If they decide to follow Amaskiir's advice, and gain entry via his escape tunnel,

run Encounter 4.

Encounter 3A: The PCs have discovered the empty owlbear enclosure.

Encounter 3B: With Amaskiir's escape, the drow are now aware of this tunnel, but, with Vathres in pursuit of Amaskiir, they think it poses little threat and have posted no drow to guard it. PCs can continue to Encounter 4B.

Encounter 4: After traversing Amaskiir's escape route, the PCs arrive at the large cavern known as the Junction where the tunnel meets the route from the guardroom to the surface. If they search along the wall opposite this area, they may find a secret door to Encounter 15. Otherwise, they are free to follow the tunnel in whichever direction they wish.

Encounters 5-7: The drow keep their prisoners, here. PCs are able to rescue some prisoners and find a little information in this area.

Encounter 5: PCs encounter the guard room and office. There is only one entrance leading into it from the tunnel to the surface and they need to be clever in order to gain the upper hand against the drow guards in this area.

Encounter 6: The PCs are able to search this area and discover a number of prisoners. In spite of the PCs' hopes, they discover that 'the snow elf girl' was taken from the prison ward that morning. They have to go further into the complex to find her.

Encounter 7: This room offers PCs the choice of going west into Encounter 8: or to Encounter area 3A.

Encounter 8: This large, empty room, festooned with spider webs is obviously the drow chapel. It is currently empty as all the soldiers are out raiding, or on guard, and the priestess and her companion are in Area 9. It is possible that the priestess will see the PCs moving around in the chapel and initiate an attack from the interrogation room.

Encounter 9: The drow priestess, Shalith, is preparing for Kaliir's attendance at the ceremony to be held that evening. Her bodyguard and paramour, Captain Myraun, accompanies her.

Encounter 10: This is a connecting passage, leading to sorcerer Vlon Jaelkal's living area.

Encounters 11-16: This small set of rooms belong to Vlon Jaelkal. He uses them for the continuation of his research into all things draconic. He hopes that his researches will lead to something that will later help the drow control Xarsentriskix. Vlon has made good use of the space, using it as a place for the young white dragon, Ixcrimvorisk's lair and guard post, and the adjacent rooms as a small library, and map quarters, while he has taken another room as his personal quarters.

Encounter 6: White Dragon Madness In this encounter the PCs are challenged by Ixcrimvorisk and must either give the correct password, or defeat her to gain entry to Vlon's quarters.

Encounter 7: This is where Vlon has developed a connection between the Elemental Plane of Air in order to cool Ixcrimvorisk's rooms. Here the PCs may defeat

the ice mephits that have taken up residence, or come to an agreement with the creatures.

Encounter 8: A number of carrion crawlers guard this area, which must be defeated before the PCs can discover clues to the drows' purpose.

Encounter 9: Vlon is here, if he hasn't already been drawn to a battle with Ixcrimvorisk. He attempts to escape the PCs if caught by surprise, unleashing the library's defenses, if they have not already been encountered and defeated.

Encounter 10: In this area, PCs encounter a trap guarding Vlon's deepest and deadliest secret – that he is a worshipper of Tiamat.

Encounter 11: This is the lair of Ixcrimvorisk's spawn of Tiamat partner, Vaxdrisskh. If Vax has joined in the combat in Encounter 6 this room is unguarded.

Encounter 17: This room is currently unoccupied, but PCs can find records of drow movements in the area, as well as a map recording ideas for overland movement taking a force to the snow elfen city in the Crystallists.

Encounter 18: PCs find nothing in this room, beyond the usual furniture.

Encounter 19: While the quarters of a drow priestess, they are still spartan since this is still a forward base, and not an established stronghold. The majority of Shalith's 'treasures' are still secured elsewhere. PCs find references to Lolth's desire on a general move to take over the surface lands, but nothing more. There are also references to a large group of drow returning sometime within the next two days, and for more drow arriving from below at the same time.

Encounter 20: PCs discover that this area is set up for a much larger force than they have so far encountered.

Conclusion: PCs have returned to Istivin, and are rewarded for their level of success (or they're spending a bit of unplanned time with the drow).

INTRODUCTION

You have been staying in the city of Istivin for a few days, and have met a number of adventurers similar to yourself.

Give PCs time to introduce each other, and then continue:

It is evening, and for want of seating elsewhere, you find yourselves at the same dinner table, when a well-dressed messenger approaches you: "I've a request from the Marchioness of Sterich, for you, my lords (and ladies). If you'd meet with her to discuss business, she'd be grateful." The page does not answer your questions on how grateful, but offers to take you to meet with his mistress immediately.

Give PCs time to accept/refuse this offer.

WE REFUSE

If they refuse, the adventure is over for them unless they

decide to investigate the mountains on their own. In this case they are traveling through the Crystalmists when they 'meet' Amaskiir (in which case, go to Encounter 1).

WE ACCEPT

If they accept, read, or paraphrase, the following:

The journey through Istivin's streets takes you to the wealthier part of town. It is indeed the Marchioness of Sterich who wishes to meet with you, and the business must be urgent indeed for her face to bear such a grim cast. Very, very urgent, for she wastes no time in letting you know what it is she needs. "The drow are on the move," she begins, "and we'd like you to see what they're doing and why. We believe that they've taken over the old frost giants' stronghold. For what purpose I do not know, but we are worried and are sending as many willing adventurers as we can find with missions that would help us discover more. Would you go into the mountains, to the old frost giant stronghold, and see if you can determine what the drow encamped there are up to?"

If the PCs agree, continue with the following:

You will need to infiltrate the stronghold and bring out hard evidence of any plans they might be making. We think their presence at the stronghold is relatively new, so you have a chance of getting in and out unnoticed. At least, we'd like you to try," she pauses. "Normally I'd not be so abrupt, but time is short and our resources are limited. Would you help us in this?"

Payment: She is willing to offer the PCs 150 gp each (no matter what APL), and does not budge from this amount. She also reminds the PCs that the drow themselves will likely have many valuables that the PCs can keep.

Why use inexperienced adventurers like us? We need the services of all who are willing to help. We fear that just one group could fall to foul play, or even miss something vital to revealing what the drow are planning.

How do you know there are drow in the frost giant fortress? Reports from travelers, villagers, and hunters in the area indicate a drow presence, and this is the most likely place for them to have taken up residence. If there aren't drow there, we'd like you to confirm this.

Are there supplies that can be spared to help us in our mission? At APLs2-4, the Marchioness can spare one vial of anti-toxin for each PC. Otherwise, she expects adventurers to be able to take care of their other supplies.

In the event of PC refusal: See Refusal, above.

When the PCs accept her mission, read the following:

At your agreement, the Marchioness of Sterich almost smiles. "You have our gratitude," she says. "I can arrange teleportation to a small town in the

foothills. From there it should be only a few days walk. You can see why we're concerned about drow being so close to our people. Would you be willing to leave tomorrow morning? I can give you further directions, and a map of the area to ensure you find the stronghold. To travel from here by mundane means could lose us whatever lead time we have left. Remember, we'll need any hard copy of plans you can find - prisoners would help too: both drow that you capture, and anyone captured by the drow. One we can interrogate, the other might have overheard something more useful than they know - and no one should be left in drow hands... Well, I will let you make your preparations. I'll see you here tomorrow at dawn." Finding yourselves dismissed, you set out into the city.

Allow PCs to buy what goods they need - availability is normal for goods in Istivin. Once they are ready to set out, go to Encounter 1.

👑**Istivin** (Large City): Conventional; AL LN; 25,000 gp limit (reduced due to recent events); Assets: 15,125,000 gp; Population 12,100; Mixed (humans 79%, mountain dwarf 8%, halfling 6%, gnome 3%, elf 2%, half-elf 1%, half-orc 1%).

Authority figures: Resbin Dren Emondav, Marchioness of Sterich (LN female human sorcerer 13); Querchard, Marquis of Sterich (missing, presumed dead); Frush O'Suggill, Captain-General of the Watch (LG male human fighter 16); Karri Velthundle, Marshall of Sterich Cavalry (LG female elf fighter 8/wizard 7); Griffage Terpin, General Commander of the Army of the March (LN male human ranger 13); Verbane, Chief Wizard of the March (CN male human wizard 15).

Important Characters: Kireth Trantle, high priest of Pelor (LG male human cleric 12); Prefect Randos, high priest of Zilchus (LN male human cleric 8); Sarai Miskmatar, priestess of Mayaheine (LG female half-elf cleric 6/ranger 5); Algorhas the Seer, preeminent sage (N male human expert 18); Pelmon Drudd, merchant-lord (NE male human rogue 6/aristocrat 3/expert 3); Santis, First Matron of Ulaa (LG female human cleric 9).

1: SOMETHING STINKY THIS WAY COMES

PCs approach the ruins of the frost giants' stronghold and must gain entrance to the areas in which the drow have made their base. They encounter a lone snow elf of the Nakiir clan who, after having been drenched in bile droppings, is being pursued by a drow hunter.

Suggested Minitaures: 1 elf stalker (*Underdark*), 1 drow arcane guard (*Underdark*), 1 spider of Lolth (*Underdark*).

Following the directions given you by the Marchioness, you soon reach the Crystalmist

Mountains and navigate your way to the valley where the frost giants' fortress once stood. It's been a long journey, and the day is growing old. Soon you will have to find a place to camp for the night, and, with drow in the area, you know you'll need to select your camp site carefully. You'd guess the drow fortress to be a half-day's journey yet, and you're all in need of rest after a hard day's climb.

If any PC succeeds on a DC 15 Survival check they find a sheltered campsite. If they succeed, read the following:

After a bit of searching, you are able to find a sheltered clearing. The large boulders scattered among the trees help provide shelter from prying eyes, and the cold wind that makes its way up the valley. The surrounding undergrowth is also dense enough, to obscure the light from your camp.

If PCs fail the Survival check, or decide not to set up camp here, read the following.

What does it take, you wonder, to find somewhere with a decent bit of shelter? Nowhere seems suitable and finally you have to settle for a semi-sheltered space among the trees. The cold wind seems to blow right through you, and any fire you light is going to shine like a beacon for anyone nearby to see.

Go to the Amaskiir section.

AMASKIIR

Once PCs have set up camp, have them choose their watches (if they are keeping them), and specify what they are doing. Once they have settled down to sleep, have the person on first watch make a Spot check. If they succeed on a DC 12 Spot check (DC 5 if they failed their Survival check), read the following:

At the edge of your vision, you see a vaguely humanoid shape tearing through the trees. Whoever it is, is making no attempt at stealth, but appears to be in full flight from something behind it.

If they fail the Spot check, but succeed on a DC 12 (or DC 5 if they failed their original Survival check) Listen check, read the following:

You hear something, or someone, crashing through the undergrowth along the path. You hear the sound of ragged, almost panicked, breathing and what might be a sob of terror. It sounds like whoever or whatever it is, is heading straight for your camp.

If the guards fail both checks, read the following, when Amaskiir Nakiir crashes into their campsite:

An elf, wild-eyed with fear, crashes from the path into your campsite. He shows no sign of stopping as

he continues his stumbling run towards the other side of the clearing and the trail beyond. A thick, sticky substance coats his hair, shoulders, and upper back and a sickening stench seems to cling to him.

Amaskiir is covered in bile droppings (see Appendix 2); have the PCs each make a DC 13 Fortitude save. If they fail, they are sickened by the smell for one round.

Roll initiative and give the PCs time to react. If they are sleeping, it only takes a DC 10 Listen check for Amaskiir to wake them as he passes.

The PCs have a number of options: they could try to talk with him; they could attack or attempt to subdue him; or they could let him keep running. Note that Amaskiir has no equipment save the rags he stands up in; he escaped with nothing.

Go to the most relevant section below.

PCS COMMUNICATE WITH AMASKIIR

If communicated with in any language but Drow, Amaskiir stops (even if the PCs have drawn weapons). Read the following:

At the sound of your voice, the elf stops and eyes you warily. You notice that, in spite of this, his glance flickers back towards the trail from which he came, and that he has begun edging cautiously so that he is as far from the trail entrance as possible. "Protect me," he gasps. "I will explain all, then." His eyes widen as he stares beyond you and his next plea is a hoarse whisper: "Protect me."

Vathres arrives two rounds after Amaskiir and attacks if the snow elf is still in the clearing. If Amaskiir has traveled beyond the clearing, Vathres is torn between his duty to recapture the elf, and his duty to 'round up and detain' any who come close to the stronghold. In the end, he reasons that he will soon catch up with Amaskiir, and maneuvers to attack the PCs. (Have the PCs make opposed Spot and Listen checks to detect Vathres and/or his spider companion as they get into position for the attack.)

Read the following as Vathres initiates his attack:

A short barked word in strangely-accented Elven draws your attention to the darkness at the clearing's edge, "attack!"

Standing there is a drow dressed in darkened hide armor. Another dark form can be seen as a dark, blob beside him. It is from these two that the snow elf huddles in fear.

All APLs

☛ **Amaskiir:** male snow elf bard 7/dragonsong lyrics 2; hp 12; Appendix 1.

APL 2 (EL 5)

☛ **Vathres the Hunter:** male drow ranger 4; hp 19; Appendix 1.

➤ **Eskva:** viper animal companion; hp 9; Appendix 1.

APL 4 (EL 7)

➤ **Vathres the Hunter:** male drow ranger 6; hp 39; Appendix 1.

➤ **Eskva:** monstrous spider animal companion; hp 11; Appendix 1.

APL 6 (EL 9)

➤ **Vathres the Hunter:** male drow ranger 8; hp 51; Appendix 1.

➤ **Eskva:** monstrous spider animal companion; hp 25; Appendix 1.

APL 8 (EL 11)

➤ **Vathres the Hunter:** male drow ranger 10; hp 63; Appendix 1.

➤ **Eskva:** monstrous spider animal companion; hp 25; Appendix 1.

Amaskiir's Tactics: If attacked, even for non-lethal damage, Amaskiir swiftly flees the clearing. He takes no attacks of opportunity if grappled, but attempts to get free if pinned. Amaskiir has exhausted all special abilities for his classes and is of no use to the PCs in the coming battle with Vathres.

Vathres Tactics: Vathres directs Eskva to attack the nearest PC, and then attacks. If he has the surprise and the initiative, he uses his hand crossbow otherwise, he uses his rapier. He and Eskva work as a team, having perfected their tactics in the violent confrontations in drow society.

Terrain: The clearing open terrain, but the rocky and wooded terrain surrounding them consists of heavy undergrowth. Characters moving out of the clearing must spend 4 squares of movement to enter each such square. They also gain 30% concealment. The DC of Tumble and Move Silently checks increases by 5 in this area but Hide checks gain a +5 bonus. Running and charging through this area is not possible.

AMASKIIR BYPASSES THE PCS

If he reaches the other side of the clearing, Amaskiir keeps running, although he is forced to stop a short while later and hears the sound of PCs engaging the drow, which draws him back to beg their assistance.

DEVELOPMENT

If Vathres defeats the PCs, he stabilizes any surviving PCs and takes them back underground. This earns the PCs the Captured by the Drow AR item. If Vathres is defeated and manages to escape, he alerts the drow complex to the PCs' proximity (doubling the number of guards on the gates and in the halls). If Vathres is defeated and captured, he proves an awkward prisoner – although Amaskiir, if he survives, offers to guard him while the PCs enter the stronghold.

Amaskiir collapses at the end of the battle and rouses only to protest his inability to stay awake. If PCs are persistent, he hands them a parchment (Player Handout 1), assures them no one follows, and mumbles 'morning' before drifting into the unconsciousness of the very weary (a DC 15 Heal check reveals exhaustion.) In the morning, he is able to answer questions as listed in Encounter 2.

Treasure: Refer to the Treasure Summary to learn what the PCs find on Vathres.

Once Vathres is dead and Amaskiir saved, proceed to Encounter 2.

2: AMASKIIR NAKIIR

Once the battle is over the PCs can investigate the newcomers.

VATHRES THE HUNTER—DROW RANGER

This hard-faced drow has white hair tied back into a pony-tail, with the exception of a single narrow braid that hangs from just above his left temple. His eyes are the scarlet of new-drawn blood and his lips curl into a sneer when you speak to him.

CE male drow ranger

Attitude: Hostile (PH 72).

Personality: Self-assured of his abilities, and of his favor in Lolth's eyes, Vathres knows he cannot hold power, as such, in his own society and does not desire rulership of a house. His ambition is to be needed, to have his skills appreciated by all who hear of him and, perhaps, to earn a place as consort to a priestess or powerful female drow. He does not see other races as 'people', just cattle and tools for the drow – or dangerous vermin that must be tamed or destroyed. As such, threats are equated with the barking of a rabid dog and promises as nothing of import. He does not deign to answer either.

History: Vathres runs on the outside of his society, an important part of his house, but as far from it as he can get without being labeled a renegade. He is working towards becoming powerful enough to become a consort, but does not realize that he does not yet have the social graces or positioning that would make him eligible. He has spent his life hunting escaped slaves and renegade drow, and protecting the borders of his House. He is as happy as any drow can be.

What He Knows: Vathres knows that his people are answering Lolth's call. They are her vanguard in the coming war to subjugate the surface lands. These two facts are all he is likely to divulge. What he knows that he is unlikely to divulge to the PCs is that there are more troops arriving within the next two moons, and that four hunting parties roam the hills. He also knows the disposition of the gate guards and the troops remaining in the stronghold, but lies about these giving greater numbers than are real, and hinting at spiders guarding every tunnel and passageway. If pressed particularly hard, he suggests that there are spiders being bred in the stronghold as mounts and hounds for the battle to come,

and that they will defend their territory fiercely; this is also a lie. If challenged on any of his lies, he lapses into silence, a scornful smile curling his lips. He does not become hysterical, but merely resorts to praise of Lolth and her forces (but not the real forces in the area).

AMASKIIR NAKIIR—SNOW ELF BARD

This handsome, silver-haired elf is wounded and weary. His pale grey eyes regard you carefully from an alabaster-skinned face.

NG male snow elf bard (varies with level)

Attitude: If rescued, helpful (PH 72); otherwise unfriendly.

Possessions: Player Handout 1.

Personality: Being a bard, Amaskiir is somewhat more open than other snow elves. He is still wary of other races, however, and does not make friends easily. While he can charm a crowd, and seems to be quite friendly, there is a level of reserve underlying his seemingly gregarious nature, that can occasionally be seen in his personal dealings with others.

History: Amaskiir has been encouraged to see some of the world – not that he needed much encouragement. His dealings with the dragon lyrists, have made him curious about the world outside, and he longs to find a dragon (preferably gold or silver) that will talk to him.

What He Knows: Amaskiir knows that the drow have been more active in the Crystalmists, and that he was sent to meet with the rulers of Sterich to find out what they knew. (Another fact he does not share with PCs.) He also knows the answers to the following questions:

Who are you? Amaskiir Nakiir – a bard.

Why do you smell so bad? That drow threw bile droppings on me; was supposed to slow me down but I haven't been able to bathe for so long that it didn't bother me. I don't suppose you have some soap I could borrow?

Why are you here? "I escaped from the drow. They captured me a week ago."

No, why are you really here? "Oh, you mean what brought me to this place? I was hoping to travel to Istivin. It's quite a large city, you know. A bard would do well there – and I haven't been there before. Drow caught me on the way there."

Where is the drow base? "In the old frost giants' stronghold. You know, the one they tried controlling this area from years ago."

How many drow are there? "Not as many as I feared. I thought there would be too many for me to be able to escape, but I had to try; Kaliir..." he grows silent and tears form in his eyes. "There are about twenty different guards that I saw, and the wizard... and then there's the priestess," he shudders and his eyes grow wide with alarm. "Kaliir! Can you save her? The priestess will sacrifice her soon."

Kaliir? "My sister; another bard. We travel together sometimes. Sing in duet," his eyes fill with tears again. "The drow will sacrifice her for sure. Too much talent to avoid the grasp of Lolth," tears spill over and his voice

cracks into a sob. "P... please, can you save her?"

How do we get into the stronghold? "You could try getting past the front gate, but that's not a good idea. Guards, you know? I came out a side tunnel from a disused part of the fortress."

Can you show us where? "I can't. I can't go back, couldn't remember the way if I tried. All I remember is running down the mountain with that, that monster behind me, always behind me..." Amaskiir folds his arms around his knees and draws them in tightly against his chest. "I can't go back," he whispers, his eyes wide and unfocused. "Not even for Kaliir," he wails, and he buries his head into his knees and collapses into hoarse, wracking sobs.

Can you draw us a map/describe it? "I told you; I can't remember," Amaskiir hesitates. "No, I can remember that it's about a twenty feet from the main entrance under an overhang. I could hear them talking. They hadn't been alerted yet. They were discussing a ceremony that was to be held ... I think th..that's when they'll take K... Kaliir..." there are tears this time, but his grief is silent as he looks directly at you. "Please tell me you will try to save her..." he whispers.

How far away is it? "I don't know. Not far. It was night when I left the tunnel, and the moon was up when I came out from under the overhang." (NOTE: From this PCs should be able to deduce with a DC 12 Survival check that he wasn't running for long, since, the moon was up, and he ran across them before midnight; using a DC 12 Heal check to examine Amaskiir reveals that his physical condition would not have allowed him to run for long – maybe an hour, but not much longer.)

How many guards at the entrance? Amaskiir's eyes widen: "You're not thinking of going there?" he asks. "They'll be behind closed doors, completely in cover as they fire – and one of them will ring the alarm! And ... and I'm sure there's a trap. I doubt they'd have had time to do much about my tunnel though... Try to find it, I beg you."

Do you know what the drow are doing? "I'm not sure. They're pretty busy, though. There's not many in the fortress at the moment, but I get the feeling that they're coming from a bigger base somewhere underground. The way things are at the fortress, it feels like they're still setting up. And then there're the raiding parties; they come and go all the time. Dump the prisoners in the cells... and leave us. The wizard wanted to see me the most. Always questions about my family; where is Thamior or Tharivol who slew the dragon. As if I'd know; that dragon is the reason that my family is spread across the Flanaess. It had a mate, and she's been hunting us for years."

The dragon's name? Xarsentriskix – old when my ancestor slew her mate and destroyed her clutch. Older now. Her mate's name was Traskeven, far easier to pronounce.

What does a dragon have to do with the drow? Nothing as far as I know. I think it might have been some private research.

What was the wizard's name? Vlon something or other. You'd think I'd remember, but all I can remember is his face.

What can you tell us about the priestess? Her name is Shalith Godeep – a noble of some kind. Probably sent to the surface to stop her rising to power. Nasty piece of work. She argued with Vlon about my sister's fate. Seems the wizard has other plans for us Nakiirs, wanted to sacrifice some other elf instead, but the priestess had plans for that one and won the argument for taking my sister instead," He shudders. "The wizard's next visit was... worse..."

Where are they holding your sister? "Last I know she was in the cells with the others. They may have moved her for the lead-up to the ceremony.

Are there any other prisoners? "A few. I can't say how many. We were kept apart. There was some sort of magical *silence* that worked in the corridor when the guards weren't about. Worked to stop sound traveling – other times our voices brought a guard... And sometimes we could hear things... but we didn't dare try to speak to each other. The guards would have heard us if we'd try to talk over the sound of the beast and the screams.

Beast? Yes, I'm sure there was a beast further down the corridor – past the guards. Sounded big, whatever it was. They fed it a prisoner once. Sounded like it ate him alive.

What can you tell us about the complex? Not a lot. I took the tunnel out and avoided the rest – and they never took us further than the interrogation room. From the end of my side tunnel, it's right to go up to the guard post at the surface gate, and left to go down to the complex proper. The guard post is the only room into that corridor, and through that is the way into the cells and out to where the wizard and the priestess are, and, I think, down to the beast.

When did you have time to write the note? I thought if I were killed, then someone might be able to backtrack my trail and maybe rescue the others. I wrote down what I remembered when I got to the surface – before I left the overhang. Almost cost me my life. The hunter wasn't far behind.

Why did you leave the other prisoners behind? I didn't have the keys to their cells. Couldn't find them. I tried some of the doors as I passed, but there were spiders all over them and I couldn't risk getting bitten.

How did you get out/Why wasn't your door locked? Why didn't the spiders bother you? "The wizard," a slight smile touches Amaskiir's lips. "I'd taken to trying for a swift death. Yesterday I goaded him so badly, that he left in a temper and pulled the door shut behind him. He was trying to hold his temper so he rushed it and didn't notice that something stopped it from closing properly behind him. Said something about, "If you weren't sold already..." I don't know what he meant by that, but I knew I had to take the chance he'd given. Always was a bit of an interval between him and the guards. Can't work out why. As to the spiders; they only seem to affect the outside of the doors"

How long between the wizards and the guards? "Hard to say. Usually enough time to catch some sleep, or start to worry about what was really happening. Tried to time it by song once, but couldn't get through it – too many memories..." his voice catches and he stops, drawing in a sharp breath as he starts to tremble.

Where were the guards? They were there. I slipped past two when they went into a cell to do something with a prisoner, and was fortunate enough to hear the guard commander being summoned to the priestess's quarters to discuss arrangements for the ceremony. Got past him and the two in the guard room, when he was giving them instructions as to what to do while he was gone. Desks hide a multiple of sins.

What about the ceremony? Amaskiir's face clouds again: "I don't know. It's soon. Not tonight; the drow I overheard at the gate seemed to think it would happen in a couple of days. Maybe tomorrow," he grows agitated again. "You have to get Kaliir out before tomorrow night!"

What sort of monsters/guardian creatures can we expect? "You mean beyond the drow? I didn't see anything else. As I said, there's something big out past the guard house – but I don't think it ever gets let out. There are also probably spiders. They are drow after all, and House Godeep drow at that."

House Godeep? "Yes, one of the nine houses in the Vault – spider-breeding specialists, if I recall correctly."

DEVELOPMENT

Note that, although the battle has interrupted the characters' rest period, characters can still gain eight hours rest if they don't get up at dawn. Amaskiir remains comatose through to the eight-hour point, and encourages PCs to rest until they are able to prepare spells. He is insistent that they don't face the drow unprepared or in a weakened (for example, spell-less or wounded). As anxious as he is about his sister, he knows no one will save her if they, too, are captured, and can bear waiting an extra day, although it makes him anxious to do so. He does regain some of his spells and bardic abilities over night, but refuses to re-enter the stronghold. He will wait for the PCs for two nights after they rescue him, and no longer, before he tries to walk out of the mountains.

Once the PCs have learned what they can from Amaskiir, and have made their preparations, find out what they intend to do.

If they decide to find Amaskiir's escape route, go to Encounter 2B. If they decide to try and enter the drow fortress through the front gates in spite of what they have been told, go to Encounter 2A.

2A: THE FRONT GATE

The PCs have been warned against approaching the front gate, and given an alternative (and much safer) route. Amaskiir warns repeatedly against this approach, becoming distressed about his sister's fate and the folly of trying to get in through the front gate. If, after his

insistence, the PCs attempt this route read the following:

The main entry to the drow fortress isn't difficult to find. A road some 20 feet across has been carved out of the countryside and paved with a dark-colored rock not seen in the mountains about here. The carcasses of several humans, two drow, three elves, and a bugbear are staked at random points along the road – obviously as a warning or punishment of some kind.

Where the road meets the mountain, there are two giant-sized doors, made of stone, and reinforced with what might be adamantine bands. On either side of these doors are a series of arrow slits. Some are 20 feet off the ground, but others can be seen at ground level.

Sitting on ledges 15 feet above the ground are at least a dozen huge spiders. Crouched beneath them on the ground, amidst web-shrouded shrubs are more. There is a swathe of clear ground surrounding the spider-infested area, which is bounded by a stone wall some two feet wide and four feet tall. A similar stone wall bounds the last 30 feet of road leading to the gates.

In addition to this, you have no way of knowing how many drow might be waiting beyond the arrow slits.

If PCs persist in attempting to enter through the front gate, proceed to Encounter 3.

2B: AMASKIIR'S ESCAPE ROUTE

Read the following, depending on PC actions prior to setting out:

After seeing that Amaskiir is well-hidden, and making relevant preparations, you set about finding the entrance of which he spoke.

PCs can follow the trail left by Amaskiir's flight and Vathres pursuit if they succeed on a DC 15 Survival check (provided they have the Track feat). Otherwise, they need to look for the cliff he spoke of and then search for the entrance (DC 10 Search check). Once they have found the entrance, read the following:

If Amaskiir had not told you that this led to the drow below, you wouldn't have known it. This tunnel seems to have been created by natural weathering of the rock. Within, the air loses some of the outside chill and takes on the scent of enclosing earth and hard clean rock.

There is nothing yet stationed in this tunnel, the drow are relying on Vathres to bring back Amaskiir, and have already dealt with those guards who were on duty when the snow elf escaped. There have been no intruders in the

surrounding area to bring them to acknowledge the need to redistribute the guard spiders to cover this area as well. Go to Encounter 4.

3A: THE FRONT GATE

In this encounter, PCs have chosen to enter the drow fortress via the front gate.

Suggested Miniatures: **APL 2**—4 spiders of Lolth (Underdark), 2 drow arcane guards (Underdark); **APL 4 (EL 8):** 4 spiders of Lolth (Underdark), 3 drow arcane guards (Underdark); **APL 6**—4 swarms of spiders (Underdark), 3 drow arcane guards (Underdark); **APL 8**—4 swarms of spiders (Underdark), 4 drow arcane guards (Underdark).

Once the PCs are within 50 feet of the spiders, combat begins as the creatures obey a drow command to 'web', and each attempts to web the PC nearest them.

APL 2 (EL 6)

🕷️ **Medium Dungeonbred Monstrous Spiders (4):** hp 22 each; Appendix 1.

🕷️ **Drow Warriors (2):** hp 4; MM 102.

APL 4 (EL 8)

🕷️ **Medium Dungeonbred Advanced Monstrous Spiders (4):** hp 32 each; Appendix 1.

🕷️ **Drow Fighter 1 (4):** hp 15; Appendix 1.

APL 6 (EL 10)

🕷️ **Large Dungeonbred Monstrous Spiders (4):** hp 75 each; Appendix 1.

🕷️ **Drow Fighter 1 (4):** hp 25; Appendix 1.

APL 8 (EL 12)

🕷️ **Large Dungeonbred Monstrous Spiders (4):** hp 95 each; Appendix 1.

🕷️ **Drow Fighter 5 (4):** hp 35; Appendix 1.

Tactics: The drow direct the spiders to use their web ability wherever possible in an attempt to capture as many of the intruders alive as possible. The spiders continue this tactic until they are engaged in melee combat, with the spiders on the wall, changing places with, or joining, the spiders on the ground once their web ability is exhausted (if the ground spiders still have web attempts remaining, they will use a full-round action to withdraw and climb the wall before attempting to web the PCs. The drow provide 'fire support' for the spiders using poisoned crossbow bolts from behind the safety of the arrow slits. They do not come out to engage the PCs. If all the spiders are defeated, the drow wait until as many of the surviving PCs as are going to, are gathered in front of the gate on top of the pit trap, then pull the lever, dumping the PCs down the owlbear feeding chute.

FEEDING CHUTE

Some enterprising PCs might realize that this chute

offers an alternative way into the fortress. If they choose to take the chute, the drow are bemused by their decision, but do nothing to stop them. Go directly to Combat Encounter 7B: Feeding Time.

🔧 **Feeding Chute Trap:** CR 1; mechanical; manual/location trigger; manual/automatic reset; Reflex DC 22 avoids; 10 feet deep (1d6 points of falling damage); Search DC 22; Disable Device DC 22.

TERRAIN

The road and non-webbed areas in front of the giant gates are open terrain, but the wall is hindering terrain that requires two move actions to cross – one to climb onto it, and the other to climb off it. The drow fighters behind the arrow slits have full cover. The spiders in the webbed undergrowth have cover (+4 to AC, +2 on Reflex saves), and the spiders on the wall ledges are on higher ground (+1 on melee attacks against creatures below them).

🔒 **Ironbound Stone Doors to the Fortress:** 6 in. thick; hardness 10; hp 180; AC 5; Break DC 30; Open Lock DC 30.

DEVELOPMENT

If the drow defeat the PCs, they stabilize any PC that still survives and take them underground. This earns the PCs the Captured by the Drow AR reward. If the spiders are defeated the PCs are still left with the problem of how to enter the complex. The arrow slits are less than a foot wide and the gates are locked and barred from within, and the drow are waiting to trigger the pit trap that lies directly before the gates. If they already done so, they leave it open as an extra hindrance.

Until the trap is closed, the PCs can't bring any strength on the gate, or reach its lock without the ability to fly or hover above the open space. Once inside they still have to defeat the drow fighters. If they take longer than 10 rounds to clear the drow guards from this area, they must also deal with the drow fighters from Areas 5-6 (the prison cells and guard room) below.

Once all foes have been defeated, the PCs are able to proceed. If they have not had to fight the guards from Area 5, proceed to Encounter 3C: Reinforcements. If they faced the guards from Area 5, PCs are free to proceed to explore the complex, proceed to Encounter 4.

Treasure: Refer to the Treasure Summary to determine what the PCs find here.

3B: PURSUIT

In this encounter, PCs have chosen to enter the drow fortress via the front gate but have been beaten back. As they flee, several spiders chase them.

Suggested Miniatures: **APL 2**—4 spiders of Lolth (*Underdark*); **APL 4**—4 spiders of Lolth (*Underdark*); **APL 6**—3 swarms of spiders of Lolth (*Underdark*); **APL 8**—4 swarms of spiders (*Underdark*).

APL 2 (EL 4)

🕷️ **Medium Dungeonbred Monstrous Spiders (2):** hp 22 each; Appendix 1.

APL 4 (EL 6)

🕷️ **Medium Dungeonbred Advanced Monstrous Spiders (4):** hp 32 each; Appendix 1.

APL 6 (EL 8)

🕷️ **Large Dungeonbred Monstrous Spiders (3):** hp 75 each; Appendix 1.

APL 8 (EL 10)

🕷️ **Large Dungeonbred Monstrous Spiders (4):** hp 95 each; Appendix 1.

Tactics: The spiders use their web ability wherever possible in an attempt to capture as many of the intruders alive as possible. The spiders continue the web tactic until they are engaged in melee combat, with the spiders on the wall, changing places with, or joining, the spiders on the ground once their web ability is exhausted (if the ground spiders still have web attempts remaining, they use a full-round action to withdraw and climb the wall before attempting to web the PCs).

The drow (Encounter 3B) provide 'fire support' for the spiders using poisoned crossbow bolts from behind the safety of the arrow slits. They do not come out to engage the PCs. If all the spiders are defeated, the drow wait until as many of the surviving PCs as are going to, are gathered in front of the gate on top of the pit trap, then pull the lever, dumping the PCs down the owlbear feeding chute.

Terrain: The spiders catch up to the PCs on a gradual slope covered in light undergrowth. Foes on the uphill side gain a +1 bonus to attack rolls due to higher ground. Each square costs 2 squares of movement to move into and provides concealment (20%). The DC of Tumble and Move Silently checks is increased by 2 as leaves and branches get in the way.

DEVELOPMENT

If the spiders defeat the PCs, they wrap them in webbing and take them back to their lairs outside the front gate. Being wrapped in web stabilizes any unconscious PCs. The spiders have been trained to bring their food back to their webs and eat it there. They are not 'fetching' the PCs, but the effect is the same, since the drow guards take the PCs' bodies from the spiders. Any PC surviving at this point, earns the AR reward 'Captured by the Drow'.

If the PCs defeat the spiders, they are free to return to the secret entrance Amaskiir told them about, or to retreat and recuperate. If this is the first day after they encountered Amaskiir, they have one more night before the ceremony and can do this without penalty. If this is the second day after they encountered Amaskiir, Kaliir is sacrificed that night.

3C: REINFORCEMENTS

In this encounter, PCs have met the reinforcements on the way to ease troubles at the gate. The guards have orders to defend the stronghold from intruders at all costs. They do their best to down the PCs, only worrying about stabilization when the threat is dealt with.

Suggested Miniatures: APL 2—2 Lolth's sting (Underdark); APLs 4-8—4 Lolth's sting (Underdark).

APL 2 (EL 2)

☛ **Drow Guard** (2): male drow warrior 1; hp 4 each; MM 103.

APL 4 (EL 4)

☛ **Drow Guard** (4): male drow warrior 1; hp 4 each; MM 103.

APL 6 (EL 4)

☛ **Drow Guard** (4): male drow warrior 1; hp 4 each; MM 103.

APL 8 (EL 8)

☛ **Drow Guard** (4): male drow fighter 1; hp 20 each; Appendix 1.

Tactics: The drow attempt to deal with the intruders as expediently as possible, showing no mercy. They dare not fail – and survive.

DEVELOPMENT

If the soldiers defeat the PCs, they stabilize any survivors and take all PCs back to Area 6. Any PC surviving at this point, (who is unrescued by the end of the adventure), earns the AR item 'Captured by the Drow'

If the PCs defeat the soldiers, they are free to continue down the tunnel, or retreat and recuperate back at their campsite. If this is the first day after they encountered Amaskiir, they have one more night before the ceremony, and can do this without penalty. If this is the second day after they encountered Amaskiir, Kaliir will be sacrificed that night.

If they decide to continue further into the drow stronghold, go to Encounter 4.

Treasure: As well as their normal equipment, the drow each wear a ring bearing a platinum crossbow bolt symbol. Refer to the Treasure Summary for details of what the PCs find here.

4: THE JUNCTION

Eventually you arrive at a junction where the tunnel widens into an elongated chamber running north-south. The tunnel is huge, around 100 ft, long, and tapers at both ends.

The fungal luminescence that Amaskiir noted is indeed helpful, giving shadowy illumination throughout the area. There are three exits from this

room.

When the PCs investigate the exits in more detail, read the following:

One is an open tunnel leading to the north, one is a door in the southern end of the cavern, and one is a tunnel at the northern end of the eastern wall. There used to be six exits, but three, on the eastern side of the cavern, are filled with well-settled rubble.

If PCs succeed on a DC 20 Search check along the western wall, they find the secret door leading to Vlon's map room (Encounter 15).

A DC 12 Knowledge (architecture & engineering) check reveals that the two rubble-filled entrances are solidly blocked and won't be able to be cleared without a team of mining experts.

THE SOUTH DOOR

If the PCs approach and open the door quietly (opposed Move Silently checks to the guards' - or Captain Milaun's, Listen checks), they might be able to surprise take the guards. There are between two and four guards on duty here. Go to Encounter 5 when PCs open this door.

THE SECRET DOOR

If the PCs approach and open the door quietly (opposed Move Silently check to Vlon's Listen check), they are able to surprise Vlon at his studies. Go to Encounter 15, when PCs finally open this door.

THE NORTHERN TUNNEL

The northern tunnel leads to the front gate. PCs need to succeed at an opposed Move Silently check to avoid being heard by the gate guards. If they are heard, the guards gain surprise on them, and ring the alarm. It still takes the guards in Area 5, 10 rounds to arrive. Attacking the front gate in this way means that the spiders do not become involved in the combat. Use the guards' combat statistics from Encounter 3 (i). Go to Encounter 3A (i) and modify it to suit the PCs' actions, should they choose this course of action.

THE NORTH-EASTERN TUNNEL

PCs following this tunnel find themselves out on the open mountain. This is the route Amaskiir used to escape; go to Encounter 3B.

5: CHECK POINT CHARLIE

Check the situational descriptions below (No Alarm Raised; Alarm Raised, No Reinforcements; and Alarm Raised, Reinforcements Encountered) and modify this encounter accordingly. Read the following:

This area is an office. There are desks around the edges, with drow seated behind. More drow stand in

the open space in the center of the room. The seated drow are using some sort of hollow bone as a quill. Those quills are raised above pale yellow parchment as the owners turn, distracted, from their tasks.

Determine the results of the PCs' opposed Move Silently check in Encounter 4 and use the relevant section below.

NO ALARM RAISED

PCs do not encounter guard captain, Valarral Myraun; he is currently assisting Shalith in preparing Kaliir for the ceremony. He is watching the priestess's back in Area 9.

ALARM RAISED, NO REINFORCEMENTS

Use this section if the gate guards have raised the alarm but the reinforcements have not been encountered.

PCs do not encounter guard captain, Valarral Myraun; he is currently assisting Shalith in preparing Kaliir for the ceremony. He is watching the priestess's back in Area 9. If the guards do not report to him within 10 rounds, he goes to the checkpoint, joining the fray when he arrives. Use the stats for Myraun found in Encounter 9.

ALARM RAISED, REINFORCEMENTS ENCOUNTERED

Use this section if the gate guards have raised the alarm and the reinforcements have been encountered.

PCs face Captain Myraun and a couple of acolytes, who have taken up station here so that Shalith can complete her preparations. Use the stats for Myraun and two of the acolytes found in Encounter 9.

6: PRISON WARD

The soft glow of luminescent fungi provides some light in this corridor. There is a door immediately to your right, and another to your immediate left. There is another door further down on the right, and one more directly ahead of you. After that, the corridor bends left.

Each door has a single 1-foot square opening at drow face height, filled in by a delicate lacework of web. For some reason it is intact, unharmed by those who might lie behind the doors.

When the PCs enter the area, read the following:

As you enter, you notice that this place is completely, and totally, devoid of noise. Not a single piece of sound is heard here – not even the sound of your own breathing.

Once they have entered the cells, PCs are able to get to the prisoners. PCs automatically notice that there is no silence effect in the cells – only in the corridor.

SILENCE

The area is under the effect of a *silence* spell recently cast by Shallith from her last remaining scroll. Using *detect magic* reveals that the whole area is under the effect of faint illusion magic. A successful DC 22 Spellcraft check identifies the effect. This effect was cast from a 10th-level scroll and lasts for 1 more minute after the PCs arrive.

THE DOORS

PCs must make DC 20 Spot checks to notice that a light film of webs covers the door frames. There are no spiders, however, on this side of the doors; they lurk within to discourage the prisoners from escaping.

There are two spiders on each door, bar the last, which has only one. One spider is lurking at the window; the other is in the lock. Both come out as soon as their web is disturbed and attack any humanoid not wearing the platinum crossbow symbol of House Godeep.

All APLs (EL 1 or 2)

☛ **Tiny Monstrous Spiders (2):** hp 2 each; MM 288.

Any flame set to the web destroys them. The spiders do not, under any circumstances, leave the door, unless it is to scatter and flee until the intruders have gone – whereupon they return; they are an example of House Godeep's trade in specialized spiders.

☛ **Wooden Doors:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18; doors open inwards with hinges on the outside of the cells.

CELL 1

Your light picks out the huddled form of a tall, lanky human wearing the remains of tattered robes. He flinches, hiding his face from the light, as you approach.

Jareth has not been here long, but he has been here long enough to need some minutes for his eyes to adjust to the light. He does not speak of his time here, and only says that the drow who spoke to him (he won't call it torture) seemed interested in dragons and magic; he does not know why the priestess is here, but can't imagine it's for the same reason.

☛ **Jareth Coldbringer:** a male human wizard 1 whose studies of dragons and magic drew Vlon's attention; current hp 1.

CELL 2

An elf, with pitch-black hair and wearing what looks like the remains of hand-sewn animal skins, is here. The points of his ears have been shorn off and one hand lies in ruin on his lap. A tiny green harp is tattooed on one cheek, and a tiny green bow on the other. He shows no sign of responding to either the light, or your presence.

This is Astaran the Wild. He is a member of a small unit of ranger/bards in his homeland in the Dim Forest. A DC 20 bardic knowledge check reveals that the tattoos indicate membership to this unit and their devotion to elven melodies as well as to guarding their homes. Until Vlon's interference, Astaran didn't know he was of draconic descent, but the drow has traced his bloodlines and is certain that Astaran is descended from some gold dragon the elf has never heard of. He used to be a warrior with a little arcane and musical gifting, but he will probably never hold an axe or sword again, and will certainly lose the use of a bow without magical restoration. It is, however, the fact that the music seems to have deserted him that distresses him the most. He says none of this to the PCs and responds to them only listlessly, doing as he is told while the rest of his mind continues to hide in the tiny corner of his brain in which it has found refuge. He is of no assistance to anyone until he recovers from his ordeal.

♣ **Astaran Vanmach:** male wild elf sorcerer 1/ranger 1/bard 1; current hp 4.

CELL 3

There is a dwarf in this cell. He, too, fails to respond to the light, although he turns his head to the sound of you moving into his cell. As you draw closer, you can see the tight-wrapped folds of webbing that bind his eyes tightly shut. "No more," she whispers. "No more."

This is Auldhild Daranil, a talented smith. She was traveling south to fulfill a commission, when the drow captured her. The other members of her caravan were taken away days ago, and she is the only one left. Once she is assured that the PCs are not drow, she grabs onto the nearest speaker. "Get me out of here," she says, her voice fierce. If PCs state that they have to find Kaliir, she frowns; she knows of no-one by that name and has not seen any snow elves, or anyone else in the complex. A DC 20 Diplomacy check convinces her to stay in the cell until the PCs return from exploring deeper into the complex, although what might happen to her (and the others) should the PCs be caught troubles her greatly, and she tries to get them to take her back to their base camp, or, at the least, to the way they came in: "I can try to find my own way out then. Take my own chances."

♣ **Auldhil Daranil:** female dwarf expert (smith) 2; current hp 5.

CELL 4

There is a gray elf here. A light fuzz of pale gold covers her head, as though her hair has been cropped short, and she wears what remains of silk trousers and blouse. As you look at her, she turns violet eyes to you and a small smile tugs at the corners of her mouth. Tears well up in her eyes, but whether it is because of your presence, or the brightness of the light you carry, you cannot say.

This is Xanaphia Galanodel, a cleric of Corellan Larethian whose interest in dragons drew Vlon's attention (and has thus far kept her alive). If it hadn't been for the fact that Kaliir was so talented, it might be her being given to Lolth in the ceremony tonight. She shudders acknowledging it is also possible that she is destined for a greater ceremony in the drow city below. Xanaphia shies from any touch, scrambling to her feet if anyone goes to help her, and uttering the words: "Do not touch me; I will follow" if PCs insist on trying to lead her. Xanaphia knows that Kaliir was kept in cell 5, but that she saw the snow elf being taken out of the cells not long ago – before the alarm bells rang, though (if this is relevant). She is unwilling to stay in her cell while the PCs go deeper into the complex, but begs them to at least take her to either the way they came in or to their camp. She is so afraid of what will happen to her, should the PCs fail in their mission that it requires a DC 30 Diplomacy check to convince her to remain in her cell. She insists that she will lead the others out – if the PCs will only describe the way.

♣ **Xanaphia Galanodel:** female grey elf cleric 3 (Corellan Larethian); current hp 2

CELL 5

Empty.

DEVELOPMENT

The PCs have a tough decision to make. None of the prisoners want to stay in their cells, but time is short (as Xanaphia confirms). They can either convince, or force, them to stay, have them tag along, lead them back to their camp, or lead them back to the tunnel in the north east of area 4B and give them directions to the camp. The consequences of each decision are as follows:

Forcing the prisoners to stay in their cells: This prisoners are still here when the PCs make their way out. If the PCs do not collect the prisoners, they are not rescued.

Have the prisoner tag along: This results in the prisoners following the PCs through the complex and hanging back at the entrance to each area until it is safe. None of the prisoners have any abilities that can help the PCs, and all of them are severely traumatized, if not still severely injured.

Leading the prisoners back to camp: This is the most ideal solution for the prisoners. If they have not cleared out the drow from the front gate, the PCs are able to take the prisoners back through Amaskiir's escape tunnel, and back to camp. Amaskiir is happy that some of the prisoners have been freed, but not that Kaliir isn't among them, and begs the PCs not to wait any longer – a plea that is backed up by Xanaphia's assurance that Kaliir will be sacrificed to Lolth that night. If the PCs return immediately, they encounter no one – Myraun is occupied with the preparations for the ceremony and relies on his guards to alert him to any trouble. (Not that

he expects there to be trouble in this isolated part of the mountains.) The guards at the gate are not due to change until dusk, and so the devastation in the guardroom goes undiscovered for another four hours – at which point Myraun goes to check on things. If the PCs take four hours or more, the prisoners' escape is discovered, and the guards (but not the spiders) from the front gate are put into the guardroom.

Taking the prisoners to Amaskiir's escape tunnel, and giving them directions: The prisoners are able to follow the tunnel to the surface and find their way to the camp – or to Amaskiir, who sees them coming, since he is watching for the PCs.

7A: THE ANTECHAMBER

This medium-sized room is completely empty. A passageway leads off to the south and another passage leads to the west.

A DC 19 or better Listen check at the opening to the tunnel leading south, reveals the sound of something big and heavy moving restlessly somewhere down the tunnel. The sound is slightly muffled (If the PCs ask: a door's could be in the way.)

A DC 6 Listen check at the opening to the tunnel leading west, reveals the sound of people talking – in Elven laced with an Undercommon accent, and of someone crying softly in the background. If the check succeeds by 10 or more read the following:

You can hear someone, a female someone, sobbing quietly, and two other voices, male and female, exchanging views on whether or not the briarweb gown is too much or if the spider bracelets should be worn on their own. In the end it is decided that the gown will help heighten anticipation in the ceremony. A woman's voice snaps a command to 'fetch it', and the sound of hurried movement indicates that she is being obeyed. A male voice reiterates that someone should hurry, the priestess has given an order.

PCs cannot see anything from the doorway to Area 8. To see what is going on in Area 9, they need to cross to the door to that area. They do observe that Area 8 is empty.

HEADING SOUTH

Go to Area 7B: Feeding Time.

GOING WEST

If the go west, they enter Area 8.

7B: FEEDING TIME

The PCs discover that the tunnel turns to the left and ends in a solid stone door. The door is locked but an observation hatch set at drow head height, enables PCs to

look inside and observe the owlbear prowling restlessly within. So far, the creature has grown used to the drow showing it a prisoner at the door, and then dropping another prisoner down through the chute and letting it begin to feed, before they put the second prisoner through the door.

Suggested Miniatures: 1 owlbear rager (Bloodwar).

PCs looking through the door see the following (adjusting as appropriate if the PCs have darkvision):

At first the fungi-lit darkness hides whatever is moving about this room, but it cannot hide the musky smell of some large creature (maybe a bear?), or the underlying stench of rotting flesh. As your eyes adjust to the low lighting levels in the room, you make out something the size of a bear moving about this room, but there is an odd shape to its head. Slowly, as though scenting your presence, it turns its misshapen muzzle towards the doorway, opens its beak, and lets out a thunderous roar, before shuffling to a central point in the room.

The PCs have two rounds: one in which to enter Area 3A(iii), and one before the owlbear registers that nothing is coming down the chute, but there are intruders in its room, at which point it will attack.

🔒 **Locked Stone door:** 4 in. thick; hardness 8; hp 60; AC 5; Break 28.

🔒 **Good Lock:** built into the door, cannot be attacked from outside, separately; Open Lock DC 30.

APL 2 (EL 4)

🦉 **Owlbear:** hp 52; MM 207.

APLs 4-6 (EL 6)

🦉 **Large Dungeonbred Advanced Owlbear:** hp 137; Appendix 1.

APL 8 (EL 8)

🦉 **Large Fiendish Dungeonbred Advanced Owlbear:** hp 157; Appendix 1.

DEVELOPMENT

Make Listen checks to see if Shallith and Vallara hear the sounds of battle. If they do, and the sounds continue for three or more rounds, they leave Kaliir and investigate, joining the battle against the PCs. Use the stats from Area 9. If they are not alerted, allow the PCs to explore the complex unhindered until Shallith and Vallara are encountered. PCs may go to Area 7 or Area 20 from here.

8: ALTAR—ATIONS

This chamber is huge, and you can see that its ceiling, built to give giants headroom, is covered in webs. There is no movement among the strands. Towards the southern end of the hall, you see a raised area, that might once have framed a giant's

throne, but now it contains something more sinister. The grey rock of the mountains has been covered with a thin veneer of what might be carved black marble, and an altar supported by a series of carved spiders sits centrally upon the dais. Before the dais, is a cleared space, and then rows of stone pews leading back towards you. To the north of the chamber is a twenty-foot wide opening. It is from here that you can hear the voices.

This hall is quite empty. The priestess, her acolytes, and Captain Myraun are all in Area 9.

Should the PCs enter Area 8 and come within line of sight of the doorway to Area 9 have the drow make a Spot check (opposed by the PCs' Hide checks) to notice them. If the PCs are making no attempt to hide their presence, they are noticed automatically and combat begins. See Area 9 for details.

PCs peering into the chamber, and succeeding on a successful opposed Hide check (against the Spot checks of the chamber's occupants) see the scene as described in Encounter 9.

DEVELOPMENT

When the PCs are free to explore thoroughly they discover a passage at the south-eastern end of the chamber. Read the following:

A 10-foot wide passage runs eastwards, ending in what looks like another chamber. To the north of the chamber is an archway that leads into a much larger space. To the south of the chamber is a door.

If PCs decide to explore northwards, go to Encounter 20. If they decide to go through the southern door, read the following:

The door leads into a smaller chamber. A stone wall stands directly in front of your, while closed doors flank you on either side. You are all too aware of the open door at your back.

If PCs take the door to the right, go to Encounter 17. If they take the door to the left, go to Encounter 18.

9: INTERROGATION CHAMBER

In this encounter, the PCs have drawn the attention of Captain Vallara Myraun and Priestess Shalith of House Godeep.

Suggested Miniatures: 1 drow arcane guard (*Underdark*), and 1 aspect of Loviatar (*Night Below*)

Have the drow make Spot checks opposed by the PCs' Hide check. Read the following:

Standing side-on to the doorway are two drow. One is obviously a warrior, judging from the stance, the

weapons he carries, and the way he seems to be aware of everything around him. The other is a priestess – of some sort of spider goddess, if the spider-shaped symbol draped over her armor is anything to go by.

Standing in front of them, with her hands stretched above her head is a sobbing female snow elf – the spitting image of Amaskiir. Not far from these two drow, is a young human girl, dressed in a flimsy white shift with a great black spider embroidered on it. She is gingerly carrying what looks like a dress made of cobwebs and thorns. Small, many-legged shapes skitter inside the dress.

Additionally, if the drow noticed the PCs, read the following:

In a sudden blur of movement, the warrior's hand snaps out and fires a small crossbow in your direction. The priestess calls on the dark goddess Lolth, and curses you. The slave looks startled, drops the dress, and dives into a closet.

At this point, if the drow haven't spotted the intruders, they make another Spot check. If they are successful, go to initiative (neither side is surprised and the drow react immediately to the intruders). Otherwise, the PCs have a surprise round in which to act.

As soon as they attack, the slave drops the dress and dives into the nearest cupboard.

Bluffing: There are no non-drow personnel involved in this operation. All non-drow are either prisoners, Shalith's slave, escaped prisoners, or intruders to be dealt with. Thus, the PCs cannot bluff their way in here as messengers or some such.

APL 2 (EL 2)

☛ **Shalith of House Godeep:** female drow cleric 1; hp 9; Appendix 1.

☛ **Valarra Myraun:** male drow fighter 1; hp 10; Appendix 1.

APL 4 (EL 4)

☛ **Shalith of House Godeep:** female drow cleric 3; hp 21; Appendix 1.

☛ **Valarra Myraun:** male drow fighter 3; hp 22; Appendix 1.

APL 6 (EL 6)

☛ **Shalith of House Godeep:** female drow cleric 5; hp 33; Appendix 1.

☛ **Valarra Myraun:** male drow fighter 5; hp 34; Appendix 1.

APL 8 (EL 8)

☛ **Shalith of House Godeep:** female drow cleric 7; hp 45; Appendix 1.

☛ **Valarra Myraun:** male drow fighter 7; hp 46; Appendix 1.

Tactics: Shalith uses her spells to her best advantage, but engages in melee if she must. If it looks as though she might lose, however, she uses Divine Intercession, invisibility, and whatever else is at her disposal to escape the PCs, fleeing into UnderOerth through the nearest passage leading down (Area 10 or 21).

Valarra does his best to defend the priestess, reserving his most vicious attacks for those that pose the greatest threat. Once she leaves the battle, however, he stages a fighting withdrawal to the nearest tunnel leading down (Area 10 or 21).

SHALLITH, SERVANT OF THE SPIDERQUEEN –DROW CLERIC OF LOLTH

This beautiful drow woman stands barely five feet tall, yet she carries herself as if she were six foot tall or more. Her white hair flows free of any restraint save the silver circlet that bears her rank as a priestess to the spider queen, Lolth, and her eyes are the color of red amethysts.

Attitude: Hostile (PH 72).

Personality: Arrogant in her abilities, and assured of her favor in Lolth's eyes, Shallith aims to one day rule a substantial part of House Godeep. She is furious at the interference of those she considers 'lesser beings' and only thinks of them in terms of whether or not they would make a pleasing offering to her mistress.

History: Recently risen to a position of minor power in her house, Shallith dreams of holding a greater position in the rulership of the surface realms. With no blemishes in her career, many would like to see her fail. Fortunately, for her, they haven't yet had an opportunity to put their plans into action.

What She Knows: Shallith knows that Lolth has plans for the surface world, and, in particular, the particularly pestilential province of Sterich. She knows that she is going to play a major part in bringing Sterich to its knees before her queen. She also knows that House Tormtor are also making moves on Sterich, and, although the two houses are bitter rivals, believes that the region can't stand before the two of them. While she is willing to reveal the existence of House Tormtor's involvement, and give out information that may lead to its downfall (there's a much bigger force at work in the Hellfurnaces...) she is unwilling, and unable, to reveal too much about the operations in the Crystal Mountains, since she is not in charge of them. In two days time, another, more favored priestess will arrive here to take command.

VALLARA–DROW CAPTAIN OF THE GUARD

This warrior's face reflects the hard years and battles that have seen him rise to rank. There is no mercy in eyes the color of venous blood, and no emotion to be read from the surface of his face. Whatever he is feeling, it is well-masked, save for one. When he looks at you, you feel as though you are a being of no

consequence, and that his gaze travels through you to more important things beyond.

CE male drow fighter

Attitude: Hostile (PH 72).

Personality: There is little Vallara enjoys more than pleasing his current mistress and building his power base within the House. Non-drow, and lesser drow for that matter, are merely tools for this end. As such, he does not deign to reply to anything said to him. He compares any attempts at intimidation to the House Matriarch in action and is no longer intimidated.

History: Vallara runs the guard and raiding parties of the stronghold. He assists Shallith in her duties as priestess (when required), and sees that the prisoners are properly administered. He hopes to catch the attention and favor of the coming priestess commander, and plans to sacrifice Shallith's dreams to gain that lady's favor.

What He Knows: Vallara knows the nature and disposition of the forces soon arriving at the fortress. He knows how many raiding parties are currently roaming the Crystal Mountains, and how many scouts and spies are in Sterich. He is aware of the entrance to the Demonweb in Istivan. He discloses none of this to the PCs, merely closing his eyes and seeming to ignore them when they approach. When he gets loose, and they are captured, they will be his to punish for their impudence.

DEVELOPMENT

Defeat: If the drow defeat the PCs, they stabilize them and take all PCs back to Area 6. Any PC surviving at this point, (who is unrescued by the end of the adventure), earns the AR item 'Captured by the Drow.'

Victory: If the PCs slay the drow, they are able to rescue Kaliir. Read the following, once she has been freed from her chains.

Rubbing the chafe marks at her wrists, the snow elf looks at you. "I am Kaliir," she says. "My brother is also a prisoner here."

Allow the PCs to reassure her of her brother's freedom, before continuing.

Kaliir relaxes, and then starts to shiver. She is wearing little more than a light shift made of spidersilk. "I don't know why you are here," she says, "but I'd like to leave now. If you can't see me free of this place, I'd like to borrow some armor and a weapon, and get out of here. If you'll tell me where he is, I would like to go and find my brother."

PCs succeeding on a DC 20 Sense Motive check realize that her apparent calmness is a rapidly-thinning veneer, for a fine tremor periodically shakes the corner of her mouth, and the tears which stopped sometime during your confrontation with the two drow, seem to rest at the edge of her eyes.

Kaliir gratefully accepts any 'decent clothing' the PCs can offer, but she can't be convinced to stay with them.

"If you won't help me find him, she says, "I will find him myself. Please don't make me have to do that without some help from you."

Kaliir is determined to go and find her brother. If the PCs don't give her basic directions, she sets out to discover the way out herself.

THE SLAVE

The slave is still hiding in the closet. They need to spend some time coaxing her out of the closet. A DC 20 Diplomacy check is required to get her to come out. PCs gain a +2 circumstance bonus for having defeated the drow (but not if they are obviously going to take the drow with them as the slave is terrified of what her mistress will do if she escapes from the PCs). Also give them another +2 bonus for good roleplaying. Any attempt at Intimidation only makes her scurry away from them.

If the PCs cannot convince her to come out, Kaliir has more success, holding her hand out to the child and reassuring it that she does not blame it for the actions of its masters. The first thing the child does when it realizes that Shalith and Valarra won't be giving it orders any more is to take off its tabard and stomp on it. The second thing it does is to pick up a weapon. The child stays with Kaliir if it was the snow elf who coaxed it from the cupboard, otherwise it will stay with the PCs or return to the camp with Kaliir if instructed to do so. The child does not speak, and only replies to questions with a nod, or a shake of its head.

Once they have decided what to do with Kaliir and the slave child, the PCs are free to explore the rest of this area. Read the following:

There is little else to this area. It consists of this room, a small corridor leading to a large cell, and two large storage closets containing various items used in the worship of the drows' spider goddess.

The PCs are now free to continue their exploration of the stronghold, or to take any prisoners back to the camp for questioning.

Treasure: refer to the Treasure Summary for details of Shalith's and Valarra's and possessions.

10: OFF TO SEE THE WIZARD

This corridor is empty, save for the presence of luminescent fungi and webs festooning the ceiling. There is a large set of double doors at one end, and a passage leading into a much larger area at the other. Close to the open entrance, there is a carefully carved tunnel leading down into the depths of the mountains.

Should the PCs persist in exploring the downward tunnel, remind them that their mission is to rescue the prisoners, and provide written evidence of the drows'

intentions in the mountains – both of which they are unlikely to find by seeking out a different fortress. If they persist, they come to a set of unopenable adamantine-bound stone gates that block the corridor.

If PCs have entered this area from the wizard's chambers and have not yet encountered Areas 8 and 9, let them decide on a plan of action. Stopping to listen at the entrance to the chapel before entering allows them to attempt a DC 6 Listen check, which, if successful, reveals the sound of people talking – in Elven laced with an Undercommon accent, and of someone crying softly in the background.

If the check succeeds by 10 or more (minimum DC 16), read, or paraphrase the following:

You can hear someone, a female someone, sobbing quietly, and two other voices, male and female, exchanging views on whether or not the briarweb gown is too much or if the spider bracelets should be worn on their own. In the end, it is decided that the gown will help heighten anticipation in the ceremony. A woman's voice snaps a command to 'fetch it', and the sound of hurried movement indicates that she is being obeyed. A male voice reiterates that someone should hurry, the priestess has given an order.

PCs cannot see anything from the doorway to Area 8. To see what is going on in Area 9, they need to cross to the door to that area.

11: WHITE DRAGON MADNESS

This is the lair of Ixcrimvorisk, one of those hatched from a clutch of white dragon eggs that Vlon found. From a clutch of green, blue, or red dragon eggs (depending on APL), Vlon found Vaxdris'shx, who has been blessed by Tiamat's touch, and lairs in the smaller room opening from his sister's lair. Ixcrimvorisk takes her guard duty seriously, especially as her treasures are located here, and her vigilance will be rewarded by Vlon's generous hand. She challenges all who enter.

Suggested Miniatures: APL 2—1 pseudodragon (Unhallowed), and a greenspawn sneak (Blood War); APL 4—1 small copper dragon (War of the Dragon Queen), 1 bluespawn ambusher (Night Below); APL 6—1 medium copper dragon (Bloodwars) and 1 redspawn arcaniss (Unhallowed); APL 8—1 large white dragon t (Night Below) and 1 redspawn arcaniss (Unhallowed)

Read the following:

This chamber has four doors leading off from it, but that is not the first thing you notice. The first thing you notice is the white dragon seated comfortably in a luxurious nest of silk cushions and rugs, throughout which lie a smattering of gold-colored trinkets and gems. It raises itself from the cushions and draws breath as if to speak.

Give the PCs time to react to the dragon's presence. If they attack her, on sight, she does not issue the password, but, if they do not attack, she challenges the PCs in Draconic and/or Undercommon.

"The mighty sorcerer Vlon Jaelkal is busy. Only those can speak his dayword may pass. All others must leave, or are lost."

If the PCs cannot give Ixcrimvorisk the appropriate password, she attacks.

APL 2 (EL 4)

☛ **Ixcrimvorisk**: female white dragon wyrmling; hp 22; Appendix 1.

☛ **Vaxdris'shx**: male greenspawn sneak; hp 11; Appendix 1.

APL 4 (EL 6)

☛ **Ixcrimvorisk**: female young white dragon sorcerer 2; hp 69; Appendix 1.

☛ **Vaxdris'shx**: male bluespawn ambusher; hp 30; Appendix 1.

APL 6 (EL 8)

☛ **Ixcrimvorisk**: female juvenile white dragon sorcerer 2; hp 90; Appendix 1.

☛ **Vaxdris'shx**: male redspawn arcaniss; hp 52; Appendix 1.

APL 8 (EL 10)

☛ **Ixcrimvorisk**: female young adult dragon; hp 142; Appendix 1.

☛ **Vaxdris'shx**: male advanced redspawn arcaniss, hp 55; Appendix 1.

Refer to Appendix 3 if the PCs try to use Knowledge skills to learn more about their opponents.

Ixcrimvorix's Tactics: Once she has challenged the intruders, Ixcrimvorix waits for their response. If they do not respond correctly, or show her the disk, her frightful oresence ability comes into play, and she uses her breath weapon to attack while the PCs are grouped together in the doorway. She then sends her familiar to warn Vlon of the intrusion. After the first round, Ixcrimvorix use her breath weapon, her spells, and her natural attacks as the situation dictates. She fights fiercely to defend her lair, and to buy time for the Vlon or other back-up to arrive, and does not retreat.

Vaxdris'shx's Tactics—**APL 2**: Vaxdris'shx hears the challenge from his room, and then uses his Hide and Move Silently abilities to enter Ixcrimvorix's lair and position himself for a sneak attack.

APL 4: Vaxdris'shx comes to the doorway of his lair, and positions himself to charge any PCs he is able. If he is unable, he turns around and moves back down the corridor, before burrowing under the floor in order to come up behind the party.

APL 6-8: Vaxdris'shx hears the challenge from his room, and then uses his Hide and Move Silently abilities to position himself near the entrance of Ixcrimvorix's lair so that he can attack from the partial cover of the door using his spells. He supports Ixcrimvorix as best he can.

TIMELINE

Round 1: Ixcrimvorix sends her familiar to fetch Vlon. She and Vaxdris'shx attack.

Round 5: Unless the PCs stopped the familiar, Vlon arrives from Area 15 to join the combat. He starts by using his *darkness* ability to negate any light in the area. If he is reduced to half or less of his hit point total, he sends his familiar to alert the drow guards in Area 5 of the intruders.

4 rounds after Vlon sends for them or round 12: a drow patrol from Area 5 is drawn to the room by the commotion and joins the fray.

DEVELOPMENT

Victory: PCs are able to find one each of the following scrolls, hidden in Ixcrimvorix's lair, amongst the cushions: *scroll of dawnburst*, *scroll of ice dagger*, *scroll of caltrops*, *electric jolt*, and *sonic snap* (APLs 2-6) and a *scroll of spiderskin* (APL 8).

Defeat: If the PCs are defeated, they are taken to Area 9 for interrogation.

Treasure: Refer to the Treasure Summary for more information.

12: SNOW DOME

PCs enter and discover the area built for Ixcrimvorix's comfort. The Snow Dome occurs at a junction where Vlon has opened (or had someone open for him), a window to a cold portion of the elemental plane of air.

This cavern is linked to a cold area of the elemental plane of air through the window, and used as a means of keeping Ixcrimvorix's lair cool. In spite of the bars, Ixcrimvorix feels that the window, through which no one can see, makes the room less secure than a lair should be, and has thus set herself up in the adjacent cavern, where she can benefit from the cold, but not have to worry about the window. She is right to be suspicious. A band of ice mephits has discovered the window, and have worked out that, while a hindrance, the bars prevent larger creatures from their plane entering the room. For them, it is the ideal lair, and, unbeknownst to Ixcrimvorix or Vlon, they have set up home here.

Suggested Miniatures: 1-4 ice mephits (Night Below).

Read of paraphrase the following:

Following the tunnel a short way, you come to a point where the atmosphere changes. The cold here is intense and a light wind blows snow through what appears to be a large barred window that opens onto a perfect darkness.

The floor is at least a foot deep in snow, and drifts of it have built up around the walls. Icicles hang from the ceiling. Shelves and niches have been carved into the ice coating the walls, and small beds have been shaped out of the snow. The wind gusts in from the window, but snow drifts have been arranged to create a sheltered nook in one corner of the room. A flurry of snow obscures your vision for a moment, and then you see a number of small humans appear from among the icicles. "Go!" they cry. "Leave our home; you were not invited! Go!"

The mephits are not happy to have intruders in their domain, and demand that the PCs leave. If the PCs leave, the mephits return to their peace and quiet. If the PCs refuse and/or attack, the mephits do their best to protect their home, snatching one of their prized possessions each, and fleeing only if they cannot drive the intruders out. If the PCs are fleeing a band of angry drow, the mephits let them travel through 'their' lair to the window, but PCs have to find a way through the bars themselves. The mephits are no help in this situation, as they set about hiding their treasures from the drow.

APL 2 (EL 2)

❧ **Ice Mephit** (1): hp 13; MM 182.

APL 4 (EL 4)

❧ **Advanced Ice Mephit** (1): hp 17; Appendix 1.

APL 6 (EL 6)

❧ **Advanced Ice Mephits** (4): hp 17 each; Appendix 1.

APL 8 (EL 8)

❧ **Advanced Ice Mephits** (4): hp 21 each; Appendix 1.

Refer to Appendix 3 if the PCs try to use Knowledge skills to learn more about their opponents.

Tactics: The ice mephits immediately try to *summon* reinforcements. If this fails, and the ice mephits are outnumbered at least 3 to 1, they try to negotiate the safety of their lair ("I don't want to hurt you, but this is my home. You can use the room, but please leave my corner of this place alone" kind of approach).

CHAMBER FEATURES

Cold: This chamber is considered 'cold', being between 0 and 25 degrees F. The ice mephits' fast healing ability works without them touching an icicle. Unprotected characters must make a Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 points of nonlethal damage. Characters whose protection against cold is at least level 1 or higher (cold weather outfit, Cold Endurance feat) are safe at this temperature range. (Frostburn 9). Any character who takes nonlethal damage from cold is beset by mild hypothermia and therefore treated as fatigued. If a character with mild hypothermia

fails a second save to avoid the effects of cold, they are beset by moderate hypothermia and are treated as exhausted. Any character with moderate hypothermia who fails a Fortitude save to avoid the effects of cold or exposure is beset by severe hypothermia and is treated as disabled. (Frostburn 10)

Enhanced Magic: Spells and spell-like abilities that have the cold descriptor benefit from being maximized (as the Maximize Spell feat, except the spell doesn't use a higher slot). In addition, spells that use water (including those of the Water domain) are extended (as the Extend Spell feat, except the spell doesn't use a higher slot). Spells that are already maximized or extended are unaffected. (Frostburn 8)

Impeded Magic: Spells and spell-like abilities with the fire descriptor are impeded. This includes spells of the Fire domain. These spells and spell-like abilities may still be used, but a successful Spellcraft check (DC 15 + level of the spell) must be made to do so. (Frostburn 8)

Ceiling: The ceiling is 20 ft. high.

Floor: Snow covers the floor. In the squares opposite the window, where the ice mephits have their lair, the snow has banked up to between 2 and 3 feet deep, creating a major impediment for Small and Medium creatures entering the area. Each Small or Medium creature entering the four rows of squares nearest the wall opposite the window, must pay 4 squares of movement to enter each square. (The DC of Tumble checks increases by 8. Large creatures suffer only minor impediment here (see below).

The two rows of squares nearest the window to the plane of air, are only covered by 7 to 12 inches of snow, creating a minor impediment for Small and Medium creatures. In these squares, Small and Medium creatures must pay 2 squares of movement to enter each square and the DC of Tumble checks increases by 2. Large creatures are unimpeded. The snow on the central row of squares provides a major impediment for Small creatures and a minor impediment for Medium or large creatures. Creatures who are not trying to walk through the snow, but who are floating or flying above it, remain unimpeded.

Walls: The walls are covered in a thin layer of ice, making climbing difficult (DC 25 Climb check)

DEVELOPMENT

PCs who leave the area as soon as the ice mephits demand it, receive no reward from this encounter. PCs who attack the mephits and defeat them, obtain the mephits' treasure.

Treasure: Once the mephits have been killed, the PCs find a pair of *gloves of the starry sky*.

13: PRIVATE QUARTERS

These are Vlon's private quarters. There is very little here since he uses it only as a place to sleep. All that is valuable to him is either on his person, in his library, or in the map room.

The room here is empty. It cannot be described as a luxurious space, although it is comfortably furnished with a bed, hanging space for clothes, chamber pot, washstand and two small chests. A book rests on a nightstand beside the bed.

The book is about the exploration of the Underdark by a drow of note. It is self-published and written to place the explorer in the best light. Comments in the margin cast aspersions on the writer and show that the reader more than saw through the braggart's words.

The chests contain neatly folded changes of underwear, breeches and tunics. While these would assist in attempts at disguise, they are not significantly valuable.

A DC 15 Search check does, however, reveal the presence of a secret door. The door is both locked and trapped.

APL 2 (EL 2)

🔪 **Lesser orb of acid trap:** CR 2; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*lesser orb of acid*; 1st level wizard, +1 ranged touch, 1d8 acid) lock bypass (Open lock DC 30); Search DC 26; Disable Device DC 26. Cost: 500 gp, 40 xp

APL 4 (EL 4)

🔪 **Lesser orb of acid trap:** CR 4; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*lesser orb of acid*; 5th-level wizard, +3 ranged touch, 3d8 acid) lock bypass (Open lock DC 30); Search DC 28; Disable Device DC 28. Cost: 7,500 gp, 600 xp

APL 6 (EL 6)

🔪 **Orb of acid trap:** CR 6; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*orb of acid*; 10th-level wizard, +5 ranged touch, 10d6 acid plus sickened, DC 14 Fort negates sickening but not damage); lock bypass (Open lock DC 30); Search DC 28; Disable Device DC 28. Cost: 15,000 gp, 1,200 xp

APL 8 (EL 8)

🔪 **Orb of acid Trap:** CR 8; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*orb of acid*; 13th-level wizard, +7 ranged touch, 13d6 acid); lock bypass (Open lock DC 30); Search DC 32; Disable Device DC 32. Cost: 45,500 gp, 3,640 xp

DEVELOPMENT

If the PCs are able to bypass the trap, they discover the following:

Inside the alcove beyond the door, sits a small altar made of carved stone. It is in the shape of a white dragon's head, with space for offerings and incense inside the dragon's open maw. Multi-colored candles make the eyes gleam with dancing flame.

PCs may wish to use the following knowledge skills:

Knowledge (arcana)

DC Result

15 The main god of evil dragons is Tiamat and the main god of good dragons is Bahamat. Judging from the fact that the candles and colors on the dragon head are black, blue, green red and white, this must be a shrine to Tiamat.

Knowledge (religion)

DC Result

10 The main god of evil dragons is Tiamat and the main god of good dragons is Bahamat. Judging from the fact that the candles and colors on the dragon head are black, blue, green red and white, this must be a shrine to Tiamat.

12 Drow aren't known for worshipping draconic gods. They usually worship Lolth, the spider goddess.

20 Drow who displease Lolth (such as by worshipping other deities) are generally transformed into driders (a half-spider, half-drow creature) during a painful ceremony designed to punish the wrong-doer.

This is a small shrine to Tiamat. This is Vlon's secret. If the other drow discovered his infidelity to Lolth, he'd be drider-bait.

14: LITTLE LIZARD'S LIBRARY

Little Lizard is the nickname bestowed on Vlon by those drow most aware of his ancestry. Of course, it isn't used to his face. This is both his library, and his workshop, and where he keeps the notes taken from the many prisoners he has had captured over the last few months. These notes pertain either to the Nakiir clan sought by the white dragon, or to various pieces of draconic lore the prisoners might have known. He is not in the library when PCs arrive, but in the map room. He has left some of his best 'pets' to guard the area.

Suggested Miniatures: 1-3 trained carrion crawler (Night Below)

Read of paraphrase the following:

Bookcases line this area. In the center of the room is a large desk on which is arrayed a variety of piles of parchment, stacks of tomes, and a series of inkwells and writing implements. Before you have time to investigate the shelves or the contents of the desk, you hear a strange skittering noise. There is the sudden stench of rotting meat, and you see a large many-legged creature descending the bookshelf on the opposite of the room. Eight tentacles writhe about its head and mandibles clack menacingly as it opens its toothy jaws to hiss at you.

At APLs 4-8 add:

Another of the creatures is descending the north wall.

At APLs 6-8 add:

Another is crawling out from beneath the desk.

APL 2 (EL 4)

☛ **Carrion Crawler** (1): hp 19; MM 30.

APL 4 (EL 6)

☛ **Carrion crawlers** (2): hp 19 each; MM 30.

APL 6 (EL 7)

☛ **Carrion crawlers** (3): hp 37 each; see Appendix 1.

APL 8 (EL 8)

☛ **Advanced Spellwarped Carrion Crawlers** (3): hp 49 each; Appendix 1.

Refer to Appendix 3 if the PCs try to use Knowledge skills to learn more about their opponents.

Tactics: Although they all guard the library, the carrion crawlers do not work together. Their goal is to bring down the intruders, and then drag as many of the carcasses back into their own lairs for food.

DEVELOPMENT

If the PCs have somehow bypassed Ixcrimvorax, or Vlon, then this combat will draw them to the library just as the PCs are preparing to leave. If the PCs manage to conduct the battle silently, they might still be able to surprise Vlon in his map room (Area 15).

After defeating the carrion crawlers, PCs may find one each of the following scrolls prepared in the library (see the treasure Summary for details), as well as notes on a variety of topics (as listed below): *scroll of dawnburst*, *scroll of ice dagger* (APLs2-6) as well as a *scroll of spiderskin* (APL 8); notes on dragons and those who study them, including names and places, and notes on the draconic deities, Tiamat and Bahamat.

15: THE MAP ROOM

This is where Vlon is if he is not alerted to intruders by Ixcrimvorix's familiar flying a single round of the room before flying out again. The bat repeats this as many times as needed, but exits the room each time it completes a circuit, before re-entering to complete another.

Suggested Miniatures: 1 drow arachnomancer (Night Below).

If he has not been alerted to intruders by the bat, or sounds of combat, Vlon, can be found here, poring over a map of the lands his House intends to invade. The map is in Undercommon, and the names, when translated, do not correspond with any known location names in common. There is something vaguely familiar about the

map, but PCs cannot discern which particular forest it refers to since it is drawn from the perspective of someone underground, looking up, and using subterranean landmarks as reference points rather than surface landmarks such as mountains. Vlon is either encountered in this room (if the combat with Ixcrimvorix has not drawn him) or in Area 11.

Read or paraphrase the following:

This is obviously the workchamber of some student of magic. Books line the wall to the north, and jars, chemicals and a variety of tools can be found in shelves and on an alcoved desk to the south. A great, stone table takes up the central part of the room. There's not a lot of space for moving around in here. On the opposite side of the table, a drow wizard of sorcerer has raised his startled gaze towards you.

APL 2 (EL 4)

☛ **Vlon Jaelkal:** male drow sorcerer 1, hp 6; Appendix 1.

☛ **Vlon's familiar:** tiny snake, hp 3; Appendix 1.

APL 4 (EL 6)

☛ **Vlon Jaelkal:** male drow fighter 1/sorcerer 2, hp 15; Appendix 1.

☛ **Vlon's familiar:** tiny snake, hp 7; Appendix 1.

APL 6 (EL 6)

☛ **Vlon Jaelkal:** male drow fighter 1/sorcerer 2, hp 15; Appendix 1.

☛ **Vlon's familiar:** tiny snake, hp 7; Appendix 1.

APL 8 (EL 8)

☛ **Vlon Jaelkal:** male drow fighter 2/sorcerer 3, hp 24; Appendix 1.

☛ **Vlon's familiar:** tiny snake, hp 12; Appendix 1.

Tactics: If he is here, studying, and has not been alerted to the presence of the PCs, Vlon is surprised to see them. He pulls the lever under the table that releases the carrion crawlers into the room, and attempts to leave via the door nearest him. Note that the success of this tactic may be dependent on whether or not the PCs have not already defeated the carrion crawlers in Area 14. If he escapes, the PCs have 10 rounds before the drow guards from Area 5 arrive. Vlon, meanwhile retreats to the guard room. If he discovers that the guards are doing badly, he flees. If Vlon has retreated here after battling the PCs, and is pursued, he tries releasing the carrion crawlers and fleeing, as described above. If he is unable to escape, Vlon releases the crawlers, anyway, and fights the PCs to the death – although he is hoping that a drow patrol will arrive and intercede long before that happens.

DEVELOPMENT

There is a chance that Ixcrimvorix and/or Vaxdris'shx will hear the commotion and come to Vlon's aid. (Make

Listen checks to discern if this happens.)

Once the PCs have defeated the opposition in this room, they are free to continue exploring. Go to Encounter 11, if they leave via the western door, or Encounter 4B if they discover, and leave via the secret eastern door.

Treasure: Refer to the Treasure Summary for more information.

16: WHERE DRAGONS DWELL

These are Vaxdris'shx's private quarters.

Suggested Miniatures: APL 2—2 darkmantles (Night Below); APL 4—1 ankheg (Underdark); APL 6—1 fire mephit (Unhallowed); APL 8—3 fire mephits (Unhallowed).

APL 2

This room is like a forest retreat. Lit by phosphorescent fungi, underground plants grow in eager profusion. The musty scent of the cavern air alters to include the scent of both living and rotting vegetation.

Vaxdris'shx has managed to trap two darkmantles in cages near the ceiling. While he tends and feeds them, he has not managed to tame them, and knows he will have to get Ixcrimvorisk to deal with them when they have dealt with the intruders. He releases the darkmantles into the area as he leaves his lair to assist the dragon. They attack anything that intrudes on his domain while he is gone.

APL 2 (EL 2)

🐉 **Darkmantles** (2): hp 6 each; MM 38.

Tactics: The darkmantles attack anything that comes in here, including the sneak. They are hungry and unforgiving.

APL 4

This once open expanse of cavern is riddled with narrow openings that seem to lead into tunnels in the floor. A mound of pillowed earth and stone in one corner seems to serve as both an observation platform and a bed for some sort of animal – possibly the one that you fought earlier.

This is where Vaxdris'shx sleeps and rests during the day. He is aware of the ankhegs that share his quarters, but both have come to an unspoken mutual tolerance for each other – at least until Vax gets hungry, or the ankheg strays too close to his sleeping mound.

APL 4 (EL 4)

🐉 **Advanced ankheg** (1): hp 37; Appendix 1.

Tactics: The ankheg, disturbed by Vaxdris'shx's thunderous exit, does not appreciate its terrain being

invaded by other creatures – besides, it's not often that food comes walking into its lair...

It attacks to kill and can't retreat without abandoning its home.

APLS 6–8

In contrast to the coolness of the white dragon's cushioned lair, the room here is full of fire. A huge pit takes up the centre of the room, and, within its depths, you can see a number of small, fiery humanoids at play.

APL 6 (EL 6)

🔥 **Fire Mephit:** hp 13; MM 181.

APL 8 (EL 8)

🔥 **Fire Mephits** (3): 13 hp each; MM 181.

Tactics: The fire mephit/s have been sought out and summoned by Vaxdris'shx to assist him in his study of fire. His instructions to them were to guard his lair while he dealt with the problems outside. Since they need him in order to return to their home plane, these creatures fight fiercely.

If PCs attempt to bargain with them, they start out as hostile (PH 72) and attack out of sheer spite or bitterness if the PCs fail their Diplomacy check.

DEVELOPMENT

Vaxdris'shx has little of value hidden here. His most prized possessions are on his person, or in the library. This also provides a safe resting place, if the guards elsewhere in the complex have not been alerted.

17: BODYGUARD'S BED CHAMBER

The stone door to this area is locked but has a keyhole; the hinges are on the inside of the room and cannot be reached from the outside.

🔒 **Locked Stone door:** 4 in. thick; hardness 8; hp 60; AC 5; Break 28.

🔒 **Lock:** built into the door, cannot be attacked from outside, separately; Open Lock DC 30.

This is obviously the sleeping chamber of a warrior. It is spartanly furnished, with the bed crisply made, and nothing seemingly out of its place. There is a single bedside table here, but it is bare, and its drawers empty. A trunk under the bed reveals a change of clothes (a noble outfit, by the looks of it), and some undergarments.

The trunk is also locked (same lock description as the door) but can be broken into (1 in. thick; hardness 5; hp 10; Break DC 13). A DC 25 Search check of the trunk reveals the secret panel in the base. In here the PCs find a

sheaf of notes on possible routes leading into the Crystalmist city of the snow elves. Judging from the annotations scribbled in the margins of these notes, these overland routes were far from pleasing to the drow and the conclusion: "Xarsentriskix may be our best hope!!" is written on the last page.

18: MEETING ROOM

The stone door to this area is locked, but has a keyhole; the hinges are on the inside of the room and cannot be reached from the outside.

🔒 **Locked Stone door:** 4 in. thick; hardness 8; hp 60; AC 5; Break 28

🔒 **Good Lock:** built into the door, cannot be attacked from outside, separately; Open Lock DC 30

This well-appointed area is obviously a private meeting space. Spider webs coat the ceiling, and add a fine sheen to the walls. A table some six feet long and four feet wide takes pride of place in the centre of this room, its black surface gleaming, while carvings on the edges depict numerous types of spiders. The chairs surrounding are plush, covered in a black-velvet-like substance and set with red cushions, each corner embroidered either with a platinum crossbow bolt, or a black-bodied spider. A wooden cabinet adorns one wall, and two chairs share a corner, a table set between them, creating a sense of private space shared. A twenty-foot-wide stone portal stands at the eastern end of this room, and another, ten-foot wide door can be seen at its northern end.

There is nothing to find in this room. The maps have been locked away in Valarra's room, and Lolth's directions for conquest are hidden in Shalith's. If PCs decide to explore the door to the east, go to Encounter 19. If they decide to explore the door the north, go to Encounter 20.

19: SHALITH'S QUARTERS

The stone door to this area is locked, but has a keyhole; the hinges are on the inside of the room and cannot be reached from the outside.

🔒 **Locked Stone door:** 4 in. thick; hardness 8; hp 60; AC 5; Break 28

🔒 **Good Lock:** built into the door, cannot be attacked from outside, separately; Open Lock DC 30

The furnishings of these quarters are luxurious compared with the furnishings of the rooms before. A thick rug of black fur lies beneath a large, white marble table inlaid with black spiders and eight marble chairs. An embroidery-embellished screen supported by thin columns of black marble, inlaid with white spiders. Behind it is a luxurious bed, black-quilted and spread with a multitude of

cushions. Closer investigation reveals a well-made chest of black stone beneath the bed.

The chest is locked (Open Lock DC 30) but can be broken into (4 in. thick; hardness 8; hp 60; Break DC 28). Inside is Shalith's private journal detailing her discovery of Lolth's plan, and her joyous delivery of the goddess's will.

20: BARRACKS AREA

This large open chamber must be over 100 feet broad at its widest point, and nearly 80 feet deep. You don't know what the giants used it for, but the drow have obviously decided to use it as a barracks area. Walking cautiously through, you see bunks, four-high, arranged in orderly rows taking up almost a third of the cavern; what is obviously an eating area is equipped with long tables and benches, and a kitchen area stands empty at one end. Judging from the lack of cooking smells in this area, the area hasn't seen a lot of use in recent times, but it's being prepared to see a whole lot more. The preparation you see here is for over a hundred troops.

A successful DC 10 Search check, reveals the opening to a 10-foot wide tunnel leading down into the mountain. Go to Encounter 21.

21: TUNNEL DOWN

A 10-foot-wide tunnel lined in stone and seemingly well-made, leads down into the depths of the mountain. It strikes you that this could be a tunnel connecting the frost giant's fortress to a better-established drow stronghold, and that it is better reported than explored.

Should the PCs persist in exploring this tunnel, remind them that their duty was to rescue the prisoners, and provide written evidence of the drows' intentions in the mountains – both of which they are unlikely to find by seeking out a different fortress. If they still persist, they come to a set of unopenable adamantine-bound stone gates that block the corridor.

CONCLUSION

Once the PCs have decided to return to their base camp, and from thence to Istivin, read, or paraphrase, the following:

The news you bring is greeted with worried looks, and any documents you have found gratefully accepted. "Thank you," says the Marchioness of Sterich "I will have a council put together to analyze these. We'll send to the Crystalmists for the snow elves, so that they can be made aware. Who knows, after their years of seclusion, they might wish to take part in whatever counter-offensive we mount,"

with a faint smile, he nods towards the snow elf/elves you have rescued, "and we have the perfect emissaries for the task. Of course, there are other concerns we must also deal with, but this ... this is most concerning. I trust we can call on you should our plans require it?"

If Amaskiir and/or Kaliir are present (and the PCs have not forfeited the Favor of the Nakiir Clan) read, or paraphrase, the following:

On the last day of your stay in Istivin, you are visited by the snow elves: "Thank you for all you have done for us. We'd invite you to visit, our home, but we will be traveling a lot. If we meet again, I hope our friendship will grow stronger. If we do not," Amaskiir shrugs. "Ah well, who knows what the gods have planned. My people will want to call on you should the need arise. May we tell them they can?"

CAMPAIGN CONSEQUENCES

This scenario may have "Campaign Consequences"; that is, the outcome of this module may affect future events in the campaign. The answers to some of the questions below may seem trivial or pointless, but because of the complex nature of the backstory and campaign all information requested is vital.

Please send your answers to simpson.colleen@gmail.com, or creighton@greyworks.co.uk as soon as possible. General comments about the module are also welcomed at this address.

1. What region were the characters from?
2. What APL did you play?
3. Did the PCs rescue Amaskiir from Vathres and Eksva?
4. Did the PCs rescue Kaliir?
5. Did Shalith get away?
6. Did the PCs defeat Vlon, Ixcrimvorisk, and Vasdris'shx?
7. Did Vlon get away?
8. Did the PCs find the notes in the bodyguard's bedchamber?
9. Did the PCs find the diary in Shalith's quarters?
10. Did the PCs deliver the diary and/or the notes to the Marchioness?

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 character.

1: Something Stinky This Way Comes

Defeat Vathres and Eskva

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

3A: The Front Gate

Defeat the gate guards

APL 2	180 XP
APL 4	240 XP
APL 6	300 XP
APL 8	360 XP

3B: Pursuit

Defeat the spiders

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

4A: Reinforcements OR 5: Check Point Charlie

Defeat the drow guards

APL 2	120 XP
APL 4	180 XP
APL 6	180 XP
APL 8	240 XP

7B: Feeding Time

Defeat the owlbear

APL 2	120 XP
APL 4	180 XP
APL 6	180 XP
APL 8	240 XP

9: The Interrogation Room

Defeat the drow guards

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

11: White Dragon Madness

Defeat Ixcrimvorix and Vaxdrix's'shx

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

12: Snow Dome

Defeat the ice mephits through battle or bring their attitude to friendly or better through Diplomacy

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

13: Private Quarters

Disarm or survive the trap and discover the secret shrine to Tiamat

APL 2	60 XP
APL 4	120 XP
APL 6	120 XP
APL 8	240 XP

14: Little Lizard's Library

Defeat the carrion crawlers

APL 2	120 XP
APL 4	180 XP
APL 6	210 XP
APL 8	240 XP

15: The Map Room

Defeat Vlon (if he was defeated in Encounter 11, add these XP to that total)

APL 2	60 XP
APL 4	120 XP
APL 6	120 XP
APL 8	180 XP

16: Where Dragon's Dwell

Defeat the creatures guarding Vaxdrix's'shx's lair through combat or Diplomacy

APL 2	60 XP
APL 4	120 XP
APL 6	120 XP
APL 8	180 XP

Story Award

Objective(s) met:

APL 2	90 XP
APL 4	120 XP
APL 6	150 XP
APL 8	180 XP

Total Possible Experience

APL 2	900 XP
APL 4	1,350 XP
APL 6	1,800 XP
APL 8	2,250 XP

TREASURE SUMMARY

During an adventure, characters 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 character 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 characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters 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), characters may return to retrieve loot. If the characters 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 character 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 characters may want to use them during the adventure. Many times characters 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 characters 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.

1: Something Stinky This Way Comes

APL 2: Loot: 40 gp; Gold: 1 gp; Magic: +1 *spiderkissed rapier* (693 gp); Total: 734 gp

APL 4: Loot: 63 gp; Gold: 1 gp Magic: *spiderkissed rapier* (693 gp), +1 *hide armor* (93 gp), *cloak of resistance* +1 (83 gp), *transmitting drow house insignia* (42 gp); Total: 975 gp

APL 6: Loot: 64 gp; Gold: 1 gp Magic: *spiderkissed rapier* (693 gp), +1 *shadow hide armor* (405 gp), *cloak of resistance* +1 (83 gp), *potion of cure light wounds* (4 gp), *transmitting drow house insignia* (42 gp); Total: 1,292 gp

APL 8: Loot: 62 gp; Gold: 1 gp Magic: +1 *spiderkissed rapier* (693 gp), +1 *blurring shadow hide armor* (655 gp), *cloak of resistance* +1 (83 gp), *potion of cure light wounds* (4 gp), *transmitting drow house insignia* (42 gp); Total: 1,540 gp

3A (i): The Front Gate

APL 2: Loot: 39 gp; Total: 39 gp

APL 4: Loot: 250 gp; Total: 250 gp

APL 6: Loot: 250 gp; Total: 250 gp

APL 8: Loot: 249 gp; Magic: *potion of cure moderate wounds* (4) (100 gp); +1 *hand crossbow* (4) (133 gp), +1 *hand*

crossbow bolts (40) (167 gp); Total: 649 gp

4A: Reinforcements OR 5: Checkpoint Charlie

APL 2: Loot: 91 gp; Magic: 8 gp, 2 *potion of cure light wounds* (4 gp each); Total: 98 gp

APL 4: Loot: 91 gp; Magic: 8 gp, 2 *potion of cure light wounds* (4 gp each); Total: 98 gp

APL 6: Loot: 91 gp; Magic: 8 gp, 2 *potion of cure light wounds* (4 gp each); Total: 98 gp

APL 8: Loot: 233 gp; Magic: 16 gp, 4 *potion of cure light wounds* (4 gp each); Total: 239 gp

9: Interrogation Chamber

APLs 2-4: Loot 241 gp; Magic: *wand of cure light wounds* (63 gp); Total 304 gp.

APL 6: Loot 242 gp; Magic 197 gp; +1 *heavy mace* (193gp), *potion of cure light wounds* (4 gp); Total 439 gp.

APL 8: Loot 206 gp; Magic 390 gp; +1 *rapier* (193 gp), +1 *heavy mace* (193 gp), 1 *potion of cure light wounds* (4 gp); Total 596 gp.

11: White Dragon Madness

APL 2: Loot 5 gp; Magic 8 gp; *scroll of dawnburst* (2 gp), *scroll of ice dagger* (2 gp), *scroll of caltrops*, *electric jolt*, and *sonic snap* (4 gp); Total 13 gp.

APL 4: Loot 5 gp; Magic 8 gp; *scroll of dawnburst* (2 gp), *scroll of ice dagger* (2 gp), *scroll of caltrops*, *electric jolt*, and *sonic snap* (4 gp); Total 13 gp.

APL 6: Loot 159 gp; Magic 58 gp; *scroll of dawnburst* (2 gp), *scroll of ice dagger* (2 gp), *scroll of caltrops*, *electric jolt*, and *sonic snap* (4 gp), *potion of shield of faith* +3 (25 gp), *potion of cure moderate wounds* (25 gp); Total 167 gp.

APL 8: Loot 159 gp; Magic 58 gp; *scroll of dawnburst* (2 gp), *scroll of ice dagger* (2 gp), *scroll of caltrops*, *electric jolt*, and *sonic snap* (4 gp), *scroll of spiderskin* (31 gp), *potion of shield of faith* +5 (75 gp), *potion of cure moderate wounds* (25 gp); Total 248 gp.

12: Snow Dome

APL 2: Magic 92 gp; *gloves of the starry sky* (92 gp); Total 92 gp.

APL 4: Magic 92 gp; *gloves of the starry sky* (92 gp); Total 92 gp.

APL 6: Magic 92 gp; *gloves of the starry sky* (92 gp); Total 92 gp.

APL 8: Magic 92 gp; *gloves of the starry sky* (92 gp); Total 92 gp.

14: Little Lizard's Library

APLs 2-6: Loot: 48 gp; Magic *scroll of caltrops*, *electric jolt* and *sonic snap* (37gp), *scroll of dawnburst* (25 gp), *scroll of ice dagger* (25 gp); Total: 227 gp

APL 8: Loot: 48 gp; Magic *scroll of caltrops*, *electric jolt* and *sonic snap* (37gp), *scroll of dawnburst* (25 gp), *scroll of ice dagger* (25 gp), *scroll of spiderskin* (38 gp); Total: 265 gp

15: The Map Room

APL 2: Loot 35 gp; Magic 46 gp; *arcaneist's gloves* (42gp), *potion of cure light wounds* (4 gp); Total 81 gp.

APLs 4-6: Loot 151 gp; Coin 16 gp; Magic 54 gp; *arcanist's gloves* (42gp), 2 *potion of cure light wounds* (8 gp), *shield of faith* +2 *potion* (4 gp); Total 200 gp.

APL 8: Loot 151 gp; Coin 45 gp; Magic 162 gp; *arcanist's gloves* (42 gp), *cloak of resistance* +1 (83 gp), 2 *potion of cure light wounds* (8gp), *shield of faith* +2 *potion* (4 gp), *potion of barkskin*+2 (25 gp); Total 358 gp.

Treasure Cap

APL 2: 900 gp

APL 4: 1,350 gp

APL 6: 1,800 gp

APL 8: 2,600 gp

Total Possible Treasure

APL 2: 1,486 gp

APL 4: 1,846 gp

APL 6: 2,765 gp

APL 8: 3,311 gp

ADVENTURE RECORD ITEMS

☛ **Captured by the Drow:** After spending 6 TU in their 'care', you manage to escape your drow captors and make your way out of the Underdark. You lose all your equipment in the process but liberate 500 gp x your character level for reequipping. You may also call upon the Charity of Friends as described in the LGCS.

☛ **Vlon's Draconic Lore Notes:** Spending 1 TU reading through these notes grants you a +2 circumstance bonus to Knowledge (arcana) checks regarding dragons, and Knowledge (religion) checks regarding Tiamat and Bahamat. Also, you compile a list of scholars in draconic lore. For every 2 TUs spent seeking out a scholar, you gain access to one of the following provided all prerequisites are met: Alternate Class Features: drakken familiar (DrM), stalwart sorcerer (CM); Feats: Draconic Heritage (copper, gold, green, blue, red, silver, white) (RDr), Draconic Lineage (as for Draconic Heritage) (DrM); Prestige Classes: Disciple of the Eye (RoD); Dracolexi (RoD), Dragonheart Mage (RoD)(Core; 550 gp).

☛ **Favor of the the Nakiir Clan:** You have rescued one of their members and the clan, which is willing to grant you an introduction to the Nakiir Dragonsingers opening access to the dragonsong lyrist PrC (*Draconomicon*) once you meet all prerequisites Training as a dragonsong lyrist costs 4 TUs. In addition, for the cost of 1 TU, you gain access to *ice darts* (*Frostburn*), Dragonsong (*Draconomicon*), and Extra Music and the masterwork musical instrument skills for the harp and lute (both *Complete Adventurer*).

☛ **Vlon's Nakiir Notes:** Vlon's notes on the Nakiir clan indicate that the clan has spread throughout many regions of Oerth in response to the threat posed by an old enemy. (Adventure; 20 gp)

☛ **Rescued Friends:** For their rescue, Jareth

Coldbringer, Astaran Vanmach, Auldhill, Daranil, and Xanaphia Galanodel extend their thanks.

☛ **Enmity of House Godeep:** You have earned by your interference in their operation at the frost giant's stronghold.

☛ **Thanks of the Marchioness:** You have gained influence with the Marchioness of Sterich. This may be useful later in your career.

ITEM ACCESS

APLs 2-4:

- *Arcanist's gloves* (Adventure; *Magic Item Compendium*; 500 gp)
- *Bile droppings* (Adventure; *Drow of the Underdark*; 50 gp)
- *Drow house insignia, transmitting* (Adventure; *Drow of the Underdark*; 500 gp)
- *Gloves of the starry sky* (Adventure; *Magic Item Compendium*; 1,100 gp)
- *Scroll of caltrops, electric jolt and sonic snap* (Adventure; *Spell Compendium*; 40 gp)
- *Scroll of ice dagger* (Adventure; *Spell Compendium*; 25 gp)
- *Scroll of dawnburst*, (Adventure; *Complete Mage*; 25 gp)
- +1 *spiderkissed rapier* (Adventure; *Drow of the Underdark*; 8,320 gp)
- *Shedden* (Adventure; *Drow of the Underdark*; 75 gp)
- *Spider kit* (Adventure; *Drow of the Underdark*; 101; 110 gp)

APL 4 (all of APL 2 plus the following)

- *Transmitting drow house insignia* (Adventure; *Drow of the Underdark*; 500 gp)

APL 6 (all of APLs 2-4 plus the following):

- +1 *shadow hide armor* (Adventure; DMG; 4,165 gp)

APL 8 (all of APL 2-6 plus the following):

- +1 *shadow blurring hide armor* (Adventure; *Magic Item Compendium*; 9,165 gp)
- *Potion of shield of faith* +5 (Adventure; DMG)
- *Scroll of spiderskin* (Adventure; *Spell Compendium*; 375 gp)

APPENDIX 2: ALL APLS

AMASKIIR NASKIIR

CR 9

Male snow elf bard 7/dragonsong lyrist* 2

**Draconomicon* 127

NG Medium humanoid (elf)

Init +4; **Senses** low-light vision, Listen +3, Spot +3

Languages Common, Elven, Draconic, Sylvan

AC 12, touch 10, flat-footed 12

(+0 Dex, +2 armor)

hp 47 (9 HD)

Immune *sleep*

Fort +3, **Ref** +5, **Will** +6; +2 against enchantments

Speed 30 ft. (6 squares)

Melee unarmed strike +6 (1d3)

Base Atk +6; **Gp** +6

Special Actions bardic music 11/day (countersong, fascinate, inspire courage +1, inspire competence, suggestion), greater dragonsong 2/day (song of compulsion, song of strength)

Bard Spells Known (CL 5th; +3 ranged attack):

3rd (2/day)—*blink*, *displacement*, *good hope*

2nd (4/day)—*cat's grace*, *eagle's splendor*, *hypnotic pattern* (DC 14), *ice darts*

1st (4/day)—*cure light wounds*, *expeditious retreat*, *hypnotism* (DC 13), *sleep* (DC 13)

0 (3/day)—*daze* (DC 12), *flare* (DC 12), *ghost sound*, *lullaby*, *message*, *summon instrument*

† Amaskiir has already cast many spells today

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

SQ bardic knowledge +11, elf traits

Feats Improved Initiative, Dragonsong, Extra Music, Magical Aptitude

Skills Bluff +11, Concentration +8, Decipher Script +7, Diplomacy +10, Disguise +3 (+5 to act in character), Intimidate +5, Knowledge (arcana) +9, Knowledge (dungeoneering) +4, Knowledge (geography) +4, Knowledge (history) +7, Knowledge (nature) +4,

Knowledge (nobility and royalty) +4, Knowledge (religion) +4, Listen +3, Perform (oratory) +17, Perform (sing) +17, Perform (stringed) +15, Search +4, Sleight of Hand +4, Spellcraft +8 (+10 deciphering scrolls), Spot +3, Use Magic Device +9 (+11 with scrolls),

Greater Dragonsong (Su) Twice per day, Amaskiir can use song or poetics to invoke the power of dragonsong. Invoking dragonsong requires a standard action.

In cases where the character continues a greater dragonsong effect over the course of multiple rounds (such as strong of strength), the dragonsong lyrist can fight while using greater dragonsong but cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by command word (such as wands). Maintaining a greater dragonsong effect does not require concentration.

A deaf dragonsong lyrist has a 20% chance to fail when using greater dragonsong. If she fails, the attempt still counts against her daily limit.

Song of Strength Amaskiir can imbue himself and his allies with great physical power. Amaskiir and all allies within 30 ft. gain a +4 morale bonus to Strength for the duration of Amaskiir's performance and for 5 rounds thereafter. This is a mind-affecting ability.

Song of Compulsion Amaskiir can use his greater dragonsong to make a *suggestion* to a single creature within 30 feet who can hear the lyrist. A DC 16 Will save negates the effect. This is an enchantment (compulsion, mind-affecting, language-dependent) effect. Dragons take a -2 penalty on this saving throw.

APPENDIX 1: APL 2

1: SOMETHING STINKY THIS WAY COMES

VATHRES THE HUNTER

CR 5

Male drow ranger 4

CE Medium humanoid (elf)

Init +2; **Senses** darkvision 120 ft.; Listen +3, Spot +3

Languages Common, Elven, Undercommon

AC 15, touch 12, flat-footed 13

(+2 Dex, +3 armor)

hp 19 (4 HD)

Immune magic *sleep* effects

SR 15

Fort +5, **Ref** +5, **Will** +2; (+4 against spells and spell-like abilities); +2 against enchantments

Weakness light blindness

Speed 20 ft. in hide armor (4 squares), base speed 30 ft.

Melee +1 *spiderkissed rapier* +7 (1d6+3/18-20)

Ranged hand crossbow +5 (1d4/19-20)

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

Atk Options favored enemy elf +2, poison (Fort DC 13, 1d6 Con + 1d6 Str/blind)

Combat Gear poison, shedden

Ranger Spells Prepared (CL 1st):

1st—*delay poison*

Spell-Like Abilities (CL 4th):

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

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

SQ animal companion, link with companion, share spells, spot secret doors within 5 ft., wild empathy +8 (+4 magical beasts)

Feats Endurance^B, Gift of the Spider Queen, Track^B, Two-Weapon Fighting^B, Vermin Trainer

Skills Bluff +2, Handle Animal +9, Hide +5, Intimidate +5, Knowledge (religion) +3, Knowledge (nature) +0, Listen +3, Move Silently +5, Ride +3, Search +2, Spot +3, Survival +3

Possessions combat gear plus hand crossbow with 10 bolts, +1 *spiderkissed rapier*, hide armor

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Vathres for 1 round. On subsequent rounds, he is dazzled (-1 on attack rolls, saves, and checks) as long as he remain in the affected area.

Gift of the Spider Queen (Ex) Vathres can use the following combinations of his daily spell-like abilities to do the following:

Curtain of Darkness: Vathres can expend one daily use of *dancing lights* and *darkness* to extinguish all non-magical light sources within 100 feet. This is not a magical effect; the fires (or other sources such as sunrods) simply go out. This ability does not function on any flame larger than that of a torch or a lantern, so it cannot be used to extinguish a burning building, or as a defense against fire used as a weapon. This is the equivalent of a 2nd-level spell.

Mirror Image: Vathres can expend one daily use of *dancing lights* and *faerie fire* to use *mirror image* (as the spell, except he gains only 1d4

images).

See Invisibility: Vathres can expend one daily usage of *darkness* and *faerie fire* to use *see invisibility* (as the spell, except that the duration is only 1 round per caster level).

Blinding vanish: Vathres can use one daily use of *faerie fire*, *dancing lights*, and *darkness* to disappear in a blinding flash of light. All creatures within a 20-foot radius burst are blinded for 1 round; a successful DC 16 Fortitude save reduces the effect to dazzled for 1 round. In addition, he become invisible (as the *invisibility* spell, except the duration is 1 round per caster level).

ANIMAL COMPANION

—

Medium viper

N Medium animal

Init +3; **Senses** scent; Listen +5, Spot +5

AC 16, touch 13, flat-footed 13

(+3 Dex, +3 natural)

hp 9 (2 HD)

Fort +3, **Ref** +6, **Will** +1

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +4 (1d4-1 plus poison)

Base Atk +1; **Grp** +0

Atk Options poison (DC 11, 1d6 Con/1d6 Con)

Abilities Str 8, Dex 17, Con 11, Int 1, Wis 12, Cha 2

Feats Weapon Finesse

Skills Balance +11, Climb +11, Hide +12, Listen +5, Spot +5, Swim +7

Skills A snake can always choose to take 10 on a Climb or Swim check, even if rushed or threatened. It can use the run action while swimming, provided it swims in a straight line.

3A: THE FRONT GATE & 3B: PURSUIT

GUARD SPIDERS

CR 2

N Medium dungeoned* Large monstrous spider

* *Dungeonscape* 112

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Listen +0, Spot +4,

AC 14, touch 14, flat-footed 10

(+4 Dex, +0 natural)

hp 22 (4 HD)

Immune mind-affecting effects

Fort +5 (+7 against poison and disease), **Ref** +4, **Will** +1

Speed 30 ft., climb 20 ft.

Melee bite +7(1d8 plus poison)

Ranged weapon +7 (entangle)

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

Atk Options poison, web

Abilities Str 11, Dex 19, Con 13, Int —, Wis 10, Cha 2

SQ easy maintenance, vermin traits

Feats Endurance, Improved Natural Attack, Weapon Finesse (bite)^B

Skills Climb +12, Hide +4 (+12 when using webs),

Jump +0, Spot +4

Tremorsense (Ex) A monstrous spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs.

Web (Ex) The spider can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider. An entangled creature can escape with a successful DC 12 Escape Artist check, or burst it with a successful DC 16 Str check. Both are standard actions. The check DCs are Constitution-based and the Strength check DC includes a +4 racial bonus. Web spinners often create sheets of sticky webbing from 5 to 10 feet square, depending on the size of the spider. They position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise they may stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section of this spider's web has 6 hit points and sheet webs have damage reduction 5/-. This spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Easy Maintenance (Ex) Dungeonbred monsters consume food and water as if they were one size smaller than they actually are (and thus two sizes smaller than the base creature). Further, all carnivorous dungeonbred monsters that are bred for the same dungeon will eat the same type of prey eagerly, regardless of the base creature used in each case, cutting down on the need to import exotic prey for different monsters.

Skills A monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened.

Special Actions Divine Intercession

Combat Gear *potion of cat's grace*

Cleric Spells Prepared (CL 1st):

1st—*bane*, *bless*, *inflict light wounds*^D

0—*virtue* (3)

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

Spell-Like Abilities (CL 1st):

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

Abilities Str 12, Dex 10, Con 12, Int 12, Wis 15, Cha 15
SQ spot secret doors within 5 ft.

Feats Divine Intercession

Skills Bluff +5, Concentration +4, Diplomacy +5, Hide -3, Knowledge (religion) +4, Listen +4, Move Silently -3, Search +3, Spot +4

Possessions combat gear plus heavy mace, chain shirt, holy symbol, hand crossbow with 10 poisoned bolts

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Shalith for 1 round. On subsequent rounds, she is dazzled (-1 on attack rolls, saves, and checks) as long as she remains in the affected area.

Divine Intercession (Su) Shalith spends three rebuke undead attempts to *teleport* to any point up to 30 feet away within line of sight. This effect functions as a *dimension door*, except she can't bring along other creatures

VALLARA MYRAUN

CR 2

Male drow fighter 1

CE Medium humanoid (elf)

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

Languages Common, Elven, Goblin, Undercommon

AC 18, touch 13, flat-footed 15

(+3 Dex, +4 armor, +1 shield)

hp 10 (1 HD)

Immune magic *sleep* effects

SR 12

Fort +2, **Ref** +3, **Will** -1 (+1 against spells and spell-like abilities); +2 against enchantments

Weakness light blindness

Speed 30 ft. in chain shirt (6 squares)

Melee mwk rapier +4 (1d6+2/18-20 plus poison)

Ranged hand crossbow +5 (1d4/19-20 plus poison)

Base Atk +1; **Grp** +3

Atk Options poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours)

Combat Gear *potion of cure light wounds*

Spell-Like Abilities (CL 1st):

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

Abilities Str 14, Dex 17, Con 11, Int 14, Wis 8, Cha 12

SQ spot secret doors within 5 ft.

Feats Hand Crossbow Focus, Weapon Focus (rapier)

Skills Climb +0, Handle Animal +6, Hide +1, Intimidate +6, Jump +0, Knowledge (religion) +4, Listen +1, Ride +7, Search +4, Spot +1, Swim +0,

Possessions combat gear plus masterwork rapier, masterwork chain, hand crossbow and 10 bolts

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Vallara for

9: INTERROGATION CHAMBER

SHALITH

CR 2

Female drow cleric 1

CE Medium humanoid (elf)

Init +1; **Senses** darkvision 120 ft.; Listen +4, Spot +4

Languages Common, Elven, Goblin, Undercommon

AC 15, touch 10, flat-footed 15

(+0 Dex, +4 armor, +1 shield)

hp 9 (1 HD)

Immune magic *sleep* effects

SR 12

Fort +3 **Ref** +0, **Will** +4 (+6 against spells and spell-like abilities); +2 against enchantments

Weakness light blindness

Speed 30 ft. in chain shirt (6 squares)

Melee heavy mace +1 (1d8+1)

Ranged hand crossbow +0 (1d4/19-20 plus poison)

Base Atk +0; **Grp** +1

Atk Options poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours)

1 round. On subsequent rounds, she is dazzled (-1 on attack rolls, saves, and checks) as long as she remains in the affected area.

11: WHITE DRAGON MADNESS

IXCRIMVORISK

CR 2

Female white dragon wyrmling sorcerer 1

CE Tiny dragon (cold)

Init +5; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision, Listen +6, Spot +3

Aura frightful presence (DC 13, 10 ft. radius)

Languages Draconic, empathic link

AC 15, touch 13, flat-footed 14

(+2 size, +1 Dex, +2 natural)

hp 20 (4 HD)

Immune cold, *sleep*, paralysis

Fort +3, **Ref** +4, **Will** +5

Weakness vulnerability to fire

Speed 60 ft. (12 squares), burrow 30 ft., swim 60 ft., fly 150 ft. (average); icewalking

Melee bite +6 (1d4+1) and 2 claws +1 (1d3 +1)

Space 2.5 ft.; **Reach** 0 ft. (5 ft. with bite)

Base Atk +3; **Grp** -4

Special Actions breath weapon

Sorcerer Spells Known (CL 1st; +5 ranged touch):

1st (3/day)—*dawnburst*, (DC 14), *ice dagger*

0 (5/day)—*caltrops*, *electric jolt*, *flare* (DC 13), *sonic snap* (DC 13)

Abilities Str 12, Dex 13, Con 10, Int 10, Wis 10, Cha 11

SQ drakken familiar, share spells

Feats Alertness^B, Awaken Frightful Presence, Improved Initiative

Skills Bluff +5, Concentration +0, Diplomacy +4, Hide +13, Intimidate +2, Knowledge (arcana) +3, Knowledge (dungeoneering) +4, Knowledge (nobility & royalty) +3, Listen +6 (+8 when familiar within 5 ft.), Move Silently +1, Search +1, Sense Motive +5, Spellcraft +3, Spot +3 (+5 when familiar within 5 ft.), Swim +1, Use Magic Device +4

Breath Weapon (Su) 15-ft. cone, once every 1d4 rounds, 1d6 cold, Reflex DC 12 half

Icwalking (Ex) This ability works like the *spider climb* spell, but the surfaces the dragon climbs must be icy. It is always in effect.

BAT FAMILIAR

CR—

N Diminutive animal (dragonblooded)

Init +2; **Senses** blindsense 20 ft., low-light vision, Listen +11, Spot +11

Languages empathic link

AC 17, touch 16, flat-footed 15

(+4 size, +2 Dex, +1 natural)

hp 10 (4 HD)

Resist improved evasion

Fort +3, **Ref** +5, **Will** +7

Speed 5 ft. (1 square), fly 40 ft. (good)

Melee —

Space 1 ft.; **Reach** 0 ft.

Base Atk +4; **Grp** -13

Abilities Str 1, Dex 15, Con 10, Int 6, Wis 14, Cha 4

Feats Alertness

Skills Bluff +2, Concentration +0, Hide +18, Intimidate +1, Listen +11 (+7 if blindsense negated), Move Silently +6, Search +3, Sense Motive +7, Spot +11 (+7 if blindsense negated), Swim -5

VAXDRIS'SHX

CR 2

Male greenspawn sneak*

**Monster Manual IV* 148

LE Small monstrous humanoid (dragonblood)

Init +3; **Senses** darkvision 60 ft.; Listen +2, Spot +2

Languages Draconic

AC 19, touch 14, flat-footed 16

(+1 size, +3 Dex, +2 armor, +3 natural)

hp 11 (2 HD)

Immune acid

Fort +1, **Ref** +6, **Will** +3

Speed 30 ft. in leather armor (6 squares)

Melee dragonsplit +4/+4 (1d4/19-20 or x4) or

Melee dragonsplit +6 (1d4/19-20 or x4)

Ranged dagger +6 (1d3/19-20)

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

Atk Options sneak attack +2d6

Combat Gear 2 flasks of acid

Abilities Str 11, Dex 16, Con 13, Int 10, Wis 11, Cha 15

SQ water breathing

Feats Two-Weapon Fighting^B, Weapon Finesse

Skills Bluff +9, Hide +14, Listen +2, Move Silently +10, Spot +2

Possessions combat gear plus leather armor, 2 dragonsplits, 2 daggers

Water Breathing (Ex) A greenspawn sneak can breathe underwater indefinitely

13: PRIVATE QUARTERS

LESSER ACID ORB TRAP

CR 2

Description see text.

Search DC 26; **Type** magic

Trigger touch and lock not released in 2 rounds; **Init** +4

Effect If the door is tampered with and the lock not released 2 rounds after the tampering begins, then the trap releases a *lesser acid orb* in a direct line in front of it (as the spell) is triggered.

Duration instantaneous (see Appendix 2 text)

Destruction AC 10; hp 30; hardness 5

Disarm Disable Device DC 26

15: THE MAP ROOM

VLON JAEKAL

CR 2

Male drow sorcerer 1

CE Medium humanoid (elf, dragonblooded)

Init +0; **Senses** darkvision 120 ft., Listen +6, Spot +6

Languages Common, Draconic, Drow Sign Language, Elven, Undercommon

AC 12, touch 10, flat-footed 12

(+0 Dex, +2 armor)

hp 6 (1 HD)

Immune *sleep*

SR 12

Fort +0, **Ref** +0, **Will** +4 (+6 against spells and spell-like abilities); +2 against enchantments; +1 against *sleep*, paralysis, and cold

Weakness light blindness

Speed 30 ft. in leather armor (6 squares)

Melee heavy pick +1 (1d8/x4)

Ranged mwk light crossbow +1 (1d4/19-20 plus poison)

Base Atk +0; **Grp** +0

Atk Options poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours)

Combat Gear *arcanist's gloves*, *potion of cure light wounds*

Sorcerer Spells Known (CL 1st; +0 ranged touch; spell failure 10%):

1st (4/day)—*color spray*, (DC 14)

0 (5/day)—*acid splash*, *electric jolt*, *flare* (DC 13), *ray of frost* (DC 13), *sonic snap* (DC 13)

Spell-Like Abilities (CL 1st):

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

Abilities Str 10, Dex 10, Con 10, Int 15, Wis 14, Cha 17

SQ drakken familiar, stalwart sorcerer

Feats Alertness^B, Draconic Heritage (white), Weapon Proficiency (heavy pick)^B, Weapon Focus (heavy pick)^B

Skills Bluff +8, Concentration +4, Diplomacy +3, Hide +0, Knowledge (arcana) +6, Knowledge (nobility & royalty) +3, Listen +6, Move Silently +0, Search +4, Sense Motive +2, Spellcraft +6, Spot +6

Possessions combat gear plus masterwork hand crossbow with 20 poisoned bolts, heavy pick, leather armor

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Vlon for 1 round. On subsequent rounds, he is dazzled (-1 on attack rolls, saves, and checks) as long as he remain in the affected area.

SNAKE FAMILIAR

CR—

N Tiny animal (dragonblooded)

Init +3; **Senses** blindsense 20 ft., low-light vision; Listen +11, Spot +11

Languages empathic link

AC 18, touch 15, flat-footed 15

(+2 size, +3 Dex, +3 natural)

hp 3 (1 HD)

Resist improved evasion

Fort +2, **Ref** +4, **Will** +4

Speed 15 ft. (3 squares), climb 15 ft., swim 20 ft.

Melee bite +5 (1 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

Base Atk +0; **Grp** -11

Atk Options poison (Fort DC 10, 1d6 Con/1d6 Con)

Abilities Str 4, Dex 17, Con 10, Int 6, Wis 12, Cha 2

Feats Alertness^B

Skills Balance +11, Climb +11, Concentration +4, Hide +15, Listen +7, Move Silently +0, Search -3, Spot +7, Swim +5 (+13 to perform special action)

Skills A snake can always choose to take 10 on a Climb or Swim check, even if rushed or threatened. It can

use the run action while swimming, provided it swims in a straight line.

1: SOMETHING STINKY THIS WAY COMES

VATHRES THE HUNTER

CR 7

Male drow ranger 6

CE Medium humanoid (elf)

Init +2; **Senses** darkvision 120 ft.; Listen +8, Spot +8**Languages** Common, Elven, Undercommon**AC** 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

hp 39 (6 HD)**Immune** magic *sleep* effects**SR** 15**Fort** +7, **Ref** +7, **Will** +4 (+6 against spells and spell-like abilities); +2 against enchantments**Weakness** light blindness**Speed** 20 ft. in hide armor (4 squares), base speed 30 ft.**Melee** +1 *spiderkissed rapier* +9 (1d8+3/18-20)**Ranged** mwk hand crossbow +8 (1d4/19-20)**Base Atk** +6; **Grp** +6**Atk Options** favored enemy elf +4, favored enemy aberration +2, poison (Fort DC 13, 1d6 Con + 1d6 Str/blind)**Combat Gear** poison, shedden**Ranger Spells Prepared** (CL 1st):1st—*delay poison*, *magic fang***Spell-Like Abilities** (CL 6th):1/day—*dancing lights*, *darkness*, *faerie fire***Abilities** Str 14, Dex 12, Con 13, Int 10, Wis 13, Cha 15**SQ** animal companion, spot secret doors within 5 ft., wild empathy +8 (+4 magical beasts)**Feats** Endurance^B, Gift of the Spider Queen, Many Shot^B, Rapid Shot^B, Spider Companion, Track^B, Vermin Trainer,**Skills** Bluff +2, Handle Animal +9, Hide +6, Intimidate +5, Knowledge (religion) +4, Knowledge (nature) +0, Listen +8, Move Silently +5, Ride +3, Search +2, Spot +8, Survival +9,**Possessions** combat gear plus hand crossbow + 10 bolts, *spiderkissed rapier*, +1 *hide armor*, +1 *cloak of resistance*, *transmitting drow house insignia***Light Blindness (Ex)** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Vathres for 1 round. On subsequent rounds, he is dazzled (-1 on attack rolls, saves, and checks) as long as he remains in the affected area.**Gift of the Spider Queen (Ex)** Vathres can use the following combinations of his daily spell-like abilities to do the following:*Curtain of Darkness:* He can expend one daily use of *dancing lights* and *darkness* to extinguish all non-magical light sources within 100 feet. This is not a magical effect; the fires (or other sources such as sunrods) simply go out. This ability does not function on any flame larger than that of a torch or a lantern, so it cannot be used to extinguish a burning building, or as a defense against fire used as a weapon. This is the equivalent of a 2nd-level spell.*Mirror Image:* Vathres can expend one dailyuse of *dancing lights* and *faerie fire* to use *mirror image* (as the spell, except you gain only 1d4 images).*See Invisibility:* Vathres can expend one daily usage of *darkness* and *faerie fire* to use *see invisibility* (as the spell, except that the duration is only 1 round per caster level).*Blinding vanish:* Vathres can use one daily use of *faerie fire*, *dancing lights* and *darkness* to disappear in a blinding flash of light. All creatures within a 20-foot radius burst are blinded for 1 round; a successful DC 16 Fortitude save reduces the effect to dazzled for 1 round. In addition he becomes invisible (as the *invisibility* spell, except the duration is 1 round per caster level).

EKSPA

CR —

Monstrous web-spinning spider animal companion

N Medium vermin

Init +3; **Senses** darkvision 60 ft, tremorsense 60 ft., Listen +0, Spot +4**AC** 14, touch 13, flat-footed 11

(+3 Dex, +1 natural)

hp 11 (2 HD)**Immunities** mind-affecting effects**Fort** +4, **Ref** +3, **Will** +0**Speed** 30 ft. (6 squares), climb 20 ft.**Melee** bite +4 (1d6 plus poison)**Ranged** web +4 ranged touch (target entangled)**Base Atk** +1; **Grp** +1**Atk Options** poison (DC 12 Fort negates, 1d4 Str/1d4 Str)**Special Actions** web**Abilities** Str 11, Dex 17, Con 12, Int —, Wis 10, Cha 2**SQ** vermin traits, web**Feats** Endurance, Improved Natural Attack, Weapon Finesse^B**Skills** Climb +11, Hide +7, Jump +0, Listen +0, Spot +4**Web (Ex)** The spider can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider. An entangled creature can escape with a successful DC 12 Escape Artist check, or burst it with a successful DC 16 Str check. Both are standard actions.**Tricks:** This spider knows the trick 'web' and, on command (DC 15 Handle Animal) shoots a web at the nearest hostile creature. (*Drow of the Underdark* 46)**Skills** A monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened.

3A: THE FRONT GATE & 3B: PURSUIT

GUARD SPIDERS

CR 2

N Medium dungeonbred* advanced Large monstrous spider

**Dungeonscape* 112

Init +3; **Senses** darkvision 60 ft. tremorsense 60 ft.; Listen +0, Spot +4,

AC 14, touch 14, flat-footed 10
(+4 Dex, +0 natural)

hp 32 (6 HD)

Immune mind-affecting effects

Fort +6 (+8 against poison and disease), **Ref** +4, **Will** +1

Speed 30 ft., climb 20 ft.

Melee bite +8 (1d8 plus poison)

Ranged web +8 (entangle)

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

Atk Options poison, web

Abilities Str 11, Dex 19, Con 13, Int —, Wis 10, Cha 2

SQ easy maintenance, vermin traits

Feats Weapon Finesse (bite)^B

Skills Climb +12, Hide +4 (+12 when using webs), Jump +0, Spot +4

Tremorsense (Ex) A monstrous spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs.

Web (Ex) The spider can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider. An entangled creature can escape with a successful DC 12 Escape Artist check, or burst it with a successful DC 16 Str check. Both are standard actions. The check DCs are Constitution-based and the Strength check DC includes a +4 racial bonus. Web spinners often create sheets of sticky webbing from 5 to 10 feet square, depending on the size of the spider. They position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise they may stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section of this spider's web has 6 hit points and sheet webs have damage reduction 5/-. This spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Easy Maintenance (Ex) Dungeonbred monsters consume food and water as if they were one size smaller than they actually are (and thus two sizes smaller than the base creature). Further, all carnivorous dungeonbred monsters that are bred for the same dungeon will eat the same type of prey eagerly, regardless of the base creature used in each case, cutting down on the need to import exotic prey for different monsters.

Skills A monstrous spider can always choose to take 10

on Climb checks, even if rushed or threatened.

DROW GUARDS

CR 2

Male drow fighter 1

CE Medium humanoid (elf)

Init +3; **Senses** darkvision 120 ft.; Listen +2, Spot +2

Languages Common, Dwarven, Elven, Goblin, Undercommon

AC 26, touch 21, flat-footed 23

(+3 Dex, +4 armor, +1 shield, +8 improved cover)

hp 10 (1 HD)

Immune *sleep* spells and effects

SR 12

Fort +2, **Ref** +3 (+7 and improved evasion with improved cover), **Will** +0 (+2 against spells and spell-like abilities); +2 against enchantments

Weakness light blindness

Speed 30 ft. in chain shirt (6 squares)

Melee mwk rapier +4 (1d6/18-20 plus poison)

Ranged hand crossbow +5 (1d4/19-20 plus poison)

Base Atk +1; **Grp** +3

Atk Options Point Blank Shot, Precise Shot, poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours)

Spell-Like Abilities (CL 1st):

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

Abilities Str 14, Dex 17, Con 11, Int 14, Wis 10, Cha 10

SQ spot secret doors within 5 ft.

Feats Point Blank Shot, Precise Shot

Skills Climb +4, Handle Animal +4, Hide +1 (+11 with improved cover), Intimidate +4, Jump +0, Listen +2, Ride +7, Search +4, Spot +2, Swim +0

Possessions combat gear plus masterwork rapier, masterwork hand crossbow + 10 bolts, chain shirt, small steel shield

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds, they are dazzled (-1 on attack rolls, saves, and checks) as long as they remain in the affected area.

7B: FEEDING TIME

VALITH BEAR

CR 6

N Large advanced huge dungeonbred* magical beast

**Dungeonscape* 112

Init +1; **Senses** Listen +11, Scent, Spot +11

Languages understands Elven and Undercommon

AC 16, touch 11, flat-footed 15

(+1 Dex, +5 natural)

hp 137 (11 HD)

Fort +12 (+14 against poison and disease), **Ref** +8, **Will** +3

Speed 30 ft. (6 squares)

Melee 2 claws +17 each] (1d8+5) and bite +15 (2d6+2)

Space 10 ft.; **Reach** 5 ft.

Base Atk +11; **Grp** +22

Atk Options Power Attack, improved grab

Abilities Str 25, Dex 13, Con 25, Int 2, Wis 12, Cha 10

SQ easy maintenance, hardy

Feats Alertness, Endurance, Improved Natural Attack^B, Multiattack, Power Attack, Track

Skills +14 Listen +11, Spot +11

Easy Maintenance (Ex) Dungeonbred monsters consume food and water as if they were one size smaller than they actually are (and thus two sizes smaller than the base creature). Further, all carnivorous dungeonbred monsters that are bred for the same dungeon will eat the same type of prey eagerly, regardless of the base creature used in each case, cutting down on the need to import exotic prey for different monsters.

Improved Grab (Ex) To use this ability an owlbear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

9: INTERROGATION CHAMBER

SHALITH

CR 4

Female drow cleric 3

CE Medium humanoid (elf)

Init +1; **Senses** darkvision 120 ft.; Listen +4, Spot +4

Languages Common, Elven, Goblin, Undercommon

AC 15, touch 10, flat-footed 15

(+4 armor, +1 shield)

hp 21 (3 HD)

Immune magic *sleep* effects

SR 14

Fort +4 **Ref** +1, **Will** +5 (+7 against spells and spell-like abilities; +2 bonus against enchantments)

Weakness light blindness

Speed 30 ft. in chain shirt (6 squares)

Melee +1 *heavy mace* +4 (1d8+2)

Ranged hand crossbow +2 (1d4/19-20 plus poison)

Base Atk +2; **Grp** +3

Atk Options poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours), Profane Agony

Special Actions Divine Intercession

Combat Gear *potion of cat's grace*

Cleric Spells Prepared (CL 3rd):

2nd—*shadow shroud*, *hold person*, *invisibility*^D,

1st—*bane*, *bless*, *disguise*^D, *shield of faith*

0—*virtue* (4)

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

Spell-Like Abilities (CL 3rd):

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

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

SQ spot secret doors within 5 ft.

Feats Divine Intercession

Skills Bluff +7, Concentration +5, Diplomacy +8, Diplomacy +2 (+4 to act in character), Hide -2, Intimidate +4, Knowledge (religion) +5, Listen +4, Move Silently -3, Search +3, Spot +4

Possessions combat gear plus heavy mace, chain shirt, holy symbol, hand crossbow with 10 poisoned bolts

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Shelith for 1 round. On subsequent rounds, she is dazzled (-1

on attack rolls, saves, and checks) as long as she remains in the affected area.

Divine Intercession (Su) Shalith spends three rebuke undead attempts to *teleport* to any point up to 30 feet away within line of sight. This effect functions as a *dimension door*, except you can't bring along other creatures.

Profane Agony (Su) Shalith spends a rebuke undead attempt as a full round action to channel Lolth's displeasure at a single living creature within 30 feet. That creature takes 3d6 points of non-lethal damage and is sickened for 1 round. A successful DC 12 Fortitude save negates the damage but not the sickening effect.

VALLARA MYRAUN

CR 4

Male drow fighter 3

CE Medium humanoid (elf)

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

Languages Common, Elven, Goblin, Undercommon

AC 18, touch 13, flat-footed 15

(+3 Dex, +4 armor, +1 shield)

hp 22 (3 HD)

Immune magic *sleep* effects

SR 14

Fort +3, **Ref** +4, **Will** +0 (+2 against spells and spell-like abilities); +2 against enchantments

Weakness light blindness

Speed 30 ft. in chain shirt (6 squares)

Melee mwk rapier +7 (1d6+2/18-20 plus poison)

Ranged hand crossbow +8 (1d4/19-20 plus poison)

Base Atk +3; **Grp** +4

Atk Options Power Attack, poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours)

Combat Gear *potion of cure light wounds*

Spell-Like Abilities (CL 3rd):

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

Abilities Str 14, Dex 17, Con 11, Int 14, Wis 8, Cha 12

SQ spot secret doors within 5 ft.

Feats Alertness, Hand Crossbow Focus, Power Attack, Weapon Focus (rapier)

Skills Climb +0, Handle Animal +8, Hide +1, Intimidate +8, Jump +0, Knowledge (religion)+5, Listen +3, Ride +11, Search +4, Spot +3, Swim +0

Possessions combat gear plus masterwork rapier, masterwork chain mail, hand crossbow with 10 bolts

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Vallara for 1 round. On subsequent rounds, she is dazzled (-1 on attack rolls, saves, and checks) as long as she remains in the affected area.

11: WHITE DRAGON MADNESS

IXCRIMVORISK

CR 4

Female young white dragon sorcerer 1

CE Medium dragon (cold)

Init +5; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision, Listen +12, Spot +9

Aura frightful presence (DC 15; 20 ft. radius)

Languages Draconic, empathic link

AC 19, touch 11, flat-footed 18
(+1 Dex, +8 natural)
hp 69 (11 HD)
Immune cold, *sleep*, paralysis
Fort +7, **Ref** +7, **Will** +8
Weakness vulnerability to fire

Speed 60 ft. (12 squares), burrow 30 ft., swim 60 ft., fly 200 ft. (poor); icewalking
Melee bite +12 (1d8+3) and 2 claws +10(1d6 +3) and 2 wings +10 (1d4 +3)
Base Atk +9; **Grp** +12
Atk Options Power Attack
Special Actions breath weapon
Sorcerer Spells Known (CL 1st; +5 ranged touch):
1st (3/day)—*dawnburst*, (DC 14), *ice dagger* (5/day)—*caltrop*, *electric jolt*, *flare* (DC 13), *sonic snap* (DC 13)

Abilities Str 16, Dex 13, Con 12, Int 10, Wis 10, Cha 11
SQ drakken familiar, share spells
Feats Awaken Frightful Presence, Improved Initiative, Multi-attack, Power Attack
Skills Bluff +5, Concentration +6, Diplomacy +6, Hide +6, Intimidate +2, Knowledge (arcana) +9, Knowledge (dungeoneering) +4, Knowledge (nobility & royalty) +5, Listen +12, Move Silently +1, Search +1, Sense Motive +5, Spellcraft +9, Spot +9, Swim +5, Use Magic Device +10 (+12 for checks involving scrolls)

Breath Weapon (Su) 30-ft. cone, once every 1d4 rounds, 3d6 cold, Reflex DC 16 half
Icewalking (Ex) This ability works like the *spider climb* spell, but the surfaces the dragon climbs must be icy. It is always in effect.

BAT FAMILIAR

CR—

N Diminutive animal (dragonblooded)
Init +2; **Senses** blindsense 20 ft., low-light vision; Listen +15, Spot +15
Languages empathic link

AC 17, touch 16, flat-footed 15
(+4 size, +2 Dex, +1 natural)
hp 34 (11 HD)
Resist improved evasion
Fort +8, **Ref** +8, **Will** +11

Speed 5 ft. (1 square), fly 40 ft. (good)
Melee —
Space 1 ft.; **Reach** 0 ft.
Base Atk +10; **Grp** -7

Abilities Str 1, Dex 15, Con 10, Int 6, Wis 14, Cha 4
Feats Alertness
Skills Concentration +5, Hide +19, Intimidate +1, Knowledge (arcana) +7, Listen +15 (+11 if blindsense negated), Move Silently +6, Search +3, Spot +15 (+11 if blindsense negated), Swim -5

VAXDRIS'SHX

CR 4

Male bluespawn ambusher*
**Monster Manual IV* 136
LE Medium magical beast (dragonblood)

Init +0; **Senses** darkvision 60 ft.; lowlight vision, tremorsense 60 ft.; Listen +4, Spot +4

Languages Draconic

AC 18, touch 10, flat-footed 18
(+0 Dex, +8 natural)
hp 30 (4 HD)
Immune electricity
Fort +6, **Ref** +4, **Will** +3

Speed 20 ft. (4 squares), burrow 20 ft. (earth and stone)
Melee 2 claws +8 each (1d8+4) and gore +6 (1d6+2)
Base Atk +4; **Grp** +8
Special Actions electricity burst

Abilities Str 19, Dex 10, Con 14, Int 3, Wis 11, Cha 13
Feats Ability Focus (electricity burst), Multiattack
Skills Climb +7, Hide +0, Listen +4, Spot +4

Electricity Burst (Su) A bluespawn ambusher can activate an electricity burst as a standard action once every 1d4 rounds. Any creature within 10 feet must succeed on a DC 16 Reflex save or take 4d6 points of electricity damage. A successful save results in half damage.

12: SNOW DOME

ADVANCED ICE MEPHIT

CR 3

N Small outsider (air, cold, extraplanar)
Init +8; **Senses** darkvision 60 ft., Listen +6, Spot +6
Languages Auran, Common

AC 19, touch 15, flat-footed 15; Dodge
(+1 size, +4 Dex, +4 natural)
hp 17 (4 HD); fast healing 2; DR 5/magic
Immune cold
Fort +3, **Ref** +7, **Will** +3
Weakness vulnerability to fire

Speed 30 ft. (6 squares), fly 50 ft. (perfect)
Melee 2 claws +4 (1d3 plus 1d4 cold)
Base Atk +3; **Grp** -1
Atk Options breath weapon, *summon mephit*
Spell-Like Abilities (CL varies):
1/day—*magic missile* (CL 3rd)
1/hour—*chill metal* (DC 14; CL 6th)

Abilities Str 10, Dex 18, Con 10, Int 6, Wis 11, Cha 15
Feats Dodge, Improved Initiative
Skills Bluff +9, Diplomacy +6, Disguise +2 (+4 acting), Escape Artist +11, Hide +15, Listen +6, Move Silently +11, Spot +7, Use Rope +4 (+6 with bindings)

Breath Weapon (Su) A mephit can use its breath weapon once every 1d4 rounds as a standard action. 10 foot cone of ice shards, damage 1d4 cold, Reflex DC 12 half. Living creatures that fail their saves are tormented by frostbitten skin and frozen eyes unless they have immunity to cold or are otherwise protected. This effect imposes a -4 penalty to AC and a -2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Fast Healing (Ex) Mephits heal 2 points of damage per round, provided they are still alive and certain conditions are met. An ice mephit heals only if it is touching a piece of ice of at least Tiny size or if the ambient temperature is 32 degrees F. or below.

Summon Mephit (Sp) Once per day, a mephit can attempt to summon another mephit of the same variety, much the same as a *summon monster* spell, but with only a 25% chance of success. Roll d%. On a failure, no creature answers the summons that day. A mephit that has just been summoned cannot use its own summon ability for 1 hour. This ability is the equivalent of a 2nd-level spell.

13: PRIVATE QUARTERS

LESSER ACID ORB TRAP

CR 4

Description see text.

Search DC 28; **Type** magic

Trigger touch and lock not released in 2 rounds; **Init** +4

Effect If the door is tampered with and the lock not released 2 rounds after the tampering begins, then a *lesser acid orb* (as the spell) is triggered; the trap sets off an *alarm* spell in the map room that alerts Vlon

Duration instantaneous (see *Appendix 2* text)

Destruction AC 10; hp 30; hardness 5

Disarm Disable Device DC 28

15: THE MAP ROOM

VLON JAEKAL

CR 4

Male drow fighter 1/sorcerer 2

CE Medium elf (drow, dragonblooded)

Init +0; **Senses** darkvision 120 ft., Listen +6, Spot +6

Languages Common, Draconic, Drow Sign Language, Elven, Undercommon

AC 14, touch 10, flat-footed 14

(+0 Dex, +4 armor)

hp 15 (3 HD)

Immune magic *sleep* effects

SR 13

Fort +2, **Ref** +0, **Will** +5 (+7 against spells and spell-like abilities); +2 against enchantments; +1 against *sleep*, paralysis, and cold

Weakness light blindness

Speed 30 ft. in mithral chain shirt (6 squares)

Melee heavy pick +4 (1d8/x4)

Ranged mwk light crossbow +3 (1d4/19-20 plus poison)

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

Atk Options poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours)

Combat Gear *arcane's gloves*, 2 *potions of cure light wounds*, *potion of shield of faith* +2

Sorcerer Spells Known (CL 2nd; +2 ranged touch):

1st (4/day)—*color spray*, (DC 16)

0 (6/day)—*acid splash*, *electric jolt*, *flare* (DC 15), *ray of frost* (DC 15), *sonic snap* (DC 15)

Spell-Like Abilities (CL 3rd):

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

Abilities Str 10, Dex 10, Con 10, Int 15, Wis 14, Cha 17
SQ armored mage, drakken familiar, stalwart sorcerer

Feats Alertness^B, Combat Expertise^B, Draconic Heritage (white), Scribe Scroll, Weapon Focus (heavy pick)^B, Weapon Proficiency (heavy pick)^B

Skills Bluff +11, Concentration +5, Diplomacy +5,

Disguise +3 (+5 to act in character), Handle Animal +7, Hide +0, Intimidate +2, Knowledge (arcana) +7, Knowledge (nobility & royalty) +3, Listen +6, Move Silently +0, Search +4, Sense Motive +2, Spellcraft +9, Spot +6

Possessions combat gear plus masterwork hand crossbow plus 20 poisoned bolts, masterwork heavy pick, mithral chain shirt, 40 gp

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Vlon for 1 round. On subsequent rounds, he is dazzled (-1 on attack rolls, saves, and checks) as long as he remains in the affected area.

SNAKE FAMILIAR

CR—

N Tiny animal (dragonblooded)

Init +3; **Senses** blindsense 20 ft., low-light vision, Listen +11, Spot +11

Languages empathic link

AC 18, touch 15, flat-footed 15

(+2 size, +3 Dex, +3 natural)

hp 7 (1 HD)

Resist improved evasion

Fort +2, **Ref** +4, **Will** +4

Speed 15 ft. (3 squares), climb 15 ft., swim 20 ft.

Melee bite +5 (1 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

Base Atk +0; **Grp** -11

Atk Options poison (Fort DC 10, 1d6 Con/1d6 Con)

Abilities Str 4, Dex 17, Con 10, Int 6, Wis 12, Cha 2

Feats Alertness^B

Skills Balance +11, Climb +11, Concentration +5, Hide +15, Listen +7, Move Silently +0, Search -3, Spot +7, Swim +5 (+13 to perform special action)

Skills A snake can always choose to take 10 on a Climb or Swim check, even if rushed or threatened. It can use the run action while swimming, provided it swims in a straight line.

16: WHERE DRAGONS DWELL

ADVANCED ANKHEG

CR 4

N Large magical beast

Init +3; **Senses** Listen +7, Spot +5

AC 21, touch 12, flat-footed 18

(-1 size, +3 Dex, +9 natural)

hp 37 (4 HD)

Fort +8, **Ref** +6, **Will** +3

Speed 30 ft., burrow 20 ft.

Melee bite +9 (2d6+6 plus 1d4 acid)

Space 10 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +12

Atk Options grab

Special Actions spit acid

Abilities Str 18, Dex 16, Con 18, Int 5, Wis 15, Cha 6

Feats Alertness, Toughness

Skills Climb +7, Listen +7, Spot +5

Improved Grab (Ex) To use this ability, an ankheg must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack

of opportunity. If the ankheg is damaged after grabbing its prey, it retreats backward down its tunnel at its land speed (not its burrow speed), dragging the victim with it.

Spit Acid (Ex) 30-ft. line, once every 6 hours; damage 4d4 acid, Reflex DC 14 half. One such attack depletes the ankheg's acid supply for 6 hours. It cannot spit acid or deal acid damage during this time. The save DC is Constitution-based. An ankheg does not use this ability unless it is desperate or frustrated. It most often spits acid when reduced to fewer than half its normal hit points or when it has not successfully grabbed an opponent.

1: SOMETHING STINKY THIS WAY COMES**VATHRES THE HUNTER****CR 9**

Male drow ranger 8

CE Medium humanoid (elf)

Init +2; **Senses** darkvision 120 ft.; Listen +12, Spot +12**Languages** Common, Elven, Undercommon**AC** 18, touch 12, flat-footed 16

(+2 Dex, +4 armor, +2 natural)

hp 51 (9 HD)**Immune** magic *sleep* effects**SR** 19**Fort** +8, **Ref** +8, **Will** +5 (+7 against spells and spell-like abilities); +2 against enchantments**Weakness** light blindness**Speed** 30 ft. in hide armor (6 squares)**Melee** +1 *spiderkissed rapier* +11/+6 (1d6+3/18-20)**Ranged** mwk hand crossbow +10 (damage)**Base Atk** +8; **Grp** +10**Atk Options** favored enemy elf +4, favored enemy aberration +2, poison (Fort DC 13, 1d6 Con plus 1d6 Str/blind)**Combat Gear** poison, *potion of cure light wounds*, shedden**Ranger Spells Prepared** (CL 1st):2nd—*briar web*1st—*delay poison*, *magic fang***Spell-Like Abilities** (CL 8th):1/day—*dancing lights*, *darkness*, *faerie fire***Abilities** Str 14, Dex 12, Con 13, Int 10, Wis 14, Cha 15**SQ** animal companion, spot secret doors within 5 ft., wild empathy +12 (+8 magical beasts)**Feats** Endurance^B, Gift of the Spider Queen, Many Shot^B, Rapid Shot^B, Spider Companion, Swift Tracker^B, Track^B, Vermin Trainer**Skills** Bluff +2, Handle Animal +9, Hide +11, Intimidate +5, Knowledge (religion) +4, Knowledge (nature) +6, Listen 12, Move Silently +5, Ride +3, Search +2, Spot +12, Survival +10 (+12 when above ground in a natural environment),**Possessions** combat gear plus hand crossbow + 10 bolts, +1 *spiderkissed rapier*, +1 *shadow hide armor*, +1 *cloak of resistance*, *transmitting drow house insignia***Light Blindness (Ex)** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Vathres for 1 round. On subsequent rounds, he is dazzled (-1 on attack rolls, saves, and checks) as long as he remains in the affected area.**Gift of the Spider Queen (Ex)** Vathres can use the following combinations of his daily spell-like abilities to do the following:*Curtain of Darkness:* He can expend one daily use of *dancing lights* and *darkness* to extinguish all non-magical light sources within 100 feet. This is not a magical effect; the fires (or other sources such as sunrods) simply go out. This ability does not function on any flame larger than that of a torch or a lantern, so it cannot be used to extinguish a burning building,

or as a defense against fire used as a weapon. This is the equivalent of a 2nd-level spell.

Mirror Image: Vathres can expend one daily use of *dancing lights* and *faerie fire* to use mirror image (as the spell, except you gain only 1d4 images).*See Invisibility:* Vathres can expend one daily usage of *darkness* and *faerie fire* to use see invisibility (as the spell, except that the duration is only 1 round per caster level).*Blinding Vanish:* Vathres can use one daily use of *faerie fire*, *dancing lights* and *darkness* to disappear in a blinding flash of light. All creatures within a 20-foot radius burst are blinded for 1 round; a successful DC 16 Fortitude save reduces the effect to dazzled for 1 round. In addition you become invisible (as the invisibility spell, except the duration is 1 round per caster level).**EKSVA****CR —**

Monstrous web-spinning spider animal companion

N Large vermin

Init +3; **Senses** darkvision 60 ft, tremorsense 60 ft., Listen +0, Spot +4**AC** 14, touch 12, flat-footed 11

(-1 size, +3 Dex, +5 natural)

hp 25 (4 HD)**Immunities** mind-affecting effects**Fort** +4, **Ref** +3, **Will** +0**Speed** 30 ft. (6 squares), climb 20 ft.**Melee** bite +7 (1d6 plus poison)**Ranged** web +5 ranged touch (entangled)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +9**Atk Options** poison (DC 13 Fort, 1d6 Str/1d6 Str)**Special Actions** web**Abilities** Str 20, Dex 17, Con 16, Int —, Wis 10, Cha 2**SQ** tricks (bestow venom, web) vermin traits, web**Feats** Weapon Finesse^B**Skills** Climb +11, Hide +6, Jump +5, Listen +0, Spot +4,**Web (Ex)** The spider can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider. An entangled creature can escape with a successful DC 13 Escape Artist check, or burst it with a successful DC 17 Str check. Both are standard actions.**Trick — bestow venom** By succeeding on a DC 15 Handle Animal check, Vathres can compel this spider to give up some of its venom. The spider deposits a single dose of venom into the container Vathres indicates. This Handle Animal check takes 1 minute. Vathres is then able to refine this poison into a useable poison on a successful DC 15 Craft (poisonmaking) check.**Trick — web** On command (DC 15 Handle Animal) shoots a web at the nearest hostile creature. (*Drow of the Underdark* 46)

Skills A monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened.

3A: THE FRONT GATE & 3B: PURSUIT

GUARD SPIDERS

CR 5

N Large dungeonbred* advanced Huge monstrous spider

**Dungeonscape* 112

Init +2; **Senses** darkvision 60 ft., tremorsense 60 ft.; Listen +0, Spot +4

AC 13, touch 11, flat-footed 11
(-1 size, +2 Dex, +2 natural)

hp 75 (10 HD)

Immune mind-affecting effects

Fort +12 (+14 against poison and disease), **Ref** +5, **Will** +3

Speed 30 ft., climb 20 ft.

Melee bite +14/+9 (1d8 plus poison)

Ranged web +10 (entangle)

Space 10 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +19 [+4 size, +7 BAB, +8 Str]

Atk Options poison, web

Abilities Str 27, Dex 15, Con 21, Int —, Wis 10, Cha 3
SQ vermin traits

Feats Endurance, Improved Natural Attack

Skills Climb +16, Hide +5 (+13 when using webs), Jump +8, Spot +4

Tremorsense (Ex) A monstrous spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs.

Web (Ex) The spider can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider. An entangled creature can escape with a successful DC 12 Escape Artist check, or burst it with a successful DC 16 Str check. Both are standard actions. The check DCs are Constitution-based and the Strength check DC includes a +4 racial bonus. Web spinners often create sheets of sticky webbing from 5 to 10 feet square, depending on the size of the spider. They position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise they may stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section of this spider's web has 6 hit points and sheet webs have damage reduction 5/-. This spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Easy Maintenance (Ex) Dungeonbred monsters consume food and water as if they were one size smaller than they actually are (and thus two sizes smaller than the base creature). Further, all carnivorous dungeonbred monsters that are bred for

the same dungeon will eat the same type of prey eagerly, regardless of the base creature used in each case, cutting down on the need to import exotic prey for different monsters.

Skills A monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened.

DROW GUARDS

CR 2

Male drow fighter 1

CE Medium humanoid (elf)

Init +3; **Senses** darkvision 120 ft.; Listen +2, Spot +2

Languages Common, Dwarven, Elven, Goblin, Undercommon

AC 26, touch 21, flat-footed 23

(+3 Dex, +4 armor, +1 shield, +8 improved cover)

hp 10 (1 HD)

Immune *sleep* spells and effects

SR 12

Fort +2, **Ref** +3 (+7 and improved evasion with improved cover), **Will** +0 (+2 against spells and spell-like abilities); +2 against enchantments

Weakness light blindness

Speed 30 ft. in chain shirt (6 squares)

Melee mwk rapier +4 (1d6/18-20 plus poison)

Ranged hand crossbow +5 (1d4/19-20 plus poison)

Base Atk +1; **Grp** +3

Atk Options Point Blank Shot, Precise Shot, poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours)

Spell-Like Abilities (CL 1st):

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

Abilities Str 14, Dex 17, Con 11, Int 14, Wis 10, Cha 10
SQ spot secret doors within 5 ft.

Feats Point Blank Shot, Precise Shot

Skills Climb +4, Handle Animal +4, Hide +1 (+11 with improved cover), Intimidate +4, Jump +0, Listen +2, Ride +7, Search +4, Spot +2, Swim +0

Possessions combat gear plus masterwork rapier, masterwork hand crossbow + 10 bolts, chain shirt, small steel shield

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds, they are dazzled (-1 on attack rolls, saves, and checks) as long as they remain in the affected area.

7B: FEEDING TIME

VALITH BEAR

CR 6

N Large advanced huge dungeonbred* magical beast

**Dungeonscape* 112

Init +1; **Senses** Listen +11, Scent, Spot +11

Languages understands Elven and Undercommon

AC 16, touch 11, flat-footed 15
(+1 Dex, +5 natural)

hp 137 (11 HD)

Fort +12 (+14 against poison and disease), **Ref** +8, **Will** +3

Speed 30 ft. (6 squares)

Melee 2 claws +17 each] (1d8+5) and bite +15 (2d6+2)

Space 10 ft.; **Reach** 5 ft.

Base Atk +11; **Grp** +22

Atk Options Power Attack, improved grab

Abilities Str 25, Dex 13, Con 25, Int 2, Wis 12, Cha 10

SQ easy maintenance, hardy

Feats Alertness, Endurance, Improved Natural Attack^B, Multiattack, Power Attack, Track

Skills +14 Listen +11, Spot +11

Easy Maintenance (Ex) Dungeonbred monsters consume food and water as if they were one size smaller than they actually are (and thus two sizes smaller than the base creature). Further, all carnivorous dungeonbred monsters that are bred for the same dungeon will eat the same type of prey eagerly, regardless of the base creature used in each case, cutting down on the need to import exotic prey for different monsters.

Improved Grab (Ex) To use this ability an owlbear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity

Intimidate +4, Knowledge (religion) +7, Listen +5, Move Silently -6, Search +3, Spot +5

Possessions combat gear plus +1 *heavy mace*, masterwork full plate, holy symbol, hand crossbow with 10 poisoned bolts

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Shalith for 1 round. On subsequent rounds, she is dazzled (-1 on attack rolls, saves, and checks) as long as she remains in the affected area.

Divine Intercession (Su) Shalith spends three rebuke undead attempts to teleport to any point up to 30 feet away within line of sight. This effect functions as a dimension door, except you can't bring along other creatures

Profane Agony (Su) Shalith spends a rebuke undead attempt as a full round action to channel Lolth's displeasure at a single living creature within 30 feet. That creature takes 3d6 points of non-lethal damage and is sickened for 1 round. A successful DC 12 Fortitude save negates the damage but not the sickening effect.

9: INTERROGATION CHAMBER

SHALITH

CR 6

Female drow cleric 5

CE Medium humanoid (elf)

Init +1; **Senses** darkvision 120 ft.; Listen +5, Spot +5

Languages Common, Elven, Goblin, Undercommon

AC 19, touch 10, flat-footed 19

(+0 Dex, +8 armor, +1 shield)

hp 33 (5 HD)

Immune magic *sleep* effects

SR 16

Fort +5 **Ref** +1, **Will** +7 (+9 against spells and spell-like abilities); +2 against enchantments

Weakness light blindness

Speed 30 ft. in chain shirt (6 squares)

Melee +1 *heavy mace* +5 (1d8+2)

Ranged hand crossbow +3 (1d4/19-20 plus poison)

Base Atk +3; **Grp** +4

Atk Options poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours), Profane Agony

Special Actions Divine Intercession

Combat Gear *potion of cat's grace*

Cleric Spells Prepared (CL 5th):

3rd—*blindness*, *non-detection*^D, *prayer*,

2nd—*shadow shroud*, *hold person*, *invisibility*^D, *spiritual weapon*

1st—*bane*, *inflict light wounds* (DC 14), *disguise*^D, *obscuring mist*, *shield of faith*

0—*virtue* (5)

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

Spell-Like Abilities (CL 5th):

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

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

SQ spot secret doors within 5 ft.

Feats Divine Intercession

Skills Bluff +7, Concentration +9, Diplomacy +8, Diplomacy +2 (+4 to act in character), Hide -5,

VALLARA MYRAUN

CR 6

Male drow fighter 5

CE Medium humanoid (elf)

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

Languages Common, Elven, Goblin, Undercommon

AC 19, touch 14, flat-footed 15

(+4 Dex, +4 armor, +1 shield)

hp 34 (5 HD)

Immune magic *sleep* effects

SR 16

Fort +4, **Ref** +5, **Will** +0 (+2 against spells and spell-like abilities); +2 against enchantments

Weakness light blindness

Speed 30 ft. in chain shirt (6 squares)

Melee +1 *rapier* +9 (1d6+2/18-20 plus poison)

Ranged hand crossbow +10 (1d4/19-20 plus poison)

Base Atk +5; **Grp** +7

Atk Options Cleave, Power Attack, poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours)

Combat Gear *potion of cure light wounds*

Spell-Like Abilities (CL 5th):

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

Abilities Str 14, Dex 18, Con 11, Int 14, Wis 8, Cha 12

SQ spot secret doors within 5 ft.

Feats Alertness, Cleave, Hand Crossbow Focus, Power Attack, Weapon Focus (rapier)

Skills Climb +0, Handle Animal +10, Hide +2, Intimidate +10, Jump +0, Knowledge (religion) +6, Listen +3, Ride +14, Search +4, Spot +3, Swim +0,

Possessions combat gear plus masterwork rapier, masterwork chain mail, hand crossbow and 10 bolts

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Vallara for 1 round. On subsequent rounds, he is dazzled (-1 on attack rolls, saves, and checks) as long as he remains in the affected area.

11: WHITE DRAGON MADNESS

IXCRIMVORISK

CR 6

Female juvenile white dragon sorcerer 1

CE Medium dragon (cold)

Init +5; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision, Listen +17, Spot +14

Languages Draconic, Drow Sign Language, Undercommon, empathic link

AC 22, touch 11, flat-footed 21

(+1 Dex, +11 natural)

hp 90 (14 HD)

Immune cold, *sleep*, paralysis

SR 12 (Spell Resistance)

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

Weakness vulnerability to fire

Speed 60 ft. (12 squares), burrow 30 ft., swim 60 ft., fly 200 ft. (poor); icewalking

Melee bite +16 (1d8+4) and 2 claws +14(1d6 +3) and 2 wings +14 (1d4 +3)

Base Atk +12; **Grp** +16

Atk Options Power Attack, clinging breath weapon, frightful presence

Sorcerer Spells Known (CL 1st; +5 ranged touch):

1st (3/day)—*dawnburst*, (DC 14), *ice dagger*

0 (5/day)—*caltrops*, *electric jolt*, *flare* (DC 13), *sonic snap* (DC 13)

Spell-Like Abilities (CL 4th):

3/day—*fog cloud*

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

SQ drakken familiar, share spells

Feats Ability Focus (breath weapon), Awaken Frightful Presence, Improved Initiative, Multiattack, Power Attack

Skills Bluff +6, Concentration +2, Diplomacy +7, Hide +6, Intimidate +9, Knowledge (arcana) +15, Knowledge (dungeoneering) +11, Knowledge (nobility & royalty) +11, Knowledge (nobility & royalty) +11, Knowledge (planes) +6, Listen +17, Move Silently +1, Search +1, Sense Motive +5, Spellcraft +15, Spot +14, Survival +0 (+2 underground or on another plane), Swim +6, Use Magic Device +16 (+18 with scrolls)

Breath Weapon (Su) 30-ft. cone, 4d6 cold, Reflex DC 20 half.

Icewalking (Ex) This ability works like the *spider climb* spell, but the surfaces the dragon climbs must be icy. It is always in effect.

BAT FAMILIAR

CR—

N Diminutive animal

Init +2; **Senses** blindsense 20 ft., low-light vision, Listen +15, Spot +15

Languages empathic link

AC 17, touch 16, flat-footed 15

(+4 size, +2 Dex, +1 natural)

hp 45 (14 HD)

Resist improved evasion

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

Speed 5 ft. (1 square), fly 40 ft. (good)

Melee —

Space 1 ft.; **Reach** 0 ft.

Base Atk +14; **Grp** -3

Abilities Str 1, Dex 15, Con 10, Int 6, Wis 14, Cha 4

Feats Alertness

Skills Bluff +2, Concentration +10, Diplomacy +3, Hide +19, Intimidate +0, Listen +20 (+16 if blindsense negated), Move Silently +6, Search +3, Sense Motive +7, Spot +20 (+16 if blindsense negated), Survival +3 (+5 when underground or on another plane), Swim -5

VAXDRIS'SHX

CR 7

Male redspawn arcaniss*

**Monster Manual IV* 152

CE Medium monstrous humanoid (dragonblood, fire)

Init +1; **Senses** darkvision 60 ft., low-light vision; Listen +2, Spot +2

Languages Common, Draconic, empathic link

AC 18, touch 11, flat-footed 17; armored mage

(+1 Dex, +3 armor, +2 shield, +2 natural)

hp 52 (8 HD); fire spell affinity

Immune fire, paralysis, *sleep*

Fort +4, **Ref** +7, **Will** +6

Weakness vulnerability to cold

Speed 40 ft. in studded leather armor (8 squares)

Melee mwk heavy mace +9/+4 (1d8)

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

Atk Options Point Blank Shot, Precise Shot

Combat Gear *potion of shield of faith* (+3), *potion of cure moderate wounds*

Sorcerer Spells Known (CL 6th; +10 ranged touch; +8 melee touch):

3rd (4/day)—*fireball* (DC 16, CL 8th)

2nd (6/day)—*Melf's acid arrow*, *scorching ray* (CL 8th)

1st (8/day)—*burning hands* (DC 14; CL 8th), *chill touch* (DC 14); *magic missile*, *true strike*

0 (6/day)—*acid splash*, *ghost sound* (DC 13), *message*, *ray of frost*, *touch of fatigue* (DC 13)

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

SQ familiar, share spells

Feats Point Blank Shot, Precise Shot, Weapon Focus (ranged touch)

Skills Concentration +13, Jump +4, Knowledge (arcana) +11, Listen +2, Spot +2

Possessions combat gear plus masterwork studded leather armor, +1 *buckler*, masterwork heavy mace, spell component pouch, gold pendant shaped like a red dragon's head worth 100 gp

Fire Spell Affinity (Ex) A redspawn arcaniss casts fire spells at +2 caster level. In addition, the redspawn arcaniss heals 2 points of damage per spell level each time it casts a fire spell.

Armored Mage (Ex) A redspawn arcaniss can wear light armor and use light shields without an arcane spell failure chance.

BAT FAMILIAR

CR—

N Diminutive animal

Init +2; **Senses** blindsense 20 ft., low-light vision, Listen +20, Spot +8

Languages empathic link

AC 17, touch 16, flat-footed 15
(+4 size, +2 Dex, +1 natural)

hp 26 (4 HD)

Resist improved evasion

Fort +2, **Ref** +4, **Will** +8

Speed 5 ft. (1 square), fly 40 ft. (good)

Melee —

Space 1 ft.; **Reach** 0 ft.

Base Atk +8; **Grp** -9

Abilities Str 1, Dex 15, Con 10, Int 6, Wis 14, Cha 4

Feats Alertness

Skills Hide +14, Knowledge (arcana) +9, Listen +8 (+4 if blindsense negated), Move Silently +6, Spot +20 (+16 if blindsense negated)

12: SNOW DOME

ADVANCED ICE MEPHIT

CR 3

N Small outsider (air, cold, extraplanar)

Init +8; **Senses** darkvision 60 ft., Listen +7, Spot +7

Languages Common, Auran

AC 19, touch 15, flat-footed 15; Dodge
(+1 size, +4 Dex, +4 natural)

hp 17 (4 HD); fast healing 2; DR 5/magic

Immune cold

Fort +4, **Ref** +8, **Will** +4

Weakness vulnerability to fire

Speed 30 ft. (6 squares), fly 50 ft. (perfect)

Melee 2 claws +5 (1d3 plus 1d4 cold)

Base Atk +4; **Grp** +0

Atk Options breath weapon, spell-like abilities, *summon mephit*

Spell-Like Abilities (CL varies):

1/day—*magic missile* (CL 3rd)

1/hour—*chill metal* (DC 14; CL 6th)

Abilities Str 10, Dex 18, Con 10, Int 6, Wis 11, Cha 15

Feats Dodge, Improved Initiative

Skills Bluff +9, Diplomacy +6, Disguise +2 (+4 acting), Escape Artist +11, Hide +15, Listen +7, Move Silently +11, Spot +7, Use Rope +4 (+6 with bindings)

Breath Weapon (Su) A mephit can use its breath weapon once every 1d4 rounds as a standard action. 10 foot cone of ice shards, damage 1d4 cold, Reflex DC 12 half. Living creatures that fail their saves are tormented by frostbitten skin and frozen eyes unless they have immunity to cold or are otherwise protected. This effect imposes a -4 penalty to AC and a -2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Fast Healing (Ex) Mephits heal 2 points of damage per round, provided they are still alive and certain conditions are met. An ice mephit heals only if it is touching a piece of ice of at least Tiny size or if the ambient temperature is 32 degrees F. or below.

Summon Mephit (Sp) Once per day, a mephit can

attempt to summon another mephit of the same variety, much the same as a *summon monster* spell, but with only a 25% chance of success. Roll d%. On a failure, no creature answers the summons that day. A mephit that has just been summoned cannot use its own summon ability for 1 hour. This ability is the equivalent of a 2nd-level spell.

13: PRIVATE QUARTERS

ACID ORB TRAP

CR 4

Description see text.

Search DC 28; **Type** magic

Trigger touch and lock not released in 2 rounds; **Init** +4

Effect If the door is tampered with and the lock not released 2 rounds after the tampering begins, then an *acid orb* (as the spell) is triggered; the trap sets off an *alarm* spell in the map room that alerts Vlon

Duration instantaneous (see *acid orb* text in *Appendix 2*)

Destruction AC 10; hp 30; hardness 5

Disarm Disable Device DC 28

14: LITTLE LIZARD'S LIBRARY

ADVANCED CARRION CRAWLER CR 5

N Large aberration

Init +3; **Senses** darkvision 60 ft., scent; Listen +7, Spot +7

AC 18, touch 13, flat-footed 15
(-1 size, +3 Dex, +6 natural)

hp 37 (6 HD)

Fort +4, **Ref** +5, **Will** +7

Speed 30 ft. (6 squares), climb 15 ft.

Melee 8 tentacles +5 (paralysis) and bite +3 (1d4+1)

Space 10 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +8

Atk Options Combat Reflexes, paralysis (DC 13 Fort, paralyzed 1d4 rounds)

Abilities Str 14, Dex 16, Con 14, Int 1, Wis 15, Cha 6

Feats Alertness^B, Combat Reflexes, Multiattack, Track

Skills Climb +13, Listen +7, Spot +7

Paralysis (Ex) Those hit by a carrion crawler's tentacle attack must succeed on a DC 13 Fortitude save or be paralyzed for 2d4 rounds.

Skills Carrion crawlers can always choose to take 10 on Climb checks, even if rushed or threatened.

15: THE MAP ROOM

VLON JAEKAL

CR 4

Male drow fighter1/sorcerer 2

CE Medium humanoid (drow, dragonblooded)

Init +0; **Senses** darkvision 120 ft., Listen +6, Spot +6

Languages Common, Draconic, Drow Sign Language, Elven, Undercommon

AC 14, touch 10, flat-footed 14
(+0 Dex, +4 armor)

hp 15 (3 HD)

Immune magic *sleep* effects

SR 13

Fort +2, **Ref** +0, **Will** +5 (+7 spells and spell-like abilities); +2 against enchantments; +1 against *sleep*, paralysis, and cold

Weakness light blindness

Speed 30 ft. in mithral chain shirt (6 squares)

Melee heavy pick +4 (1d8/x4)

Ranged mwk light crossbow +3 (1d4/19-20 plus poison)

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

Atk Options poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours)

Combat Gear *arcane's gloves*, 2 *potions of cure light wounds*, *potion of shield of faith* (+2)

Sorcerer Spells Known (CL 2nd; +2 ranged touch):

1st (4/day)—*color spray*, (DC 16)

0 (6/day)—*acid splash*, *electric jolt*, *flare* (DC 15), *ray of frost* (DC 15), *sonic snap* (DC 15)

Spell-Like Abilities (CL 3rd):

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

Abilities Str 10, Dex 10, Con 10, Int 15, Wis 14, Cha 17

SQ armored mage, drakken familiar, stalwart sorcerer

Feats Alertness^B, Combat Expertise^B, Draconic Heritage (white), Scribe Scroll, Weapon Focus (heavy pick)^B, Weapon Proficiency (heavy pick)^B

Skills Bluff +11, Concentration +5, Diplomacy^{CC} +5, Disguise +3 (+5 to act in character), Handle Animal +7, Hide +0, Intimidate +2, Knowledge (arcana) +7, Knowledge (nobility & royalty) +3, Listen +6, Move Silently +0, Search +4, Sense Motive +2, Spellcraft +9, Spot +6

Possessions combat gear plus mwk hand crossbow plus 20 poisoned bolts, mwk heavy pick, mithral chain shirt, 40 gp

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Vlon for 1 round. On subsequent rounds, he is dazzled (-1 on attack rolls, saves, and checks) as long as he remains in the affected area.

Search -3, Sense Motive +1, Spellcraft +2, Spot +7, Swim +5 (+13 to perform special action)

Skills A snake can always choose to take 10 on a Climb and Swim check, even if rushed or threatened. It can use the run action while swimming, provided it swims in a straight line.

SNAKE FAMILIAR**CR—**

N Tiny animal

Init +3; **Senses** blindsense 20 ft., low-light vision, Listen +11, Spot +11

Languages empathic link

AC 18, touch 15, flat-footed 15

(+2 size, +3 Dex, +3 natural)

hp 7 (1 HD)

Resist improved evasion

Fort +2, **Ref** +4, **Will** +4

Speed 15 ft. (3 squares), climb 15 ft., swim 20 ft.

Melee bite +5 (1 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

Base Atk +0; **Grp** -11

Atk Options poison (Fort DC 10, 1d6 Con/!d6/Con)

Abilities Str 4, Dex 17, Con 10, Int 6, Wis 12, Cha 2

Feats Alertness^B

Skills Balance +11, Bluff -1, Climb +11, Diplomacy -1, Disguise -2 (+0 to act in character), Handle Animal +0, Hide +15, Knowledge (arcana) +2, Knowledge (nobility & royalty) -2, Listen +7, Move Silently +0,

1: SOMETHING STINKY THIS WAY COMES

VATHRES THE HUNTER CR 11

Male drow ranger 10

CE Medium humanoid (elf)

Init +2; **Senses** darkvision 120 ft.; Listen +12, Spot +12

Languages Common, Elven, Undercommon

AC 17, touch 11, flat-footed 16

(+1 Dex, +4 armor, +2 natural)

Miss chance 20% (+1 *blurring shadow hide armor*)

hp 63 (11 HD)

Immune magic *sleep* effect

SR 19

Fort +9, **Ref** +9, **Will** +6 (+8 against spells and spell-like abilities); +2 against enchantments

Resist evasion

Weakness light blindness

Speed 20 ft. in hide armor (4 squares), base speed 30 ft.

Melee +1 *spiderkissed rapier* +13/+8 (1d6+3/18-20)

Ranged mwk hand crossbow +13/+8 (1d4/19-20)

Base Atk +10; **Grp** +12

Atk Options favored enemy aberration +2, favored enemy dwarf +4, favored enemy elf +6, poison (Fort DC 13, 1d6 Con + 1d6 Str/blind)

Combat Gear poison, *potion of cure light wounds*, shedden

Ranger Spells Prepared (CL 1st):

2nd—*briar web*, *greater magic fang*

1st—*delay poison*, *magic fang*

Spell-Like Abilities (CL 10th):

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

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

SQ animal companion, spot secret doors within 5 ft., wild empathy +14 (+10 magical beasts)

Feats Dodge, Endurance^B, Gift of the Spider Queen, Many Shot^B, Rapid Shot^B, Swift Tracker^B, Track^B, Vermin Trainer

Skills Bluff +2, Handle Animal +9, Hide +11, Intimidate +5, Knowledge (dungeoneering) +6, Knowledge (religion) +4, Knowledge (nature) +6 Listen 12, Move Silently +5, Ride +3, Search +2, Spot +12, Survival +17 (+19 when above ground in a natural environment, or underground)

Possessions combat gear plus hand crossbow + 10 bolts, +1 *spiderkissed rapier*, +1 *blurring shadow hide armor*, +1 *cloak of resistance*, *transmitting drow house insignia*

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Vathres for 1 round. On subsequent rounds, he is dazzled (-1 on attack rolls, saves, and checks) as long as he remains in the affected area.

Gift of the Spider Queen (Ex) Vathres can use the following combinations of his daily spell-like abilities to do the following:

Curtain of Darkness: He can expend one daily use of *dancing lights* and *darkness* to extinguish all non-magical light sources within 100 feet. This is not

a magical effect; the fires (or other sources such as sunrods) simply go out. This ability does not function on any flame larger than that of a torch or a lantern, so it cannot be used to extinguish a burning building, or as a defense against fire used as a weapon. This is the equivalent of a 2nd-level spell.

Mirror Image: Vathres can expend one daily use of *dancing lights* and *faerie fire* to use mirror image (as the spell, except you gain only 1d4 images).

See Invisibility: Vathres can expend one daily usage of *darkness* and *faerie fire* to use see invisibility (as the spell, except that the duration is only 1 round per caster level).

Blinding vanish: Vathres can use one daily use of *faerie fire*, *dancing lights* and *darkness* to disappear in a blinding flash of light. All creatures within a 20-foot radius burst are blinded for 1 round; a successful DC 16 Fortitude save reduces the effect to dazzled for 1 round. In addition you become invisible (as the invisibility spell, except the duration is 1 round per caster level).

EKSVA

CR —

Monstrous web-spinning spider animal companion

N Large vermin

Init +3; **Senses** darkvision 60 ft, tremorsense 60 ft., Listen +0, Spot +4

AC 14, touch 12, flat-footed 11

(-1 size, +3 Dex, +5 natural)

hp 25 (4 HD)

Immunities mind-affecting effects

Fort +4, **Ref** +3, **Will** +0

Speed 30 ft. (6 squares), climb 20 ft.

Melee bite +7 (1d6 plus poison)

Ranged web +5 ranged touch (entangled)

Space 10 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +9

Atk Options poison (DC 13 Fort, 1d6 Str/1d6 Str)

Special Actions web

Abilities Str 20, Dex 17, Con 16, Int —, Wis 10, Cha 2

SQ link, share spells, tricks (bestow venom, web)

Feats Weapon Finesse^B

Skills Climb +11, Hide +6, Jump +5, Listen +0, Spot +4

Web (Ex) The spider can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider. An entangled creature can escape with a successful DC 13 Escape Artist check, or burst it with a successful DC 17 Str check. Both are standard actions.

Trick — bestow venom By succeeding on a DC 15 Handle Animal check, Vathres can compel this spider to give up some of its venom. The spider deposits a single dose of venom into the container Vathres indicates. This Handle Animal check takes 1 minute. Vathres is then able to refine this poison into a useable poison on a successful DC 15 Craft

(poisonmaking) check.

Trick – web On command (DC 15 Handle Animal) shoots a web at the nearest hostile creature. (*Drow of the Underdark*: 46)

Skills A monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened.

3A: THE FRONT GATE & 3B: PURSUIT

GUARD SPIDERS

CR 6

N Large dungeonbred* advanced huge monstrous spider

**Dungeonscape* 112

Init +2; **Senses** darkvision 60 ft., tremorsense 60 ft.; Listen +0, Spot +4,

AC 14, touch 12, flat-footed 11
(-1 size, +3 Dex, +2 natural)

hp 95 (12 HD)

Immune mind-affecting effects

Fort +13 (+15 against poison and disease), **Ref** +7, **Will** +4

Speed 30 ft., climb 20 ft.

Melee bite +16/+11 (1d8 plus poison)

Ranged weapon +12 (entangle)

Space 10 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +21

Atk Options poison, web

Abilities Str 27, Dex 16, Con 21, Int —, Wis 10, Cha 3
SQ easy maintenance, vermin traits

Feats Endurance, Improved Natural Attack,

Skills Climb +16, Hide +5 (+13 when using webs), Jump +8, Spot +4

Easy Maintenance (Ex) Dungeonbred monsters consume food and water as if they were one size smaller than they actually are (and thus two sizes smaller than the base creature). Further, all carnivorous dungeonbred monsters that are bred for the same dungeon will eat the same type of prey eagerly, regardless of the base creature used in each case, cutting down on the need to import exotic prey for different monsters.

Tremorsense (Ex) A monstrous spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs.

Web (Ex) The spider can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider. An entangled creature can escape with a successful DC 12 Escape Artist check, or burst it with a successful DC 16 Str check. Both are standard actions. The check DCs are Constitution-based and the Strength check DC includes a +4 racial bonus. Web spinners often create sheets of sticky webbing from 5 to 10 feet square, depending on the size of the spider. They position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise they may stumble into it and become trapped as though by a successful web

attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section of this spider's web has 6 hit points and sheet webs have damage reduction 5/-. This spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Skills A monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened.

DROW GUARDS

CR 6

Male drow fighter 5

CE Medium humanoid (elf)

Init +7; **Senses** darkvision 120 ft.; Listen +2, Spot +2

Languages Common, Dwarf, Elven, Goblin, Undercommon

AC 26, touch 21, flat-footed 23

(+4 Dex, +4 armor, +1 shield, +8 improved cover)

hp 35 (5 HD)

SR 12

Fort +4, **Ref** +5, (+9 and improved evasion with improved cover) **Will** +1 (+3 against spells and spell-like abilities, +3 against enchantments)

Weakness light blindness

Speed 30 ft. (6 squares)

Melee mwk rapier +8 (1d6+2/18-20 plus poison)

Ranged 2 +1 *hand crossbow* +12 (1d4+4/19-20 plus poison)

Base Atk +5; **Grp** +7

Atk Options Point Blank Shot, Precise Shot, poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours)

Combat Equipment 2 *potion of cure moderate wounds*

Spell-Like Abilities (CL 1st):

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

Abilities Str 14, Dex 18, Con 11, Int 14, Wis 10, Cha 10

SQ spot secret doors within 5 ft.

Feats Improved Initiative, Point Blank Shot, Precise Shot, Hand Crossbow Focus, Weapon Specialization (hand crossbow)

Skills Climb +9, Handle Animal +8, Hide +3 (+13 with improved cover), Intimidate +8, Jump +1, Listen +2, Ride +12, Search +4, Spot +2, Swim +1

Possessions combat gear plus masterwork chain shirt, masterwork small steel shield, masterwork rapier, +1 *hand crossbow* and 10 +1 *bolts*

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds, they are dazzled (-1 on attack rolls, saves, and checks) as long as they remain in the affected area.

4A: REINFORCEMENTS OR 5:

CHECKPOINT CHARLIE

DROW GUARDS

CR 2

Male drow fighter 1

CE Medium humanoid (elf)

Init +3; **Senses** darkvision 120 ft.; Listen +2, Spot +2

Languages Common, Dwarven, Elven, Goblin, Undercommon

AC 18, touch 13, flat-footed 15
(+3 Dex, +4 armor, +1 shield)
hp 10 (1 HD)
Immune magic *sleep* effects
SR 12
Fort +2, **Ref** +3, **Will** +0 (+2 against spells and spell-like abilities); +2 against enchantments
Weakness light blindness

Speed 30 ft. in chain shirt (6 squares)
Melee mwk rapier +5 (1d6/18-20 plus poison)
Ranged mwk hand crossbow +6 (1d4/19-20 plus poison)
Base Atk +1; **Grp** +3
Atk Options poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours)
Combat Gear *potion of cure light wounds*
Spell-Like Abilities (CL 1st)
1/day—*dancing lights, darkness, faerie fire*

Abilities Str 14, Dex 17, Con 11, Int 14, Wis 10, Cha 10
SQ spot secret doors within 5 ft.
Feats Hand Crossbow Focus, Weapon Focus (rapier)
Skills Climb +2, Handle Animal +4, Hide +0, Intimidate +4, Jump -1, Listen +2, Ride +7, Search +4, Spot +2, Swim -1
Possessions combat gear plus masterwork rapier, masterwork hand crossbow + 10 bolts, chain shirt, small steel shield

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds, they are dazzled (-1 on attack rolls, saves, and checks) as long as they remain in the affected area.

7B: FEEDING TIME

VALITH BEAR **CR 8**
N Large advanced dungeonbred* magical beast
**Dungeonscape* 112
Init +1; **Senses** Listen +13, Scent, Spot +13
Languages understands Elven and Undercommon

AC 16, touch 11, flat-footed 15
(+1 Dex, +5 natural)
hp 157 (15 HD)
Fort +18 (+20 against poison and disease), **Ref** +10, **Will** +7

Speed 30 ft. (6 squares)
Melee 2 claws +21 each (1d8+8) and bite +19 (2d6+4)
Space 10 ft.; **Reach** 5 ft.
Base Atk +15; **Grp** +26
Atk Options Improved Bull Rush, Power Attack, improved grab

Abilities Str 29, Dex 12, Con 28, Int 4, Wis 15, Cha 9
SQ easy maintenance, hardy
Feats Alertness, Endurance, Improved Natural Attack, Improved Bull Rush, Multiattack, Power Attack, Track
Skills Listen +13, Spot +13

Improved Grab (Ex) To use this ability an owlbear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Easy Maintenance (Ex) Dungeonbred monsters consume food and water as if they were one size smaller than they actually are (and thus two sizes smaller than the base creature). Further, all carnivorous dungeonbred monsters that are bred for the same dungeon will eat the same type of prey eagerly, regardless of the base creature used in each case, cutting down on the need to import exotic prey for different monsters.

9: INTERROGATION CHAMBER

SHALITH **CR 8**
Female drow cleric 7
CE Medium humanoid (elf)
Init +1; **Senses** darkvision 120 ft.; Listen +5, Spot +5
Languages Common, Elven, Goblin, Undercommon

AC 19, touch 10, flat-footed 19
(+0 Dex, +8 armor, +1 shield)
hp 45 (7 HD)
Immune magic *sleep* effects
SR 18
Fort +6 **Ref** +2, **Will** +8 (+10 against spells and spell-like abilities); +2 against enchantments
Weakness light blindness

Speed 20 ft. in plate mail (4 squares), base speed 30 ft.
Melee +1 *heavy mace* +7 (1d8+2)
Ranged hand crossbow +5 (1d4/19-20 plus poison)
Base Atk +5; **Grp** +6
Atk Options Profane Agony, poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours)
Special Actions Divine Intercession
Combat Gear *potion of cure moderate wounds*
Cleric Spells Prepared (CL 5th; +8 melee touch):
4th—*confusion*^D (DC 17), *poison* (DC 16)
3rd—*bestow curse* (DC 16), *blindness* (DC 16 Fort negates), *non-detection*^D, *prayer*,
2nd—*shadow shroud*, *2 hold person* (DC 15, *invisibility*^D, *spiritual weapon*)
1st—*bane* (DC 14), *inflict light wounds* (DC 14), *disguise*^D, *obscuring mist*, *shield of faith*
0—*virtue* (6)
D: Domain spell. Deity: Lolth. Domains: Destruction, Trickery
Spell-Like Abilities (CL 5th):
1/day—*dancing lights, darkness, faerie fire*

Abilities Str 12, Dex 10, Con 12, Int 12, Wis 16, Cha 15
SQ spot secret doors within 5 ft.
Feats Divine Intercession
Skills Bluff +7, Concentration +11, Diplomacy +8, Diplomacy +2 (+4 to act in character), Hide -5, Intimidate +4, Knowledge (religion) +11, Listen +5, Move Silently -6, Search +3, Spot +5
Possessions combat gear plus +1 *heavy mace*, full plate, holy symbol, hand crossbow with 10 poisoned bolts

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Shalith for 1 round. On subsequent rounds, she is dazzled (-1 on attack rolls, saves, and checks) as long as she remains in the affected area.

Divine Intercession (Su) Shalith spends three turn or rebuke undead attempts to teleport to any point up to 30 feet away within line of sight. This effect functions as a *dimension door*, except you can't bring along other creatures

Profane Agony (Su) Shalith spends a rebuke undead attempt as a full round action to channel Lolth's displeasure at a single living creature within 30 feet. That creature takes 3d6 points of non-lethal damage and is sickened for 1 round. A successful DC 12 Fortitude save negates the damage but not the sickening effect.

VALLARA MYRAUN

CR 8

Male drow fighter 7

CE Medium humanoid (elf)

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

Languages Common, Elven, Goblin, Undercommon

AC 20, touch 14, flat-footed 16
(+4 Dex, +5 armor, +1 shield)

hp 46 (6 HD)

Immune magic *sleep* effects

SR 18

Fort +5, **Ref** +6, **Will** +1 (+3 against spells and spell-like abilities); +2 bonus against enchantments

Weakness light blindness

Speed 30 ft. in masterwork chain shirt (6 squares)

Melee +1 rapier +10/+5 (1d6+4/18-20 plus poison)

Ranged hand crossbow +11/+6 (1d4/19-20 plus poison)

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

Atk Options Cleave, Combat Reflexes, Power Attack, poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours)

Combat Gear *potion of cure light wounds*

Spell-Like Abilities (CL 7th):

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

Abilities Str 14, Dex 18, Con 11, Int 14, Wis 8, Cha 12

SQ spot secret doors within 5 ft.

Feats Alertness, Cleave, Combat Reflexes, Power Attack, Weapon Focus (rapier), Weapon Specialization (rapier),

Skills Climb +0, Handle Animal +12, Hide +3, Intimidate +12, Jump +1, Knowledge (religion) +6, Listen +3, Ride +16, Search +4, Spot +4, Swim +0,

Possessions combat gear plus +1 rapier, +1 chain mail, hand crossbow with 10 bolts, masterwork small steel shield

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Vallara for 1 round. On subsequent rounds, he is dazzled (-1 on attack rolls, saves, and checks) as long as he remains in the affected area.

13: WHITE DRAGON MADNESS

IXCRIMVORISK

CR 8

Female young adult white dragon sorcerer 2

CE Large dragon (cold)

Init +5; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision, Listen +17, Spot +14

Aura frightful presence (DC 22, 150 ft. radius)

Languages Draconic, Drow Sign Language, Undercommon

AC 25, touch 11, flat-footed 24
(+1 Dex, +14 natural)

hp 127 (15 HD); DR 5/magic

Immune cold, *sleep*, and paralysis

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

Weakness vulnerability to fire

Speed 60 ft. (12 squares), burrow 30 ft., swim 60 ft., fly 200 ft. (poor); icewalking

Melee bite +20 (2d6+5) and
2 claws +18 (1d8 +5) and
2 wings +18 (1d6 +5) and
tail slap +18 (1d8 +5)

Space 10 ft.; **Reach** 5 ft. (10 ft with bite)

Base Atk +16; **Grp** +25

Atk Options Power Attack

Special Actions Clinging Breath, frightful presence

Sorcerer Spells Known (CL 2nd; +5 ranged touch):

1st (3/day)—*dawnburst*, (DC 14), *ice dagger* (+5 ranged touch)

0 (5/day)—*caltrops*, *electric jolt*, *flare* (DC 13 es),
sonic snap (DC 13)

Spell-Like Abilities (CL 4th):

3/day—*fog cloud*

Abilities Str 20, Dex 13, Con 14, Int 12, Wis 10, Cha 15

SQ drakken familiar

Feats, Ability Focus (breath weapon), Awaken Frightful Presence, Clinging Breath, Improved Initiative, Multiattack, Power Attack

Skills Bluff +7, Hide +6, Intimidate +10, Knowledge (arcana) +16, Knowledge (dungeoneering) +12, Knowledge (nobility & royalty) +12, Knowledge (planes) +7, Listen +17 Move Silently +1, Search +1, Sense Motive +5, Spellcraft +16*, Spot +14, Survival +0 (+2 underground, or on another plane), Swim +6,

Clinging Breath Weapon (Su) 40-ft. cone, 5d6 cold, Reflex DC 22 half. The breath weapon clings to anything caught in its area. A clinging breath weapon lasts for 1 round. In the round after Ixcrimvorisk breathes, the clinging breath weapon deals half of the damage it dealt in the previous round. Creatures that avoid damage from the breath weapon (such as creatures with the evasion special quality or incorporeal creatures) do not take the extra damage.

A foe can take a full-round action to attempt to remove the clinging breath weapon before taking any additional damage. It takes a successful DC 22 Reflex saving throw to remove the effect. Rolling around on the ground grants a +2 bonus on the saving throw, but leaves the foe prone. A clinging breath weapon cannot be removed or smothered by jumping into water. A clinging breath weapon can be magically dispelled (DC 22).

When she uses this feat, Ixcrimvorisk must cannot use her breath weapon again for 1d4+1 rounds.

Icewalking (Ex) This ability works like the *spider climb* spell, but the surfaces the dragon climbs must be icy. It is always in effect.

BAT FAMILIAR**CR—**

N Diminutive animal

Init +2; **Senses** blindsense 20 ft., low-light vision, Listen +20, Spot +20**Languages** empathic link**AC** 17, touch 16, flat-footed 15
(+4 size, +2 Dex, +1 natural)**hp** 63 (15 HD)**Resist** improved evasion**Fort** +8, **Ref** +10, **Will** +13**Speed** 5 ft. (1 square), fly 40 ft. (good)**Melee** —**Space** 1 ft.; **Reach** 0 ft.**Base Atk** +16; **Grp** -1**Abilities** Str 1, Dex 15, Con 10, Int 6, Wis 14, Cha 4**Feats** Alertness**Skills** Hide +20, Intimidate +0, Listen +20 (+16 if blindsense negated), Move Silently +6, Search +3, Spot +20 (+16 if blindsense negated), Survival +2, Swim -5**Blindsense (Ex)** A bat notices and locates creatures within 20 feet. Opponents still have 100% concealment against a creature with blindsense.**VAXDRIS'SHX****CR 7**

Male redspawn arcaniss* sorcerer 1

**Monster Manual IV 152*

CE Medium monstrous humanoid (dragonblood, fire)

Init +1; **Senses** darkvision 60 ft., low-light vision; Listen +2, Spot +2**Languages** Common, Draconic, empathic link**AC** 18, touch 11, flat-footed 17; armored mage
(+1 Dex, +3 armor, +2 shield, +2 natural)**hp** 55 (9 HD); fire spell affinity**Immune** fire, paralysis, *sleep***Fort** +4, **Ref** +7, **Will** +8**Weakness** vulnerability to cold**Speed** 40 ft. in studded leather (8 squares)**Melee** mwk heavy mace +9/+4 (1d8)**Base Atk** +8; **Grp** +8**Atk Options** Point Blank Shot, Precise Shot**Combat Gear** *potion of shield of faith* (+5), *potion of cure moderate wounds***Sorcerer Spells Known** (CL 7th; +10 ranged touch):3rd (5/day)—*fireball* (DC 16; CL 8th), *spiderskin* (DC 15)2nd (7/day)—*frost breath* (DC 14), *Melf's acid arrow* (+10 ranged touch; +2 damage), *scorching ray* (+10 ranged touch; CL 8th; +2 damage)1st (8/day)—*burning hands* (DC 14; CL 8th), *chill touch* (+9 melee touch; DC 14); *dawnburst* (DC 13), *magic missile*, *true strike*0 (6/day)—*acid splash* (+10 ranged touch, +2 damage), *ghost sound* (DC 13), *ice dagger* (+10 ranged touch, +2 damage), *electric jolt* (+10 ranged touch, +2 damage), *message*, *ray of frost* (+10 ranged touch, +2 damage), *touch of fatigue* (+9 melee touch; DC 13)**Abilities** Str 12, Dex 12, Con 12, Int 13, Wis 14, Cha 21
SQ share spells**Feats** Point Blank Shot, Precise Shot, Weapon Focus (ranged touch), Ranged Spell Specialization**Skills** Concentration +13, Jump +4, Knowledge (arcane) +11, Listen +2, Spellcraft +5 Spot +2**Possessions** combat gear plus masterwork studded leather armor, +1 *buckler*, masterwork heavy mace, spell component pouch, gold pendant shaped like a red dragon's head worth 100 gp**Fire Spell Affinity (Ex)** A redspawn arcaniss casts fire spells at +2 caster level. In addition, the redspawn arcaniss heals 2 points of damage per spell level each time it casts a fire spell.**Armored Mage (Ex)** A redspawn arcaniss can wear light armor and use light shields without an arcane spell failure chance. *Complete Arcane* 12**BAT FAMILIAR****CR—**

N Diminutive animal

Init +2; **Senses** blindsense 20 ft., low-light vision, Listen +8, Spot +20**Languages** empathic link**AC** 17, touch 16, flat-footed 15
(+4 size, +2 Dex, +1 natural)**Resist** improved evasion**hp** 27 (1/4d8 or 9 HD);**Fort** +2, **Ref** +9, **Will** +10**Speed** 5 ft. (1 square), fly 40 ft. (good)**Melee** —**Space** 1 ft.; **Reach** 0 ft.**Base Atk** +8; **Grp** -9**Abilities** Str 1, Dex 15, Con 10, Int 6, Wis 14, Cha 4**Feats** Alertness, Improved Evasion^B**Skills** Hide +14, Listen +8 (+4 if blindsense negated), Move Silently +6, Spot +20 (+16 if blindsense negated)**Blindsense (Ex)** A bat notices and locates creatures within 20 feet. Opponents still have 100% concealment against a creature with blindsense.**12: SNOW DOME****ADVANCED ICE MEPHIT****CR 4**

N Small outsider (air, cold, extraplanar)

Init +8; **Senses** darkvision 60 ft., Listen +8, Spot +8**Languages** Auran, Common**AC** 19, touch 15, flat-footed 15; Dodge
(+1 size, +4 Dex, +4 natural)**hp** 21 (5 HD); fast healing 2; DR 5/magic**Immune** cold**Fort** +4, **Ref** +8, **Will** +4**Weakness** vulnerability to fire**Speed** 30 ft. (6 squares), fly 50 ft. (perfect)**Melee** 2 claws +6 (1d3 plus 1d4 cold)**Base Atk** +5; **Grp** +1**Special Actions** breath weapon, *summon mephit***Spell-Like Abilities** (CL varies):1/day—*magic missile* (CL 3rd)1/hour—*chill metal* (DC 14; CL 6th)**Abilities** Str 10, Dex 19, Con 10, Int 6, Wis 11, Cha 15**Feats** Dodge, Improved Initiative

Skills Bluff +10, Diplomacy +6, Disguise +2 (+4 acting), Escape Artist +12, Hide +16, Listen +8, Move Silently +12, Spot +8, Use Rope +4 (+6 with bindings)

Breath Weapon (Su) A mephit can use its breath weapon once every 1d4 rounds as a standard action. 10 foot cone of ice shards, damage 1d4 cold, Reflex DC 12 half. Living creatures that fail their saves are tormented by frostbitten skin and frozen eyes unless they have immunity to cold or are otherwise protected. This effect imposes a -4 penalty to AC and a -2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Fast Healing (Ex) Mephits heal 2 points of damage per round, provided they are still alive and certain conditions are met. An ice mephit heals only if it is touching a piece of ice of at least Tiny size or if the ambient temperature is 32 degrees F. or below.

Summon Mephit (Sp) Once per day, a mephit can attempt to summon another mephit of the same variety, much the same as a *summon monster* spell, but with only a 25% chance of success. Roll d%. On a failure, no creature answers the summons that day. A mephit that has just been summoned cannot use its own summon ability for 1 hour. This ability is the equivalent of a 2nd-level spell.

SQ spell absorption

Feats Alertness^B, Combat Reflexes, Multiattack, Track

Skills Climb +15, Listen +7, Spot +7

Paralysis (Ex) Those hit by a carrion crawler's tentacle attack must succeed on a DC 13 Fortitude save or be paralyzed for 2d4 rounds. The save DC is Constitution-based.

Spell Absorption (Su): Whenever a spell fails to penetrate a spellwarped carrion crawler's spell resistance, the creature gains one of the following benefits, chosen at the time that the spell resolves.

Might: +4 enhancement bonus to Strength for 1 minute.

Agility: +4 enhancement to Dexterity for 1 minute.

Endurance: +4 enhancement bonus to Constitution for 1 minute.

Life: Temporary hit points equal to 5 x the level of the failed spell.

Speed: base speed increases by a number of feet equal to 5 x level of the failed spell

Resistance: resistance 10 to one energy type (acid, cold, electricity, fire, or sonic)

Skills Carrion crawlers can always choose to take 10 on Climb checks, even if rushed or threatened.

13: PRIVATE QUARTERS

ACID ORB TRAP

CR 8

Description see text.

Search DC 32; **Type** magic

Trigger touch and lock not released in 2 rounds; **Init** +4

Effect If the door is tampered with and the lock not released 2 rounds after the tampering begins, then an *acid orb* (as the spell) is triggered; the trap sets off an *alarm* spell in the map room that alerts Vlon.

Duration instantaneous (see *prismatic spray* text)

Destruction AC 10; hp 30; hardness 5

Disarm Disable Device DC 32

14: LITTLE LIZARD'S LIBRARY

ADVANCED SPELLWARPED* CARRION CRAWLER CR 5

**Monster Manual III* 162

N Large aberration

Init +4; **Senses** darkvision 60 ft. scent, Listen +7, Spot +7

AC 20, touch 14, flat-footed 17

(-1 size, +4 Dex, +8 natural)

hp 49 (6 HD)

SR 17

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

Speed 30 ft. (6 squares), climb 15 ft.

Melee 8 tentacles +9 (paralysis) and bite +5 (1d4+3)

Space 10 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +12

Atk Options Combat Reflexes, paralysis (DC 13 Fort, paralyzed 1d4 rounds)

Abilities Str 18, Dex 18, Con 18, Int 5, Wis 15, Cha 6

15: THE MAP ROOM

VLON JAEKAL

CR 6

Male drow fighter 2/sorcerer 3

CE Medium humanoid (drow, dragonblooded)

Init +0; **Senses** darkvision 120 ft., Listen +6, Spot +6

Languages Common, Draconic, Drow Sign Language, Elven, Undercommon

AC 14, touch 10, flat-footed 14

(+0 Dex, +4 armor)

hp 24 (5 HD)

Immune *sleep*

SR 15

Fort +5, **Ref** +2, **Will** +6 (+8 against spells and spell-like abilities); +2 against enchantments; +1 against *sleep*, paralysis, and cold

Weakness light blindness

Speed 30 ft. in mithral chain shirt (6 squares)

Melee heavy pick +5 (1d8/x4)

Ranged mwk light crossbow +4 (1d4/19-20 plus poison)

Base Atk +3; **Grp** +2

Atk Options Combat Expertise, Improved Feint, poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours)

Combat Gear *arcanist's gloves*, *potion of barkskin* +2, 2 *potions of cure light wounds*, *potion of shield of faith* (+2)

Sorcerer Spells Known (CL 3rd; +3 ranged touch):

1st (5/day)—*color spray*, (DC 18), *ice dagger*

0 (6/day)—*acid splash*, *electric jolt*, *flare* (DC 17), *ray of frost* (DC 17), *sonic snap* (DC 17)

Spell-Like Abilities (CL 3rd):

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

Abilities Str 10, Dex 10, Con 10, Int 15, Wis 14, Cha 18

SQ armored mage, drakken familiar, stalwart sorcerer

Feats Alertness^B, Combat Expertise^B, Draconic

Heritage (white), Improved Feint ^B, Scribe Scroll, Weapon Proficiency (heavy pick)^B, Weapon Focus (heavy pick)^B

Skills Bluff +12, Concentration +8, Diplomacy +6, Disguise +4 (+6 to act in character), Handle Animal +12, Hide +0, Intimidate +6, Knowledge (arcana) +8, Knowledge (nobility & royalty) +3, Listen +6, Move Silently +0, Search +4, Sense Motive +2, Spellcraft +9, Spot +6

Possessions combat gear plus *cloak of resistance* +1; masterwork hand crossbow plus 20 poisoned bolts, masterwork heavy pick, mithral chain shirt, 540 gp

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Vlon for 1 round. On subsequent rounds, he is dazzled (-1 on attack rolls, saves, and checks) as long as he remains in the affected area.

SNAKE FAMILIAR

CR—

N Tiny animal (dragonblooded)

Init +3; **Senses** blindsense 20 ft., low-light vision, Listen +11, Spot +11

Languages empathic link

AC 19, touch 15, flat-footed 16
(+2 size, +3 Dex, +4 natural)

hp 12 (5 HD)

Resist improved evasion

Fort +2, **Ref** +4, **Will** +4

Speed 15 ft. (3 squares), climb 15 ft., swim 20 ft.

Melee bite +5 (1 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

Base Atk +0; **Grp** -11

Atk Options poison (Fort DC 10, 1d6 Con/1d6 Con)

Special Actions breath weapon

Abilities Str 4, Dex 17, Con 10, Int 7, Wis 12, Cha 2

Feats Alertness^B

Skills Balance +11, Climb +11, Hide +15, Listen +7, Move Silently +0, Search -3, Spot +7, Swim +5 (+8 to perform special action)

Skills A snake can always choose to take 10 on a Climb check, even if rushed or threatened. A snake can always choose to take 10 on a swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Breath Weapon 15 ft. cone of fire, usable 1/hour, 1d6+6 points of fire damage, Reflex DC 11 halves

APPENDIX 2: NEW RULES ITEMS

ALTERNATE CLASS FEATURES

Armored Mage

Rare is the fighter who hasn't envied the wizard's bag of magical tricks. Although even the most basic arcane spell remains beyond a fighter's abilities, those who aspire to such talents can, with practice, learn to cast simple arcane spells while wearing light armor. On its own, this alternative feature grants little benefit to a single-classed fighter; only in conjunction with one or more levels of sorcerer, wizard, or similar arcane spellcasting class does this ability come into play.

Class: Fighter

Level: 1st

Special Requirement: Knowledge (arcana) 1 rank

Replaces: You lose proficiency with medium armor and heavy armor

Benefit: Choose one arcane spellcasting class, such as sorcerer. You can avoid any chance of arcane spell failure for spells gained from this class as long as you restrict yourself to light armor and light shields. This training does not extend to any other form of armor or shields, nor does this ability apply to spells gained from other spellcasting classes.

This benefit applies only to spells of a level equal to or lower than your fighter class level + 1.

Drakken Familiar

Arcane spellcaster, even those who don't claim the blood of dragons as their own, often have a special link with dragonkind. One manifestation of this link is the caster's familiar, which can take on draconic characteristics.

Class: Hexblade, sorcerer, or wizard

Level: 4th (Hexblade) or 1st (sorcerer or wizard)

Replaces: If you select this class feature, your familiar does not gain all the benefits normally accorded to a familiar. See below to determine which alternative benefits it gains, and which standard benefits these replace.

Benefit: Your familiar is a drakken version of a normal animal (see the sidebar on page 107). It gains the dragonblood subtype and all the benefits of being a familiar, except as described below.

When your familiar would normally gain the ability to deliver touch spells, it gains a breath weapon instead. This breath is a 15-foot cone of fire, usable once per hour, that deals a number of points of damage equal to 1d6 + twice your class level (levels of different classes that are entitled to familiars stack for this purpose). A successful Reflex save ($10 + \frac{1}{2}$ your total class levels for determining the familiar's abilities) halves the damage dealt.

When your familiar would normally gain the ability to speak with animals of its kind, it instead gains the ability to speak with creatures of the dragon type.

Stalwart Sorcerer

Most sorcerers hide behind walls of steel, slinging spells

at enemies safely distant. You have no patience for such cowards and prefer to be near the front line. Your breadth of magical knowledge might not compare with those craven weaklings, but you are proud to dive into the fray alongside the fighter.

If you play a sorcerer with this alternative class feature, consider taking at least one level of fighter and selecting the armored mage alternative class feature.

Class: Sorcerer

Level: 1st

Special Requirement: Knowledge (arcana) 1 rank

Replaces: Reduce by one the number of sorcerer spells known for your highest spell level (to a minimum of one). As a 1st-level character, you have one 1st-level spell known rather than two.

When you would gain a second known spell from a higher level, apply this penalty to the new spell level but remove it from the lower level. For example, at 5th-level, you reduce your 2nd-level spells known from two to one but you gain the previously unavailable 1st-level spell (increasing your 1st-level spells known from three to four).

Benefit: You gain extra hit points equal to two times your sorcerer class level. Every time you advance a level, you gain another 2 extra hit points. (So, at 1st level you have 2 extra hit points, at 2nd level you have 4 extra hit points, and so on.)

You also gain the Martial Weapon Proficiency feat for a melee weapon of your choice, as well as Weapon Focus with that weapon.

Source: *Complete Mage* 36.

FEATS

Awaken Frightful Presence

You gain frightful presence.

Prerequisites: Cha 11, dragon type

Benefit: You gain the frightful presence special ability with a radius in feet equal to $5 \times \frac{1}{2}$ your racial Hit Dice. The ability takes effect automatically whenever you attack, charge, or fly overhead. Creatures within the radius are subject to the effect if they can see you and have fewer Hit Dice than your racial Hit Dice.

A potentially affected creature that succeeds on a Will save ($DC\ 10 + \frac{1}{2}$ your racial HD + your Cha modifier) remains immune to your frightful presence for 24 hours. On a failure, creatures with 4 or fewer Hit Dice become panicked for 4d6 rounds, and those with 5 or more Hit Dice become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

Special: If you have both this feat and you have (or later gain) the frightful presence ability, your frightful presence radius either increases by 50% or increases to 5 feet $\times \frac{1}{2}$ your racial Hit Dice, whichever figure is higher. The save DC against your frightful presence also increases by 2.

Source: *Draconomicon* 67.

Clinging Breath [METABREATH]

Your breath weapon clings to creatures and continues to affect them in the round after you breathe.

Prerequisites: Con 13, breath weapon

Benefit: Your breath weapon has its normal effect, but also clings to anything caught in its area. A clinging breath weapon lasts for 1 round. In the round after you breathe, the clinging breath weapon deals half of the damage it dealt in the previous round. Creatures that avoid damage from the breath weapon (such as creatures with the evasion special quality or incorporeal creatures) do not take the extra damage. For example, an old silver dragon uses its cold breath and deals 72 points of cold damage (or 36 points against a target that makes its save). In the following round, foes that failed their saves against the breath weapon initially take an additional 36 points of cold damage, and foes that succeeded on their saves take 18 points of cold damage.

A foe can take a full-round action to attempt to remove the clinging breath weapon before taking any additional damage. It takes a successful Reflex saving throw (same DC as your normal breath weapon) to remove the effect. Rolling around on the ground grants a +2 bonus on the saving throw, but leaves the foe prone. A clinging breath weapon cannot be removed or smothered by jumping into water. A clinging breath weapon can be magically dispelled (DC equal to your breath weapon save DC).

This feat only works on a breath weapon that has instantaneous duration and that deals some kind of damage, such as energy damage (acid, cold, electricity, fire, or sonic), ability damage, or negative levels.

When you use this feat, add +1 to the number of rounds you must wait before using your breath weapon again.

Special: You can apply this feat more than once to the same breath weapon. Each time you do, the clinging breath weapon lasts an additional round.

Source: *Draconomicon* 67.

Divine Intercession [DIVINE]

You can channel divine energy to remove yourself from a dangerous situation.

Prerequisite: Turn or rebuke undead, Travel or Trickery domain

Benefit: You can spend 3 turn or rebuke undead attempts to teleport to any point up to 30 feet away within line of sight. This effect functions as *dimension door* except that you can't bring along other creatures.

Source: *Drow of the Underdark* 54.

Dragonsong

Your song or your poetics echo the power of the dragonsong, an ancient style of vocal performance created by dragons in the distant past.

Prerequisites: Cha 13, Knowledge (arcana) 4 ranks, Perform 6 ranks, Speak Language (Draconic)

Benefit: You gain a +2 bonus on Perform checks

involving song, poetics, or any other verbal or spoken form of performance.

In addition, the DC of any saving throw required by mind-affecting effects based on your song or poetics (such as bardic music) is increased by +2.

Source: *Draconomicon* 105.

Extra Music

You can use your bardic music more often than you otherwise could.

Prerequisite: Bardic music

Benefit: You can use your bardic music four extra times per day.

Normal: Bards without the Extra Music feat can use bardic music once per day per bard level.

Special: You can gain this feat multiple times. Its effects stack.

Gift of the Spider Queen

You can combine your racial spell-like abilities in new and potent ways.

Prerequisite: Drow

Benefit: As an immediate action, you can activate any of the following spell-like abilities (using your class level as your caster level). You spend one daily use of each spell-like ability used in this combination.

Curtain of Darkness: You can expend one daily use of *dancing lights* and *darkness* to extinguish all non-magical light sources within 100 feet. This is not a magical effect; the fires (or other sources such as sunrods) simply go out. This ability does not function on any flame larger than that of a torch or a lantern, so it cannot be used to extinguish a burning building, or as a defense against fire used as a weapon. This is the equivalent of a 2nd-level spell.

Mirror Image: You can expend one daily use of *dancing lights* and *faerie fire* to use mirror image (as the spell, except you gain only 1d4 images).

See Invisibility: You can expend one daily usage of *darkness* and *faerie fire* to use see invisibility (as the spell, except that the duration is only 1 round per caster level).

Blinding vanish: You can expend one daily use of *faerie fire*, *dancing lights* and *darkness* to disappear in a blinding flash of light. All creatures within a 20-foot radius burst are blinded for 1 round; a successful Fortitude save (DC 14 + your Cha modifier) reduces the effect to dazzled for 1 round. In addition you become invisible (as the *invisibility* spell, except the duration is 1 round per caster level).

Source: *Drow of the Underdark* 50.

Hand crossbow Focus

Your hand crossbow attacks gain accuracy and speed.

Prerequisite: proficiency with hand crossbow, base attack bonus +1

Benefit: You can reload a hand crossbow as a free action. You also gain a +1 bonus to attack rolls with a hand crossbow. This bonus does not stack with the bonus from Weapon Focus, but it is the equivalent of Weapon Focus for the purpose for qualifying for feats, prestige

classes and anything else that requires the feat.

Special: A fighter can select Hand Crossbow Focus as a fighter bonus feat.

Source: *Drow of the Underdark* 50.

Profane Agony

You can channel negative energy to deal terrible pain.

Prerequisite: Rebuke undead, Death or Destruction domain.

Benefit: You can spend a rebuke undead attempt as a full-round action to channel your deity's displeasure at a single living creature within 30 feet. That creature takes 3d6 points of non-lethal damage and is sickened for 1 round. A successful Fortitude save (DC 10 + one-half your level + your Cha modifier) negates the damage, but not the sickening effect.

Source: *Drow of the Underdark* 54.

Spider Companion

Instead of an animal, you bond with a monstrous spider.

Prerequisite: Vermin Trainer, animal companion.

Benefit: You select a monstrous spider as your animal companion. This spider gains all the benefits normally granted to animal companions.

At 1st level you select a Tiny, Small or Medium monstrous spider as your spider companion. A druid of higher level can select a more powerful creature as her spider companion, applying the indicated adjustments to the druid's level (in parenthesis) for the purposes of determining the spider companion's characteristics and special abilities.

Spider	Minimum Level (Adjustment)
Large	4th (-3)
Huge	10th (-9)

Normal: Spiders are not available as animal companions.

Source: *Drow of the Underdark* 52.

Vermin Trainer

Your service to the Spider Queen has given you an insight into training vermin.

Prerequisite: Drow, Handle Animal 4 ranks, Knowledge (religion) 4 ranks.

Benefit: You use the Handle Animal skill to handle and train vermin as if they were animals with Intelligence scores of 1.

Normal: Without this feat only animals and magical beasts with Intelligence scores of 1 or 2 can be handled or trained with the Handle Animal skill, and using Handle Animal with a magical beast is done with a -4 penalty to the check.

Special: The size of the vermin directly affects the ability of the trainer to instruct them.

Source: *Drow of the Underdark* 53.

White Dragon Lineage

Your veins run with the savage blood of white dragons, allowing you to whip yourself into a ragelike state.

Prerequisite: Draconic Heritage (white), sorcerer

level 3rd

Benefit: As a swift action, you can spend an arcane spell slot to enter a state similar to that of a barbarian's rage. You gain temporary hit points and resistance to cold equal to 5 x the spell's level. Unlike rage, this state doesn't restrict you from casting spells or performing any other actions, though you can't activate the ability again while it is already active. The effect lasts for a number of rounds equal to 1 + your Charisma bonus.

Source: *Dragon Magic* 22.

MAGIC ITEMS

Arcanist's Gloves

Price (Item Level): 500 (3rd)

Body Slot: Hands

Caster Level: 3rd

Aura: Faint; (DC 16) transmutation

Activation: Swift (command)

Weight: —

These sleek blue gloves bear tiny golden stars across the knuckles.

When you activate *arcanist's glove*, you add 2 to the caster level of the next 1st-level arcane spell you cast before the end of your turn.

Arcanist's gloves function two times per day.

Prerequisites: Craft Wondrous Item, *fox's cunning*.

Cost to Create: 250 gp, 20 XP, 1 day

Source: *Magic Item Compendium* 72.

Gloves of the Starry Sky

Price (Item Level): 1,100 (4th)

Body Slot: Hands

Caster Level: 3rd

Aura: Faint; (DC 15) evocation

Activation: — and standard (mental)

Weight: —

While wearing *gloves of the starry sky*, you emit a bright, silvery radiance equivalent to a *light* spell. You can douse or renew this light with a standard (mental) action.

In addition, three times per day, you can activate these gloves and sacrifice a prepared spell or spell slot of 1st level or higher to use *magic missile* (as the spell), using your own caster level rather than that of the gloves. The missiles created by the gloves appear as a series of tiny falling stars.

Prerequisites: Craft Wondrous Item, *magic missile*, possession of a piece of the set.

Cost to Create: 550 gp, 44 XP, 2 days

Source: *Magic Item Compendium* 204.

Spiderkissed

Price (Item Level): +1 bonus

Property: Weapon

Caster Level: 5th

Aura: Faint; (DC 17) transmutation

Activation: —

When you confirm a critical hit with a spiderkissed

weapon, the target must succeed on a DC 13 Reflex save, or become entangled for 5 rounds as a mass of webbing covers its body. The webbing cannot be removed and lasts for the duration of the effect. Bows, crossbows and slings with this property bestow the spiderkissed property upon their ammunition.

Prerequisite: Craft magic arms and armor, web, drow

Cost to create: varies

Source: *Drow of the Underdark*: 96

Transmitting Drow House Insignia

Price (Item Level): 500 gp(3rd)

Body Slot: Throat

Caster Level: 3rd

Aura: Faint; (DC 16) transmutation

Activation: Standard (command)

Weight: —

Each *drow house insignia* (transmuting) is keyed to a specific noble house of a particular drow city, and is wrought to reflect the house that created it.

Three times per day, by speaking the command word, you can utter a short message into the item, which transmits it up to 1 mile away to another character wearing the insignia of the same house. The recipient hears the message in its mind.

To transmit the message, you must name the intended target as part of the command word. Should the target not be wearing its *drow house insignia* the message is lost, but you have no way of knowing whether it successfully transmits or not.

Since each *insignia* is different, even those from the same noble house, a person aware of the unique shape of an individual *insignia* can magically locate that amulet with a *screy* or similar spell.

Love: A DC 15 Knowledge (local) or DC 20 Knowledge (dungeoneering) or bardic knowledge check reveals the house to which the insignia is keyed. Drow gain a +4 circumstance bonus on this check.

Prerequisite: Craft Wondrous Item, *whispering wind*, drow

Cost to create: 250 gp, 20 XP, 1 day

Source: *Drow of the Underdark*: 99

EQUIPMENT

Bile Droppings

Distilled from the venomous excreta of certain breeds monstrous spiders, this substance is a thick, viscous fluid. You can throw a flask of bile droppings as a ranged touch attack with a ranged increment of 10 ft. Upon hitting a target, this sticky fluid deals 1d6 points of acid damage on the first round and 1d6 points of acid damage on the second round.

In addition to causing acid damage, a flask of bile droppings releases a powerful stench when broken open, forcing anyone within 5 feet to make a DC 13 Fortitude save or be sickened for one round. Any actually struck by the vile stuff takes a -4 penalty to the save.

Bile droppings can be created with a successful DC

15 Craft (alchemy) check, and the proper raw materials (the spiders that create the droppings are bred by the dark elves, so these materials are readily available in any drow city).

Source: *Drow of the Underdark*: 93

Darklight Poison

Type: Injury DC 23

Initial Damage: 2d6 Con + 1d6 Str

Secondary Damage: Blinded

Price: 1,500 gp

Darklight ore is powdered and cut with a mild acid to create this poison. The radiation of this ore is greatly diminished in the process, but its effect becomes acute when introduced to the bloodstream. The poison can be made with a DC 28 Craft (poisonmaking) check.

The blindness from this poison lasts for 1 hour.

Source: *Drow of the Underdark*: 94

Shedden

This gray paste is brewed from the exoskeletons of monstrous spiders ground with silk-based oils and mixed with various chemicals and reagents. When spread on your exposed skin, it temporarily hardens your skin, granting you a +1 bonus to natural armor for 2 minutes. This bonus stacks with any other natural armor you already have. It takes 1 minute to apply shedden to your entire body and gain its benefits.

Shedden can be created with a DC 20 Craft (alchemy) check. Certain master alchemists can create shedden that provides natural armor bonuses from +2 to +5, but doing so raises the Craft DC by +4 for each additional point of natural armor, and increases the price as follows: 200 gp for +2, 500 gp for +3, 1,000 gp for +4, and 2,000 gp for +5.

Source: *Drow of the Underdark*: 93

Spider Kit

This kit includes hands, feet, elbow and knee pads set with hundreds of tiny hooks and smeared with a sticky alchemical substance similar to that in a tanglefoot bag. These pads provide a +2 to Climb checks; this stacks with bonuses provided with climber's kits and spelunkers kits. The substance on the pads actually becomes stickier when exposed to moisture, so no penalties apply for slippery surfaces if the slipperiness is caused by wetness. In addition to the pads, the kit also contains a harness to which is attached four retractable telescoping legs (two on each side of the back so that there is room for a backpack between them). These legs also end in the same sticky pads. If you have made a successful Climb check, you can extend these legs and attach them to the surface you are climbing as a full round action. You can use your hands freely once the legs are extended, because the legs, along with your own feet and knees, adhere you to the wall. The legs can be detached from the wall with a move action and refolded with another move action. If you climb with these legs extended you do not gain the +2 bonus normally provided to Climb checks normally

provided by the spider kit.

Source: *Drow of the Underdark*: 93.

SKILLS

Handle Animal (Cha)

Vermin are vital to the drow. On the one hand, they are creatures sacred to Lolth, expressions of her perfect, divine form. On the other, they are abundant, and with the proper training, they can serve as guardians, soldiers, and even steeds.

Since vermin are mindless creatures, they don't learn as other animals do. Instead they must be 'programmed' by a trainer who encodes a desired pattern of behaviour that the creature reproduces under a specific set of circumstances. This technique is beyond the capabilities of other animal handlers and only characters with the Vermin Trainer feat, or with access to a similar ability—such as that granted by the verminkeeper prestige class^{Und} can train vermin.

Even with the required feat, handling and training mindless creatures has associated challenges. The larger the vermin, for example, the harder it is to control—thus, when making a Handle Animal check to handle, or train a vermin, apply the creature's special size modifier to the check DC.

Vermin Size	Handle Animal DC Modifier
Medium or smaller	+0
Large	+2
Huge	+5
Gargantuan	+10
Colossal	+15

Vermin can learn up to 3 tricks, or one general purpose that encompasses no more than 3 tricks. Some vermin have a special quality that enables them to learn more tricks than vermin of their type ordinarily could. It is impossible to push a vermin. Additionally, vermin are not considered "wild animals" and thus cannot be reared.

In addition to the tricks described in the *Player's Handbook* and elsewhere, drow commonly teach the following tricks to their vermin servants:

Ambush (DC 20): The vermin makes a Hide check and waits for a creature to come near it. When a target passes beneath it, or comes within 10 feet, the vermin attacks.

Bestow venom (DC 15): By succeeding on a DC 15 Handle Animal check to handle a vermin that has a poison special attack, you can compel the vermin to give up some of its venom. The creature deposits its poison into a container you indicate, providing a single dose. A Handle Animal check to extract venom takes 1 minute. You can then make a DC 15 Craft (poisonmaking) check to refine this venom into a poison you can use.

Web (DC 15): On command, a web-spinning vermin shoots a web at the closest hostile creature.

Source: *Drow of the Underdark*

SPELLS

Briarweb

Transmutation

Level: Druid 2, ranger 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 40-ft-radius spread

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

This spell causes grasses, weeds, bushes, and even trees to grow thorns and wrap and twist around creatures in or entering the area. The spell's area becomes difficult terrain, and creatures move at half speed within the affected area. Any creature moving through the area also takes 1 point of piercing damage ft 5 feet moved.

A creature with *freedom of movement* or the woodland stride ability is unaffected by this spell.

Source: *Spell Compendium* 39.

Caltrops

Conjuration

Level: Sorcerer/wizard 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: See text

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

A *caltrops* spell covers one 5-foot-by-5-foot square with caltrops. Every time a creature moves into an area covered by caltrops or spends a round fighting while standing in such an area, it might step on one. The caltrops make one attack roll (+0 melee) against the creature. For this attack, the target shield and deflection bonuses do not count, nor does its armor bonus for armor worn. A target wearing shoes or other footwear gains a +2 armor bonus to Armor Class (which does count). If the caltrops succeed on the attack, the creature has stepped on one.

A successful attack by a caltrop deals 1 point of damage. If the target is Small, Medium, or Large, its land speed is reduced by one-half because of the injury. This movement penalty lasts for 24 hours, until the creature is successfully treated with a DC 15 Heal check, or until it receives at least 1 point of magical healing. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower, can pick its way through a bed of caltrops with no trouble.

The DM judges the effectiveness of caltrops against unusual opponents or opponents outside the size range given above. A giant centipede, for example, can scramble among caltrops with no chance of hurting itself, and a fire giant wearing thick, massive boots might be immune to their attacks.

For every two caster levels beyond 1st, you can affect

an additional 5-foot-by-5-foot square, and the caltrops' attack bonus increases by 1. Thus you affect two squares at 3rd level (+1 melee), three at 5th level (+2 melee), four at 7th level (+3 melee), and a maximum of five at 9th level (+4 melee maximum).

Multiple *caltrops* spells (or mundane caltrops) occupying the same space have no additional effect.

Source: *Spell Compendium* 42.

Dawnburst

Conjuration

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 10-ft-radius burst

Duration: 1 round/level (D)

Saving Throw: Reflex partial

Spell Resistance: Yes

All creatures in the area glow with light equivalent to a torch for the duration of the spell, making hiding difficult and even revealing the location of invisible creatures. (Invisible creatures are still considered to have concealment.)

In addition, undead and creatures within the area that have light sensitivity or light blindness take 1d6 points of damage, +1 point of damage per caster level (maximum +5). A successful Reflex save halves this damage.

Source: *Complete Mage* 101.

Electric Jolt

Evocation [Electricity]

Level: Sorcerer/wizard 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You release a small stroke of electrical energy. You must succeed on a ranged touch attack with the ray to strike a target. The spell deals 1d3 points of electricity damage.

Source: *Spell Compendium*:78

Ice Dagger

Evocation [cold]

Level: Sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Dagger of Ice

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

The ice dagger created by this spell launches itself at a target. Treat the attack as a thrown splash weapon (PH 158) that requires a ranged touch attack to hit. The ice dagger deals 1d4 points of cold damage to the target per caster level (maximum 5d4), and splash damage of 1 point of cold damage to adjacent creatures.

Material Component: A few drops of water made from melted ice.

Source: *Spell Compendium* 118.

Ice Darts

Conjuration (creation) [cold]

Level: Bard 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more ice darts

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

A sharp, translucent icicle shoots from your fingertip. You may fire one dart, plus one additional dart for every two levels beyond 3rd (to a maximum of five darts at 11th level). Each dart requires a ranged touch attack to hit and deals 2d4 points of damage, half of which is cold damage.

Source: *Frostburn* 98-99.

Orb of Acid

Conjuration (Creation) [acid]

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 1 orb of acid

Duration: instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: No

An orb of acid about 3 inches across shoots from your palm at its target, dealing 1d6 points of acid damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target.

A creature struck by the orb takes damage and becomes sickened by the acid's noxious fumes for 1 round. A successful Fortitude save negates the sickened effect but does not reduce the damage.

Source: *Spell Compendium* 62.

Orb of Acid, Lesser

Conjuration (Creation) [acid]

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 1 orb of acid

Duration: instantaneous

Saving Throw: None

Spell Resistance: No

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Source: *Spell Compendium*:61-62

Shadow Shroud

Evocation [Darkness]

Level: Cleric 2, sorcerer/wizard 2

Components: V

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round/level (D)

This spell negates any penalties or harmful effects imposed by your light blindness or light vulnerability.

You also gain a +5 competence bonus to Hide checks made in areas of shadow or darkness.

As with any darkness spell, the effect is suppressed if you enter the area of a light spell of 3rd level or higher.

Source: *Drow of the Underdark*:62

Sonic Snap

Evocation [Sonic]

Level: Sorcerer/wizard 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: 1 creature of object

Duration: Instantaneous

Saving Throw: Will partial

Spell Resistance: Yes

You create a brief but loud noise adjacent to the target. The subject takes 1 point of sonic damage and must succeed on a Will saving throw or be deafened for 1 round. This spell has no effect if cast into the area of a *silence* spell.

Source: *Spell Compendium* 195.

TRAPS

Feeding Chute

This trap is both deadly and efficient, using a mechanical trap to provide a food source for one or more monsters in

the form of unwary adventurers. The mechanism consists of a hidden trapdoor in the floor of a dungeon corridor that opens under more than 50 pounds of weight. Beneath the trapdoor is a smooth, 10-foot-diameter tube coated with slippery lard. Any character weighting more than 50 pounds who enters the trap's space must make a successful DC 22 Reflex save or be dumped prone into the greased tube. Creatures that are bigger than Large cannot fit in the tube and can climb out easily (Climb DC 5). Creatures that are smaller than Medium, however, find themselves sliding down the lard-covered chute at an alarming speed.

The chute extends for a variable distance, possibly including turns and bends, before opening into a large room. The greased chute propels the character 10 feet into the room, dealing him 1d6 points of damage. (A successful Tumble check can negate this damage, as can any effect that reduces or eliminates damage from falling.) At the end of the fall, the subject is prone.

Although the greased chute is annoying, it is not the true threat. Instead, the room into which the chute deposits the victim is the lair of a monster—an owlbear, a hydra, or a similarly voracious eater—that has been fed by the chutes its whole life. A bell attached to the original trapdoor jingles in the lair whenever the trap is activated. The dungeon keepers drop all food for the beast into the chute, so it is conditioned to expect meat when it hears the bell (Listen DC -5 while in the lair). As a result, when a careless adventurer springs the trap, the monster immediately rouses itself and waits by the chute for a meal. This preparation grants the monster a surprise round, which occurs the moment that the subject is ejected from the tube. The monster can attack immediately in this surprise round, possibly making attacks of opportunity if the subject is expelled through its threatened area.

It is possible to climb back up the lardcovered chute, though the ascent is difficult (Climb DC 30 for Medium or Small creatures, or Climb DC 20 for Large creatures). Sometimes, several feeding chute traps in different areas of a dungeon will lead to the same lair, allowing the builders to use the same monster to protect multiple entrance paths.

Feeding Chute: CR 1; mechanical; location trigger; automatic reset; Reflex DC 22 avoids; 10 ft. deep (1d6 points of falling damage); Search DC 22; Disable Device DC 22. *Market Price:* 2,900 gp.

APPENDIX 3: LEARNING MORE

11: WHITE DRAGON MADNESS

APL 2

Knowledge (arcana) – White Dragon

- 13 identifies Ixcrimvorix as a white dragon wyrmling, the smallest kind of white dragon. White dragons tend to have a cone-shaped breath weapon of cold
- 18 White dragons can climb icy surfaces as though under the effects of a *spider climb* spell and are immune to cold.
- 23 White dragons are vulnerable to fire.

Knowledge (nature) – Greenspawn Sneak

- 12 identifies the sneak as a monstrous humanoid related to green dragons and reveals all monstrous humanoid traits.
- 17 Greenspawn sneaks are immune to acid, and they can breathe underwater.
- 22 Greenspawn sneaks are true to their name. They often use tricks and distractions to overcome foes.
- 27 Greenspawn sneaks always near a source of freshwater, but that source is sometimes underground.

Knowledge (religion)

- 12 Greenspawn sneaks are some of Tiamat's spawn.

APL 4

Knowledge (arcana) – White Dragon

- 19 identifies Ixcrimvorix as a young white dragon. White dragons tend to have a cone-shaped breath weapon of cold
- 24 White dragons can climb icy surfaces as though under the effects of a *spider climb* spell and are immune to cold.
- 29 White dragons are vulnerable to fire.

Knowledge (arcana) – Bluespawn Ambusher

- 14 identifies the ambusher as a predatory magical beast related to blue dragons and reveals all magical beast traits.
- 19 Bluespawn ambushers are immune to electricity. They can release bursts of electricity from their bodies and swiftly burrow beneath the earth.
- 24 Bluespawn ambushers prefer to attack prey near sources of water in the deserts in which they dwell. They possess a degree of intelligence and can speak pidgin Draconic
- 29 Bluespawn ambushers follow regular migration patterns when hunting. Some desert dwellers know these patterns and travel to avoid the creatures.
- 34 Bluespawn ambushers produce offspring only once every ten years. Females lay eggs underground, then leave to hung. Males watch the eggs and signal hatching with electricity bursts at night.

Knowledge (religion)

- 14 Bluespawn ambushers are some of Tiamat's spawn.

APL 6-8

Knowledge (arcana) – White Dragon

- 22 identifies Ixcrimvorix as a white dragon. White dragons tend to have a cone-shaped breath weapon of cold
- 27 White dragons can climb icy surfaces as though under the effects of a *spider climb* spell and are immune to cold.
- 32 White dragons are vulnerable to fire.
- 33 Some white dragons of this size can create a *fog cloud* three times a day.

Knowledge (nature) Redspawn Arcanisses

- 16 identifies the arcaniss as a monstrous humanoid descended from red dragons and reveals all monstrous humanoid traits.
- 21 Redspawn arcanisses are vulnerable to cold and immune to fire, paralysis and *sleep*. They cast spells like sorcerers but can wear armor and use shields.
- 26 Redspawn arcanisses can heal themselves by casting fire spells, and their fire spells are abnormally potent.
- 31 Redspawn arcanisses hate good dragons and focus all their attacks on them or creatures that show allegiance to them.

Knowledge (religion)

- 12 Redspawn arcanisses are some of Tiamat's spawn.

12: THE SNOW DOME

Knowledge (planes)

- 13 Identifies these as ice mephits – a creature from the plane of air able to see in the dark and summon another of its kind once every hour.
- 18 Ice mephits have a 10-foot cone of ice shards as a breath weapon and are immune to cold.
- 23 Ice mephits are vulnerable to fire.
- 28 Ice mephits can heal themselves of 2 points of damage for every round it is touching ice or in extremely cold conditions
- 33 Ice mephits have the spell-like ability to cast *magic missile* once an hour and *chill metal* once a day.
- 38 Ice mephits have DR5/magic

14: LITTLE LIZARD'S LIBRARY

APLs 2-4

Knowledge (dungeoneering):

DC Revealed

- 13 Identifies this as a carrion crawler – an aggressive subterranean scavenger, greatly feared for the paralyzing attack delivered by its tentacles.
- 18 Carrion crawlers possess darkvision and the ability to scent out their prey.
- 23 Carrion crawlers have quick reflexes and are able to take more than one attack should the

opportunity present itself.

APLs 6-8

DC Revealed

- 16** Identifies this as a carrion crawler – an aggressive subterranean scavenger, greatly feared for the paralyzing attack delivered by its tentacles.
- 21** Carrion crawlers possess darkvision and the ability to scent out their prey.
- 26** These carrion crawlers are larger and tougher than those usually spoken of but they probably still have the quick reflexes of normal carrion crawlers and so be able to take more than one attack should the opportunity present itself.

APL 8 only

Knowledge (arcana):

DC Revealed

- 17** This creature looks like it has been affected by a powerful magic and altered in some way. For a start, it looks much tougher, stronger and faster than a normal creature.
- 22** It will have spell resistance.
- 27** Whenever a spell fails to penetrate its resistance, the creature will be able to use the power of the failed spell to enhance its natural abilities.

16: WHERE DRAGONS DWELL

All APLs

Knowledge (religion)

DC Reveals

- 15** This creature is not usually involved in the worship of Lolth, the deity most commonly associated with the drow.

APL

Knowledge (arcana)

DC Reveals

- 11** Identifies this as a darkmantle, a small magical beast that can see in the dark, and uses its ability to create darkness to defeat its prey.
- 16** If a darkmantle successfully grapples an

opponent's head, it can automatically constrict and cause great damage.

Knowledge (dungeoneering)

DC Reveals

- 15** This creature is an underground hazard that often disguises itself as a stalactite.

APL 4

Knowledge (arcana)

DC Reveals

- 14** Identifies this as an ankheg, a large magical beast that can see in the dark, and has an acidic bite
- 19** Ankhegs are known to use their tremorsense to locate their prey before grabbing it and retreating with it down their burrows
- 24** When frustrated, ankhegs will spit a stream of acid at the thing frustrating them.
- 29** Ankhegs that spit acid are without acid in their bites, and cannot spit again, for another six hours.
- 34** This ankheg seems to be a bit tougher than others that you've heard of.

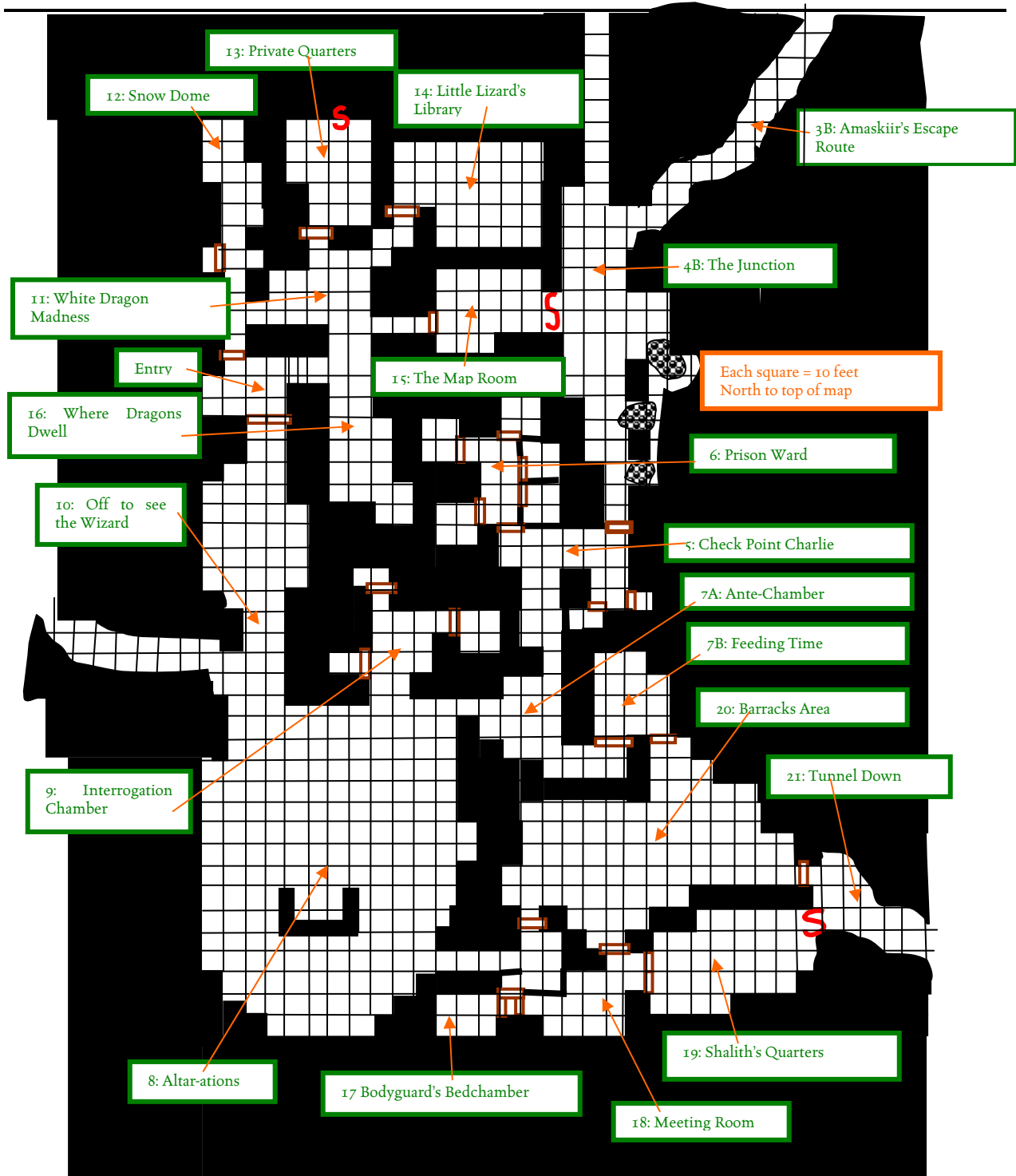
APL 6-8

Knowledge (planes)

DC Reveals

- 13** Identifies this as a fire mephit, a native of the elemental plane of fire that deals fire damage with its melee attacks
- 18** Fire mephits are immune to fire but vulnerable to cold
- 23** Fire mephits can also breathe fire, like dragons but on a smaller scale.
- 28** Fire mephits have the ability to cast *scorching ray* 1/hour, and *heat metal* 1/day
- 33** Fire mephits heal quickly, and have damage reduction 5/magic
- 38** These fire mephits seem to be a bit tougher than others that you've heard of.

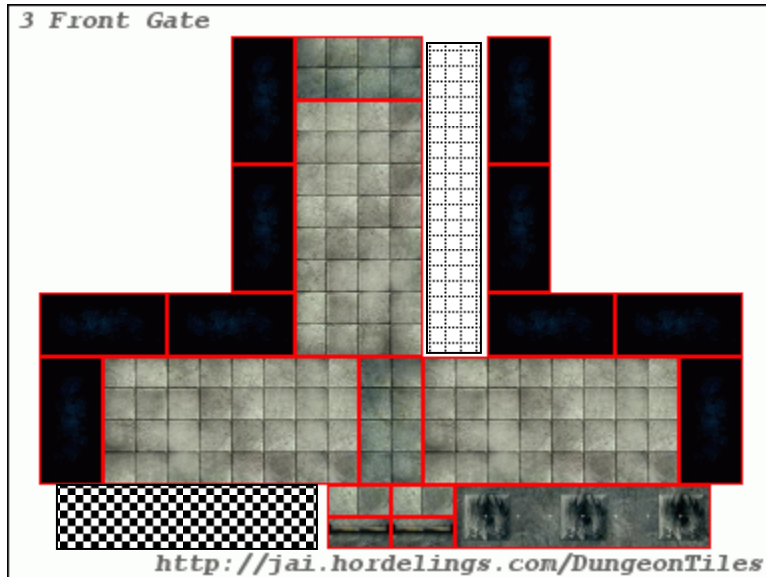
DM MAP 1 : OVERVIEW OF DROW COMPLEX



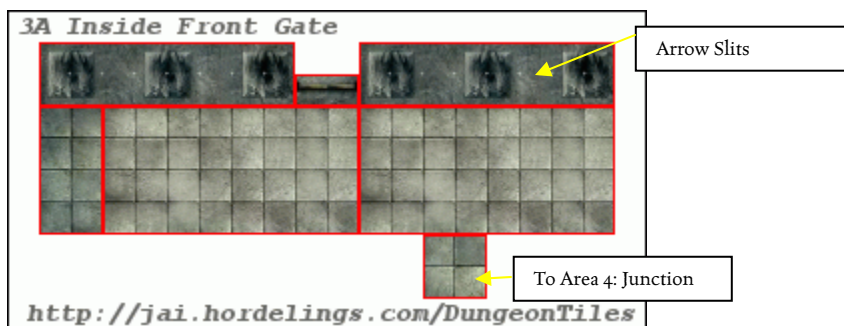
DM MAP SET 2 : MAPS

FRONT GATE MAPS:

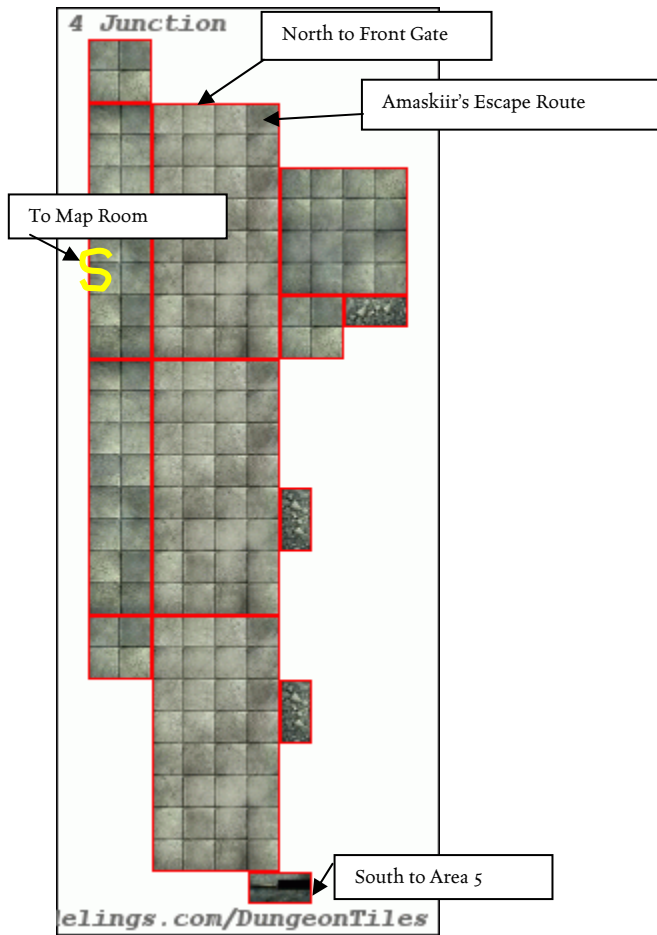
Outside front gate:



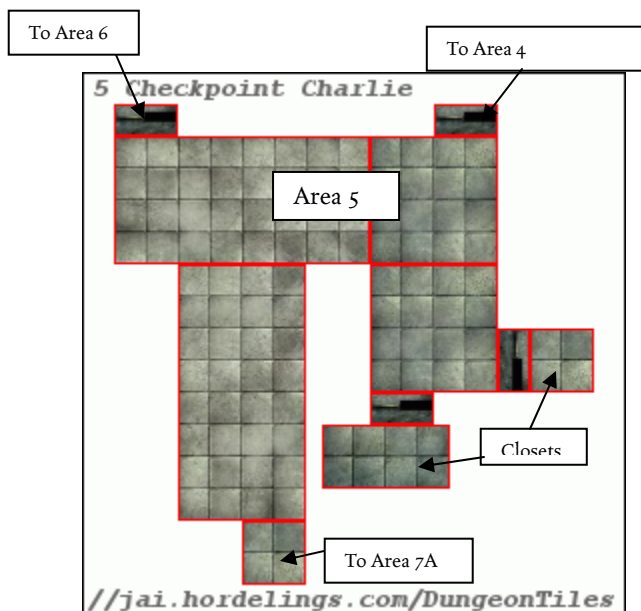
Inside front gate:



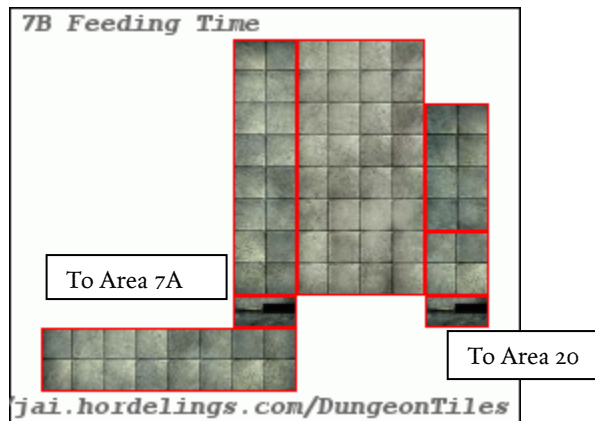
ENCOUNTER AREA 4A/B: Junction and/or Reinforcements.



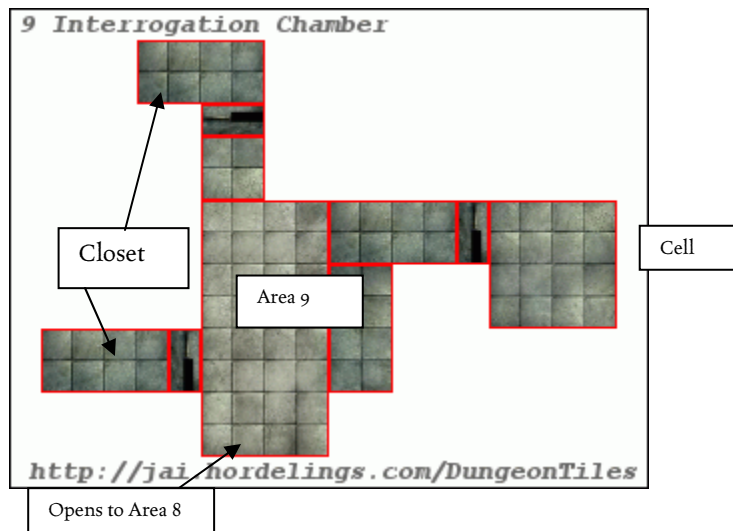
ENCOUNTER AREA 5: Check Point Charlie



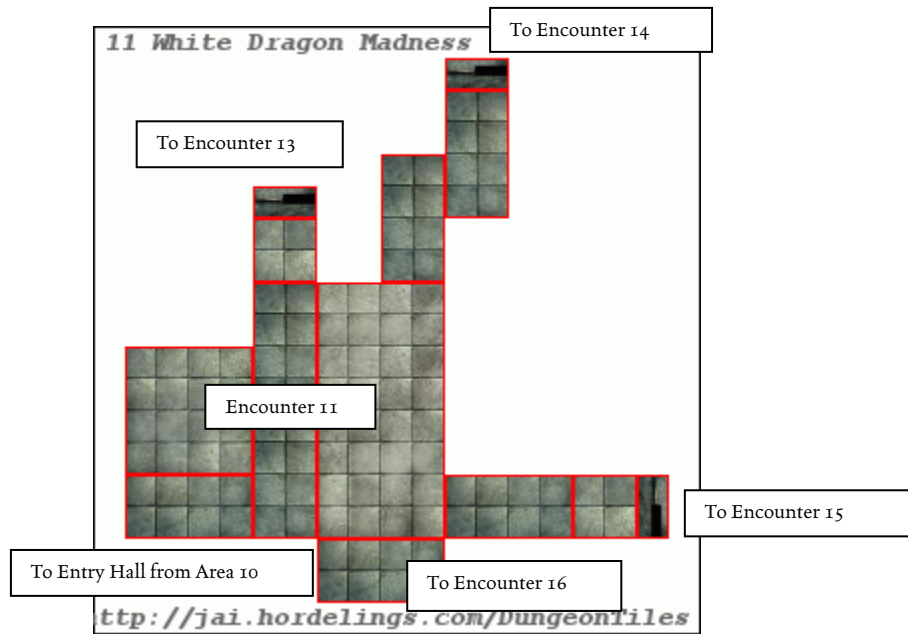
ENCOUNTER AREA 7B: Feeding Time



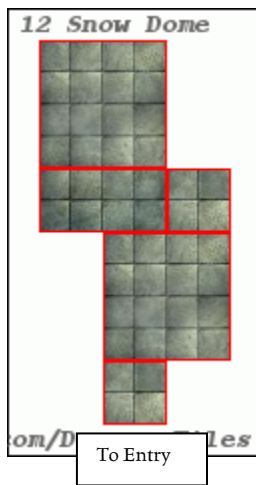
ENCOUNTER AREA 9: Altar-ations and Interrogation Chamber



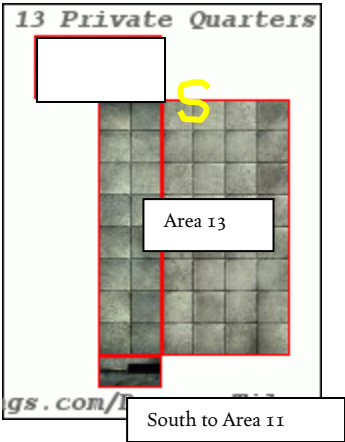
ENCOUNTER AREA 11: White Dragon Madness



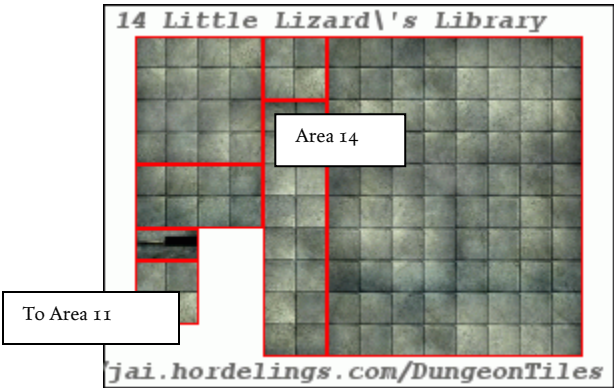
ENCOUNTER AREA 12: Snow Dome



ENCOUNTER AREA 13: Private Quarters

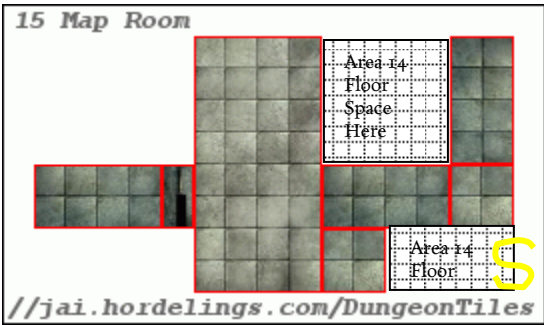


ENCOUNTER AREA 14: Little Lizard's Library

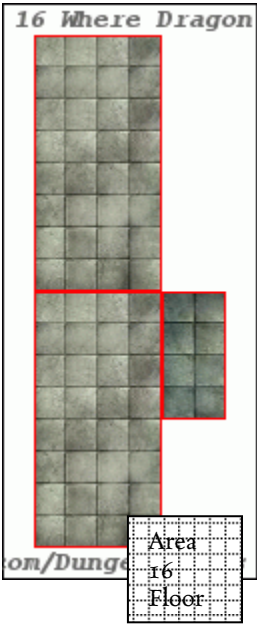


To Area 11

ENCOUNTER AREA 15: The Map Room



ENCOUNTER AREA 16: Where Dragons Dwell



PLAYER HANDOUT 1: AMASKIIR'S PARCHMENT

The writing on this stained piece of parchment is shaky, and the parchment itself has been folded tightly leaving deep creases in its surface, into which the ink has run.

Cells – fewer guards than expected; vanguard???

- Turned right and made it into guardroom. Left are more cells. Right is the guards.

- Entered guardroom. Another door leads out opposite from cells, but that is not the way I want to go. It leads to temple and interrogation room. Slipped past guards – desks are helpful. I followed the passage towards surface taken by the guards. Got to love that fungi; no need for darkvision.

- Found a tunnel off the main route. Rubble at entrance, but this is not collapsed like the two closer in. Partially stone-lined, but then rough passage that leads to surface. Mustn't have covered trail enough. The hunter follows...